

Ultimate Mortal Kombat 3

War Gods

Panzer Dragoon Zwei II

NBA Shoot Out



Seinen



Arcade



Seinen



PlayStation

# GAMEPRO

THE #1 VIDEO GAME MAGAZINE

Issue  
**92**

Nintendo 64 • PlayStation • Saturn • Sega • SNES • Genesis • 3DO • Neo-Geo • Arcade • Handhelds • PC



## Killer Instinct 2

Killer Tactics & Combos!

## 25 Reviews!

- Alien Trilogy
- VR Soccer '96
- Magic Carpet
- Earthworm Jim 2
- Night Warriors: Darkstalkers' Revenge



Super Strategy!

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NEWS YOU CAN USE

NINTENDO 64  
WHERE ARE YOU?  
THE 16-BIT GAMER'S  
SURVIVAL GUIDE  
ATARI CALLS  
IT QUILTS!

## 38 Sneak Previews!

- Street Fighter Alpha 2
- Tekken 2
- Final Fantasy VII
- Beyond the Beyond
- Ken Griffey Jr.'s Winning Run

CODES FOR:

Donkey Kong Country 2 • Street Fighter Alpha • Clockwork Knight 2



**If the suspense doesn't kill you, something else will.**

Mission Briefing Problem reported at Bio-Weapons Research facility in Raccoon Hills. No communication with Science Staff in six weeks. No response.

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from initial reconnaissance team. No backup. You are on your own.

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"YIPPIE-KI-YAY \*%#@#?£!"

A large, bright orange and yellow explosion graphic with a dark, smoky center, serving as a background for the title text.

**DIE**  
TRILOGY  
**HARD**

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WINDOWS 95™ CD-ROM, SONY PLAYSTATION™, SEGA SATURN™



# CONTENTS

## Features

### 14 Buyers Beware Spedal



Need help with a tough game? Before you pick up that phone and dial for help, check out The Watch Dog's report on game-counselor hotlines.

### 30 64 and Counting: What's Happening with the Nintendo 64?

Howard Lincoln, chairman of Nintendo, reveals what to expect from the Nintendo 64.



## COVER FEATURE

### 94 Killer Instinct 2!

The Fighter's Edge presents a 14-page ProStrategy Guide on this hot arcade fighting game.



### 34 The 16-Bit Survival Guide

With fewer and fewer new 16-bit games coming out, what are Genesis and SNES gamers going to do? Use this guide to keep playing!



## 94 SWATPro Strategy Section

### The Fighter's Edge Presents Killer Instinct 2

Arcade ProStrategy Guide

Basic moves, combos, and special attacks for all the characters.

### Super Mario RPG

Super NES ProStrategy Guide

Get started on this marvelous Mario adventure. Page 85.

### SWATPro

Hot codes and tips! Play as all the bosses in Street Fighter Alpha, 50 lives for Donkey Kong 2, and more.

### Genio Enhancers

Tons of Genio Genio codes for SNES and Genesis games!



### X-Men Children of the Atom

Now you control the X-Factor with this comprehensive move list for the ten mutants in X-Men.

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Standard and super moves for the ten creatures of the night!

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# CONTENTS



Alien Trilogy! Page 56.

## ProReviews



Earthworm Jim 2! Page 62.



Super Mario RPG! Page 64.

56 PlayStation

62 Saturn

68 3DO

70 Portable Systems

72 Quick Hits

76 Sports Pages

84 Role-Player's Realm

## Game Index

Addict Power Soccer	82	High Velocity	118	Sky Target	54
Alien Trilogy	56	Ignition Factor	122	Spot Goes to Hollywood	43
Arcade Classics	70	In the Heat	126	Spunster: The Roar to	
		Iron Storm	92	Epsilon Ink	42
Blair Witchwood	46	Ken Griffey Jr.'s Winning Run	80	Steel Harbinger	47
BlatDooz	41	Killer Instinct 2	94	Street Fighter Alpha 2	50
Blazing Dragons	91	LeMble Lute	36	Street Fighter Alpha (PlayStation)	116
Blood	48	Magic Carpet	64	Street Fighter Alpha (Saturn)	118
Blood Omen: Legacy of Yaku	91	Mega O' Death	68	Super Hero RPG	84
Bottom of the 9th	77	Medawar 3000	120	Tekken 2	40
		Mega Man X3	124	Tetsi Slot	70
Confession: Dracula X	122	Myt	60	Thor	36
Crashman 3D	72	NBA Hang Time	52	Thunderstrike 2 (PlayStation)	124
Clockwork Knight 2	122	NBA Live '96	81	Thunderstrike 2 (Saturn)	126
College Skin	70	NBA Shoot Out	81	Time Commando	42
Conix Zone	116	Need for Speed	58	Time Killers	46
Creature Shock (3DO)	68	Nester's Family Bowling	72	Tokyo Highway Battle	47
Creature Shock (PlayStation)	60	Night Warriors		Toonstruck	48
D2	42	Darkstalkers' Revenge	64	Ultimate World Kombar 3	38
Devil Summoner	92	Demons	120	Urban Strike	120
Donkey Kong Country 2		Parzor Dragon Zwei II	38	Westman	120
Diddy's Kong Quest	116	Phonix 3	72	VR Soccer '96	76
Doan	72	Poohantis	72	War Gods	51
Dragon Lane	72	Pokey & Rocky 2	126	Warhammer	92
		Prozo Overall	46	Waterworld	70
Earthworm Jim 2	62	Raven Project	41	Winning Post	72
Earth	43	Shadow Warrior	49	WWF WrestleMania	
Final Fantasy VII	90	The Arcade Game	126	X-Men: Children of the Atom	118
Formula 1 World Championship	77	Shining Wisdom	91	Zero Divide	122
Frank Thomas "Big Hurt" Baseball	80	Shelenda	43	Zork Nemesis	49
Frankie Zoo	124	Sherlock	60		



War Gods! Page 55.

## DEPARTMENTS

- 12 Letter from the GamePro**
  - 12 The Mail**
  - 13 GamePro Gallery**
  - 14 Buyer Beware**  
A special four-page report on getting the most out of game-counselor hotlines
  - 20 Profiles**  
Adios, Atari.
  - 22 GamePro Online**  
Game info from AOL and the Internet
  - 24 The Cutting Edge**  
The Nintendo 64's 6400 "Bulky" Drive and VR glasses for PlayStation
  - 26 GamePro Labs**  
The PlayStation Game Shark, the Advanced PlayStation Control Pad, and the PS Arcade Joystick
  - 36 Overseas Preview**  
Early looks at Japanese games, including Thor
  - 38 Sneak Previews**  
Ultimate Mortal Kombat 3, Tekken 2, Parzor Dragon Zwei II, and much more!
- 48 GAMEPRO**  
Blood, Toonstruck, and more!
- 50 Behind the Scenes**  
Scanlon's new arcade game! Street Fighter Alpha 2, War Gods, and NBA Hang Time.



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## More Bam Bam for Your Buck

Nobody demands more out of their purchases than video gamers. Think about it: Restaurant patrons don't study their meals in search of unseen bonus desserts, people who buy a new dishwasher don't look for secret codes that'll make their machine perform extra tricks, and book lovers don't expect to access a hidden character in a new novel. But video gamers expect these cheats and more.

Gamers get really steamed when they feel that someone else is getting an advantage. Check out the letter from Lynda Chastain: Like many other gamers who wrote to us, she expected to find two more characters in Acclaim's WWF WrestleMania: The Arcade Game for the SNES. Unfortunately, games change when they jump to different systems, a fact we all learned when we saw Mortal Kombat's Genesis blood and SNES sweat. More recently, Primal Rage for the SNES dropped the "shower" fatality found in the Genesis, and NHL '96 for the Genesis lost the SNES's hidden teams.

Lynda, like other peeved gamers who wrote to us, only wanted what everybody else seemed to be getting: Bam Bam Bigelow and Yokozuna. But after talking with Acclaim, we don't think the company misled anyone. An Acclaim spokesperson pointed out that the SNES box and manual both show only six characters. The fine print in the ads for the game says that the eight wrestlers are in the other versions, not in the SNES cart. The poster does show Yokozuna, but only as a participant in the original arcade game. The spokesperson also told us that despite widespread rumors to the contrary, the SNES game contains no secret codes for accessing Yokozuna and Bam Bam.

There are several lessons to be learned here. Gamers: Study ads, manuals, and packaging carefully so you know what you're getting. Read *GamePro* for the straight scoop (our SNES Preview in the February issue protested Yokozuna and Bam Bam's disappearance). And, game companies, don't ever tell gamers they can't do something. That only makes 'em more determined to find a way to do it.

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



## GamePro Readers Speak Out!

### Cart Protest

I'm totally ticked off by the false advertising for video games. The packaging, poster, and manual for WWF WrestleMania: The Arcade Game all show Yokozuna and Bam Bam Bigelow in the game for a total of eight selectable wrestlers. Wrong! The SNES game has only six characters: Yokozuna and Bam Bam are missing. Unfortunately, I can't take the cart back, because retailers won't accept returns unless the games are broken. So I'm stuck with an inferior product. I'm another victim of false advertising.

Lynda Chastain  
Era, TX

### Toxic Tommy replies:

Sorry, but you're off base, Lynda. See "More Bam Bam for Your Buck" at left for the results of our research into your accusation.

Why are the prices of SNES games going up so fast?

"Pitohski"  
Internet

### The Black Widow replies:

The average price of SNES games is edging past \$70 for two reasons: One is the law of supply and demand, which dictates that when fewer items are available, the price of those items will be higher. Not as many SNES games are being sold now as in years past, so game makers must charge more in order to make a profit on those games that do sell. The other reason is that today's SNES games have much more memory than yesterday's

games, so they're more expensive to produce. Carts with 16 or 24 megs of memory are common now, whereas a few years ago most games had only 8 megs. Unfortunately, those extra chips are expensive, but the payoff is in the kind of gameplay you find in Donkey Kong Country 2—gameplay not possible on 1993's 8-meg carts.

### Internet Interest

How do you get into the GamePro chat room on America Online?

"Chromeys"  
Internet

### The Net Nut replies:

Join the wild GamePro chat room by typing the keyword **gamepro**. Then go to the Communications Center, and from there enter the GamePro Online Chat Room. Find out which GamePro editors will be in the chat room that afternoon by clicking on the Editor of the Day Chat Schedule.

### More Mortal?

Will there ever be a sequel to last year's Mortal Kombat movie?

"AMARC16035"  
Internet

### Doctor Devon replies:

We have two answers for this question. One is from New Line Cinema, the studio that made the movie. A spokesperson says, "We are always discussing the possibility of a sequel, but there's nothing definite to announce yet." The

other answer is from a key insider at Williams, the game development company, who says the script has already been approved and plans are under way for a sequel to be released in mid-1997. By the way, another sequel is coming to the big screen next year: the latest Batman follow-up, this one with Alicia Silverstone as Batgirl, Lima Thurman as Poison Ivy, and possibly Arnold Schwarzenegger as Mr. Freeze.

## The Magazine Biz

In your November 1995 issue you advertised the Mortal Kombat Doom Match and Conquer Sweepstakes. Unfortunately, the contest wasn't open to residents of New York, Florida, Rhode Island, and Canada. Why not? Why am I ineligible because of where I live?

Dan Kohler  
Bethpage, NY

## Scary Larry replies:

We'd love to include everybody in our contests and sweepstakes, but ultimately it's not our decision. Certain states and countries have restrictions on contests that award prizes, which means their residents can't participate. Write to your state legislators if you want to make a change in your state's policy.

## Complaint Corner

I've noticed a trend in fighting games that's beginning to bug me: Why are characters so unbalanced? For instance, in *Marvel Super Heroes*, you must pick certain characters to beat certain others; if you have the wrong character, there isn't much you can do to attack. I just want more balance.

"TrueHanzo"  
Internet

## Reader Report

When MK 3 came out, I didn't think it was much better than MK II. But somehow I got completely addicted! I don't like the game that much, but I can't stop playing it. I need serious help. Please help me, or if you can't, then kill me.

Chris Mead  
Windsor, MA

## Coach Kyle replies:

We've all been hooked on games that we didn't think were that good. So what's the most addictive game ever? Don't tell us the best game ever; tell us one that you knew from the beginning wasn't that great but that you somehow couldn't stop playing. Send your one nominee to the address below, and we'll report the results in an upcoming issue.

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

## Celebrity Circle

In *Beloved* of Dirty, Connecticut, asked for Jim Carrey's address, we found it, and received a big photo that reads "Spunk you very much" with an autograph. Write to:

Jim Carrey  
c/o Bartels Co.  
P.O. Box 37593  
Sherman Oaks, CA 91403



## GAMEPRO GALLERY

### Pick of the Month



Jay Atkins, Rochester, NY



John Clark, Portage, MI



Ricardo C.C. Jackson  
Cleveland, OH



### Whaddaya Think?

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

**GAMEPRO Magazine**  
Dear Editor  
P.O. Box 5826  
San Mateo, CA 94402

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



## By The Watch Dog

Hey pups! We get so many questions about 900 lines (our own included) that we decided to investigate how they work and how much they cost. With summer fast approaching - which means gamers will be home playing video games - info like this should come in handy.

**Q:** I recently called the Sega Consumer Service Line to get tips on games. A recording said to call 800/220-SEGA at 95 cents a minute for more info. Why did they switch to a 900 line? It's expensive, and not everybody can call the 900 numbers. I know I can write to Sega for tips, but it takes three weeks to get an answer. What do I do?

Dwayne Thompson, Bladenboro, NC

**A:** Everybody knows that the video game industry has suffered through some extremely tough times in the last year. One group hit especially hard by recent financial problems is live game counselors. For years software companies have provided phone lines for tips and tricks, but lately many companies have cut back on their live counselors. For instance, LucasArts and Sierra On-Line have gone exclusively to providing taped information, while others like American Sammy have eliminated their game hints altogether. Some companies, such as Capcom and Sega, offer

both live counselors and taped information.

Because gamers are faced with so many changes, the Watch Dog decided to investigate the world of game-counseling phone lines. Check out the extensive chart on the following pages for phone numbers, hours of operation, costs, and type of service offered by the video game companies' tip lines.



The industry standard for game lines has long been the Nintendo line. Currently Nintendo maintains two numbers - a toll call with taped information, and a 900 line to reach a room stocked with over 120 counselors handling about 15,000 calls a day (like game counselor Joanne Pierce, pictured above). Nintendo even offers bilingual counselors who speak French and Spanish.





## Is It Live or Is It Tape?

There's one main reason why software companies have switched to 900 lines with taped information: It's far cheaper to run a 900 line than it is to pay counselors to answer the phones. A 900 line can also be very lucrative, generating enormous revenues with charges that average \$.95 a minute. Unfortunately, this cost can be prohibitive to gamers, leading some families to block 900-line access for their tip-starved gamers.

What do you get for your \$.95 a minute? If the 900 line provides only taped info, you'll usually hear a lengthy menu that gives you answers to the most commonly asked gameplay questions. A typical tape will offer choices such as, "To beat the Level One boss, press one; to find Level Two's Magic Wand, press two," etc. Choices and information are updated as often as once a week. The obvious problem, of course, arises when your question isn't among those offered in the menu.

## Live and In Person

Even when you do call a counselor, you may not get all the help you need when you need it. Last summer Activision told its callers there was up to an hour's wait to talk with a counselor, thanks to the flood of calls regarding *MechWarrior 2000* for the PC. Call *Atari* or *Jaleco*, and you'll be calling the one counselor they have, so hopefully he's not out sick.

Having reached a counselor, you may find that this person is truly a game counselor, someone who knows the games inside and out. Often, however, the "counselor" has a different title, anything from programmer to office administrator, and they are unable to solve all gameplay problems. ☐

HELP!

Game Players Service, Inc. is a new service that helps gamers who are stumped by PC games like *MechWarrior II*, *Phantasmagoria*, and *Hexen*.

Located in Redmond, Washington, GPS's counselors use a vast database to help solve games and provide hidden hints and cheats. Reach the GPS counselors at 800/436-4468, seven days a week from 9 a.m. to 9 p.m. PST. Calls cost \$1.99 per minute.



Get help on *Hexen* from Game Players Service, Inc.

PHONE

BFD Productions is the company that sets up most of the 900 lines for software companies. Bruce Dyer, BFD's president, gave us these 900-line facts:

**Number of calls to 900 lines:** 2000-100,000 per month, depending on the company

**Game genre that generates the most calls:** RPGs (has almost nine times more caller-minutes than shooter games)

**Average length of call to 900 number with counselor:** 3.5 minutes

**Average length of call to 900 number with tape:** 3 minutes

**% of callers opting for counselor rather than tape:** 15%

**Busiest season:** Dec. 25-April 1

**Busiest week:** Dec. 25-Jan. 1

**Second busiest calling period:** The Monday of any three-day holiday

**Busiest time of the day:** The 3-4 hours after school

**New additions to 900 lines:** Ability to purchase mailed or faxed strategy guide

## Make Your Call Count

- Know in advance: Where you are in the game, the names of characters and objects
- Best hours to call: M-F 6 a.m.-7 p.m. PST
- Avoid these peak days: Dec. 25-Jan. 1 and holidays
- Write out your questions in advance so you don't waste time on the long-distance call
- Have pen and paper ready to write down detailed answers

**A**t 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

You can also e-mail us at:  
[buyers\\_beware@gamepro.com](mailto:buyers_beware@gamepro.com)



# Here's whom to call, and what you can expect.

Data subject to change without notice.

Company	Phone	Hours	Cost	Live/Taped
300	415/261-3154	M-F 9 a.m.-5:30 p.m. PST	Toll call	Live
Absolute	202/818-8878	M-F 10 a.m.-5 p.m. EST	Toll call	Live
Actions/Trying Edge	516/759-7800	Topic 24 hrs., live M-F 9 a.m.-7 p.m. EST	Toll call	Both
Analisis	408/296-0400	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Arcticon	310/478-5644 (live) 900/680-4468 (taped)	M-F 9 a.m.-6 p.m. PST 24 hours	Toll call \$ 95/minute	Live Tape
American Laser Games	505/890-1708	M-F 8 a.m.-5 p.m. MST	Toll call	Live
American Software	202/327-6545 ext. 300	M-F 9 a.m.-6 p.m. EST	Toll call	Live
Alan	900/737-2827	24 hours	\$ 95/minute	Tape
Atlas	714/852-2351	M-F 9 a.m.-5:30 p.m. PST	Toll call	Live
Bellsoft	900/884-4487	24 hours	\$ 95/minute & \$1.25/minute	Tape
Capcom	408/774-9400 900/680-3580	M-F 8:30 a.m.-5 p.m. PST 24 hours	Toll call \$ 95/minute & \$ 75/minute	Live Tape
Crystal Dynamics	980/737-4767	Topic 24 hours, live M-F 9 a.m.-5 p.m. PST	\$ 85/minute	Both
Culturetoon	794/880-2339	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Doko East	408/288-7080 ext. 23	M-F 8:30 a.m.-5:30 p.m. PST	Toll call	Live
Digital Pictures	415/345-0445	M-F 9 a.m.-6:30 p.m. PST	Toll call	Live
Domark	415/513-8929	M-F 8 a.m.-5 p.m. PST	Toll call	Tape
Dynanic	206/664-4343	M-F 8 a.m.-6 p.m. PST	Toll call	Live
Electracon	900/903-8477	24 hours	\$ 99/minute	Tape
Electra Arts	900/288-6468	24 hours	\$ 95/minute & \$ 75/minute	Tape
Evo	206/861-8927	M-F 10 a.m.-5 p.m. PST	Toll call	Live
Gametek	800/439-3995 900/903-4563	M-F 9 a.m.-5:30 p.m. EST 24 hours	Free \$ 85/minute	Live Tape
Hot-B	415/567-9531	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Hubert Soft	415/871-8895	24 hours	Toll call	Tape
id Software	303/339-7311	M-F 9 a.m.-11 p.m. MST	Toll call	Live
Interplay	900/376-7529	24 hours	\$1.25/minute & \$ 75/minute	Tape
Jolex	706/215-2359	M-F 10:30 a.m.-3:30 p.m. CST	Toll call	Live
JVC	310/225-5777	M-F 9:30 a.m.-6 p.m. PST	Toll call	Live
Koni	415/348-0500	24 hours	Toll call	Both
Konami	900/896-4468	Topic 24 hrs., live M-F 8:30 a.m.-5 p.m. CST	Topic \$ 85/minute, live \$1.15/minute	Both
Luxoflex	900/740-5234	Topic 24 hrs., live M-F 8:30 a.m.-4:30 p.m. PST	\$ 75/minute	Both
Megawatt	900/454-8880	24 hours	\$ 95/minute	Tape
Microprose	418/771-1151 900/933-7529	24 hours 24 hours	Toll call \$ 95/minute	Both Tape
Mindscape	800/409-1487	24 hours	Free	Tape

# Here's whom to call, and what you can expect.

Company	Phone	Hours	Cost	Live/Taped
Bonus	800/922-0712	9 a.m.-7 p.m. PST	Toll call	Live
Comcast	204/885-7129 900/288-0737	24 hours M-Sat 4 a.m. midnight, Sun 6 a.m.-7 p.m. PST	Toll call \$ 95/minute	Topic Live
Comcast	408/289-1411 ext. 222, 234, 265	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Comcast Software	408/663-1888	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Comcast	714/242-1743 ext. 174	9 a.m.-5 p.m. PM	Toll call	Live
Comcast	900/933-7669	Topic 24 hrs., live M-F 9 a.m.-5 p.m. PST	Topic \$ 95/minute, live \$1.15/minute	Both
Comcast	905/475-8881	24 hours	Toll call	Topic
Comcast Science	415/308-8461	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Comcast News	415/286-6110	M-F 7 a.m.-10:30 p.m., Sat 8:30 a.m.-5:30 p.m. PST	Toll call	Live
Comcast	900/202-7342	24 hours	\$1.05/minute & \$ 85/minute	Both
Comcast	702/755-7596	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Comcast On-Line	930/210-5583	24 hours	\$ 75/minute	Topic
Comcast Software	818/243-8313 ext. 987	24 hours	Toll call	Topic
Comcast	310/214-8784	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Comcast Computer Entertainment	900/933-7669	Topic 24 hrs., live M-F 9 a.m.-5 p.m. PST	Topic \$ 95/minute, live \$1.15/minute	Both
Comcast Multimedia	510/522-1144	24 hours	Toll call	Both
Comcast	286/861-8303	Topic 24 hrs., live 8 a.m.-5 p.m. PST	Toll call	Both
Comcast	900/737-4468	24 hours	\$ 95/minute & \$ 75/minute	Topic
Comcast	900/737-4468	24 hours	\$ 75/minute & \$1.25/minute	Topic
Comcast	212/889-1212 ext. 412	M-F 5:30 p.m.-9 a.m. EST	Toll call	Topic
Comcast 2 Interactive	900/288-2532	24 hours	\$ 95/minute & \$1.25/minute	Topic
Comcast	310/787-2900	M-F 8 a.m.-5 p.m. PST	Toll call	Live
Comcast	818/501-3241	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Comcast Warner	408/439-3999	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Comcast	963/874-5092	M-F 9 a.m.-5 p.m. CST	Toll call	Live
Comcast	900/903-9283	24 hours	\$ .80/minute	Topic
Comcast Soft	415/444-8640 ext. 34	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Comcast Gold	900/288-4263	24 hours	\$ 85/minute	Topic
Comcast Talk	310/326-8880	M-F 9 a.m.-5 p.m. PST	Toll call	Live
Comcast	714/833-1999 900/288-4744	M-F 8 a.m.-5 p.m. PST 24 hours	Toll call \$ 75/minute	Live Topic
Comcast	900/388-4744	24 hours	\$ 75/minute	Topic
Comcast	900/874-5092	M-F 9 a.m.-5 p.m. CST	Toll call	Live
Comcast News	714/903-6515	M-F 8 a.m.-4 p.m. PST	\$ 75/minute	Live
Comcast Designs	916/243-3417	24 hours	Toll call	Topic

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Computer Gaming World

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ACCOLADE

# PRO NEWS

Mag 1996

## Adios, Atari

The persistent rumors have finally come true: Atari left the video game business. Three weeks after Atari's president resigned amid speculation that the company was getting out of video games, Atari merged with JTS Corporation, a manufacturer of computer disk drives based in San Jose, California. JTS executives will run the merged company, and Atari will temporarily function as a JTS subdivision. According to Multimedia Wire reports, Atari is simultaneously trying to license its hardware, software, and patents to other companies, hoping that they will supply gamers with the video games that Atari will no longer produce.

The results are grim for Atari fans because all indications are that the founding video game company has quit making systems and games altogether. Company insiders say that the last new Jaguar games are *Brett Hull Hockey* and *Attack of the Mutant Porcupines*, with no others in development. If no companies buy up Atari's licenses, no more games will even be possible, since sources tell *GamePro* that no video game production staff works for Atari, no future Jag or Jag CD games have been in development for months, and even the recently formed PC division, Atari Interactive, has been completely liquidated.

Starting in 1994, Atari had pinned its hopes on the Jaguar, figuring that this 64-bit machine would get a jump on Sega's and Sony's 32-bit systems and the much-delayed 64-bit system from Nintendo. The

Jaguar, however, has still sold only about 150,000 units, a feeble figure quickly surpassed by the hotter-selling PlayStation and Saturn.

Hempered by a slow trickle of software and a lack of third-party games, the Jag never took off as Atari expected, and its CD add-on was never really taken seriously. So, to dump its supply of Jags, Atari slashed the system's price to \$99 just before Christmas. The rumors of impending doom that began to circulate over the holidays intensified when Atari President Ted Hoff abruptly resigned January 18 (see "ProNews," April).

## The Life and Death of Atari

1972 - Nolan Bushnell founds Atari and leads off with two successful arcade games, *Pong* and *Pac-Man*

1976 - Warner Communications buys Atari from Bushnell

1978 - Bushnell leaves to start Chuck E. Cheese restaurant chain

1980 - Sales of Atari's home systems hit \$415 million

1983 - Collapse of video game market. Atari is \$200 million in the red

1984 - Jack Tramiel, formerly CEO of Commodore, buys Atari

1986 - Atari posts profit of \$26 million

1988 - Atari profits peak at \$452 million

1989 - With profits down to \$29 million, Atari introduces the Jaguar

1994 - Sega pays \$40 million to use Atari patents

May 1995 - Sega releases the Saturn

September 1995 - Sony releases the PlayStation.

Atari posts third-quarter losses of \$13 million

January 18, 1996 - President Ted Hoff resigns

February 13, 1996 - Atari merges with JTS



## Inside Scoop

### Nintendo 64 Late in Japan!

Nintendo has postponed the launch of the Nintendo 64 in Japan. Scheduled to release the much-delayed system this month, Nintendo had trouble manufacturing enough Japanese units and consequently decided to bring out the N64 on June 23, according to a Japanese newspaper. This story comes a month after Nintendo officially delayed the U.S. launch until September 30.

Speaking of the N64, Nintendo has another company joining its Dream Team of exclusive developers. Octon is now onboard to make a 64-bit game based on Toyin Cruise's latest flick, *Missour: Impossible*. The movie's coming out May 22, but the game is still a year away.

### Sierra Merges with CUC

The venerable software company Sierra On-Line has merged with GUC International in a transaction valued at more than \$1 billion. The market-leader in PC games for 1995, Sierra has the largest in-house development group in the industry and made King's Quest, Leisure Suit Larry, and Phantasmagoria for the PC. GUC is a 29-year-old membership-services company that connects 40 million users with shipping, dining, travel, and financial companies. In a press release, Sierra CEO Ken Williams said that the new company's combined talents in interactive entertainment and electronic commerce strongly positioned it to take advantage of the expanding Internet marketplace.

## Saturn Spinning Off to the Internet

Get on the Internet through your Saturn. That's Sega's plan, according to formal announcements made this spring. The news confirms earlier speculations first reported in "ProNews" back in January.

The new "Saturn Internet" (the name is still to be determined) will possibly have a modem, cabling, and a keyboard that will enable users to browse the World Wide Web on their TVs. Sega hasn't announced prices or release dates yet, though the *San Francisco Examiner* said on February 19 that a new Saturn with the Internet peripheral will cost between \$400 and \$450 (currently, a new Saturn costs \$299).

Sega spokesperson Terry Tang says that Sega's looking at all the packaging options, and she refused to say if there would indeed be a keyboard included. Some form of the Saturn Internet may be available in Japan as soon as this month.



## Celebrity Sightings

As in years past, big software companies are allying themselves with Hollywood to add names to their games. Acclaim Entertainment, Tiger Electronics, and Sega Pinball have signed up to make games based on *Space Jam*, the upcoming live-action/animated film starring Michael Jordan and Looney Tunes characters. Look for PC, PlayStation, Saturn, Tiger handheld, and arcade games later this fall.

In a sequel to the movie *Escape From New York*, Kurt Russell attempts to *Escape From L.A.* in a new flick and a new game for the Saturn, PlayStation, M2, and PC. The games and the movie are still about a year away.

Later this month sci-fi fans will want to check out *Rivers of Dawn*, Virgin's RPG/adventure title on the PC that stars Rod Roddenberry, son of *Star Trek* creator Gene Roddenberry. And

who can resist a peek at Golden Nugget, a PC gambling game narrated by the one and only Adam West, TV's classic *Batman*.

Finally, Activision has just inked a deal with Threshold, makers of the *Mortal Kombat*

movie, to bring the Zork PC games to other media. A live-action Zork TV series should be up and running in the next year or two, followed soon by a big-screen feature. ☐

## The 2nd Annual Electronic Entertainment Expo Is Coming!

On May 17, 18, and 19 in Los Angeles, every major video game and PC game company in the world will be on hand at the L.A. Convention Center to show off their hot games for 1996. Now you can be there, too!

You can get fresh news straight from the show floor with GamePro Online via America Online and the new GamePro Web site. GamePro editors will conduct live interactive conferences every day, showcasing the hottest games and game developers at E3. Check GamePro Online, the GamePro Web site, and the June issue of GamePro for more info.

Find out what's hot at E3 with Sega of America, Sony Computer Entertainment, Electronic Arts, and more! Also, look for special presentations with the editors of "PC GamePro" for reports on cool PC software, "Role-Player's Realm" for the latest RPGs, and "The Fighter's Edge" for all the killer fighting games.



## News Bits

- **Seac loved!** Sega has shed a little light on its plans for its superior hedgehog, Sonic, will return before Christmas with a new red pal, Tails, to face a new unnamed nemesis in a still untitled game. Of special interest is the list of systems the game will be available for: Genesis, Saturn, Game Gear, Pico, and PC. No Sonic title is in the works for the Sega CD or 32X.
- **Wonder why your games are costing more than ever?** Part of the reason is the high cost of video game piracy that plagues the industry. A new report from the International Digital Software Association says that software companies lost \$2.5 billion to counterfeiters last year. Nintendo alone lost \$1.3 billion in 1995 to the sale of illegal copies of its products. China, Taiwan, Hong Kong, Russia, Mexico, Venezuela, and Paraguay are identified as the main countries that have let software piracy run rampant.
- **Positive signs that the year-long slump in the video game industry may be abating:** Two major software companies, Electronic Arts and Activision, poised modest gains for the first three quarters of fiscal 1995. Sanctuary Woods was not so fortunate. Disappointing sales have forced big layoffs, a corporate restructuring, and the cancellation of several upcoming games — including the halfhearted Journeyman Project. Director's Cut for the Saturn and PlayStation.
- **Electronic Arts will bring the popular *Genji* comic book series to disc.** Says *Genji* creator Jim Lee, "I have every confidence that they [EA] can deliver a fast-action game that captures the look and feel of the *Genji* comic book series, as well as the humor and playfulness of the characters." Look to 1997 for PlayStation and Saturn games featuring Genji's fugitive teens.
- **More info is coming in about Tute Warner Interactive's new Wayne Gretzky hockey game that'll skate into arcades soon (and then onto the Nintendo 64 next fall).** It'll be three-on-three plus goalie competition with 360-degree camera rotation around the rink and the National Hockey League Players Association license.
- **The Sega Channel is expanding again.** Shaw Communications has launched the cable service in Canada in Edmonton, Calgary, and Victoria, while Tele-Communications International says it will begin offering the Sega Channel in Western Europe this year, with New Zealand, Australia, and Israel scheduled to follow.
- **Among the toys on display at the spring American International Toy Fair were seven Primal Rage action figures** from Tute Warner Interactive. The five-inch movable diags (complete with bonus lava rocks and tiny humans), new books, comics, and controls are already razing in stores.

## BLOCKBUSTER VIDEO MAY HOT SHEET

### PlayStation

1. Resident Evil
2. Overcast
3. Alien Siege
4. D
5. Street Fighter Alpha
6. Assault Rpg
7. College Slam
8. Rise & Reconstruction
9. Cyberia
10. Heavy Iron

### Saturn

1. College Slam
2. Hang On GP
3. May Area
4. Mortal Kombat 2
5. House Fighter 2
6. Sega Rally Championship
7. White City
8. World Soccer Revolution
9. H&H All-Star Hockey
10. G&H All-Star Hockey

### Genesis

1. College Slam
2. NBA Live '96
3. Toy Story
4. Pinballman
5. FM Town 3D
6. Earthworm Jim 2
7. Assault Rpg
8. Demolition
9. VC Soccer
10. Revolution 3

### Super Nes

1. College Slam
2. Top Story
3. Super Mario RPG
4. NBA Live '96
5. Marvel Super Heroes
6. Mega Man 2D
7. The Two FS
8. Demolition Country 2
9. Pinball 3
10. Assault Rpg

# GAMEPRO ONLINE

## The Best of GamePro Online

By The Net Nut

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

### Online Options

Some areas you can explore in GamePro Online:

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



Among the downloadable pics in the File Vault is this cool shot from the Street Fighter II animated movie, posted by "DWP25."

### NetPro

What's on the Web? Check out these game-related Web sites.

**Classic arcade games:**  
<http://coopd.ten.psych.indiana.edu/~0001/cyberarc/v16a.html>

In addition to info about games, the coin-op museum in St. Louis, and game auctions, this comprehensive page shows you classic ads for old games.

**Genesis cheats:**  
<http://www.owf.net/~wjalaska/wsgs/ezepcheat.html>

Yep, they're all here, everything from Afterburner to Zoom!

**Ultra 64:**  
<http://www.pltt.edu/~wan/m44-eag.htm>

Cap Scott's Nintendo Ultra 64 Web Page professes to have the latest and greatest info about Nintendo's new machine.



Go to <http://www.owf.net/~wjalaska/wsgs/ezepcheat.html>, and you'll find games, cheats, links, and other cool stuff for 3DO fans. Among the topics are pages devoted to classic games like Shockwave and new games like Phoenix 2.

Your **Ultimate** online source for game information!

### Glossary of Online Terms

**IM (Instant Message):** When you're in a public chat room, reach out and touch one person at a time with a personal IM. Just highlight their name from the list of people in the room and send them a message (or "IM them"). They can read your IM, but nobody else in the room can.

### Online Conferences

GamePro Online holds many exclusive conferences with leaders and celebrities from the video game industry. One of the most popular conferences this year was with Nintendo's Ken Loeb, the co-creator of Killer Instinct and K2. Ken answered many questions about his games:

**Shoryon:** In K2 did you solve the problem of the excessive turtle play?  
**Ken Loeb:** That was the absolute highest priority. I felt that this was not a problem for experts, but it hurt beginners. We now reward the aggressor big time. Death to turtles!

**Job122:** If I wanted to buy the arcade version of K2, how much dough would I have to shell out?  
**KL:** \$5000-\$5500

**TFrankCool:** Will K2 be the same for Ultra 64 (Nintendo 64) or better?  
**KL:** Better, of course. Same engine. All of the animation, Ultra 3D backgrounds. There will be some new stuff too!

**Kancon2:** How can I get a job doing what you do at Nintendo?

**KL:** Go to college. Play a lot. But mostly, get lucky!

**SSwith485:** Would it be possible for a high school student who is very talented in art to become a game designer or computer animator?

**KL:** Yes, study 3D animation packages, like Alias, Wavefront, and Soft Image. 3D Studio is a good starting point.

**Tobyas:** Are there currently any plans for K3?  
**KL:** Sounds like a plan to me! ☺



E-mail us your comments through America Online or at this Internet address: [comments.gamopro@ifw.com](mailto:comments.gamopro@ifw.com)





# THE CUTTING EDGE

## Nintendo "BULKS" UP N64

When Nintendo announced the 64-bit Nintendo 64 at its Shoshinkai video game show last November, it also snuck in an interesting announcement concerning the first Nintendo 64 peripheral. A read/writable disk drive is in the works for the N64.

### Read'n and Write'n

This disk drive unit, sometimes referred to as the 64DD or the "bulky drive" in the press and online, will enable game players to record new data or customize the games they're playing. Obvious uses include saving built-up characters or souped-up vehicles, but such a drive could enable game companies to provide new levels or scenarios for N64 cartridge games.

The 64DD will use special 3.75-inch magnetic disks, which load into the front of the system. According to Nintendo, these disks will hold approximately 64 megabytes of data, or approximately 16 times the data in a Donkey Kong Country SNES cart.

The entire unit will mount underneath the Nintendo 64 console. Additionally, as a further expansion to the N64 system, the writable disk drive will reportedly come bundled with a 1- or 2-megabyte expansion RAM pack, which will install into the N64 memory-expansion slot. This added memory will beef up the N64 main memory (4 megabytes), and it will be available for use

By The Whizz



The writable disk drive will connect to a special slot located underneath the Nintendo 64.

by the magnetic disks, the cartridges, or both.

Games to support the drive are already in development. Nintendo is preparing an N64 version of *The Legend of Zelda*, and Enix has *DragonQuest* in the works.

At Shoshinkai, Hiroshi Yamauchi, chairman of Nintendo of Japan, all but promised that a workable drive will be demonstrated at the show in Japan this fall. ☐



The N64 version of *The Legend of Zelda* will be one of the first games to support the disk drive.

## VR FOR THE PLAYSTATION

Virtual I/O has a virtual-reality headset in the works for the PlayStation, and it's even possible that Sony may actually stick its label on the unit. PC gamers may recall that Virtual I/O currently has a headset on the market called Virtual i-Glasses. In fact, you can purchase the i-Glasses with bundled versions of *Descent* or *Tank Commander*, which include drivers for *Magic Carpet* and *Dark Forces*.

The nifty lightweight i-Glasses headset essentially plants a pair of tiny viewing screens in front of your eyes. The binocular design, which projects dual independent images, helps create a 3D effect. However, the real juice behind this VR system is the see-through lens de-

sign, which projects a tiny video image in front of your eye that appears as big as a 40-inch TV screen viewed at a distance of six feet. A mini-stereo system mounted into the i-Glasses stems pumps audio into your VR trip.

An \$800 version of the i-Glasses for PC includes head

tracking capability, so that when you move your head left to right or up and down you view the anscreen terrain in those directions. However, it's not yet clear whether a PlayStation version will incorporate this cool, but rather expensive technology.



Virtual I/O i-Glasses make the PlayStation the first home virtual-reality system?

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# GAMEPRO LABS

## A Player's Guide to Power Peripherals



By The Lab Rat

Hey, the spring season has finally arrived! But we're ignoring the warm weather and staying inside, eatin' cheese logs, drinkin' cold coffee, and playin' with these new PlayStation peripherals.

### PlayStation Bail

Tired of waiting around for those stingy game companies to release PlayStation cheat codes? Well, wait no longer because the **Game Shark** from **STD** comes pre-loaded with 64 cheats for 21 PlayStation games.

Plugging into the I/O port on the back of the PlayStation, this fairly inobtrusive cart offers you a menu screen of cheats like infinite energy in MK 3, WestieMania, and Extreme Games. Better codes include unlimited rockets and unlimited shotgun shells for Doom, and for Ridge Racer

you're given the keys to the almighty black car.

While this piece of hardware won't search for codes, it will save up to 9999 new codes as you enter them, unlike the 16-bit Game Genies. New codes are available in GamePro and through STD's 900 line (\$1.29 a minute), World Wide Web page (\$17 for a personal password), and by mail through STD's Dangerous Waters club (\$12 for a one-year membership).

Although some of the pre-loaded cheats aren't exciting, STD appears to be dedicated to making more codes available. If you're a real cheat hound and can't wait for PlayStation codes and passwords, this \$60 investment just might be for you.

### Big (But Not Advanced) Pad

If you have hands the size of a pro basketball player, you may be interested in the **Advanced PlayStation Control Pad** from **Naki**. If you don't, this large PlayStation controller won't do much more for you.

The Advanced Pads design is similar to the stock model that comes with the PlayStation; both are made of the same heavy-duty plastic, have the same sloping

### Controller



**Advanced PlayStation Control Pad**

**System:** PlayStation

**Features:** It's bigger; offers turbo-fire and slow-mo, and has an 8-foot cord.

**Price:** \$19.95

**Available:** Now

**Contact:** Toy and electronics-gaming stores or contact Naki at 800/928-6254

gnaps, and are identical in button size and configuration. The Advanced Pad, however, has much wider sides that make you really stretch to hit the top buttons. While the directional pad's diagonals take some breaking in, the pad itself is wide and offers decent control. The buttons are durable and springy, and the added slow-mo and turbo (one-speed) options are inobtrusive and easy to use.

If you need more controller to hold onto, at 20 beans this pad with an eight-foot-long cord is a fairly safe bet. But if a bigger pad isn't a necessity for you, there are better alternatives than this one.

### P.S. You're the Best

Are you having a hard time finding the right joystick to complement Street Fighter Alpha for the Play-

Station? Then look no further than the **PS Arcade** from **STD**.

A little adjustment time is all you'll need before you're playing like a pro on this sturdy black controller. Built with a wide base that rests comfortably on your lap and supports both hands, the PS Arcade lays out eight large, springy buttons that enable you to configure the controls like the controls for a six-button fighting game. The solid joystick is just the right size and responds fairly well to the rigors of fighting-game movements. Extra features include auto-fire, four speeds of rapid fire, and three slow-motion speeds, which are indicated on an LED display.

While the PS Arcade is by no means a true coin-op-quality stick, for \$59.95 you're definitely getting the best of what's out there. ☐

### Peripheral



**Game Shark**

**System:** PlayStation

**Features:** This cheat cart comes pre-loaded with 64 codes for 21 games, and it will store up to 9999 codes in memory. Of course, new codes come at a price.

**Price:** \$59.95

**Available:** Now

**Contact:** Electronics-gaming stores

### Controller



**PS Arcade**

**System:** PlayStation

**Features:** Auto-fire, four rapid-fire speeds, and three slow-mo speeds

**Price:** \$59.95

**Available:** Now

**Contact:** Toy and electronics-gaming stores





HISTORY'S MOST FEARED MONSTERS AND MUTANTS ARE BOILING FROM THE ARCADE IN SEARCH OF A DARK ARENA FOR THEIR NEXT MIDNIGHT FIGHT FOR SUPREMACY. VICTOR'S COMING OVER WITH HIS SHOCKING THUNDERSTEIKE. FELICIA'S TRACKING IN PLENTY OF DIRT FOR HER LITTERBOX KICK. BISHAMON IS SWINGING BY HIS RAZOR-SLASHING DIVIDER. ALL THE EVIL POWERS AND DEVASTATING MOVES OF THE TEN DARKSTALKERS YOU'VE COME TO FEAR ARE HEADED YOUR WAY. ALONG WITH HIDDEN SPECIAL MOVES, MID-AIR BLOCKS AND SUPER FATAL BLOWS TO MAKE YOUR PLAYSTATION™ SMOKE. SO LEAVE A LIGHT ON FOR THE DARKSTALKERS. AND TAKE DOWN YOUR DAD'S BOWLING TROPHIES. RAPTOR'S FLYING SAW BLADE HAS BEEN SHICING A LITTLE WILD LATELY.

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# 64 and Counting!

## What's happening with the Nintendo 64?

Nintendo's main man outlines the company's N64 war plan.

By The Undercover Lover



"If the Nintendo 64 is as good as we think it's going to be [and] the software's as good, game players will be glad they waited," says Howard Lincoln, chairman of Nintendo of America.



Nintendo 64 could be the best game system that nobody's ever played. Howard Lincoln, chairman of Nintendo of America, explains why the company decided to delay the 64-bit system's U.S. launch until September and tells us why gamers will be glad it did.

**GamePro:** How will delaying the Nintendo 64 launch impact the video game world?

**Howard Lincoln:** This launch is critical not only for Nintendo but for the video game industry. This industry is going to go through peaks and valleys, and it's far to say there's a valley right now. There are a lot of people counting on the momentum that this launch will create, which is the reason we want to get it exactly right.

**GP:** Why did Nintendo change the N64 launch date?

**Lincoln:** The primary factor that was driving the decision to change the release date

## The Evolution of the Nintendo 64

Note: Red denotes game news, blue denotes hardware news

**March 30, 1994:**  
First "Dream Team" game developer announced: Rare (Killer Instinct)

**May 2, 1994:**  
New Dream Teamer: OVA Designs (Body Harvest)

**June 23, 1994:**  
At Summer CES, Nintendo announces Chris'n USA from Rare and new Dream Teamer, Acclaim (Turbo: The Dinosaur Hunter)

**August 23, 1993:**  
Nintendo and Silicon Graphics announce 64-bit Project Reality, due in 1995 for under \$250

**June 3, 1994:**  
New Dream Teamer: Alms Research adds customized 3D graphics tools

**June 23, 1994:**  
Nintendo changes system name to Ultra 64

**July 18, 1994:**  
New Dream Teamer: Rambus Technologies adds high-speed memory technology





was hardware production. But in regards to software, there's no question that with this type of new technology, where game programmers are going from a 2D environment to a 3D environment, there's a longer learning curve. There are clearly differences where the abilities of some developers are relative to where Mr. Miyamoto [Shigeru Miyamoto, creator of the upcoming Super Mario 64, Pilotwings 64, and Buggle Boogie] is. The additional time can't hurt.



Game guru Shigeru Miyamoto is personally supervising key N64 games.

**"There are a lot of people counting on the momentum this launch will create, which is the reason we want to get it exactly right."**

— Howard Lincoln, chairman of Nintendo of America

**GP:** What do you say to game players who have been waiting anxiously for the N64 and now have to wait even longer?

**Lincoln:** Quite frankly, if the Nintendo 64 is as good as we think it's going to be and the software's as good, game players will be glad they waited. If the system isn't any good, it won't matter if we bring it out in 2001.

**GP:** How do you respond to critics who say the Nintendo 64 won't be ready?

**Lincoln:** We're not dealing with vaporware. It's a real product. People have seen it. People have played preliminary

software. They know how good Mr. Miyamoto is. They know what he's done.

**GP:** How important will the initial launch be for Nintendo?

**Lincoln:** This is the fourth launch

base that will number in the millions. If there's any percep-



Based on preliminary hands-on feedback, the future looks promising for the N64.

for me. We've done it every way you can. I think it's critical that consumers have no difficulty in identifying Nintendo 64 games as quality software. That's absolutely essential! Ultimately, Nintendo will not release an inferior

tion that these 64-bit games are just more of the same, we have problems.

**GP:** How far along are Nintendo's own N64 games?

**Lincoln:** I've checked on Pilotwings, for instance. You've published pilots from the Super Mario Bros. team to

October 5, 1994:  
New Dream Teamer  
Williams (Doom)

November 21, 1994:  
New Dream Teamer  
Paradigm Simulation  
(Pilotwings)

January 6, 1995:  
New Dream Teamer  
Spectrum Hobbyists  
(Top Gun)

February 10, 1995:  
New Dream Teamer  
Serra On-Line (Red Baron)

February 15, 1995:  
New Dream Teamer  
Angul Studios (Buggle Boogie)

October 11, 1994:  
New Dream Teamer  
MobyGen, Inc. (3d graphics tools)

January 6, 1995:  
At Winter CES, Nintendo  
announces a new release  
date—"late 1995"

February 7, 1995:  
New Dream Teamer  
Software Creations (3d cutting-edge  
sound tools)



**GP:** How much will Nintendo 64 cartridges cost?

**Lincoln:** Cartridge prices for the Nintendo 64 will be comparable to the suggested retail price of 16-bit software.

**GP:** How many systems will Nintendo have to sell to call the launch a success?

**Clavin:** Sega and Sony know the same thing we know. Selling the first several hundred thousand, the first half-million, doesn't prove very much because there's always a market for that many systems. The

real issue is not how we do in the first six months, it's what happens a year from now, and is the demand for the Nintendo 64 still accelerating? Once you see how the momentum is carrying, you can assess what the market is going to be.

**GP:** GamePro readers are ready for the Nintendo 64!

**Lincoln:** Like GamePro readers, we've been waiting for the Nintendo 64 since summer of 1993. I'm ready for the launch, too. ■

Japan last November). There's been dramatic progress on games since then.

**GP:** How many games will be available at launch?

**Lincoln:** Somewhere between 8 and 12 games should be ready by the end of the year. The Nintendo 64 will launch in Japan with three titles. We'll have more than that, if I toss a coin up in the air, I could say somewhere between 5 and 10 games could be ready.

**GP:** What titles is Nintendo planning to publish?

**Lincoln:** We should have Super Mario 64, Pilotwings 64, and maybe some other games developed by Shigeru Miyamoto. Killer Instinct and Cruis'n USA could be done. Williams should have Doom for the launch, and LucasArts could have Star Wars: Shadows of the Empire ready.



February 24, 1995:  
New Dream Teamer:  
GameTek (Robotek)

October 15, 1995:  
New Dream Teamer:  
LucasArts (Star Wars  
Shadows of the Empire)

November 21, 1995:  
New Dream Teamer: Electronic  
Arts (FIFA Soccer)

December 4, 1995:  
New Dream Teamer: Time Warner  
Interactive (Wayne Gretzky Hockey)

1995

1995

1995

1995

1995

1995

1996

1996

May 5, 1995:

At E1, Nintendo announces that the hardware is completed, new release date is April 1995



November 24, 1995:

At the Showstix show in Japan, Nintendo shows the Ultra 64 to the press for the first time, as well as the game Super Mario 64 and Kirby Ball 64

February 2, 1996:

Nintendo announces a new release date - September 30, 1996 - and changes the name to Nintendo 64

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# THE 16-BIT SURVIVAL GUIDE

The 16-Bit Survival Guide is an ongoing series that will provide SNES and Genesis gamers with all the info they need to get the most from their systems. Expect codes from classic games, secret tips on the latest games, polls on the best games, release dates for upcoming games, and endings from some of the best cartridge games ever!

## 16-BIT HALL OF FAME

### You Gotta Have These!

This month, we're opening the Hall of Fame doors to 16-bit action/adventure games to get any new 16-bit gamers up and running. Some of you 16-bit pros might find a juicy title or two you missed along the way.

To find nominees for the Hall of Fame, we asked Nintendo and Sega for an informal, unofficial list of the most important action/adventure games ever for their systems. These weren't necessarily the top sellers, just the games that had the most influence. Then the GamePro editors added a few of their own selections to make up a baker's dozen of tasty action/adventure titles for the two 16-bit cartridge systems. Here's the alphabetical listing:

- *Alien 3* (SNES)
- *Castlevania IV* (GENES)
- *Disney's Aladdin* (GENES)
- *Donkey Kong Country* (SNES)
- *Earthworm Jim* (GENES)
- *Flashback* (GENES)
- *Mega Man X* (SNES)
- *Shinobi III* (GENES)
- *Sonic the Hedgehog 2* (GENES)
- *Super Mario World* (SNES)
- *Super Metroid* (SNES)
- *Super Star Wars* (SNES)
- *Vectorman* (GENES)

These games represent some of the best action/adventure titles of all time. Anyone with



### Hall of Fame candidate?

a 16-bit machine can find some serious, thumb-busting action by renting or buying these hits.

Now we turn the vote over to you. What's the best 16-bit action/adventure game ever? You're not limited to the preliminary list above; consider any other games, write down your top choice (only one, please), and get it to one of the addresses below by June 1, 1995. We'll publish the readers' list in an upcoming issue. Please, no fighting games, RPGs, shooters, or anything besides 16-bit action/adventure games - we'll ask for votes on other genres soon!

Send e-mail to:  
[the\\_mail.gamepro@itw.com](mailto:the_mail.gamepro@itw.com)

Send regular mail to:  
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 P.O. Box 5828  
 San Mateo, CA 94402

16-BIT SYSTEMS ARE DOWN BUT NOT OUT!

# ASK THE PROS

## Super NES Strategies

I'm in the Dark World in Legend of Zelda for the SNES, but I can't find the Titan's Mitt (the golden power glove).

**Scott O'Bannon**  
Internet

In Dark World's Village of Thieves (where you get the fourth crystal), the mitt is on the basement floor in the



The Titan's Mitt fits like a glove...



...but you need that hole in the floor like a hole in the head.

room on the bottom-left corner. It's inside a big chest — to open it you'll need the big key you found while exploring the palace. Get to the big chest quickly and then get out of the way because the floor around it quickly falls out from under you.

I heard you can see some weird areas in Super Star Wars. How do you do this?

**Victor Robbins**  
Los Angeles, CA

First enter a debug code that gives you 99 lives: At the title screen, quickly press Button A four times, X, B four times, Y, X four times, A, Y four times, then B. Then start playing the game. Hold down Select on Controller Two. While holding it down, simultaneously press A, B, X, and Y on Controller Two, then release all the buttons. You'll see a number next to your character. Move the number using Controller Two's directional pad. Your character is now invulnerable to enemies,

plus you can pass through walls to strange places.

If the code doesn't work, turn off the SNES, take out the cart, wait one minute, then try again. You have to see the Lucas Arts logo at the beginning for the trick to work.

## Genesis Strategies

Are there any tricks for NBA Live '95 for the Genesis?

**Martin Grapes**  
Rancho Cucamonga, CA

When you have the ball, press and hold Button A, then press Start. Everybody on the court



The Kricker's shooting guard lets fly from the top of the key (he makes 42% of these three-pointers).

will freeze except your player. Shoot away, though the baskets don't count. You can also check out the shooting percentages of your players from anywhere on the floor.

## GAME WATCH

This month's likely 16-bit releases:

**1996 Olympic Sports** by THQ (SNES, Genesis)

**Frankie Fina** by GameTek (SNES, see ProShots, April)

**Lufia 2** by Nintendo (SNES)

**Major League Baseball Presents Ken Griffey Jr.'s Wandering Ron** by Nintendo (SNES)

**Marsuplane** by Sega (Genesis)

**Marvel Super Heroes: War of the Gems** by Capcom (SNES)

**Super Mario RPG** by Nintendo (SNES, see Start ProShots, April)

## YOUR TWO CENTS ABOUT 16-BIT

Are Sega and Nintendo watching the growing trend of businesses selling used games? When I shopped recently for Genesis titles, I found that used game stores have a wide variety of games at a much lower price. They usually have the current releases within a couple of months. How much longer do Sega and Nintendo think they can continue selling their

new products for \$60 or \$70 or more, when you can buy almost new games for under \$40? If something isn't done soon, Sega and Nintendo may find themselves losing money on games.

**Weston Powell**  
Mesa, AZ

You're right, used games are an attractive alternative to spending \$70 for new games. Perhaps Sega

and Nintendo will drop their 16-bit prices as the next-gen systems take off — no official word yet, though. Be careful at the bargain bins, too: Usually these used games have no warranty on them, which means you're stuck if something goes wrong, and often they don't come with a manual. Still, it can be a great way to load up on top-notch games. ☐

# OVERSEAS PROSPECTS

An International View on Video Games

## the Next Wave

Our man in Japan tracks the second generation of next-gen games in Japan ... and what may be coming to our shores.

Turn to this issue's "Role-Player's Realm" for a preview of Final Fantasy VII!



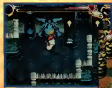
### Thor (Saturn)

Developed by Ancient  
Published by Sega of Japan  
1 player  
Available Spring '96  
CD  
Action/RPG

50% COMPLETE

The sequel to Beyond Oasis on the Genesis, Thor stars a descendant of the first game's protagonist. Leon, the hero, is awaiting coronation as the new king, but he must first pass a test fraught with danger.

Thor is produced by Ancient, the team assembled by



Yuzo Koshiro, the game-music composer. Closely following its Genesis predecessor in design, Thor includes the six elemental spirits who help the hero. The Saturn makes several enhancements possible, including the use of height-related traps and objects. Simple commands will

By Nob Ogasawara  
and Major Mike



cause Leon to unleash devastating special attacks like in fighting games.

Add top-notch graphics and music to the gameplay and Thor should go a long way toward appeasing RPG fans anxious for Saturn role-playing action.



### Linkle Liver Story (Saturn)

Developed and published by Sega of Japan  
1 player  
Available March  
CD  
Action/RPG

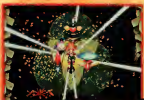
50% COMPLETE

The title is strange but everything else about Linkle Liver Story makes it likely to sail overseas to make Liver lovers out of American gamers. On a planet inhabited by a peaceful race of semi-humans, an ancient evil is stirring. It has already conquered the Continent of Four Seasons, spreading poison in the environment.

The heroine hears about the danger to her world from a creature she fished out of a

river. She enlists her woodland friends to put a stop to the evil.

Linkle Liver's story would work in any Disney cartoon, and it's no surprise the graphics are on the cute side. Linkle Liver should appeal to younger players who find the Saturn's "serious" games too difficult.



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# Sneak Previews



## Ultimate Mortal Kombat 3

Sabers

By Air Mavrick



Impressive arcade conversions like *Wings of Fury 2* and *Darkstalkers* scale on the Saturn, and *Ultimate MK 3* seems well on its way to joining their ranks.

### The Lineup



Like the coin-op version, this UMK 3 adds Kitana, Scorpion, Jade, and Reptile to the original 15 MK 3 characters for a total of 19 combatants. Noob Sabot, Ermac, Mileena, the MK II version of Sub-Zero, and others also return as hidden characters, while Shao Kahn and Mizaro stand tall as the bosses. All the characters sport their original arsenal, along with a nice selection of new and refined moves, combos, and fatalities.

### Features



Four impressive new backgrounds – Desert, Hell, Cavern, and Waterfront – spruce up the scenery, and a tournament mode lets up to eight opponents duke it out for bragging rights. From the MK I days of old, the CPU tag-team Endurance Match makes a second showing.

At this early point, the stage is nicely set for solid *Kombat*, and even the graphics stay true to the arcade. After some hands-on game time, we'll have a definite verdict on the action and CD load time, but MK mavens should start warming up their thumbs.

Developed by Eurocom  
Published by Williams  
Entertainment  
Available April

70% COMPLETE







## Panzer Dragoon Zwei II

Software

By Scary Larry



*Panzer Dragoon's improved graphics and sounds dominate this stellar game. The undeniably best next-gen shooter is almost here!*

### Graphics



Everyone knew the groundbreaking graphics of the first game would be tough to beat. But in PDZ II, the graphics look smoother, cleaner, and faster. Large, screen-filling bosses exhibit no slow-down and very little break-up. An impressive upgrade!

Developed and published  
by Sega  
Available May

50% COMPLETE



### Controls



Not much change in the controls. You still target multiple enemies by holding down the button, but your standard laser is much faster and lets out a ton of explosive energy. You'll need it, too, because the enemies are a lot tougher. The multiple views are also back, so once again you need to be conscious of the surroundings in front, behind, and on both sides of you. A neat option this time is the ability to look up.



### Features



Still equipped with a laser that powers up to a multiple-hit cannon, you

also get a green-streaking smart bomb. The bomb expels continuously as you detonate it, so expect an explosion that lasts for a while. In another new touch, you start out as a young dragon and get progressively stronger through battle. In some stages, you even run along the ground and fight before taking to the air.





## Tekken 2

PlayStation  
By Greasy Gus



Like its predecessor, Tekken 2 for the PlayStation looks and plays just like the arcade version.



### Combs, Counters, and Throws



Tekken 2 should deliver the new combos, counters, and special moves with all the power of King's neck-breaker submission hold. As in the arcade, expect all the new moves, including Law's leg take-down and Paul's body tackle. Also, you can take advantage of the new recovery system that enables your downed fighter to get back up in any number of offensive or defensive ways. While it will probably appear in Japan first, Tekken 2 will surely be as addicting as the coin-op game — so keep practicing those 10-hit combos!

### The Lineup



One of your favorite quarter-munchers, Tekken 2, busts onto the PlayStation with the same great lineup of fighters you've come to love in the arcade. In this tournament to overthrow Devil Kazuya, Heihachi joins the selectable ranks along with new characters Lei and Jun. Sure enough, you'll find other bizarre hidden characters like Bruce (the kickboxer), Roger (the kangaroo), and Alex (the dinosaur).



Developed and published  
by Namco  
Available September

**50% COMPLETE**





## The Raven Project

PlayStation

PC CD



Raven Project's story line isn't the most original, but its fresh three-in-one blend of one-player shooter gameplay will grab your attention.

Earth's been conquered by an alien race, and you join up with the rebels to overthrow the tyrannical alien government. In missions that range from Alcatraz to the Moon, you face your foes in mechwarrior combat, air-to-surface skirmishes, and outer-space dogfights.



Armed with two lasers and two missiles, the five available vehicles respond smoothly to an identical control setup. In this unfinished version, the enemies didn't exactly hang tough, so hopefully Mindscape will tune the AI for the final product. At this point, the background graphics weren't fully completed, but the 3D landscapes and beautifully rendered cinematics already look sharp.



Developed by Gryo Interactive  
Published by Mindscape  
Available April

100% COMPLETE



## BlastDozer

Nintendo 64



BlastDozer may sound like a construction worker's nightmare at first, but this vehicle-combat cart will pit your driving and fighting skills against a variety of mechanical maniacs. You wheel around in bulldozers, cranes, trucks, and weird scorpion mechs. In the prefin version, the action looked fast and furious as the heavy-duty equipment even

went airborne off bumps and went a blast.

Developed by Rare  
Published by Nintendo  
Release Date Not Available

30% COMPLETE



## GoldenEye

Nintendo 64

Bond, James Bond, is back in a game based on the hit movie. You don't get to look like Pierce Brosnan, but this gritty Doom-style shooter doesn't look to be the stuff of pretty boys any way. In this early version, enemies jump out at you from behind objects and hiding places much like those in Virtua Cop. This game will soundly test how the multibuttoned N64 controller works as a gun



Developed by Rare  
Published by Nintendo  
Available November

30% COMPLETE





## Guardian Heroes

Saturn

Guardian Heroes (called Guardian in Japan; see "Diverse ProSpects," April) combines fighting and side-scrolling action, and these early screens look great! This game challenges you to recover the royal magical sword and boot the fake royal family out of office. Guardian Heroes is one of the first games to incorporate six players at once. Each character has their own unique special moves, weapons, and magic to battle in foreground, mid-ground, and background.



Developed by Treasure  
Published by Sega  
Available Now

70% COMPLETE



## Starwinder: The Race to Epsilon Indi

PlayStation PC CD



Developed and published  
by Mindspace  
Available Summer '98

60% COMPLETE

An alien culture built thousands of miles of track through the universe, but no one knows why. As a racer from Earth, you know it could mean only one thing — all-out, full-blown, intergalactic drag racing! With more than 40 tracks, an hour of cinematic video, and complete movement on six axes (a first for racing games), Starwinder's aiming to wipe out the competition.



## Time Commando

PlayStation PC CD

Not much is known about this game, which comes from the developers of Alone in the Dark. According to our sources, Time Commando will involve traveling back and forth into the past and future, battling enemies with more than 50 weapons. The weapons will be specific to each of the rare time periods. It's an intriguing premise, and the game sports sharp graphics, even at this very early stage.



Developed by Adeline Software  
Published by Activision  
Available Summer '98

40% COMPLETE



## D2

M2

Warp is ready to pull out all the stops for the explosive and truly horrifying sequel to D. Set after the events of the first game, this family vampire story now throws another wrench into the machinery — Liara is pregnant! One of the first games to utilize the M2 system, D2 looks like another roller coaster of thrills.



Developed by Warp  
Releases Date Not Available

10% COMPLETE

**Eurit**

PlayStation Saturn PC CD



Combining elements of Tag and Capture the Flag, this wild head-to-head maze game engages you against a friend or the computer. If you're tagged "It," you can't collect the flags



that allow you to escape and win. And winning involves more strategy than just grabbing flags — you must build bridges, shoot your opponent, collect power-ups, and avoid

plenty of obstacles. You'll keep busy in 48 stages and 15 bonus rounds in what may possibly become the Bomberman of the 32-bit systems.

Developed by Radical Entertainment  
Published by Virgin Interactive  
Available Fall '93

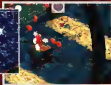
**60% COMPLETE****Spot Goes to Hollywood**

PlayStation Saturn

Following in the video game footsteps of the Pink Panther and Gec, the familiar soda mascot gets himself caught in Hollywood's big screen. In this 23-level adventure with 200 hidden areas, you must get Spot out of the pirate, western, horror, and sci-fi worlds. It's a tough spot to be in when you face dangerous levels that parody films like Indiana Jones and Jurassic Park. The praline version had sharp graphics and vibrant music.



Developed and published by  
Virgin Interactive  
Available Summer '93

**80% COMPLETE****Shokendo**

PlayStation

Compete head-to-head in this new brawler. While Shokendo's characters are rendered and the backgrounds rotate, the environment is more like Tekken's than Toshinden's. There are combos but no blood, and you can charge your power bar for a special Shokendo move. Look for eight fighters from around the world, including Paris, the nasta fighter from Jamaica, Jonny, the American bad boy, and the quintessential Chinese brawler, Eric Chan.



Developed by Pro-Stage Inc.  
Published by Jaleco  
Available June

**70% COMPLETE**

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## Project Overkill

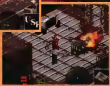
PlayStation

Saturn



Hot on the heels of Loaded, Konami enters the 32-bit action/strategy fray with a bloodbath of its own. Project Overkill promises dark, violent military mayhem from a 90-degree overhead view. Playing as one of four mercenaries, you tackle more than 50 missions, fighting with several weapons or even mano a mano. The gore factor should be pretty huge with rightmar-

ish enemies and bloody death scenes. Rendered 3D graphics and a digital orchestral soundtrack bring the action to life. Keep an eye out for those secret levels!



Developed and published  
by Konami  
Available May

70% COMPLETE



## Blam! Machinehead

PlayStation

Saturn

PC CD

In a frightening future plagued by the Machinehead virus, one heroic scientist (that'd be you) struggles to save the planet from annihilation. Blam!'s blend of 3D shooting, driving, and strategic gameplay goes down in both cyberspace and the real world. Playing from a first-person perspective, gamers will face wave after wave of freaky, virus-altered mutants on the path to salvation.



Developed by Core Design  
Published by U.S. Gold  
Available May

40% COMPLETE



## Time Killers

Genesis

This head-to-head fighting game definitely knows how to kill time — it spent over two years cooling its heels on THQ's back burner. But this gory arcade conversion will finally see the light of day on the Genesis this summer with all eight original fighters. Each character battles with a sword, club, or other weapon, and gamers score bonuses for lopping off their opponent's arms, legs, and head. Mmm, tasty!



Developed by Black Pearl  
Software  
Published by THQ  
Available July

100% COMPLETE





## Steel Harbinger

PlayStation



Steel Harbinger's ramping up for a blistering round of Lode Runner-style action on the PlayStation. The plot: Invading alien pods are converting everything they touch to metallic life forms, and you play as a young woman bent on stopping the invasion. Your converted arm serves as your means of destruction, and you collect a scathing array of weapons to attach to it. Fighting from a perspective that en-

ables you to zoom in and out, you teleport to cities across the country and even the Moon to complete the nonlinear missions. With futuristic 3D graphics and a healthy helping of gore, Harbinger's well on the way to delivering a strategic yet adrenaline-packed splatterfest.



Developed and published  
by Miroscope  
Available July

50% COMPLETE



## Tokyo Highway Battle

PlayStation

Ridge Racer's runaway success on the PlayStation guaranteed at least a few copycats, and Tokyo Highway Battle could be the first one to arrive at the starting line. Before racing on courses modeled after actual Tokyo highways, you customize nearly every part on one of 12 cars. The one-player action pits you against three CPU opponents and the police. Even in this early preview, the tight steering helped to master the game's wicked speed, but the A.I. needs to be refined to provide more challenging competition. For half-finished graphics, the 3D tracks and cars sported a snappy look that, when finished, should suit this speedy game.



Developed by Bullet Proof  
Software  
Published by Jaleco  
Available Second Quarter '93

50% COMPLETE



# PC GAMEPRO

## Blood PC CD

Hot on the heels of Duke Nukem 3D, *Blood* takes a turn toward the dark side with this horror-themed splatterfest. In your quest to obliterate the Secret Society, you blast through fortresses, mines, and mansions, reducing zombies, outcasts, gargoyles, hellhounds, spiders, and other icky creatures into gooey piles of entrails. From a first-person Doom-style perspective, you fight with a bundle of nasty weapons, including pitchforks, dynamite, flame-throwers, voodoo dolls, Tommy guns, and more. Rendered 3D graphics vividly portray every last gallon of blood as you and up to seven buddies hack it out over a network.

By Apogee Software  
Available Summer '96



## Toonstruck PC CD Mac CD

Toonstruck, Virginia's beautifully drawn new PC game, plunges you into a wacky, colorful cartoon world in the style of the movie *Cool World*. Christopher Lloyd of *Back to the Future* fame stars as animator Drew Blanc, who's sucked into the universe of his own comics. With the help of his bud Flux Wildy, Drew must wade through zany puzzles and booby traps to defeat Count Nefarious. The puzzle-oriented gameplay fills three CDs with brain busters and slapstick laughs as you interact with more than 40 characters on the way home.

Gorgeous hand-drawn graphics are blended with live-action video to create the feel of humans in a cartoon world,

and a star-studded lineup of voice actors — Den Castallanetta, Dom DeLuise, and Tim Curry — backs up the action with high-quality voice-overs. Not one to miss!

By Virigo Interactive  
Entertainment  
Available June



## Shadow Warrior

PC CD

Next on Apogee's list of 3D shoot-em-ups, *Shadow Warrior* drops you into the body of a master ninja for some grisly first-person-perspective bloodshed. To put an end to an uprising of lunatic demon worshippers, you're armed with a sword, crossbow, Ud, and throwing stars. You can also learn several potent magical spells to take down your foes, who, like you, can crawl, climb, duck, and swim.

By Apogee Software  
Available Summer '96



## Zork Nemesis

PC CD



The famous Zork saga continues in this modern installment that features lush 360-degree rendered 3D graphics and live-action video. Ranging through five worlds, you undertake the task of freeing the souls of the Great Alchemists, whom the Nemesis imprisoned in an unending hell. But that Iberafon will come only if you unlock the age-old secrets of alchemy by tackling more than 35 puzzles.

By Activision  
Available Now



## Gearheads

PC CD

Mac CD



This quirky strategy game supplies simple but frenzied two-player head-to-head action. Equipped with a chest of outrageous toys, each gamer winds up their toy of choice and sends it across the screen; the first to successfully slide 21 past their opponent wins. The wacky toys — relentless bulldozers, kickboxing kangaroos, strong-arm Sarcas, and nine others — demand a speedy, well-planned approach to the addictive action.

By Philips Media  
Available Now

## Saturn Goes PC



The Diamond Edge 3D card



Penter Dragon will soon sweep onto PCs.

A new line of multimedia graphics accelerators will enable PC gamers to play special versions of Saturn games on Windows 95 PCs. The Diamond Edge 3D cards support full-motion video, photorealistic 3D graphics, zippy 2D graphics, and high-quality audio in a price range of \$299 to \$645.

Extra features include a digital joystick port and two connections for Saturn controllers. Bundled with the card will be Virtua Fighter Remix, Descent, Absolute Zero, and NASCAR Racing; versions of Penter Dragon and Descent 2 are expected later this year. Check your local computer store for more info.

# HOT AT THE ARCADES

GamePro Exclusive

## War Gods

By **Bruised Lee**

Midway prepares for war and breaks free from the old 2D standard of fighting games. You're about to enter a 3D fighting realm so real you will thank the Gods for it.

### The Gods Are Here

War Gods is a one-on-one fighting game set in a full 3D environment. The game has ten selectable fighters and two bosses. Each God has their own personal fighting style, along with their own set of special and finishing moves. Little is known about the story line, however, because the game is still in development.

Midway's new hardware technology, Reality Map Surfacing (Midway's unofficial name for it), produces incredibly realistic graphics. A combination of digitized and texture-mapped polygons make up the fighters. All the characters' movements and special attacks have been rendered three-dimensionally, and the character graphics are perfectly supported by the elaborate backgrounds that make up each fighter's homeland.



Active 3D camera angles follow the intense fighting action as Tasek launches his projectile at his opponent.



Naxos's challenger uses skeletons to raise him off the ground, setting him up for merciless attacks.

The 3D environment gives the gameplay an authentic style of its own. Fighters and projectiles can literally move anywhere on the screen, making War Gods one of the most realistic games created. Smooth scaling and multiple camera angles point out every detail as you move through the battlegrounds.

With two punch and kick buttons, a block button, and a 3D button, War Gods' controls resemble Mortal Kombat's. The 3D button can be used to launch special moves and dodge the battle action, including projectiles.



Even the projectiles are perfectly detailed. This skull but homes in on its prey.

Each fighter also benefits strategically from a teleport move. When used, it places your character close to your opponent, which prevents the action from slowing down since it's possible for fighters to be on separate playing fields.

### Power of the Gods

War Gods has the potential to become the next standard in 3D fighting games. The looks alone are enough to draw in any fighting fan, but only time and the Gods will tell if players can easily adapt to a true 3D fighting environment.



Long-range attacks are the best way to keep your opponent at bay.



Each background has set boundaries, which eliminate rag-out victories.



Some fighters can launch multiple projectiles at once.



3D angle plays a strong part in War Gods' fighting style.



Tasek moves in close to start his devastating combo.

# STREET FIGHTER ALPHA

By *Timothy Lee*

Continuing to build on the best Capcom pastiche this brings again in the Street Fighter series, with its robust combo system and basic fighters, moves, and backgrounds, Street Fighter Alpha 2 delivers a new but familiar level of fun.

## Revision Of a Revision

Street Fighter Alpha 2's characters blend most of the old with the new. Returning from the original SF is Gen (Chun-Li's master), who has two sets of fighting styles you can switch between any time during a fight. Back from SF 2 are Dhalsim and Zangief. Both are completely re-animated with some new moves and are, some super moves. Rolento (a boss character from Final Fight) has military moves but plays much like Vega.

Completely new to the SF series, Sakura is said to be Ryu's biggest fan, but looks more like his twin sister. Sakura has all of Ryu's moves, as well as matching head and chest bands.

The graphical improvements mainly involve the backgrounds. Each one has been completely redone; they've never looked better. The detail of sharp, vibrant colors reaches a new level of beauty.

## New Tactics

The big change to the gameplay is the combo system.



Street Fighter Alpha 2 offers 18 selectable players (not including hidden characters), the largest number of fighters ever in a Capcom game.



As an air attack, Rolento's Knife Throw can help keep enemies from jumping in.



If not blocked or countered, Sakur's combos inflict major damage.

Linking moves disappeared just as suddenly as they were implemented in Alpha. The main combo system now plays like SSF 2 Turbo, where players can jump in with a move and then go into a two-in-one combo.

Now players are treated to custom combos that perform similarly to the super moves. By simultaneously pressing three buttons when your super bar is full, you get a limited



Alpha's old bosses (Mr. Blon, Akuma, and Dan) have been added to Alpha 2's lineup.



Dhalsim's new Luengo Elbow is a great way to catch an enemy off-guard.



Fake moves, like Ryo's fake Shibaloo, have a super-quick recovery time so you can counterattack your opponent.



Zangief's new Super Pile Driver gives Dhalsim the role of his life.



Dhalsim gets a taste of Sakura's Hurricane Kick.

shadow combo. In the shadow's small timeframe, players can hit any button or special-move combinations to score high-damaging combos. The faster you hit the buttons, the more hits you can score.

## More of the Best

Alpha 2 offers the best of both worlds with two combo systems and a fresh mix of old and new characters. Now if Capcom would please put a "3" at the end of the title, we'd be ready to go.



One of Rolento's super moves grabs his opponent and hangs them high.



To do the most damage, perform Dhalsim's Super Flame Attack at close range.

# NBA Hang Time

By *Kristen Lee*

The long-awaited addition to Midway's ever-popular NBA Jam series is back, and the hoops are better than ever!

## Third Time's A Charm

Hang Time is the third installment in Midway's NBA Jam series. Unlike the original Jam and Tournament Edition, Hang Time enables gamers to choose from a five-man lineup for a four-player two-on-two jam fest.

A new create-a-player mode (a feature you normally find only in console games) gives you the option of customizing and saving your own personal player. First, you choose your player's characteristics, selecting their looks, jersey, height, and weight. In addition, you also have a set number of attributes for their speed, shooting, and dunking skill. If you play well, you can earn more points to strengthen your player.



The court and players look better than ever.

Even the code system has been upgraded. As in Mortal Kombat 3, gamers can enter six-digit codes that release hidden players, power-ups, and even an outdoor blacktop court located on top of a skyscraper.

## Hoops Heaven

Hang Time's graphics have improved significantly over the two previous installments. Each player is sharply detailed and moves realistically. Several more key frames of animation have been dropped in with smoother scaling effects. Lots of new dunks have also been incorporated, including a double-dunk option where two



You can now choose from five players on each NBA team.



Even a basketball trivia contest has been included!

players go up to dunk and one player passes to the other in order to finish off the show.

Midway's DCS sound system showcases new effects and a play-by-play announcer. Rap artist M. Doc. delivers a high-energy original rap recorded especially for the game — it's perfectly suited to the game's fast-paced action. The controller's standard buttons — turbo, pass, and shoot — remain as accurate as before.

## Put Up or Shut Up

Fans of the past games are sure to enjoy the heated action of Hang Time. The graphical and sound improvements, along with the new create-a-player



In the create-a-player mode, you can choose from various faces and nicknames to personalize your player.



Build your player's raw power at the attributes screen.



In the privileges mode, you can activate options such as big heads and breaking the backboard.

mode, are enough to make you want to spend your time hanging around this one. □



## Double Dunk

The Bulls' Pippen and Rodman launch into the air for a big-brain dunk.

The longest wait is the one for death.  
The biggest Mortal yet is coming to Sega Saturn.

U L T I M A T E



# MORTAL KOMBAT

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Williams

MIDWAY

SEGA SATURN

# SKY TARGET

By Nob Ogasawara

A direct descendant of Afterburner and G-Loc, Sky Target will blow you away with incredible graphics and sounds, courtesy of the Model 2. Sega's top-of-the-line arcade board.

## Stay on Target

Unlike Sega's Wing War or Namco's Air Combat, this game isn't a dogfight simulator that gives players the freedom to buzz around — you fly as if you're on rails. Surprisingly, Sky Target differs from other flying games in another important way: It doesn't have a throttle, which would enable players to lock in the afterburners or apply air brakes to dodge unfriendly fire. This means you must plaster anything hostile the instant it appears or face an unholy barrage of flak, SAMs, AAMs, and kamikaze charges. Fortunately, you have an unlimited supply of Vulcan rounds and lock-on missiles, which wasn't the case with Afterburner.

You get your choice of four planes: the F-14D Tomcat, F-15 S/MTD Eagle, F-16C Fighting Falcon, and the French



When attacking the land vehicles, stay clear of the fire-bombs it shoots.

Rafale M. Your opponents include more than 30 jet fighters from around the world, about 10 mid-booses, and huge stage bosses, including a B-2 lookalike and a land battleship that walks.

## Fly the Friendly Skies

Technique? Don't need it! Quick reflexes will serve you well in this over-the-top 3D shooter. In a way, it's reassuring to see topnotch arcade systems being used to bring dated game designs into the 1990s. **C**

By Sega of Japan  
Available now in Japan



Hold onto your lunch as you turn and burn in this intense dogfight.



Fancy flying is needed through the canyons.



Heavy cannon adds to the difficulty in the canyons.



Flashy camera views show highlights of your plane as it's about to fail.



Sky Target's dogfights pit you against some of the most advanced planes in date.



**PRO TIP:** Concentrate all your firepower on the larger aircraft first, then go after the smaller planes.



At the end of each mission you get a Kill Rate that shows the percentage of downed enemies.



# IRON STORM™

BILLIONS OF PRAYERS FOR PEACE.  
MILLIONS OF MEN AT WAR.  
ONE LUNATIC STOKING THE FIRE.

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SEGA SATURN™



Don't forget to get the SEGA Saturn manual!



By Scary Larry

Been through Doom, and now you want something fresh? Well, Alien Trilogy happens to be the best licensed-character corridor shooter for home systems. This does for next-gen systems what Dark Forces did for PC gamers.

### R.I.P.-ley

Ripley is sent down to help the Colonial Marines on a bug hunt. They must rid the planet of alien life forms, find infected marines and destroy them, and collect samples of

### Steen



**PRO TIP:** The Steen is your standard weapon. It's good for face huggers, but not much else. Since finding it gives you plenty of bullets, also use it to blast open lockers and crates. It won't debauch harrts.

PlayStation Game Profile

### Alien Trilogy

(By Anthony)



Alien fans will never, ever see better representations of these deadly xenomorphs in video game form. Alien Trilogy is a head-see Doom clone with an easy-to-use interface and exciting gameplay.



Price not available  
 CD  
 Available on  
 Console only  
 1 player  
 Two player via  
 32 Modem  
 Multiplayer

### The Queen



**PRO TIP:** Go into the queen's lair early stocked, and look for more power-ups around the perimeter.

the aliens. These are only some of the 36-plus missions, which are all filled with tons of power-ups, hidden items, and bloodthirsty enemies.

Although you start the game with a measly 9mm automatic pistol, you upgrade to the shotgun (no respectable Doom clone would be without



**PRO TIP:** In the Hospital Bay, turn on the lights first, then destroy the room. The aliens are behind glass, so switch to the shotgun, blast the glass, then contract the alien.

one), flamethrower, pulse rifle (a Colonial Marine specialty, complete with grenade launcher), and smart gun.

Other Doom-like specialties include the ability to run, strafe your weapon, and open doors by activating panels.

The control is hassle-free. You switch weapons with one button, fire grenades and seismic charges with another. Unfortunately, there's no option to customize your controller as in

### Flame-thrower



**PRO TIP:** The flamethrower fuel runs out quickly. Use controlled bursts on the smaller enemies and longer bursts on the larger ones. It won't blast through glass or elaborate harrts.

# A L I E N T R I L O G Y

### Shotgun



**PRO TIP:** Use the shotgun against face huggers, alien warriors, and dog aliens. It's also essential for infected humans, and the shells you find give you only four bullets.

### Pulse Rifle



**PRO TIP:** Great against human enemies, the pulse rifle is also essential against the queen. Use it to debauch harrts and blast eggs. Another nice feature is the grenade launcher, which lets you blow up enemies and find hidden rooms.

the PlayStation version of Doom, but once you get the buttons down, it's no problem. Other minor control problems include targeting and missing your enemies on a raised platform.

## In Your Face Hugger

The graphics, unfortunately, don't shine as much as the premise. Smooth, fast scrolling is offset by horribly pixelated close-up graphics. While the backgrounds are realistic and true to the movie, they are basically dark and gloomy throughout, with no outdoor scenes (maybe the prison yard from *Alien 3*) featuring colorful, hellish skies as in *Doom*. And although there are a variety of aliens to battle, including the dog aliens, chestbursters, and the queen, they would have looked better had they been rendered.

Speaking of rendering, the beginning cinematics, re-created scene by scene from the



**Seismic Charges**

**PRO TIP:** These are used mainly to blow up suspicious-looking walls that may be entrances to secret areas. In a museum, they can also be used to kill enemies, but their trajectory is weird.

straight from the films. The music is moody and fits in nicely, but it gives out in spots, only to swell surprisingly when least expected.

But these elements say nothing of the fun of cruising the halls, wiping out aliens, and torching and detonating the area. This game is exciting, despite some shortcomings in graphics and controls.

## Doom and Doomer

Two distinct groups of people will love this game—fans of the movie, and fans of corridor shooters like *PO'd* and *Doom*. And although *Doom* purists will find something to knock, this game is incredibly fun. A must-have for the discerning PlayStation owner, this is the next step for people done with *Doom*. ■

# BEASTS THAT BURDEN

## Face Hugger



**PRO TIP:** In the early levels, face huggers should always be killed with the beam. In later levels, if shells permit, a single shotgun blast will suffice.

## Dog Alien



**PRO TIP:** The dog aliens are fairly easy to beat. Just a shotgun blast or two will do the job.

## Alien Warrior



**PRO TIP:** Four shotgun blasts, or a blast of the flamethrower, will do it in the large alien warriors. Be careful, because they are quick and will move from side to side to avoid gunfire.

## Infected Humans



These machine-gun-toting humans are nasty and vicious. The minute you hear their gunfire, turn and fire. Use the shotgun or pulse rifle only on these guys. The beam barely makes a dent.

## Chestbuster



**PRO TIP:** These slick, slippery aliens are tough to kill, but dangerous when loose. Two shotgun blasts or a short burst with the flamethrower will do.

## Aggressive Aliens



**PRO TIP:** These suckers are vicious! Detonate an extended burst with the flamethrower, or if you're stocked, toss a grenade into them.

## Smart Gun



**PRO TIP:** The smart gun is the only weapon that can shoot at the walls of the various levels. Use it to blast aliens crawling upside-down on the ceiling.

second movie, *Aliens*, are probably the coolest intro of any PlayStation game to date.

The music and sound effects pick up the pace a bit. Sounds such as the pulse rifle firing and aliens screaming in agony as they die are sampled

## HIDDEN STUFF



**PRO TIP:** Lockers (especially discolored ones) are essential for prizes...and enemies.



**PRO TIP:** Control panels are sources that hide power-ups.



**PRO TIP:** Crates usually hold power-ups.



**PRO TIP:** Every conspicuous or oddly placed black wall is a good place to throw a seismic charge.



**PRO TIP:** Aliens are also hidden in the bodies of occupied humans.

# PRO REVIEW

PlayStation

## THE NEED FOR SPEED



**By Air** Needs

Need for Speed guns it onto the PlayStation with a sharp conversion of the top 300 racing game. While it lacks Ridge Racer's slick techno edge, it more than compensates with a sweet selection of exotic cars and white-knuckle sim-style driving.

### Burnin' Rubber

Need peels out with the same eight exotic cars (see sidebar) and three diverse modes that let you race against the clock, another driver, or a pack of seven opponents. Two players can use a link cable or bump fenders in the slightly sluggish, but still intense, split-screen mode.

The challenging straight-line City, Coastal, and Alpine tracks from the 3D0 version return, and three new circuit courses bring heated Ridge-style action to the max. Other

impressive new features include a handbrake, improved speedometer and tachometer displays, and daylight, dawn, and dusk settings.

With all these improvements, this Need is practically a sequel to the 3D0 game, and it plays like one. The scenery rolls by at a blazing clip (much faster than the 3D0), and the impressive selection of racing styles provides deeper gameplay and stronger replay value.

Solid controls back you up all the way. You'll have to practice hard to master each vehicle's unique handling, which should delight hardcore car buffs. Casual arcade racers may be frustrated by the sim-style realism, though.

### You'll Feel This Need

Need's tracks send you rocketing down treacherous mountain roads and jam-packed city streets. The beautifully drawn backgrounds shine with bright colors and sharp details, but the cars have a blocky look that detracts from the realism. Classy full-motion video that shows off



**PRO TIP:** Release the gas and downshift to slide through easier turns.



**PRO TIP:** Capitalize on scarce straightaways by redlining your speed when they begin.



**PRO TIP:** Take tough turns, like the hairpins before the finish in Autumn Valley, by releasing the gas, braking until you skid, then downshifting and punching the gas to pull through the turn.

all the machines makes up the difference, though.

The outstanding sound effects really re-create that behind-the-wheel feel. Each car's engine purrs with its own authentic hum, but you'll turn down the cheesy metal-head rock.

### My Ferrari, Please

It's hard to top the feeling of redlining a Ferrari or a Lamborghini, and Need for Speed's as close as most gamers will get if you're a serious racing fan, this game's worth every cent. **B**

## CAR SHOW



Lamborghini Diablo VT



Porsche 911 Carrera



Chevrolet Corvette ZR-1



Ferrari 312RN



Dodge Viper RT/10



Acura NSX



Mazda RX-7



Toyota Supra Turbo

### PlayStation Game Profile The Need for Speed (By Electronic Arts)

**THE NEED FOR SPEED** A trunkful of refinements positions this 300 conversion near the top of the PlayStation pack. Racing buffs shouldn't pass up this gripping action.



300 US	4 CAS
CD	4 TRACK
Available now	4-11-92
Rating	Teen (Mild)
2 players	



**PRO TIP:** Work opponents by pacing them on the inside of a turn, then skid and push them into the wall.

MEET KRAZY IVAN...

HE'S A SOVIET SUPERSOLDIER ON A SUICIDE MISSION INTO HOSTILE TERRITORY WITH ONLY A 40 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



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# SILVERLOAD

By Scary Larry

Point-and-click just got more interesting. In Silverload, you investigate a young boy's disappearance. All clues lead to the town Silverload, run by a maniacal preacher. The citizens are more bark than bite, however; as you hunt for clues in the werewolf-infested hick town.

The static graphics have in-



**PRO TIP:** To get the werewolf's belt, fill the bucket from the well with the slain pig's blood. Give the werewolf the blood.



teresting highlights, like rendered vultures. But poor illustrations run rampant, and the few gory scenes are brief.

The sound isn't bad, just offensive. The stereotypical Chinese and Mexican voice-overs are in poor taste.

Silverload's FunFactor definitely competes with other games. A weekend rental, and you'll be howling for joy. **B**



**PRO TIP:** Block your door with the chalk, or the werewolves will devour you.

Silverload by Vic Beale

Genre	Score	Control	Interface	Challenge
2.5	3.0	3.0	3.0	3.0

Price not available  
 CD  
 Available now  
 Interactive elements  
 1 player

FunFactor score  
 Mouse compatible  
 ESRB rating: Not  
 provided

# MYST

By Scary Larry

This version of Myst doesn't add, improve, or change any of its puzzle elements.

You search for clues to find out what happened to a professor and his two sons. As you gather info, you uncover a mysterious chain of events.

The game's gorgeous backgrounds are outstanding. The sounds are also a treat with

New Age-style orchestrations and eerie mood music.

There are tons of books that will get you through Myst in no time. Rent Myst and try it out. Or, if you're willing to spend the time, buy Myst and solve the puzzles yourself. Either way, first-timers will have a blast with this great game. Former Mysters need not apply, though. **A**



**PRO TIP:** You must unlock each age's book. Go to the map in the library and hold Button X until the beam turns red. Go to the Planetarium, climb the stairs, and read the clues on the wall.



**PRO TIP:** To skip to the Stoneship Age, set the statue, spikes, and leaf symbols to green, and all others to red. Board the ship at the dock, then find the book.

Myst by Freggins

Genre	Score	Control	Interface	Challenge
3.5	3.5	3.5	3.5	3.5

\$24.95  
 CD  
 Available now  
 Pricey

1 player  
 Full screen view  
 ESRB rating: None  
 to Adults



# CREATURE SHOCK

By Scary Larry

It's a shooter, it's a Doom clone...and it's all standard.

You begin by shooting alien ships, but then the game progresses to a bland corridor shooter. The graphics are good: Sharp dynamics enhance the detailed, fully rendered enemies and smoothly



**PRO TIP:** When you encounter this bug-eyed alien, shoot for the eyes on the end of the stalks.



**PRO TIP:** Whenever you see a lightning ship in the shooting level, concentrate firepower on the middle ship. It contains a power-up.

scrolling corridors. But little happens, leaving you yearning for more action.

Good music augments the fight sequences but there are

scarce sound effects during the corridor levels. Control is the biggest problem. The unresponsive cursor proves fatal in fast-shooting segments.

Creature Shock won't win over gamers who want fast action and gore. It passes as a good rental, though. **B**

Creature Shock by Brian Kent

Genre	Score	Control	Interface	Challenge
2.5	2.5	2.5	2.5	2.5

\$24.95  
 2 CD  
 Available now  
 Action/Adventure

1 player  
 Multiple views  
 ESRB rating: Teen



Saturn

# EARTH WORM JIM



By Major Mike

First off, this isn't a new Earthworm Jim game. It has the same gameplay as the 16-bit version. Presentation, however, is the key here: Jim 2 for the Saturn has superb graphics and dynamite sound effects—especially the music. This version shows what a next-gen system can do with a platform game.

## Filled to the Brim With Jim

For those of you not familiar with Jim's story, it's the traditional princess-is-abducted-and-you're-the-only-one-who-can-save-her scenario. The hero is Jim, an ordinary earthworm given special powers courtesy of a super suit he stole from a galaxy menace named Psy-Crow.

The major differences between this game and the 16-bit version are apparent the moment the disc starts spinning—like when the music in the Anything but Tangennes level hits full tempo. Complete with full synthesizers, roaring guitars, and slamming

drums, this game definitely shines in stereo.

## For Better or Worse

Some minor changes are for the better. For example, in The Flyin' King level, the screen displays a diagonal letterbox. Now, whenever you get an engine that temporarily makes your ship faster, the icon rests in the screen's lower corner, and shakes and disappears when it's used up. Another change is in the Puppy Love level: Peter Puppy's smiling face in the upper right-hand corner slowly becomes a frown with each dropped puppy.

Most of the backgrounds have also been overhauled. These range from eye-popping (the bones in the walls in the Lorenzo's Soil level) to hilarious (the shrine with the cow's head that's built to Jim and the Statue of Liberty in Udderly Abducted). Masters of exquisite parallax scrolling and awesome backgrounds, Shiry fills Jim 2 to the brim—especially in the later levels like ISO 9000 and Door Chase, where wooden cabinets seem to stretch to infinity.

The same isn't true, though, for Jim and the other foreground characters. Jim looks the same with his trademark stand-still animations and various hilarious antics. No improvements on Jim—but thankfully no detractors, either.

## Build a Better Jim

The game is filled with more one-liners— from Jim's pleading "mommy" before several boulders drop on him in Lorenzo's Soil to his angry muttering "son of a..." when



**PRO TIP:** To move faster in the oddly Abducted, jump when carrying a cow rather than run.



**PRO TIP:** In Level 10, shoot the spot when you're hiding in the pill shaker. The suit-pursuing pill shaker will chase the spot and give you an opportunity to escape its murderous rain.

## A Tale of Two Jims



The 16-bit Genesis version of EWJ 2...



...and the enhanced 32-bit Saturn version!



**PRO TIP:** Peter Puppy has great aim in the Puppy Love stages—most of the time. Keep alert even after he throws the bomb; sometimes his aim is off and the bomb bounces off Psy-Crow's house back onto the ground.

### Saturn Game Profile

## Earthworm Jim 2

(By PlayStation)



Same Jim, same game— it's the details that make the difference.

This Jim showcases the difference between 16- and 32-bit system capabilities in a big way.



Available on Saturn

Price of Saturn CD Available on Saturn

1 player On view Multitasking





New backgrounds, like this one in *Dear Gesso*, make EWJ 2 look almost like a new game.



Jim's new rendered screens (that also cleverly conceal the loud noises!)



**PRO TIP:** In *Delectably Abducted*, use the homing missiles to keep the flying saucers away from the cows.



**PRO TIP:** In *800 People*, beware of the floating blobs. They can float through the walls and get to you, but you can also shoot through the walls to seal them.



Fresh "well done" screens also end each stage.



**PRO TIP:** To defeat the steak at the end of *Level Aka*, wait for it to land, then shoot or whip it. Don't let it hover overhead — it leaves to drop its plate on you.



**PRO TIP:** In *The Flyin' King*, whenever you pick up an engine power-up, keep an eye on its icon in the lower right-hand corner. When it starts to shake, it's about to expire and you revert back to slow speed.



**PRO TIP:** In *Level Aka*, after the first snoot swing section, use Jim's parachute to float between the balcon and the fork until you reach this platform...



...where you transport to a super-secret stage, *Totally Porked!*

he misses a power-up in *Puppy Love*.

The music sounds much better, due to the CD audio, but retains the feel of the original pieces. You'll still hear baggages in ISO 9000 and Beethoven in *Vill People*.

### One Problem

The controls are tighter this time around, but on some stages that's not good. The most problematic controls are in *Puppy Love*, where you literally stop on a dime. With practice you get used to it, but you aren't given as much leeway as before; you have to be almost exactly in the right spot to keep the puppies airborne. Other areas have the same play mechanics as before — run, jump, and shoot with a few extra abilities, like the *Snot Swing*.

### It's Still Jim

But all these enhancements must be kept in perspective.

Although *Jim 2* is an excellent sequel, some aspects aren't up to the first game. For one thing, *Jim 2* is much easier. There also isn't as much variety. Remember the maddening, white-knuckle submarine race against the clock in the *Tube Race* level, or the edge-of-your-seat anxiety of *Puppy Love*? Not much of that intensity is found in *Jim 2*.

Granted, this is a direct port-over, but fanatic *Jim* fans will probably be disappointed. New levels would probably help satisfy them — as Shmy did with EWJ: Special Edition for the Sega CD, arguably the best *Jim* game so far.

### Not Quite New

While *Jim 2* is a port of an already familiar game, it's been pumped full of life so that it almost feels new. With EWJ 2's elements enhanced so well, a new and original next-gen *Jim* game should really be something. **B**

Saturn

# NIGHT WARRIORS

## Darkstalkers' Revenge

By Major Mike

If Capcom keeps this up, arcades may well go out of business. Like Street Fighter Alpha, this is a superb arcade translation for Sega's 32-bit system.

**The Night Warriors**  
After Super Street Fighter, Capcom's arcade games improved their animation to almost Disney quality. As shown in the recent arcade fighting game Marvel Super Heroes, Capcom's coin-ops evolved into state-of-the-art hand-drawn visuals, and the

coin-up game Darkstalkers' Revenge, the follow-up to Darkstalkers, added to that progression nicely. Although the sequel never really caught on in the arcades, it now has another chance on the Saturn.

So what's new with this game? Revenge adds four new fighters to the lineup (see ProReview, April). Two fighters, Pyron and Huitzil, are bosses from the last game. The other two are originals: the ghost Hsien-Ko and the vampire-hunter Donovan. Each of the game's fighters has some new moves and a new Super Special move.

Revenge doesn't have Street Fighter Alpha's depth or combo techniques, though it does have a few limited combos of its own. What Revenge does supply is eye-popping visuals. The special moves are a real treat and worth exciting



Choose from 14 fighters - including the best characters!



**PRO TIP:** To do Huitzil's Firing Squad, motion → ↘ ↓ ↖ ← and press all three kick buttons.

more for spectacle than for damage to opponents. Moves like Huitzil's Firing Squad and Felicia's Cat Pack Attack fill the screen with awesome and hilarious fireworks, with no slowdown or distortion. The backgrounds are also a pleasure to battle in - especially with the interactive elements (the wine barrel that stains the ground red in Talbain's stage, and the smashing pillars in Felicia's and Anakaris's stages, for example).

### Darkstalkers Unplugged

The sound is equally awesome. All the audio from the arcade, from the constant

meowing of cats in Felicia's stage to the busy construction of Huitzil's robot lab, are perfectly translated - some of the moves, like Hsien-Ko's fresh-slicing Galkobne Swing, are almost painful to endure. Crystal-clear stereo sound conveys the auditory details as the



**PRO TIP:** When close to an opponent, quickly tap Forward twice to teleport right through them.



**PRO TIP:** Be careful whenever Anakaris jumps. He can use his Royal Judgment power to transform you into something small and harmless.

### Saturn Game Profile

#### Night Warriors: Darkstalkers' Revenge

By Capcom



A visual stunner, Darkstalkers' Revenge is yet another excellent arcade translation by the fighting-game masters at Capcom.



MSRP \$49.99  
2 players  
No license  
3.5-in. disk  
PlayStation  
Multiplatform





**PRO TIP:** Watch out for Hsien-Ko's projectiles. Occasionally, she throws a big object that circles you if it hits.

fighters fly from one speaker to the other.

The music also shines, for the most part. The moods are by turns eerie (the fighter-select screen), jazzy and upbeat (Felicia's casino-rooftop battle), and annoying beyond belief (Hsien-Ko's constant "hi-yi" screamed over Chinese-inspired music).

### Taking Stalk Of the Situation

Using half-circle and Dragon Punch motions any Street Fighter player will immediately recognize, *Revenge* adds a Super Meter in the corner that gradually charges over time. As you'd expect, you



**PRO TIP:** For Hsien-Ko's Ground Knives, motion  $\leftarrow$   $\downarrow$   $\rightarrow$  and press all three kick buttons.



**PRO TIP:** To summon Demitri's Demonic Rats, motion  $\leftarrow$   $\rightarrow$  and press all three kick buttons.



**PRO TIP:** To do Victor's Dr. Asshust, motion  $\leftarrow$   $\downarrow$   $\rightarrow$  and press all three kick buttons.

can execute a damaging Super Special when the meter bar is full. This time, though, the meter can never be maxed out (each time the bar is filled, the number below it increases). If you fill the bar several times, you can execute Super Specials consecutively.

All the moves are easy to pull off, with the exception of a few Super Specials like Morrigan's Doppelganger and Hsien-Ko's Spike Ball Drop. If the three-button simultaneous special moves are problematic, you can configure the controller so all three rest on

the top L or R button. *Revenge* also comes with several turbo speeds, the fastest of which is almost too quick. Still, all the moves are perfectly executable, even at the frenzied pace.

### A Reason to Visit Saturn

The Saturn is already booming with great arcade fighting game translations (*Street Fighter Alpha*, *X-Men*), and *Revenge* fits in with the best offerings. It may not be the deepest fighting game around, and fighting fanatics may dismiss it prematurely, but Capcom has certainly released a game to be reckoned with. Now maybe Capcom will give us *Marvel Super Heroes* on the Saturn. ■



Saturn



**PRO TIP:** Sneak up from behind these sluggish land crawlers, and blast them good before they turn to fire on you.



**PRO TIP:** Build your castles in safe areas (sometimes on the water), or your enemies will attack and destroy them.



**PRO TIP:** New spells are often booty-trapped. Be wary when you pick them up - you may trigger a host of new enemies.



**PRO TIP:** Search out these circles of stones for free mana.



**PRO TIP:** Lure wizards over the water to avoid being hit by other enemies.

# Magic Carpet



By **Torrey Glide**

Sip on your best turban - Magic Carpet is an intense first-person adventure like Doom, spiced up with Aladdin's mystical Arabian flavor.

## Massive Carpet

The world has plunged into

chaos, thanks to a spell created by a master wizard. As his apprentice, you must restore peace. From your free-floating magic carpet, you shoot down a host of evil beasts and collect their elemental power, called mana, to right the balance.

Magic Carpet is huge, and it involves more than just fly-by shooting. You need to col-

lect new spells, build castles, and convert the local populace to your side by casting Possession spells over their dwellings. Wizard wannabes are in for a long 46 levels, and there are bonus levels that reward those who beat the

game. But winning's not easy. Everything from giant bees, dragons, undead armies, and enemy wizards come at you. Fortunately, you can accumulate 24 spells, from simple Healing to whoppers like Global Death.

## No Shag, No Lag

Great visuals and sounds work together to increase the appeal of Magic Carpet's 350-degree environment. The terrain stretches and morphs, enabling you to blow holes in the ground with your fireballs and enhancing such animation as the magically appearing castles. The scrolling is fairly smooth, and many of your enemies appear as one-dimensional sprites.

The sound resonates with awesome spell-casting effects. The music is eerie and sweet, perfectly complementing your mythical flight. Even better are the subtleties, like the crowd chatter when you swoop over a village, the lapping water of the ocean, and the whiz of enemy arrows.

## Barnin' Rugger

Good controls allow you to fly everywhere in Magic Carpet. Although you can't pull fancy moves like barrel rolls and loops, there's still a lot to do, so don't expect to master this agile doormat immediately. The spell menu takes more effort than it should, but the rest is straightforward.

If you want to break out of those corridor adventures and play an original first-person shooter, test-drive this carpet of the Persian persuasion. The unfriendly skies have rarely been this inviting on the Saturn. **D**



**PRO TIP:** When you defeat another wizard, cast your Possession spell upon their remains to claim all their mana.

**PRO TIP:** When battling the flying worms, wait for them to dive before unleashing rapid fireballs.

Saturn Game Profile  
**Magic Carpet**  
 (By Electronic Arts)

**EA** The smash PC game ports all its great gameplay to the Saturn. This is excellent high-flying shooting with a touch of sorcery.

Genre	Year	Rating	Platform	Developer
Adventure	1997	ESRB: A	Saturn	Electronic Arts

**MSRP:** \$49.95  
**ESRB:** A  
**Available on:** Saturn  
**Industry:** Electronic Arts  
**1 player**

**All words:**  
**Fast-paced play:**  
**Multiplayer:**  
**2 user mode**





If you're getting tired of Return Fire, the add-on Maps O' Death breathes new life into the year-old game, offering more than 100 fresh levels filled with the carnage and insanity Fire fans love.

Great gameplay is enhanced by crazy maps and endless enemies. The sound booms with magnificence and the graphics include minute details like helicopters blowing

# PROREVIEW

300



*Killing soldiers might not win the game, but it increases the fun.*

# RETURN FIRE MAPS O' DEATH

Check out some of the hottest new levels!



*Getting Blaz*



*Amazing Walk*

ing into pieces and scattering in the water.

A day without playing Maps O' Death is like a day lived in infancy.



*PRO TIP: In areas where you're surrounded by enemies, take out one solo first, so you have an escape route later if necessary.*



*PRO TIP: Cross water in the slow light-blue section as an alternative to using a bridge.*

**Maps O' Death by Profile:**

Overall	Sound	Control	Graphics	Interface
9.5	10	10	10	INT.

200-00: No unrelated noise  
 CD: Powerworks  
 Available now: Not rated by the ESRB  
 7 players: 300 rating: Fairly good  
 100+ levels: for 11 characters



Vanity is the spice of life, and vanity is all that spices up this routine shooting game.

## Creature Feature

This two-disc game gives you five missions with three distinct styles of gameplay: Total Eclipse-style canyon skimming, Doom-style corridor stalking, and Virtua Cop-style shooting galleries. All the missions have sci-fi themes as you venture to Saturn, explore the insides of alien ships, and shoot it out with toothy aliens.

Unfortunately, the controls don't bring enough life to this



*PRO TIP: Onboard the alien ship, the creatures have only one weak spot. Aim for this slug's eyes.*

# CREATURE SHOCK



*PRO TIP: Stay low as you fly through belts; most enemies float above you.*

planetary party. You have only one weapon for each mission, so this is mostly a one-button game. Also, the cursor moves too sluggishly and shots are fired too slowly for you to meet the challenge of the many ships and creatures obstructing your way. You know where to shoot and when, but you still won't be able to nail the slowly advancing slug in front of you.

## Shock to the System

The sounds and graphics don't add much drama. What should



*PRO TIP: When flying to Saturn, dodge the asteroids. Don't waste time trying to shoot them.*

have been intense alien screams and a stirring soundtrack are instead just interesting groans and bland background music. The graphics are inconsistent: The flying sequences seem pixelated and undetailed, but the weird creatures in the corridor levels are quick and imaginative.

Creature Shock won't do anything too shocking or too stimulating to capture your imagination. The gameplay may change, but your interest level won't.

**Creature Shock by Profile:**

Overall	Sound	Control	Graphics	Interface
8.5	10	7.5	7.5	ADJ.

\$44.95: 5 discs  
 CD: Pro control disc  
 Available now: Multiplayer  
 1 player: Not yet rated by ESRB

Flamin' Yawn trashed my house.

Psycrow stole my lady.

I've got a backpack full of snott.

This ain't gonna be no picnic.

# EARTHWORM JIM



<http://www.playmates-toys.com>



GENESIS  
PC CD-ROM



## Arcade Classics

By Tommy Gille

Want wave after wave of action with Centipede and Missile Command? Then look here, but don't bother with Pong.

Centipede is a shooting puzzle. All the spiders and scorpions remain intact, likewise, the colorful graphics and the blasting sound effects have been accurately reproduced. Missile Command, however, looks and sounds like the Atari 2600 version. Pong gives you a tough computer opponent, but it's the same black-and-white bits that quickly get boring.

Centipede alone is not reason enough to pick this game up. But if you're a sucker for the classics, you get a good variety of games on this cart.



**PRO TIP:** In Missile Command, don't target missiles headed for cities that are already destroyed.



**PRO TIP:** It's easy to pick off centipedes when they're coming down the side of the screen in a row.

### Game Gear Game Profile

Arcade Classics by Sega

Graphics	Sound	Control	Playtime	Challenge
2.5	2.5	2.5	4.0	3.0

528 bits  
4 megs  
Available now  
Double-Play

2 screens (horizontal)  
Multiple views  
128K using 512K  
16 bits

## Waterworld

By Sr Cornelia

As the cannon-bearing Marlinx from the movie, you pilot the waters of the future, shooting enemy jet-skis and boats. That



isn't: Keep moving to avoid being hit from behind by Smilers.



**PRO TIP:** Circle around the outside of the Atoll. Smilers converge on the center, making it a major collision site.

is, if the game's slow controls and bad collision detection don't stop you first.

Repetitive sights pollute the water. Identical enemies and victims appear in every level. Waterworld is a 3D game, but a distant sunset provides the only background, which neutralizes the effect. Generic cannon fire and pingy warning sounds blend with synthesized sax and keyboard music.

A bad film makes for an even worse game in this boring shooter. Waterworld is a Virtual Boy's wet-nightmare.

### Virtual Boy Game Profile

Waterworld by Ocean

Graphics	Sound	Control	Playtime	Challenge
2.5	2.5	2.5	1.5	1.0

512 bits  
4 megs  
Available now  
Double-Play  
2 players

Added the beach  
before launch  
128K using 512K  
16 bits

## Tetris Blast

By Coach Kyle

Nintendo adds new twists to its classic puzzle to make it better than ever. As in earlier versions of Tetris, you position blocks as they fall into a vertical shaft. A new Fight mode adds cute enemies who sabotage your efforts. Also new are mega bombs, which destroy enemies and rows of blocks. These new features add intrigue to what was already a fun concept.

The familiar Tetris graphics are better and sharper than ever, especially with the Super Game Boy backgrounds. The sounds are better, too, because now you can easily slide blocks once they land. Added varied difficulty settings and Training mode, and Tetris Blast is a blast.



**PRO TIP:** Use your slide move to fit in awkward holes through overhanging blocks.



**PRO TIP:** Group four bombs to make a mega bomb.

### Game Boy Game Profile

Tetris Blast by Nintendo

Graphics	Sound	Control	Playtime	Challenge
4.0	4.0	4.0	4.0	4.0

512 bits  
4 megs  
Available now  
Prints

7 screens (with Game Link Cable)  
Only one  
128K using 512K  
16 bits

## College Slam

By Greasy Gus

College Slam, the world's biggest no-off of NBA Jam, is now (boring) a Game Boy cart.

Like the 16-bit titles of the same name, it's two-on-two hoopie with a Practice mode



**PRO TIP:** Don't trap yourself between your opponent and the ball. The computer usually steals the ball.



**PRO TIP:** If you have a solid paint guard, use him for all the three-pointers.

added - but there's no difficulty setting, and the computer plays a physical game.

Both the graphics and sound suffer. While the stiff sprites are good-sized, the weak color palette makes it easy to confuse your team with the opposition. The music is okay, but the effects are weak.

The player control is decent, but it's annoying to use the Start button for Turbo. In brief, don't play ball on this court.

### Game Boy Game Profile

College Slam by Acclaim

Graphics	Sound	Control	Playtime	Challenge
2.5	2.5	2.5	2.0	1.0

512 bits  
4 megs  
Available now  
2-on-2 (unlimited)  
1 player  
64 Kbytes sound

Only one  
Playtime (no)  
128K using 512K  
16 bits



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ENTERTAINMENT

# Quick Hits

## Phoenix 3 3DO



You've seen this side-scrolling Blackthorne action before. Phoenix 3 presents a decent sci-fi setting for walk-n-shoot alien blasting. The graphics are detailed, but the characters have choppy movements. Gusty sound effects and extreme gore when the aliens explode are the best features. Not bad.



but nothing new, either. (By Studio 3DO)

Graphics	Sound	Control	Play/Value	Challenge
3.0	4.0	2.0	2.0	1.0

ADJ. Nintendo

## Pocahontas Genesis



Animation fans and younger players will love this gentle, slow-moving game. Like Pocahontas wades and swims through gorgeous pastoral settings, helping her animal friends and absorbing their powers. Easy puzzles provide the challenge, but gameplay is not as exuberant as Disney's Aaahh. Pocahontas is good Disney fun for novices. (By Disney Interactive)

Graphics	Sound	Control	Play/Value	Challenge
4.0	3.0	2.0	2.0	3.0

BEG. Sega

## Doom 3DO



Doom lands on the 3DO with a thud. This version is awful, if just for the fact that you can only get fluid gameplay by shrinking the window to the size of a stamp - any bigger and the picture gets so choppy, it's unplayable. The sound and controls are average, but this is the worst console version of Doom so far. (By Art Data Interactive)

Graphics	Sound	Control	Play/Value	Challenge
2.0	2.0	1.0	1.0	1.0

ADJ. Nintendo

## The Chessmaster 3D PlayStation



Chessmaster is a challenging but dreary take on the classic strategy game. The slow CD access time and inaccurate controls are vexing, but chess fans will enjoy the challenging chess engine and the variety of features, including 12 computer opponents, head-to-head mode, and time controls. Kasparov took on Deep Blue, you can challenge the Chessmaster. (By Mindscape)

Graphics	Sound	Control	Play/Value	Challenge
3.0	4.0	2.0	4.0	1.0

INT. Nintendo

## Dragon Lore 3DO



Dragon Lore is a full-screen, action RPG. Smooth, rendered 3D animation and voice clips accompany the great mythological storyline to make up a well-rounded game. RPG fans will enjoy the attention to detail as well as the intuitive motions and menus, but slow access time is one of the few setbacks. (By Mindscape)

Graphics	Sound	Control	Play/Value	Challenge
4.0	4.0	3.0	4.0	1.0

INT. Nintendo

## Winning Post 3DO



Koei is back with yet another sim, this time in the high-yield field of horse racing. Unfortunately, this arena is neither very exciting, nor very good sim material. Watching other horses race (you have no control over the races) and breeding ponies has no place on a high-end next-gen system. Try PTO with real film footage. (By Koei)

Graphics	Sound	Control	Play/Value	Challenge
2.0	2.0	1.0	1.0	1.0

INT. Nintendo

## Nester's Funky Bowling Virtual Boy



Nester's Funky Bowling is challenging and fun at first, but after a few games, the strikes come easier and the difficulty level never increases. Character animation and funky music spice up the gameplay, however, after a couple of frames even these become repetitive. The controls are accurate but limited. Although it's spare, it doesn't strike out. (By Nintendo)

Graphics	Sound	Control	Play/Value	Challenge
1.0	2.0	1.0	2.0	1.0

INT. Nintendo

Download the Demo  
<http://www.returnfire.com>

# TAG, YOU'RE DEAD

## RETURN FIRE



Don't just stand there.  
Return Fire on PlayStation,  
Saturn and Windows 95.

Your front line looks like Swiss cheese, and your tank's in flames. If you don't retreat and regroup, the flag's going to fall. And you're gonna get tagged.

In Return Fire, firepower is key, but strategy is what keeps you alive. From helicopters that make Apaches look like Pocahontas, to tanks straight out of your worst nightmares, your mission is to disable enemy forces, blow your way into hostile territory and retrieve the flag with a ground-pounding jeep. But this is no one-sided kill-test. Your enemy is in your face trying to do the same thing to you.

With superb overall detail, major multimedia video, and a killer stereo soundtrack, Return Fire is an all-out firefight that keeps you thinking all the time. But don't think too long. Because there's a battalion of bad guys just looking to put the tag on you.

**Destroy. Destroy. Destroy.**



PlayStation

PC CD-ROM

Saturn

3DO

For Tips and Hints, call 1-800-541-1110, Day to \$ 9.99 (reduced). Must be 17 or older, or have parental permission. Touch-tone phone required.

EA GAMES



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**All The Brutality, Carnage And Senseless Violence Of Darkstalkers.**

**Only Darker.**

Just when you thought the Darkstalkers had reached their ultimate evil, they're back with a chilling twist. *Night Warriors™* features new secret moves, multi-hit combos, dazzling animation and even shadier characters in the year's most eagerly anticipated release. Now, you'll have a terrifying encounter with 10 of your treacherous favorites while battling for your life with new or previously playable characters. So get ready to defend yourself against a world of deadly powers. You might survive to see the light.



**NIGHT  
WARRIORS**  
CAPCOM



# SPORTS PAGES

May 1996

Soccer • Basketball • Racing • Baseball

## Newest Soccer Contender Fields a Strong Team



### VR Soccer '96

By Tommy Goble

**PlayStation** VR Sports' first entry fields the best-looking teams for the PlayStation so far. Providing easy playability and some of soccer's technical aspects, VR Soccer is good foot action for the middle-of-the-road fan.

#### Kick Off!

VR takes a gentle, realistic approach to the world's biggest sport, implementing more of the natural pace of soccer. The game offers Arcade and Sim modes, but the high energy and heavy tackling associated with an arcade feel are nonexistent. You need to utilize solid soccer strategy to put the ball in the net.

With 43 international teams, you can hit the field in a season, Cup tournament, exhibition match, or practice. There's no license to bring you real international players, though.

Controlwise, VR is easy to pick up and play, but it suffers when you leave behind automatic player switching and try your luck manually. And while it lacks most of FIFA's special moves, the game compensates with a fairly deep level of play. However, VR definitely could use the flash of a bicycle or rainbow kick.

#### Graphical Goal

Visually, VR decimates the competition. The large, polygonal charac-



ters move with motion-captured grace and are much smoother than the angular characters seen in Goal Storm. The camera scales and zooms superbly, giving you a great perspective on the

**PRO TIP:** Tap  $\square$  to nudge away the ball when in close with an opposing dribbler.

**VR Soccer '96 by VR Sports**

Graphics	Sound	Control	Features	Value
5.0	4.0	4.0	4.0	4.0

2 Players  
 Multiple discs  
 8 save slots  
 CD-ROM rating: Kite  
 to Adults



**PRO TIP:** In the practice mode, work on getting the perfect lob (simultaneously press  $\square$  and  $\times$ , then release  $\times$ ) on corner kicks.

### VR Soccer Tips



**PRO TIP:** Beginners should play as Italy against Zambia for an easy first match.



**PRO TIP:** If you're having trouble maneuvering into scoring position, put more men on the forward line and kick long, high passes from the backfield.



**PRO TIP:** When you see the square highlighted under your wing, press  $\square$ , and your man will automatically attempt to chip the ball into the net or to one of your teammates in front.



**PRO TIP:** Your computer opponent is pretty lousy at throw-ins, so cover him closely, and you can usually steal the ball.

impressive 3D stadium. The only drawback is that each member of the same team unrealistically has the same hair color.

The sounds win by a small margin. You get a witty English commentator who sometimes repeats himself and very realistic crowd noise. The ref's whistle shrills loudly, but other offside noises, like the muted tackles, could have been pumped up.

#### Off the Post

Despite some flaws, VR blends FIFA's strategy with the sharp views and simple controls of Goal Storm, making it the best all-around PlayStation soccer game available. Another solid contender, Adidas Power Soccer from Psygnosis, is due out this summer. But if you're ready to kick in some dough for a soccer title now, you'll get the most boot for your buck with VR '96. ■



## Bottom of the 9th

By *Air Hendrix*

PlayStation

At last, solid baseball arrives on the PlayStation.

Despite the hard-to-learn controls and minor-league graphics, *Bottom of the 9th* delivers tough but fun sim-style action.

### Play Ball!

*Bottom of the 9th* fills the dugouts with all the major-league players, but the teams are named by city only, which still works just fine. In eight fantasy stadiums, you hit the fields in Training, Exhibition, Season, or General Manager modes.

The tough A.I. cuts you alive for the slightest errors, demanding a



**PRO TIP:** When pitching, aim as far away from the batter's cursor as possible to decrease his chances of contact.

tight, strategic style of play that sim fans will love. Unlike *World Series*, *9th* is no wussy homerfest.

Even pros will need major practice with *9th*'s unusual controls. Once you're up to speed, though, they clearly represent each batter's and pitcher's real-life abilities,

### Bottom of the 9th Tips



**PRO TIP:** Most pitchers have only a few trademark pitches, so keep your hitting cursor waiting in a likely location.



**PRO TIP:** Begin moving your outfielders into position as soon as the ball leaves the bat.

building a realistic feel. The manual fielding goes too far, though, providing little indication of where the ball's headed.

### Virtua Baseball

Graphically, *9th* goes for those trendy polygons, but they head foul with a look that's too chunky and unrealistic. Even worse the screen's confusingly overcrowded with info and views. As with the controls, however, time and a little practice smooth over these rough edges. As far as sounds go, a clear, on-the-ball announcer tracks the action, and the respectable sound effects pull long weight.

Series baseball fans will enjoy this ballpark's authentic, challenging gameplay—at least until the next wave of PlayStation baseball games arrives this summer. ■

Bottom of the 9th by Keyword				
Franchise	Team	Series	Platform	Developer
MLB	MLB	MLB	MLB	ADJ
PlayStation	Baseball	Baseball	Baseball	Baseball
2 players	Multiple views	ERA rating	Runs in 9th	In 9th



## Formula 1 World Championship

PlayStation

With the Formula 1 license in the bag, this wickedly fast racing game already performs well enough to qualify for a leading pole position on the PlayStation. The 17 tracks are carefully modeled after actual F1 circuits, and you'll also find 13 teams and 35 drivers straight out of the '95 season. The less complex Arcade mode provides fast, easily learned action, while Grand Prix mode presents true sim-style gameplay, which means you must learn racing dynamics and tactics, manage pit stops, and handle other real-life intricacies. Swoozy polygonal graphics, commentary by announcer Marry Walker, tunes by Joe Satriani, and bone-jarring sound effects give this racer all the gas it needs.—*Air Hendrix*



Developed by Bizarre Creations  
Published by Polygram  
Available July

60% COMPLETE



**VR SOCCER TIP**

**8**

**PUNCH THE SPEED BURST BUTTON TO ELUDE PESKY DEFENDERS. THIS WILL ALLOW YOU AND TAB RAMOS TO ENJOY TOASTED GOALIE FOR LUNCH.**



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# INTRODUCING VR SOCCER '96™

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## Ken Griffey Jr.'s Winning Run

Super NES

By Air Henders



Winning Run's snazzy rendered graphics and deeper gameplay could crank out a 16-bit grand slam, but it's too early to make a solid call.

Developed by Irem  
Published by Nintendo  
Available June

80% COMPLETE

### Controls



On the mound, pitchers tack three standard pitches (fastball, change-up, and curve) and one special pitch, such as a knuckleball. You can still steer the ball—within the bounds of realism and your pitcher's ability. Some turning inside, batting and fielding work much the same way.

### Gameplay



Winning Run steps up to the plate with most of the modern baseball necessities, including four modes, major-league teams and stadiums, adjustable fielder positioning, and trades. No run-life playups, though. If the flashy, arcade styl- of the first Griffey game turned you off, Nintendo's promising to deliver a sequel with more realistic, in-depth action. Only hands-on play time will tell the true tale, but Winning Run's headed in the right direction.



Draped with motion-capturing equipment, Mariners' star Ken Griffey prepares to swing as his movements can be used in Nintendo's new SNES and Nintendo 64 games.

### Graphics



This Griffey ditch the exaggerated, cartoony look of the first in favor of realistic, rendered 3D players and stadiums. Nintendo also built in some unique touches to simplify fielding: When the ball is hit, a white streak trails behind it, and when it lands, it kicks up a puff of dirt. Even on the basis of these early pictures, Winning Run looks like a promising fly ball that might leave the park.



# SPORTS INSIDER PREVIEWS



## NBA Shoot Out PlayStation

NBA Shoot Out supplies a rare combination of style and substance, sending it on its way to becoming the best basketball game ever created. It features all 29 NBA teams, authentic players, playoffs, trades, set offensive plays, and stat tracking. The amazing graphics are highlighted by Latrell Sprewell's motion-captured dunks, and everything from the court to the fans and players help make basketball look beautiful. The sound still needs smoothing out, but that's only a minor flaw in an otherwise remarkably fun, realistic game. Shoot Out shines—it's sure to leave its competitors stranded on the bench.

—*Johnny Ballgame*



Developed and published by Sony  
Available Now  
**80% COMPLETE**



## NBA Live '96 PlayStation

NBA Live '96 finally hits the 32-bit market, but at this early stage, it has a long way to go to catch up with the competition. Live's generous options include real teams and players, play calling, trades, and three difficulty levels. The gameplay's fast and fierce, but in this preview version, it suffers from sub-par graphics. The players look cartoony, and the dunks don't compare to Shoot Out or In The Zone. Live's music, crowd noise, and PA sounds are at the top of their game, though. So far, Live's a decent translation, but EA's facing a lot of pressure work before it'll catch up to Shoot Out.

—*Johnny Ballgame*



Developed and published by Electronic Arts  
Available Now  
**80% COMPLETE**





## Adidas Power Soccer PlayStation

Do we need any more 32-bit soccer titles? Unlike deflecting a soccer ball with your face, another game like Power Soccer won't hurt. This sporty sim combines the hard-core strategy and control depth of FIFA with the nice scaling graphics and easy playability of Goal Storm. Smooth scrolling, solid commentary, sharp polygonal sprites, and realistic motion-capture animation give this early version of Power Soccer a winning look. This game even includes some new dirty moves, like tagging your opponent's jersey when bottling in-close for the ball. Special camera angles bring you right onto the field for corner and penalty kicks.

— *Tosny Gilde*



Developed and published by  
Playzone  
Available Spring '98

50% COMPLETE



## Frank Thomas "Big Hurt" Baseball PlayStation

Frank Thomas slides into home on the PlayStation, and hopefully this 32-bit ball game will fare better than his poorly received Genesis and SNES carts. With the MLBPA license, you're guaranteed all the Major League players in their respective cities, but don't expect all the team names and logos. Modes of play include Playoffs, All-Star, General Manager, Home Run Derby, and Batting Practice. Look for rendered 3D stadiums, a sharp photographic view of the batter's box, and Frank's own motion-captured swinging animation. — *Tosny Gilde*



Developed by Ignani  
Published by Acclaim  
Available Spring '98

50% COMPLETE

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Phone (310) 795-2000

# ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • MAY '96

## SUPER MARIO RPG

### Legend of the Seven Stars

By Satory Larry

There could be no better coupling of forces than Square Soft and Nintendo, and they bring years of expertise to Super Mario RPG. But does it hold up to the toughest RPG standards? If you like fast, funny action, and great rendered graphics, it does.

#### Plumb and Plumber

Mario has a lot of trouble with relationships. Once again, he's lost Princess Toadstool to evil fiends, and he's off to the Mushroom Kingdom to find her. In order to restore the kingdom, Mario has to find the Seven Stars, indeed a Super quest!

He's aided by spells, neat weapons, and friendly allies—the most surprising of which is Bowser. Mario finds several new companions (and some old ones, like Yoshi), but can take only three on his quest.

RPGers will be interested in the advancement of levels through combat. After acquiring a certain amount of experience points, you're allowed to increase either your Hit

Points, Magic Defense, or Attack Power. You can build up your weapons and armor through the various shops.

#### Square Deal

Square's hand in this RPG is obvious. Great humor, lots of conversation, and extensive puzzle-solving flesh out the gameplay. And don't let the smooth taste fool you—the game may have a cute, child-like interface to it, but it's tough, with tons of strategy and side quests.

Added features, like Toad-fasky's music levels, give the game a high replay factor.

There are also great-looking spells and rendered enemies like Coombas, Sky Troopas, and even Bob-ombs. And expect a surprise or two, like

### General Tips

There are four ways to get free items when first battling. You can get freebies during combat when:



(A) you use an item



(B) you get an HP Max during combat



(C) you find a Get Lucky item during battle, which lets you double your experience points after a battle; or



(D) you get an extra Hit with the Over Again item.

Donkey Kong and Yoshi making guest appearances!

#### Super Mario Whirl

From the rendered enemies to the rich cinematics, the graphics are stunning. Mario looks

exactly like he did in the first Super Mario World for the SNES, and his companions each have unique graphical qualities (for example, Mallow literally jumps out of his shorts when he casts a spell).

### Level Up

After battling and collecting experience points, you'll reach the next level. Now you have your choice of:



**Attack Power** – Increase the level of attacks with weapons. This works well with Mario, and maybe Bowser. Leave Mallow and Geno out of this one for a while.

**Hit Points** – Everyone benefits from higher Hit Points. Use this to build up Mario, and use it to build up others gradually.

**Star Power** – This increases the power of Magic, and lets a person use less Magic Points per spell. Perfect for magic casters like Geno and Mallow. Use this on Mallow after every other increase.

Super Mario RPG: The Legend of the Seven Stars by Nintendo

System	Genre	Players	Publisher	Developer
SNES	RPG	1-2	Nintendo	Nintendo

\$14.95  
22 maps  
Available May 1996  
1 player

50-centual new  
Multiplaying  
ESRB rating: G  
to adults

## Platforms and Treasure Chests



When you jump on the yellow platforms, they stop moving.



If there is a treasure chest above the square, try to align the shadow cast by the treasure chest, then jump.



Treasure chests abound, but some come with an enemy attached. If you're low on AP, reutilize before you attack. Don't get greedy.



Beware of reviving flowers. They lead to other platforms, but if you stay on them too long, you'll get dizzy and fall off.

### Take a Bowser

This fun, intriguing role-playing game should please diehard RPG fans as well as novice players. Once you pick this one up, you're hooked. Mario lives up to his Super status once again. **B**



This month, we're starting you off with a brief installment of the *Super Mario RPG: The Legend of the Seven Stars ProStrategy Guide*. We'll keep the strategies coming every month until we beat the game!

## Part One: Introduction



The game starts like they usually do for Mario. In one of the longest introductions ever for a game, you have to fight Bowser when he grabs the Princess.



You start at Mario's Place. You can always go there to be healed or to save your game.



Like every Square game, you have to find strategic ways to beat the bosses. Move the cursor to find alternate attack points, like the chains holding up Bowser.



Now it's off to the Mushroom Kingdom to seek out the help of the king. Fight as many enemies as you can along the way to boost your experience levels.

## Enemies Among Us

On the way to the king, you fight a variety of smaller enemies, most of which can be done in with double hits.

### Goombas



One hit does the trick.

### Sky Troops



Another one-hit wonder.

### Spikey



Don't use a Jump attack, or you'll get stuck!

### Froggy



These guys are a little tougher, so try stronger magic.





Once in a while you'll come across an Invincibility Star. Use it to wipe out as many enemies as you can, and you may be rewarded with a level-up!



## MARIO



Mario's back, and he has a variety of special attacks and weapons to use.

### Super Jump



A more powerful Jump attack

### Super Flame



A more powerful Fire Orb attack

### Fire Orb



A multiple hit attack, this one should only be used against bosses because it sucks up Star Points.

### Jump Attack



Very effective against weak enemies like Frogs. Also good against the bosses when all else fails.

## MALLOW



Mallow (as in Marshmallow) is a pudgy, magic-spewing blob that Mario meets in the Mushroom Kingdom. Short on courage but long on action, Mallow is a great backup for Mario.

### HP Thunderbolt



This important and powerful spell damages all the enemies in the opposing party, but it's weak against the undead.

### Psychopath



This spell lets you see how many hit points the enemy has. It also yields hidden items or information about the enemy.

### HP Rain



This heals one person in the party at a time and yields about 30 hit points.

### Shocker



A stronger thunder spell

## The Hammer Brothers



HEY!  
Are YOU lookin' at me?  
Me hammer and I got a big soul!

The Hammer Brothers are back to pester Mario, but they're not so tough this time. Use your standard jump attack, then a double hit, and they'll fall in no time.



You'll also get the Hammer for your own use! It's a great weapon and will do well until you acquire the Wak-Wak Shell.







## Mushroom Kingdom

The first thing to do in the Mushroom Kingdom is rest, then head up on supplies. At the shopkeeper's, you can get the following:

Restores 20 HP for one member of a team	Restores 10 HP for one member of a team	Restores one full-life party member	Restores status from sleep and make casts
Answer for Mario	Answer for Malice	The pump attacks against any foe	Prevents poison damage



After speaking with the king, you find Malice outside, crying up a storm because Croc stole his Frog Coins. Take him with you, and he'll always be loyal.



Head to Bandit's Way and chase down Croc. En route, you meet some interesting enemies like:

### Shy Guy



These guys are evasive. Use spells when you're low on HP.

### K-9



The dogs' attacks really put a hurtle on Malice. Use magic on them.



To regain the Frog Coins, you have to sneak up on Croc, then jump up and bop him on the head three times. After that, he agrees to give you back the Frog Coins.

## GENO



Geno is a mysterious occupant of the Star Road. He helps out Mario after the battle with Bowyer. His magic spells are devastating.

### Geno Beam



Geno's Beam can be charged for maximum effectiveness and does quite a bit of damage.

### Geno Boost



This raises Geno's defensive power for one turn.



Wrong! Now you have to fight Croc. Use Malice's Thunderbolt and Mario's Fire Orb while continuously eating mushrooms and honey. You should have him down in no time.

## YOSHI



He's back! Mario's favorite low rider, who now resides on Yoshi's Island.

With other dinosaur pals, can be called on in a pinch to help out with tough bosses. He gives up Yoshi Candy, which eases the HP for the party.

### Yoshi Candy



It's always good to have a friend when you need one!





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THE SOURCE



BEHIND THE FORCE.

## Future Fantasies

A sneak peak at upcoming games for RPG fans!

By Sir Scary Larry

### Finally, the Fantasy Comes to the PlayStation!

Square of Japan has joined the growing ranks of PlayStation licensees after years of exclusive loyalty to Nintendo, announcing in Japan that it will not develop software for Nintendo's Super Famicom (Super NES in America) after releasing



# FINAL FANTASY VII

ファイナルファンタジーVII

Rudora's Treasure and Treasure Hunter G in April. However, the major shocker is that Square will not develop games for N64 at all!

According to Square, the move to PlayStation came about because its game designers felt that they needed more data capacity than was available with ROM cartridges to bring next-generation RPG entertainment to fans. Square therefore decided to go with a successful CD-ROM game system, namely the PlayStation.

The first announced Square PSX title is Final Fantasy VII which should be released in Japan this December as a two-



disc set priced at just 5,800 yen (roughly \$58 U.S., or half of what it charged for Final Fantasy II in Japan). Although far from complete, FF VII already looks phenomenal with superb 3D polygon graphics.

By incorporating polygons, battle scenes should also be-



come much more dramatic since they place the player into the fray as an active participant rather than an observer. For example, the battle scenes will feature changing viewpoints, including a look from the enemy's point of view.

Composer Nobuo Uematsu's soundtrack should also

benefit greatly by going to CD with few data constraints. The release of this killer title could very well tip the balance of power in the Nintendo-dominated Japanese market in favor of Sony. Even without FF VII, Sony greatly benefits from Square's defection to its ranks as the reigning RPG champ claims to have 20 PSX games in preparation for release between the fall of '96 to the end of '97.





## SHINING WISDOM

Fans of Shining Force will be greatly pleased to see this new RPG for the Saturn. Staying consistent with the traditional big-round-head-with-tiny-bodies Japanese animation for role-players, Shining Wisdom is an overhead ad-



venture, complete with weapons, spells, and party-gathering. If you're looking for a more bloodthirsty, intense RPG, look elsewhere. This one makes Chrono Trigger look like Reservoir Dogs.



venture, complete with weapons, spells, and party-gathering. If you're looking for a more bloodthirsty, intense RPG, look elsewhere. This one makes Chrono Trigger look like Reservoir Dogs.

**PlayStation**  
By Working Designs  
Available May



## Blood Omen: Legacy of Kain



Blood Omen darkens the RPG/action landscape with a macabre anti-hero seeking revenge. You play Kain, a vampire who morphs into wolf, bat, and mist forms. Each form affords you different advantages as you engage in arcade-style combat. With an overhead view and more than 30 spells, Blood Omen has RPG appeal that's sweetened by 25 minutes of photorealistic 3D full-motion animation and hours of voice-overs.

**PlayStation and Saturn**  
By Crystal Dynamics  
Available Fall '96

## Blazing Dragons

Blazing Dragons is a Monty Python-esque graphic adventure with puzzle elements and humorous arcade-style action gameplay. As the dragon Flicker, you must find objects and talk to other characters in order to solve puzzles and build devices that will help you defeat the Black Dragon. Cheech Marin (*Up in Smoke*), Harry Shearer (*The Simpsons*) lend their voices.

**PlayStation and Saturn**  
By Crystal Dynamics  
Available June



## Iron Storm



Do hex-based grid war games make you flinch? If not, check out *Iron Storm*, an RPG/war game from Working Designs. It combines the strategy of a sim, the graphics of living Arms, and the gameplay of chess for a war game that won't have you heading for the bunker. *Iron Storm* could



be the crossover hit that role-players have been waiting for: PTO and *Liberty or Death* were never this much fun to watch!

*Sutara*  
By Working Designs  
Available May



## DEVIL SUMMONER



An eerie Ciger-esque fantasy RPG is making its way to America. It's *Devil Summoner*, and if the screens are any indication, this game is sure to be a hit. Great graphics tell the story as you call upon a private detective with hellish connections. You can also employ or fight the demons you meet. Monsters can be combined with other monsters, creating mutations. *Devil Summoner* looks promising.

*PlayStation*  
By Atlus  
Available July



## WARHAMMER

Warhammer is the first PlayStation RPG from Mindscape. It features rendered 3D graphics, a 3/4-overhead view, and more than 30 minutes of full-motion video. Based on the fantasy board game, Warhammer looks like it combines strategy and traditional role-playing elements. Master your Orc Troops, keep the Goblins in line, and show the Skaven how things are done. Warhammer should appeal to RPG fans across the board.

*PlayStation*  
By Mindscape  
Available Spring '96

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# THE FIGHTER'S EDGE PRESENTS

# KILLER INSTINCT 2

Learn each fighter's special, super, and finishing move, along with some killer combos.

By Bruised Lee  
(Special thanks to Eddie Ferrier)

It's time once again to let loose your Killer Instinct! Killer Instinct 2 is here, and it's better than before – with more moves, combos, and strategy. This ProStrategy Guide provides a breakdown of each fighter's basic skills, as well as their special moves and combos. We also show you how to beat the final boss, Gargos!

## The Controls

Killer Instinct 2 now uses an Auto Double mechanism. Start an Auto Double with an FP, then follow up by tapping the next button in line. Use the controller legend as a guide on how to start an Auto Double.



K = Press any Kick button  
P = Press any Punch button  
FK = Fierce Kick  
FP = Fierce Punch  
MK = Medium Kick  
MP = Medium Punch  
QK = Quick Kick  
QP = Quick Punch

**Charge** = Hold the direction indicated for the number of seconds indicated.

**Motion** = Move the joystick in one smooth, continuous motion.

**Tap** = Tap the directions indicated in sequence.

**()** = Execute commands in parentheses simultaneously.

**Note:** All instructions assume that your character is facing to the right. If you're facing to the left, reverse any Toward and Away commands.

## Combo Rules

**Super Combo** = Your super bar must be charged to perform this combo.

**Ultimate Combo** = This finishing move can be performed only in a combo that turns your opponent's energy bar to flashing red.

**Ultra Combo** = This can be performed only when a combo turns your opponent's energy bar to flashing red.



Before  
the Fight

Colors, you can use a fight, you can select some basic options of his and his partner's clothing.

## Select Speed



Players can select the game speed by holding  $\downarrow$  and tapping one of the kick buttons. OK is slow, MK is medium, and FK is fast. Players can also randomly select speed by holding  $\uparrow$  and tapping Start. To change the color of your fighter, tap  $\uparrow$  or  $\downarrow$ .

## Select Background and Music



As in the first KI, players can choose their favorite background and music. The first player to hold  $\downarrow$  or  $\uparrow$  and press any built-in button to choose the background. The second player then uses the same method to pick the music. To choose the hidden Sky background, both players must simultaneously press and hold  $\downarrow$  and MK.

## Basic Arts

To master KI 2, you need to learn these new features.

## Throws



Yes, it's true, you can now throw your opponent! To throw, hold  $\rightarrow$  and tap FP. After the throw you can then juggle the opponent for extra hits by jumping toward them with a special move. To counter a throw, hold  $\leftarrow$  and tap FP.

## Parry Moves



Parry moves are a way to stun and counterattack when an opponent comes in with a kick, MP or FP. To perform a Parry move, hold  $\leftarrow$  and tap OP. Note: Spinal doesn't have a Parry move.

## Finishing Moves



Completely changed from the first KI, the finishing moves now allow no time for you to perform a fatality after the opponent falls down from a final blow. Now, when a player's life bar is flashing red, just tap the correct sequence to pull off the finishing move. On the flip side, you can block a finishing move, but you can also keep repeating the finishing move until it connects. Ultimate and Ultra combos are the same as in the first KI.

## Combo Breakers



Combo breakers have been amplified, giving you a better chance of stopping a combo. A combo that starts with a punch can be broken with a kick, and vice versa. The likelihood of breaking a combo depends on the type of combo performed. For instance, Auto Combos are much easier to break than manual combos.

## Super Moves



To perform super moves, you must first fill the power bar located under your KI bar. You can charge the power bar by taking hits and performing combos. Once the power bar is filled, you can perform one of several super moves.

# The Fighter's Edge

## Special Moves

### Boat Kick



Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  K

### Web of Death



Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  PP for one hit, or motion  $\downarrow$   $\leftarrow$   $\leftarrow$  PP hold  $\rightarrow$ , tap PP for two hits

### Skull Splitter



Motion  $\leftarrow$   $\leftarrow$   $\leftarrow$  FK

### The Conqueror



Motion  $\rightarrow$   $\rightarrow$   $\rightarrow$  P

### Rock Stab



Infinite, motion  $\rightarrow$   $\downarrow$   $\downarrow$   $\downarrow$   $\leftarrow$  C

## Super Moves

These moves can't be performed only when your super meter is charged.

### Super Shadow Step



Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FK

### Super Flaming Sword



Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  OK

### Super Destroyer



Motion  $\downarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$   $\rightarrow$  PP

## Killer Combos

### Nine-Hit Combo

Hold  $\downarrow$ , tap FK, motion  $\downarrow$   $\downarrow$   $\downarrow$  MK, tap OK, motion  $\downarrow$   $\downarrow$  MK, tap OK, motion  $\downarrow$   $\downarrow$  FK

### Ten-Hit Super Combo

Note: Your super bar must be charged to perform this combo.  
Motion  $\downarrow$   $\leftarrow$   $\leftarrow$   $\downarrow$   $\downarrow$   $\rightarrow$  PP, tap PP, motion  $\downarrow$   $\downarrow$   $\rightarrow$  PP, tap MP, FK, MK, motion  $\downarrow$   $\downarrow$   $\rightarrow$  PP

### Eleven-Hit Combo

Motion  $\downarrow$   $\downarrow$   $\leftarrow$   $\rightarrow$  PP, tap MP, FK, MK, motion  $\downarrow$   $\downarrow$   $\rightarrow$  PP, tap MK, motion  $\rightarrow$   $\downarrow$   $\downarrow$  FK

### Fifteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.  
Motion  $\downarrow$   $\downarrow$   $\leftarrow$   $\rightarrow$  PP, tap MK, FK, MK, motion  $\downarrow$   $\downarrow$   $\rightarrow$  PP, tap MP, motion  $\downarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$   $\leftarrow$   $\rightarrow$  PP

### Combo Breaker

Motion  $\rightarrow$   $\rightarrow$   $\downarrow$  P or K

## Ultimate Combo



Tusk's defeated opponent becomes a snake attack during this Ultimate Combo.

## TUSK

Height: 6'11"

Weight: 380 lbs.

Age: 31

With the return of the demon lord to the land, Tusk leaves the arena to issue his challenge. Only by defeating all adversaries can a hero earn the right to face the evil Gargos.

## Ultra Combo



Motion  $\downarrow$   $\downarrow$   $\leftarrow$  MP

## Finishing Moves

### Melior Shower



Motion  $\downarrow$   $\rightarrow$   $\downarrow$   $\downarrow$   $\rightarrow$  MP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



## Special Moves

*Tornado Kick*

Motion ↘ ↓ ↙ K

*Air Fireball*

During Jump, motion ↓ ↘ + P

*Firecracker*

Motion ↘ ↓ ↙ MP or FP

*Forward Roll*

Tap →, →

*Spill Kick*

Motion ↙ ↓ ↘ FK

*Fake Spill Kick*

Motion ↙ ↓ ↘ MK

*Fire Flower*

Motion ↓ ↘ → QP

*Fireball*

Motion ↓ ↘ → MP or FP

## KIM WU

Height: 5'4"  
Weight: 130 lbs  
Age: 17

A descendant of the heroes who banished Eyedol and Gargos, Kim is appointed guardian of her people. When Gargos returns, however, Kim must fulfill her duty to her homeland and destroy him forever.



## Super Moves

These moves can be performed only when your super meter is charged.

*Super Shadow Kick*

Motion ↓ ↘ ↙ ↘ ↙ → FK

*Super Sleep Dragon*

Motion ↓ ↘ ↙ ↘ ↙ → FP

## Ultra Combo



Motion ↓ ↘ QK

## Killer Combos

*Seven-Hit Combo*

Jump in, tap FK, MP, motion ↘ ↓ ↙ MK, tap QP, motion ↓ ↘ → QP

*Eight-Hit Combo*

Motion ↘ ↓ ↙ MP, tap QP, motion ↘ ↓ ↙ MP, tap QP, hold →, tap FP, motion ↘ ↓ ↙ FK

*Nine-Hit Combo*

Hold ↓, tap FP, motion ↘ ↓ ↙ FK, tap MK, motion ↘ ↓ ↙ MK, motion ↘ ↓ ↙ MK, tap QK, motion ↘ ↓ ↙ FK

*Thirteen-Hit Super Combo*

Note: Your super bar must be charged to perform this combo. Motion ↙ ↓ ↘ FK, tap MP, motion ↘ ↓ ↙ MP, tap QK, FK, MP, motion ↓ ↘ ↙ ↘ ↙ → FP

*Combo Breaker*

Motion → ↓ ↘ P or K

## Ultimate Combo



Motion → ↘ ↓ ↘ → → QK



## Finishing Moves

*Chest Slomp*

Motion ↓ ↘ → ↘ ↘ → MK

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



# The Fighter's Edge

## MAYA

Height: 5'7"  
Weight: 140 lbs.  
Age: 23

Chief of the Amazonian tribe of Karamak, Maya is the fiercest warrior in the dark land of Gargos. Maya is cast into her barbed-wire Gargos arena. Maya must vanquish her rival for the throne.

## Special Moves

### Flip Kick



Tap +, (→ MK)

### Savage Blades



Tap +, (→ MP)

### Mantis



Tap +, (→ FP)

### Jungle Leap



Tap +, (→ OK or FK)

### Double Jungle Leap



Tap +, (→ OK or FK), then  
tap +, (→ OK)

### Color Bites



Tap +, (→ GP)

### Flying Mantis



During jump motion → K + FP

## Super Moves

These moves can be performed only when your super meter is charged.

### Super Shadow Mantis



Motion → → K + → FP

### Super Tree Culler



Motion → ↘ ↓ K + → FK

## Finishing Moves

### The Striker



Motion → K ↓ ↘ → GP



## Killer Combos

### Nine-Hit Combo

Jump in the air, motion → ↘ ↓  
K + FP, tap MP, tap +, (→  
MK), GP, FK, MK, +, (→ FK)

### Ten-Hit Combo

Hold →, tap FP, +, (→ MP),  
OK, +, (→ MK), GP, +, (→ FP)

### Eleven-Hit Super Combo

Note: Your super bar must be  
charged to perform this combo  
Tap +, (→ MK), OK, +, (→  
MK), OK, motion → ↘ ↓ K +  
→ FK

### Twelve-Hit Combo

Hold ↓, tap FP, +, (→ MP),  
GP, +, (→ MP), GP, hold ↓,  
tap FP, +, (→ GP), +, (→ FK)

### Combo Breaker

Tap +, (→ P or K)

## Ultra Combo



Charge → for two seconds, tap  
(→ FK)

## Ultimate Combo



Motion ↓ K + → OK

## Special Moves

## Plasma Shield



Motion  $\leftarrow$   $\downarrow$   $\leftarrow$  OK

Note: This move reflects bullets.

## Laser Storm



Motion  $\rightarrow$   $\rightarrow$  P

## Fika Laser Storm



Motion  $\leftarrow$   $\leftarrow$  OP

## Plasma Slice



Motion  $\rightarrow$   $\downarrow$  P

## Cyberdash



Motion  $\leftarrow$   $\downarrow$   $\downarrow$   $\rightarrow$  K, or charge  $\rightarrow$  two seconds, tap ( $\rightarrow$  K)

## Teleport



Motion  $\leftarrow$   $\downarrow$   $\leftarrow$  P to teleport toward your opponent, or motion  $\leftarrow$   $\downarrow$   $\leftarrow$  K to teleport behind your opponent.

## Charge Slice



Tap ( $\rightarrow$  PP)

## Spin Charge Slice



Tap ( $\leftarrow$  PP)

## FULGORE

Height: 6'5"

Weight: 560 lbs.

Age: Unknown

The advanced, and deadliest, successor to the original Fulgore cyborg model destroyed by Jago. Activated after the time jump, its final Ultratech commands are simple: Find Jago... and kill him.



## Super Moves

These moves can be performed only when your super meter is charged.

## Eyesaw



Motion  $\rightarrow$   $\downarrow$   $\leftarrow$  MP or FP

Note: This move can also be done in the air.

## Invincible Attack



Motion  $\rightarrow$   $\downarrow$   $\leftarrow$   $\leftarrow$  MK

## Ultra Slice



Motion  $\leftarrow$   $\leftarrow$   $\leftarrow$   $\downarrow$   $\rightarrow$  FP

## Triple Laser Storm



Motion  $\leftarrow$   $\downarrow$   $\rightarrow$  OK, then motion  $\leftarrow$   $\rightarrow$  QP to throw the Laser Storms.

## Finishing Moves

## Fire in the Sky



Motion  $\leftarrow$   $\downarrow$   $\downarrow$   $\rightarrow$   $\rightarrow$  MP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



## Ultra Combo



Motion  $\rightarrow$   $\downarrow$   $\downarrow$  OK

## Ultimate Combo



Fulgore's new heavy-gun fatality is more graphic than before.

## Killer Combos

## Seven-Kill Combo

Jump in with FP, tap MP, motion  $\rightarrow$   $\downarrow$   $\leftarrow$  MP, tap OK, motion  $\rightarrow$   $\downarrow$  FP

## Nine-Kill Combo

Hold  $\leftarrow$ , tap FP, ( $\rightarrow$  FK), hold ( $\leftarrow$  MK), tap ( $\rightarrow$  MK), OK, motion  $\rightarrow$   $\downarrow$  FP

## Ten-Kill Super Combo

Note: Your super bar must be charged to perform this combo.  
Charge  $\rightarrow$  two seconds, tap ( $\rightarrow$  FK), MK, motion  $\rightarrow$

$\downarrow$   $\leftarrow$  MP, tap OK, motion  $\downarrow$   $\leftarrow$   $\leftarrow$   $\downarrow$   $\rightarrow$  FP

## Thirteen-Kill Super Combo

Note: Your super bar must be charged to perform this combo.  
Hold  $\leftarrow$ , tap FP, ( $\rightarrow$  FK), hold  $\leftarrow$ , tap MK, ( $\rightarrow$  MK), OK, motion  $\downarrow$   $\leftarrow$   $\leftarrow$   $\downarrow$   $\rightarrow$  FP

## Combo Breaker

Motion  $\rightarrow$   $\downarrow$   $\rightarrow$  P or K

# The Fighter's Edge

## Special Moves

*T. J. Tronco*



Charge ← two seconds, tap →, MK

**Skull Crusher**



Charge ← two seconds, tap →, FK

**Spin Fist**



Charge ← two seconds, tap →, QP

**Cyclone Punch**



Hold FP, tap FP

**Roller Coaster**



Charge ← two seconds, tap →, MP

**Backward Roll**



Tap ←, ←

**Double Spin Fist**



Charge → two seconds, tap →, MK

**Run Through**



In close, charge → two seconds, tap →, QK

**Powerline**



Charge ← two seconds, tap →, FP

**Fake Story**



Motion → ↘ ↓ ↓ ← OK

## Super Moves

These moves can be performed only when your super meter is charged.

**Super Shadow**

**Roller Coaster**



Motion ↓ ← ← → MD

**Super Trower**



Motion → ↘ ↓ ↓ ← MK

**Power Frenzy**



Motion → ↘ ↓ ↓ ← → FP

## Ultimate Combo



So you wanna go in the moon, Alice?

## Finishing Moves

**Reach for the Sky**



T.J. Combo suffers from lead poisoning.

## Ultra Combo



Tap →, →, FP

## Killer Combos

### Eight-Hit Combo

Charge ← two seconds, tap (→ MK), hold ←, tap MP, (→ QP), hold ←, tap QK, (→ QP)

### Eight-Min Combo

Charge ← two seconds, tap (→ MP), hold ←, tap FK, (→ MP), hold ←, tap FK, (→ MK)

### Eight-Min Super Combo

Note: Your super bar must be charged to perform this combo. Charge ← two seconds, tap (→ FK), MP, motion → ↘ ↓ ↓ ← → FP

### Thirteen-Min Combo

Hold →, tap FP, hold ←, tap MP, QK, hold →, tap, MP, QK, FK, hold →, tap (→ FP)

### Combo Crusher

Tap ←, →, P or K

# COMBO

Height: 6'1"  
Weight: 220 lbs.  
Age: 26

After a decisive victory over Raptor in the tournament Combo attempted to destroy Ultratech. Caught as Ultratech is ripped into the past, Combo must escape before it's too late.

## Special Moves

## Twin Fire



Motion → ↘ → P

## Flot Flak



Motion ↘ ↘ ↘ K

## Sun



Motion ↘ ↘ ↘ FP

## Overhead Saw



Motion ↘ ↘ ↘ MP (for one hit). Motion ↘ ↘ ↘ (P), hold →, tap MP for two hits.

## Tiger Slide



Motion ↘ ↘ ↘ K

## Air Buster



Motion → ↘ ↘ K



## ORCHID

Height: 5'7"

Weight: 125 lbs.

Age: 24

Eyadoll's death by Orchid's hand freed massive energy (throwing Ultratech back in time). Now, 2000 years in the past, Orchid must face a new challenge and an even greater foe.

## Killer Combos

## Eight-Hit Combo

Motion ↘ ↘ ↘ FK, tap MP, motion ↘ ↘ ↘ MP, tap (→ NP), QP, motion ↘ ↘ ↘ FP

## Nine-Hit Combo

Hold →, tap FK, motion ↘ ↘ ↘ MK, tap QK, motion ↘ ↘ ↘ MK, motion → ↘ ↘ → FK

## Eleven-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Motion ↘ ↘ ↘ FK, tap (→ FP), motion ↘ ↘ ↘ MP, hold →, tap MP, FK, motion ↘ ↘ ↘ ↘ ↘ FK

## Fourteen-Hit Combo

Motion ↘ ↘ ↘ MP, hold →, tap MP, QK, motion ↘ ↘ ↘ MK, tap QP, motion ↘ ↘ ↘ ↘ ↘ MK, motion → ↘ ↘ QK

## Combo Breaker

Motion → ↘ ↘ P or K

## Super Moves

These moves can be performed only when your super meter is charged.

## Super Tiger



Motion → ↘ ↘ → MK

## Gyro Kyaku



Motion → ↘ ↘ → ↘ → FK

## Ultra Combo



Motion ↘ ↘ ↘ QP

## Finishing Moves

## Blat Away



Motion → → ↘ ↘ ↘ ↘ MK



Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

# The Fighter's Edge



## JAGO

Height: 5'7"  
Weight: 190 lbs.  
Age: 22

After destroying Fulgore, Jago is betrayed by his only true master, the Tiger Spirit. The disguised demon lord used him to escape from the void, and now Jago swears vengeance.

### Finishing Moves

#### Fireball Death

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



Motion → ↘ ↓ ↓ ↓ → MP

### Special Moves

#### Wind Kick



Motion ↘ ↘ ↓ K

#### Ninja Stile



Motion ← ↓ ↘ K

#### Red Endokuken



Hold FP, motion ↓ ↘ ↓, release FP

#### Laser Blade



Motion ↘ ↓ ↓ FP

#### Endokuken



Motion ↓ ↘ → P

#### Fake Endokuken



Motion ↓ ↘ → QK

### Super Moves

These moves can be performed only when your super meter is charged.

#### Super Endokuken



Motion → ↘ ↓ ↓ → QP

#### Super Ninja Kick



Motion ← ← → → MK

#### Super Spirit Attack



Motion ↓ ↓ → → QK



Note: This depletes one-eighth of Jago's energy, leaving him at 1/8th of his red energy bar.

#### Super Tiger Slasher



Motion → ↓ ↓ ↓ ↓ ↘ → FP

### Ultimate Combo



Jago tries out a new body-punching technique.

### Ultra Combo



Motion ↘ ↓ ↓ K QK

### Killer Combos

#### Seven-Hit Combo

Motion ← ↓ ↘ MK, tap → FP, motion ↘ ↓ ↓ MP, tap FK, MK, motion ↘ ↓ ↓ MK, motion → ↓ ↘ QP

#### Eight-Hit Combo

Hold ↓, tap MK, motion ← ↓ ↘ MK, tap QP, motion ↘ ↓ ↓ MK, tap QK, motion ↘ ↓ ↓ MP

#### Eleven-Hit Combo

Hold →, tap FK, motion ↘ ↓ ↓ MK, tap QK, FK, MK, motion ↘ ↓ ↓ MK, tap QK, motion → ↓ ↘ FP

#### Fourteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.  
Hold →, tap FK, motion ↘ ↓ ↓ MK, tap QP, motion ↘ ↓ ↓ MK, tap QK, motion → ↓ ↓ → MK, motion → ↓ ↘ QP

#### Combo Breaker

Motion → ↓ ↘ P or K



## Special Moves

### Cold Shoulder



Motion ↓ ↘ → MP

### Liquidize



Motion ↓ ↘ → QK

Note: This move can also be done in the air.

### Teleport Uppercut



Motion ↓ ↘ → NK or FK

Note: This move can also be done in the air.

### Ice Grip



Motion ↓ ↘ → CP

### Arcile Blast



Motion ↓ ← + P

### Ice Lamp



Motion ↓ ↘ → FP

## Super Moves

These moves can be performed only when your super gauge is charged.

### Super Breath



Motion → ↓ ↓ ↓ ← + FP

### Super Arcile Slap



Motion ← ↓ ↓ ↘ → + CP

### Super Teleport Uppercut



Motion → ↓ ↓ ↓ ← + FK



# GLACIUS

## Killer Combos

### Eight-Hit Combo

Hold ↓, tap MK, motion ↓ ↘ → MK, tap CP, motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → FP

### Nine-Hit Combo

Motion ↓ ↘ → MK, tap CP, motion ↓ ↘ → MP, tap QK, FK, MP, motion ↓ ↘ → CP

### Twelve-Hit Combo

Tap → + FP, motion ↓ ↘ → MP, tap QK, motion ↓ ↘ → MP, tap CP, FK, MK, motion ↓ ↘ → FP, motion ↓ ↘ → FK

### Twelve-Hit Super Combo

Note: Your super bar must be charged to perform this combo. Hold ↓, tap FK, motion ↓ ↘ → MP, tap QK, FK, MK, motion ↓ ↘ → CP

### Combo Breaker

Motion ↓ ↘ → P or K

## Ultimate Combo



Motion → ↓ ↓ ↓ ← + MK



## Ultra Combo



Motion ↓ ↘ → QK

## Finishing Moves

### Freezer Burn



Motion → ↓ ↓ ↓ ← → ↘ ↓ ↓ ↓ ← + QK

Note: You can perform this Enchigun move as an Ultimate Combo, or when your opponent's energy bar is flashing red.

Height: Variable

Weight: Variable

Age: Unknown

Two millennia from now, a captured relative of Glacius's gains his freedom by staying a free being and escaping home. But now, in the past, a distress call has been received and Glacius must free his stranded kin.

## SABREWULF

**Height:** 5'11"  
**Weight:** 400 lbs.  
**Age:** 46

Unwilling to succumb to the beast within him, Sabrewulf was badly beaten in the first KJ tournament. Captured by Ultrabuch, he is driven berserk by their rapers and has only to avenge himself.

### Special Moves

#### Sabre Wheel



Tap  $\leftarrow$ , ( $\rightarrow$  MK)

#### Sabre Pounce



Tap  $\leftarrow$ , ( $\rightarrow$  FP)

#### Sabre Spin



Tap  $\leftarrow$ , ( $\rightarrow$  MP)

#### Sabre Howl



Tap  $\leftarrow$ , ( $\rightarrow$  GP), or motion  $\downarrow \leftarrow \leftarrow$  GP

#### The Rip



Tap  $\leftarrow$ ,  $\leftarrow$  or  $\rightarrow$ ,  $\rightarrow$

*Note:* Tap  $\rightarrow$ ,  $\rightarrow$  to extend the Sabre Wheel and the Sabre Spin.

#### Fake Sabre Howl



Tap  $\leftarrow$ , ( $\rightarrow$  GK), or motion  $\downarrow \leftarrow \leftarrow$  GK

#### Sabre Flip



Tap  $\leftarrow$ , ( $\rightarrow$  FQ)

### Killer Combos

#### Eight-Nit Combo

Hold  $\downarrow$ , tap FK,  $\leftarrow$ ,  $\rightarrow$ , MP, GP,  $\leftarrow$ ,  $\rightarrow$ , MK

#### Nine-Nit Combo

Hold  $\downarrow$ , tap FK,  $\leftarrow$ ,  $\rightarrow$ , FP, MK,  $\leftarrow$ ,  $\rightarrow$ , MP, GP,  $\leftarrow$ ,  $\rightarrow$ , GP

#### Eleven-Nit Combo

Tap  $\leftarrow$ ,  $\rightarrow$ , MK, GK, FK, MK,  $\leftarrow$ ,  $\rightarrow$ , MP, GK,  $\leftarrow$ ,  $\rightarrow$ , FK

#### Twenty-Two-Nit Super Combo

*Note:* Your super bar must be charged to perform this combo. Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , MP, GP,  $\leftarrow$ ,  $\rightarrow$ , MP, GP, FK, MK, motion  $\downarrow \leftarrow \leftarrow \rightarrow$  FK, then walk in and motion  $\rightarrow \downarrow \downarrow \leftarrow \leftarrow \rightarrow$  FK

#### Combo Breaker

Tap  $\leftarrow$ , ( $\rightarrow$ , P or K)

### Super Moves

These moves can be performed only when your super meter is charged.

#### Super Sabre Star



Motion  $\rightarrow \downarrow \downarrow \leftarrow \rightarrow$  FP

#### Super Fireball



Motion  $\rightarrow \downarrow \downarrow \leftarrow \rightarrow$  FP

#### Super Lapdoggy



Motion  $\rightarrow \downarrow \downarrow \leftarrow \rightarrow$  FK

### Ultra Combo



Hold  $\leftarrow$  two seconds, tap ( $\rightarrow$  GK)

### Finishing Moves

#### Rat Attack



Hold GP for three seconds, release GP

*Note:* You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



### Ultimate Combo



Sabrewulf unleashes his kinetic energy on his foe.

## Special Moves

## Skateslwer



Motion ↓ ↘ → MP

## Flame Blade



Motion ↓ ↘ → FP

## Skull Scrape



Hold ↓, tap FK

## Run Attack



Tap ←, ← or →, →

## Soul Drain



Motion ↓ ↘ → GP

## Skateport



Motion ↓ ← + any K

Note: You need at least one skull to perform this move.

## Skull Opponent's Super Meter



Motion ↓ ↘ → GP

## Power Devour



Hold ←, tap GP

Note: You can devour your opponent's skull(s) and super meter.

## Air Dive



During jumps, hold ↓, tap FK

## Fire Skull



Motion ↓ ↘ → K

Note: You need at least one skull to perform this move.

## Killer Combos

## Seven-Hit Combo

Motion ↓ ↘ → MP, tap OK, motion ↓ ↘ → MP, tap GP, motion ↓ ← + FK

## Seven-Hit Combo

Hold ↓, FK, hold →, tap FP, motion ↓ ↘ → FP, tap MP, motion ↓ ← + MP

## Eight-Hit Super Combo

Note: Your super bar must be charged to perform this combo

Motion ↓ ← + ← ↓ ↘ → FP, tap MP, motion ↓ ↘ → MP, tap GP, motion ↓ ↘ → FP, motion ↓ ↘ → MP

## Thirteen-Hit Super Combo

Note: Your super bar must be charged to perform this combo.

Motion ↓ ↘ → MP, tap OK, FK, NK, motion ↓ ↘ → MP, tap OK, motion ← ← ↓ ↘ → FK

## Combo Breaker

Motion ↓ ← + P or K

## Super Moves

These moves can be performed only when your super meter is charged.

## Super Skull Replenisher



Motion → ↘ ↓ ← + MP or FP

Note: MP gives one skull, FP gives multiple skulls.

## Super Fire Skull



Motion ↓ ← + ← ↓ ↘ → FK

## Super Grim Reaper



Motion ↓ ← + ← ↓ ↘ → FP

## Ultimate Combo



Spinal's new Ultimate is electrifying.

## Finishing Moves

## Grab and Drop



Motion ↓ ↘ → ↓ ↘ → GP

Note: You can perform this finishing move as an Ultimate Combo, or when your opponent's energy bar is flashing red.



## Ultra Combo



Motion ↘ ↓ ← FP

## SPINAL

Height: 6'5"

Weight: 110 lbs.

Age: 651

Although destroyed by Chief Thunder in the present, a younger Spinal exists in the past. Reconstructed by Gargos and forced to serve him, Spinal goes up against the tyrant to win his freedom.

# BACKGROUND FINISHING MOVES

Almost every background in *KI 2* is interactive. To knock an opponent off, or into, a background, finish them off in the right location with a combo or a move that knocks them into the air. Here are a few background fatalities.

### Jago's Background



You can knock off your opponent at any place on the bridge.

### Sabrewolf's Background



To send an opponent into the well, you must knock them through the well to the right.

### Taki's Stage



Finish off your opponent in the center of the screen to send them to a fiery death.

## GARGOS

Gargos is the final boss. He can fly, shoot ground and air fireballs, and even regain his energy like Eyedol. Here are some basic strategies for fighting him.



When Gargos begins fire attacks, use your counterattack move. This occurs you a free hit.



Avoid high-hitting combos when on the offensive — Gargos counter-attacks them at will, giving him a chance to regain his energy.



The only way you can defeat Gargos is by finishing him off with a combo that knocks him into the air. You still lose even if you have more energy than him runs out.

# THE END?

A new twist has been added to the endings: How you defeat your arch-rival in the game determines your ending. For example, if Fulgore defeats Jago with a finishing move, his ending is different than if he defeats him normally.

## COMBO



Having won the tournament and vanquished Gargos, Combo knows he can do anything. Rejected by modern society for cheating, Combo grabs the chance to win fame again — this time in the arena. Staying in the past, he puts his fighting skills to work and quickly becomes a great champion.

## FULGORE



Defeating Gargos opens the way toward a more robot-controlled Ultratech. Fulgore's task is incomplete, however, and his deadly nemesis is still alive. Jago and Orchid join forces and assault Fulgore, and the price is high. Fulgore's destruction at the hands of Jago and Orchid also seals the fate of Ultratech.

## GLACIUS



With Gargos defeated, Glacius starts the long search for his lost comrades. Frustrated, he resigns himself to a long trip home alone. Leaving Earth, his victory is hollow, as his mission is a failure and his people remain lost.

## JAGO



Jago has seen to heights only a grand master can attain. After all the battles, Jago senses Fulgore has survived. He knows he must watch life back. The attack is quick to arrive, but the mysterious Orchid comes to Jago's aid once again, and Fulgore is destroyed. However, the new team must face a familiar enemy as Ultratech is rebuilt. The fight is not over yet.

## KIM WU



Her task as guardian complete, Kim can now return home. After a long trek back to her homeland, Kim is confident that she is safe from danger. Undeleted in combat, and with her enemies crushed, Kim has proven that she's the best guardian yet to bless her people.

## MAYA



After Maya saves her homeland from Gargos, her life in the rain forest can resume, and she finds a new admirer. The two are soon married. Their reign is a long and peaceful one.

## ORCHID



Gargos is defeated, and the forces of good can rid the world of Ultratech. Cursing Orchid as he dies, Gargos reveals Jago is her brother, and they'll both soon be dead. Reaching beyond the grave, Gargos possesses Sabrewulf and attacks. However, Jago slays Sabrewulf, and the siblings return home to a new life.

## SPINAL



Freed of the chains of slavery, Spinal relishes his freedom. He is unable to retrieve the artifact that summoned him, however, and contemplates the future. Lost, he goes to consult with his ancestors. During the ceremony, he learns one important lesson: Never leave your enemies alive.

## TUSK



With this challenge successfully completed, Tusk thirsts once more for battle, and begins the arduous journey back to the arena. For now, at least, he lives only for the fight. Tusk goes on to become the greatest undefeated champion ever seen.

# GAME ENHANCERS

## Genesis (Game genie)

### Mortal Kombat 3

- DM2A-7A3Y** From the main menu, press Button A, Button B, or Button C twice to bring up each of the three secret menus.
- C5E7-QA2B** Player One takes all damage
- 8N0T-KA6Z** First fight for Player One is against Shang Tsung
- 8E8T-KA6Z** First fight for Player One is against Motaro
- 8N1T-KA6A**  
**8N1T-KA6A** + All fights after the first are against Shang Tsung
- 8N1T-KA6A** +  
**8E1T-KA6A** + All fights after the first are against Motaro

## Game Gear (Game genie)

### Captain America and the Avengers

- 019-67F-7FB** Start with very little energy on first life
- 326-66F-7FB** Start with half energy after first life
- 106-69F-91D** Infinite lives

### Ecco 2: The Tides of Time

- 0440-20B-C6A** +  
**884-32B-2A2** +  
**094-37B-3BA** Start on DDD Swimming
- 144-30B-C6A** +  
**884-32B-2A2** +  
**094-37B-3BA** Start on Vortex Queen
- 366-6CE-5DD** +  
**366-6CE-5D4** Infinite air

### Primal Rage

- 020-61D-84E** Faster timer
- 091-9AE-3BA** Computer can't win a round
- 09E-65A-919** Invincible

## Super NES (Game genie)

### Batman Forever

- A40A-AA9K** Infinite lives
- 8D9F-AA5A** Use all the weapons without selecting them

### Doom

- 8D5A-5053** +  
**628A-8653** Start with mega health and armor
- 838A-8153** Start with more ammo
- 8D03-817F** Heat vision/color blind mode
- D7CF-F953** Select "The Shores of Hell" or "Inferno" in any skill level

### Judge Dredd

- 8E63-131B** Start with all weapons and almost infinite ammo
- D662-1A3B** Start with nine lives
- 8KAS-10BF** Flash longer after getting hit
- Dw9D-C33B** Start with very little energy on your first life
- DE3A-468F** Start with very little energy after first life

### Jungle Strike

- C5AS-4FAF** Infinite armor
- 748E-C791** Start with mega fuel
- 818E-C7A1** Start with mega health/ins
- 748E-C6A1** Start with mega gun ammo
- 748E-CF01** Start with mega hydras

### Mortal Kombat 3

- 8A21-1D06** Press Select on main menu for Kooler Stuff option
- 6D37-CF92** Player Two takes all the damage
- C8EF-3FBF** +  
**8A23-372F** +  
**D6AE-4FFF** Always fight Cyrax
- C8EF-3FBF** +  
**8A23-372F** +  
**D3AE-4FFF** Always fight Smoke
- C8EF-3FBF** +  
**8A23-372F** +  
**7DAB-4FFF** Always fight Sheo Kahn

### Ninja Gaiden Trilogy: Ninja Gaiden

- 8D81-1F9F** Infinite timer
- D6C5-6D74** Start with nine lives
- C5C3-3F2D** Infinite energy

### Ninja Gaiden Trilogy: Ninja Gaiden II - The Dark Sword of Chaos

- 3F93-144F** Start with very little energy
- CB45-CD57** Infinite lives
- 8D04-1F47** Ninja stars don't use ninja power

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

- C28E-649F** Infinite lives
- C23F-82DD** Start timer doesn't decrease when hit
- CB8A-640C** +  
**109B-640E** +  
**3C8A-646E** Always score 100 points
- C2CB-844E** After using the magnifying glass, red coins and hidden items are always revealed
- 5D8A-AF7B** Red exclamation marks stay on for very long time

# GAME ENHANCERS

## Super NES (game Genie)

### Asah!!! Real Monsters

C2R2-04A7	Infinite energy
D0E6-4D07	Infinite garbage
D0C0-3F0F	Infinite lives
D0AA-3444	Infinite scores
4D69-37BF	Start with 20 special scores
D4C9-A7D0	Most health power-ups worth more

### ActRaiser 2

9D27-4DD1	Start with 50 lives on Easy
9D27-6D61	Start with 50 lives on Normal
9D27-4FD1	Start with 50 lives on Hard
3D47-4448	Infinite lives
3D65-CFA8	Infinite magic (must have one to cast)
C2B0-CF97	Protection from most enemies
C2B2-C7D0	Protection from some ground hazards
2B00-37A7	Small magic power-up adds nine
2B05-3497	Large magic power-up adds nine
F0C7-3D67	Small health power-ups heal completely
F0C9-3F07	Medium health power-ups heal completely
F0C7-3FA7	Large health power-ups heal completely
D0B3-C744	All enemies take one hit to kill
D033-476F	Infinite time

### Animaniacs

D7C9-3D0C	Every coin gives you 999 saved slot rotations
C8BF-472A	Super jump and float
D6B7-470A	
D7D7-476A	

### Breath of Fire

D8BF-CDE9	Creates a new character that starts at level 5
88BF-CF09	Creates a new character that starts with 153 maximum HP
88BF-CF69	Creates a new character that starts with 153 HP
F70BF-C449	Creates a new character that starts with 20 AP
F1B4-CDD9	Creates a new character that starts with INT at 22
F1B4-CD69	Creates a new character that starts with agility at 22
4E84-CF09	Creates a new character that starts with fate at 40
74BF-C7A9	Creates a new character that starts with strength at 50
74B4-CD09	Creates a new character that starts with vigor at 50

### Castlevania: Dracula X

C94D-17FF	Infinite energy
4929-1763	Small hearts worth 25
C9A6-3D94	Item crush doesn't use hearts
6D81-170F	Start with 99 hearts
C9AF-47A7	Infinite lives
C949-C02D	One hit and you're invincible

## Genesis (game Genie)

### Batman Forever

A4C4-AA9B	Infinite lives
C0E4-AA3B	Infinite time
G3B7-AADE	Start with 50 lives

### Comix Zone

943B-43AC	Ice Tea fully heals player
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### The Death and Return of Superman

ACD7-AB9E	Infinite lives
ACD7-AB1C	Infinite special attacks

### Dragon: The Bruce Lee Story

ACPT-AAAB	Super power
5EAT-TCAB	Standing weak kick does more damage
577F-TC6B	Standing weak punch does more damage
97BA-TC04	Crouching weak kick does more damage
C3BA-V92E	Crouching weak punch does more damage

### Earthworm Jim 2

8F2D-LAPW	Start with 9000 bullets
K72F-L8FW	Start with mega ammo
R62F-2679	Infinite lives
8F1C-L89E	Start with 900% health
971C-L89E	Start with mega health
971F-L8E0	Flash longer after getting hit

### Garfield: Caught in the Act

8E0A-8E72	+ Infinite ammo when standing
8E0A-8E74	
8E07-8E17	+ Infinite lives
8E07-8E19	
AD07-8A0C	+ Don't lose energy
8E5A-8E77	
8E5A-8E79	
8E07-8E7A	+ One hit and you're invincible

### Incredible Hulk

AD7C-8A82	Level-select screen appears after you start
D7FF-AA57	Don't take damage as Hulk/Super Hulk
D7E9-AA6F	Don't take damage when "hulked out"
AA77-8A4E	Don't lose health with time when "hulked-out"
AD7C-AA8A	No lives lost from running out of health
AD7C-AA97	No lives lost from falling in water
ACTA-8A82	Infinite transformation capsules
AC5A-8B84	Infinite time to defeat bosses
AD7C-AA7F	Guns have infinite ammo
8E77-AA8E	Can perform Super Hulk moves at 10%
8E4A-8A87	Start with nine lives

### Vectorman

AD77-AA8C	Infinite rocket-boost jumps
808A-8E77	Weapons don't run out
8E2A-8E11	All health power-ups max out health
AD8A-AA72	Invincibility
F477-AA77	Infinite time
C477-AA26	Infinite lives
84E7-AA8E	Start on Twist and Shout level
C0E7-AA8E	Start on bonus level



Here are all the moves for the mutants in the Saturn version of the arcade fighting game!

By Major Mike



## Colossus

### Colossus Charge

**Horizontal Charge:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  QK

**Diagonal Charge:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  MK

**Vertical Charge:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FK

**Colossus Spin**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  P

*Note:* Tap P to spin your opponent faster.



### Super Armor

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  (QP MP FP)



### Dive Bomb

Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  (QP MP FP)



## Cyclops

### Optic Blast

**Low Optic Blast:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  CP

**Standing Optic Blast:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  MP

**Angled Optic Blast:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FP

*Note:* The Optic Blast can also be done in the air.

### Gene Splice

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  P

*Note:* If you connect, continue to press Punch to chain the move into multiple hits.



### Tracking Beam

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  (QP MP FP)



### Mega Optic Blast

Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  (QP MP FP)



## Ice Man

### Ice Ball

**Near Ice Ball:**  
Tap (QP QK)

**Mid Ice Ball:**  
Tap (MP MK)

**Far Ice Ball:**  
Tap (FP FK)

*Note:* The Ice Ball can also be done in the air.

### Ice Beam

**Low Ice Beam:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  CP

**Horizontal Ice Beam:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  MP

**High Ice Beam:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FP

*Note:* The Ice Beam can also be done in the air.



### Ice Fist

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  (QP MP FP)



### Arctic Attack

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  (QP MP FP)

*Note:* This move can also be done in the air.



## Omega Red

### Drainer

**Vertical Drainer:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FP

**Diagonal Drainer:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  MP

**Horizontal Drainer:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  CP

*Note:* When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Meter Bar.



### Jumping Drainer

These moves are done while in the air.

**Vertical Down Drainer:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FK

**Diagonal Down Drainer:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  MK

**Horizontal Drainer:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  QK

*Note:* When you grab your opponent with a Drainer, press Punch to drain their life bar or press Kick to drain their Meter Bar.

### Omega Strike

**Vertical Omega Strike:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  FK

**Diagonal Omega Strike:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  MK

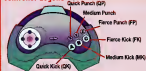
**Horizontal Omega Strike:**  
Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  QK



### Omega Destroyer

Motion  $\downarrow$   $\rightarrow$   $\rightarrow$  (QP MP FP)

## Controller Legend



K = Kick P = Punch

**Motion** = Move the joystick in one smooth, continuous motion

**Tap** = Tap the indicated button or direction in sequence

**Charge** = Hold the direction or button indicated for the time indicated

**( )** = Execute commands in parentheses simultaneously

## The Basics

### Blocking and Retreating

Tap  $\leftarrow$ ,  $\rightarrow$  to run toward your opponent; tap  $\rightarrow$ ,  $\leftarrow$  to retreat

### Getting Up

To stand quickly after being knocked down, tap  $\rightarrow$ ,  $\leftarrow$ , (QK MK FK) or tap  $\rightarrow$ ,  $\leftarrow$ , (QK MK FK)

### Super Jump

Quickly tap  $\rightarrow$ ,  $\leftarrow$ , or press (QK MK FK)

### Air Throws

To throw your opponent in the air, (M  $\rightarrow$ ) and either Force button

### Air Blocking

To block while in mid-air, press  $\leftarrow$

*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.





## Psylocke

### Psi Flash

**Diagonal Down Psi Flash:**  
Motion ↓ ↘ → QP

**Horizontal Psi Flash:**  
Motion ↓ ↘ → MP

**Diagonal Up Psi Flash:**  
Motion ↓ ↘ → FP

*Note: The Psi Flash can also be done in the air.*

### Psi Blade

Motion ↓ ↘ → K  
*Note: This move can also be done in the air.*

## Level Two

### Ninjutsu

Motion ↓ ← + P or K

## Level Two

### Psi Thrust

Motion ↓ ↘ →  
(QP MP FP)

*Note: This move can also be done in the air.*



## Sentinel

### Rocket Punch

**Diagonal Down Rocket Punch:**  
Motion ↓ ↘ → QP

**Horizontal Rocket Punch:**  
Motion ↓ ↘ → MP

**Diagonal Up Rocket Punch:**  
Motion ↓ ↘ → FP

*Note: The Rocket Punch can also be done in the air.*

### Sentinel Force

**Diagonal Down Drones:**  
Motion ↓ ↘ → OK

**Horizontal Drones:**  
Motion ↓ ↘ → NK

**Bomber Drones:**  
Motion ↓ ↘ → FK

## Level Two

### Sentinel Fly

Motion ↓ ← + (QP MP FP)

## Level Two

### Plasma Storm

Motion ↓ ↘ → (QP MP FP)



## Silver Samurai

### Sword Slash

Tap P rapidly

### Shuriken

Motion ↓ ↘ → P

*Note: This move can be done in the air.*

## Level Two

### Power Sword

**Lightning Sword:**  
Motion ↓ ← + QP

**Ice Sword:**  
Motion ↓ ← + MP

**Fire Sword:**  
Motion ↓ ← + FP

## Level Two

### Spirit Shadow

Motion ↓ ↘ → (OK MK FK)



## Storm

All of Storm's moves can be done in the air.

### Typhoon

Motion ↓ ↘ → P

### Lightning Attack

Tap (K P) and move the joystick in the direction you want to attack



## Spiral

### Dancing Sword

Motion → ↘ ↓ ← + (QP MP FP)

### Single Sword Throw

Tap P

### Horizontal Group Sword Throw

Motion ↓ ↘ → MP

### Vertical Group Sword Throw

Motion ↓ ↘ → FP

## Level Two

### Teleport

### Switcheroo

Motion ↓ ← + QP

### Drop From Above

Motion ↓ ← + MP

## Level Two

### Power Dances

#### Increase Strength:

Motion ↓ ← + OK

#### Increase Speed:

Motion ↓ ← + MK

#### Invulnerability:

Motion ↓ ← + FK

## Level Two

### Mega Morph

Motion ↓ ↘ → (QP MP FP)

## Level Two

### Storm Wind

**Strong Wind:**  
Motion ↓ ↘ → (OK MK FK)

### Vacuum Wind:

Motion ↓ ← + (OK MK FK)

### Storm Flight:

Motion ↓ ← + (QP MP FP)

## Level Two

### Lightning Storm

Motion ↓ ↘ → (QP MP FP)



## Wolverine

### Drill Claw

Tap (K P) and move the joystick in the direction you want to attack

### Ironada Claw

Motion → ↓ ↘ P

*Note: If your move connects, continue to press Punch to chain the move into multiple hits.*

## Level Two

### Mutant Speed

Motion ↓ ← + (QP MP FP)

## Level Two

### Healing Factor

Motion ↓ ← + (OK MK FK)

## Level Two

### Berserker Barrage

Motion ↓ ↘ → (QP MP FP)

# DARKSTALKERS



## Moves

The Saturn has Night Warriors: Darkstalkers' Revenge, but the PlayStation has the original Darkstalkers! Here are the regular and super moves for each fighter.

By Major Mike

PlayStation

### DEMITRI

Vampire



### FELICIA

Catwoman



### ANAKARIS

Mummy



Retribution

When a fireball is close, motion → X ← K → P to catch it

Fireball Spit

After doing a Retribution, motion → X → K to spit the fireball back.

Grand Wrap

Motion → X → P

Pharaoh's Curse

During a jump, motion → K ← X → P

Sarcophagus Smash

Tap (LP MP HP) for close smash; tap (LK MK HK) for far smash

Long Snake

Tap →, ←, →, P

**Super Move**

Pharaoh's Wrath

Tap →, LP, ←, LK, MP

### BISHAMON

Samurai



Impaler

Motion → ← X → P

Flash Slash

When Impaler connects, motion → X → P

Spirit Nail

During a jump, motion ↑ P → P

Long Strike

Charge ← one second, tap →, P

Low Strike

Charge ← one second, tap →, K

Retriever

When Impaler connects, motion → K → P

**Super Move**

Bashful Crush

Motion → X ← K → P

**Super Move**

Super High Slash

Charge ← one second, tap →, ←, →, P

**Super Move**

Super Low Slash

Charge ← one second, tap →, ←, →, K

Teleport Dive Attack

Motion → K ← K

Note: This move can also be done in the air.

Fireball

Motion → X → P

Note: This move can also be done in the air.

Spinning Gyrocut

Motion → ← X → P

**Super Move**

Shadow Beast

When in close, motion → ← X [LP MP HP]

Rolling Smash

Motion → X ← K → P

Scratching Post

When in close, motion → X ← K ← K

Litther Kick

Motion → X → K

Large Kick

Motion → ← K K

Rolling Slush

Motion → K ← X → P

**Super Move**

Rolling Fary

Motion → ← X → ← K → [LP MP HP]

### Controller Legend

K = Press any Kick button

P = Press any Punch button

L1 Button = Hard Punch

R1 Button = Hard Kick

Button □ = Little Punch

Button △ = Medium Punch

Button ○ = Medium Kick

Button X = Little Kick

**Motion** = Move the joystick in one smooth, continuous motion

**Tap** = Tap the indicated buttons or directions in sequence

**Charge** = Hold the direction or button indicated for the time indicated

[ ] = Execute commands in parentheses simultaneously



Note: A super move can be done only when the Special Meter at the bottom of the screen is full.

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.





# LORD RAPTOR *Super Move*

## Zombie



### Helicopter

Motion ↓ ← + K

*Note: This move can also be done in the air.*

### Never

During a jump, tap →, → or ←, +

### Coffin Maker

When in close, motion → ↘ ↘ ↘ P

### Wall Jump

Motion ← ← ↓ ↘ ↘ K

## Super Move

### Demon Blade

Tap →, ←, [LP MP HP]

## Super Move

### Wall Blast

Motion → ↘ ↓ ← + K

# MORRIGON

## Succubus



### Air Firebat

During a jump, motion ↑ ↗ + P

### Shadow Blade

Motion → ↓ ↘ P

### Firebat

Motion ↓ ↘ + P

### Demon Blast

During a jump, motion ↓ ← + K

### Wall Kick

When in close, motion → ↘ ↓ ← + P



# SASQUATCH

## Bigfoot



### Frost Blast

Motion ← ← ↓ ↘ + P

### Ice Fortress

Tap ↓, ←, [LP MP HP]

### Ice Hammer

When in close, motion → ↘ ↓ P

### Retriever

When in close, motion ↓ ← + K

### Warrior Kick

Motion → ↓ ↘ K

## Super Move

### White Out

Motion ← ← ↓ ↘ + [LP MP HP]



# JON TAIBAIN

## Werewolf



### Diagonal Down Lulu's Hammer

During a jump, motion → ↘ ↓ P

### Blaze Kick

Tap →, ↑, K

### Power Roll Throw

When in close, motion → ↘ ↓ ← + K

### Horizontal Lulu's Hammer

Motion ↓ ↘ + P

### Diagonal Up Lulu's Hammer

Motion → ↓ ↘ P

## Super Move

### Horizontal Lulu Sledge

Motion ← ← ↓ ↘ + P

## Super Move

### Diagonal Up Lulu Sledge

Motion ← ← ↑ P

## Super Move

### Diagonal Down Lulu Sledge

During a jump, motion ← ← ↓ ↘ P

# VICTOR

## Frankenstein



### Whirlwind Punch

Motion ↓ ← + P

### Ice Slomp

Motion ↓ ← + K

### Rush Punch

Charge ← one second, tap →, P

### Bashing Knee

Tap ←, ↗, K

### The Grab Shock

Grab opponent, then tap ↓, ↑, P

### Power-Belt Throw

Rotate the joystick 360 degrees, tap [LP MP HP]

### Rush Kick

Charge ← one second, tap →, K

## Super Move

### Thunderstrike

Charge ← two seconds, tap →, [LP MP HP]

## Super Move

### Super Rush Punch

Charge ← two seconds, tap → [LP MP HP]

# DARKSTALKERS

# STREET FIGHTER ALPHA

## Move List



### Adon

**Front Kick**  
Tap (→ FK)

**Jaguar Kick**  
Motion ← ↓ × K

**Jaguar Teard**  
Motion → ↓ × × K

**Jaguar Knee**  
Motion ↓ ↓ × × K

**Alpha Counter**  
Motion ← × ↓ K

### Super Moves

**Jaguar Broad Assault**  
Motion ↓ ↓ → ↓ × → P

**Jaguar Revolver**  
Motion ↓ × ← ↓ × × K



### Akuma

**Reflexed Chop**  
Tap (→ SP)

**Spur Kick**  
Tap (→ FK)

**Living Kick**  
At the peak of jumping in, tap (↓ FK)

**Fireball**  
Motion ↓ ↓ × → P

**Red Fireball**  
Motion ← × ↓ ↓ × P

**Air Fireball**  
While jumping, motion ↓ ↓ × P

**Narrowing Kick**  
Motion ↓ × × K

**Dragon Punch**  
Motion → ↓ × P

**Forward Ball**  
Motion ↓ × × P

**Air Ball**  
Motion ↓ ↓ × → P

**Torpedo**  
Motion → ↓ ↓ × (JP SP FP) or (SK FK RK), or motion ← ↓ × (JP SP FP) or (SK FK RK)

**Alpha Counter**  
Motion ← × ↓ K

### Super Moves

**Vacuum Fireball**  
Motion → ↓ ↓ × × → ↓ ↓ × × P

**Rolling Dragon Wave**  
Motion ↓ ↓ × ↓ × → P

**Serial Vacuum Fireball**  
While in the air, motion ↓ ↓ × → ↓ × → P



### Charlie

**Jumping Back Kick**  
Tap (→ FK) or (← FK)

**Charging Side Kick**  
Tap (→ HK) or (← HK)

**Sonic Boom**  
Charge ← two sec, tap →, P

**Flash Kick**  
Charge ← two sec, tap ↑, K

**Alpha Counter**  
Motion ← × ↓ P

### Super Moves

**Sonic Blade**  
Charge ← two sec, tap →, →, →, P

**Centerwall Justice**  
Charge ← two sec, tap ×, ×, ↑, K

**Crossfire Blitz**  
Charge ← two sec, tap →, →, →, K

### Birdie



**Chain Grab**  
Motion × ↓ ↓ × → P

**Alpha Counter**  
Motion ← × ↓ P

### Super Moves

**Leaping Chain Grab**  
Motion ↓ ↓ × → ↓ × → P or K

**Meat Round-Butt Bash**  
Charge ← for two sec, tap →, →, →, P

**Round-Butt Charge**  
Charge ← two sec, tap →, P

**Turn-Round Meat-Butt**  
Hold any two punch or kick buttons, then release  
Note: The longer you hold the buttons, the more damage you inflict.

### M. Bison



**Scissors Kick**  
Charge ← two sec, tap (→ K)

**Psycho Aura**  
Charge ← two sec, tap (→ P)

**Head Stomp**  
Charge ↓ two sec, tap (↑ K)

**Beaten Flight**  
Charge ↓ two sec, tap (↑ F)

**Torpedo**  
Motion → ↓ ↓ × (JP SP FP) or (SK FK RK), or motion ← ↓ × (JP SP FP) or (SK FK RK)

**Alpha Counter**  
Motion ← × ↓ P

### Super Moves

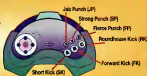
**Knee Press**  
Charge ← two sec, tap →, →, (→ K)

**Psycho Crusher**  
Charge ← two sec, tap →, →, (→ P)

### Controller Legend - Playstation and Saturn



- P = Any Kick button
- K = 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



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.



## Chun Li

### Reel Kick

While in the air, hold ↓, tap FK

### Rise Flip

Tap (↖ RK)

### Spit Kick

Motion → ↘ ↓ ↖ + K

### Lightning Kick

Tap K repeatedly

### Fireball

Charge ← for two sec, tap →, P

### Vertical Spin Kick

Charge ↓ for two sec, tap ↑, K

### Alpha Counter

Motion ← ↖ ↓ K

## Super Moves

### Thousand-Burst Kick

Charge ← for two sec, tap →, ↑, →, any K

### Spinning Shorter Kick

Charge ↖ for two sec, tap ↘, ↖, ↑, K

### Power Storm

Motion ↓ ↘ → ↓ ↘ → P



## Dan

### Fireball

Motion ↓ ↘ → P

### Dragon PUNCH

Motion → ↓ ↘ P

### Gale Kick

Motion ↓ ↖ + K

### Alpha Counter

Motion ← ↖ ↓ K

## Super Moves

### Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → P

### Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → K

### Fury Kick

Motion ↓ ↖ + ↓ ↖ + K



## Ken

### Overhead Axe Kick

Tap (→ SP)

### Ground Roll

Motion ↓ ↖ + P

### Fireball

Motion ↓ ↘ → P

### Rainbow Kick

Motion ↓ ↖ + K

### Dragon PUNCH

Motion → ↓ ↘ P

### Alpha Counter

Motion ← ↖ ↓ P

## Super Moves

### Rising Dragon Wave

Motion ↓ ↘ → ↓ ↘ → P

### Vertical Dragon Wave

Motion ↓ ↘ → ↓ ↘ → K



## Rose

### Slide Kick

Tap (↖ FK)

### Soul Spark

Motion ↖ ↓ ↘ → P

### Soul Reflect (Absorb)

Motion ↓ ↖ + JP

### Soul Reflect (Recoilless)

Motion ↓ ↖ + SP

### Soul Reflect (Disposal Up)

Motion ↓ ↖ + FP

### Soul Catch

Motion → ↓ ↘ P

### Alpha Counter

Motion ← ↖ ↓ P

## Super Moves

### Aura Soul Spark

Motion ↓ ↖ + ↓ ↖ + P

### Aura Soul Catch

Motion ↓ ↘ → ↓ ↘ → P

### Soul Blastin'

Motion ↓ ↘ → ↓ ↘ → K



## Guy

### Overhead Slam

Tap (→ SP)

### Elbow Drop

While in the air, tap (↓ SP)

### Bushido Running Side Kick

Motion ↓ ↘ → FK

### Bushido Running Slip

Motion ↓ ↘ → SK

### Bushido Short Jump Kick

Motion ↓ ↘ → RK

### Bushido Leap\*

Motion ↓ ↘ → P

### Rising Spin Kick

Motion ↓ ↖ + K

### Alpha Counter

Motion ← ↖ ↓ P

## Super Moves

### Bushido Rage

Motion ↓ ↘ → ↓ ↘ → K

### Bushido Jump

Motion ↓ ↘ → ↓ ↘ → P



## Ryu

### Overhead PUNCH

Tap (→ SP)

### Spin Kick

Tap (→, FK)

### Fireball

Motion ↓ ↘ → P

### Alternative Kick

Motion ↓ ↖ + K

### Dragon PUNCH

Motion → ↓ ↘ P

### Alpha Counter

Motion ← ↖ ↓ P

## Super Moves

### Vacuum Fireball

Motion ↓ ↘ → ↓ ↘ → P

### Vacuum Hurricane Kick

Motion ↓ ↖ + ↓ ↖ + K



## Sagat

### Low Tiger Shot

Motion ↓ ↘ → K

### High Tiger Shot

Motion ↓ ↘ → P

### Tiger Claw

Motion → ↓ ↘ P

### Tiger Crush

Motion → ↓ ↘ K

### Alpha Counter

Motion ← ↖ ↓ K

## Super Moves

### Tiger Decisive

Motion ↓ ↘ → ↓ ↘ → K

### Tiger Cannon

Motion ↓ ↘ → ↓ ↘ → P

### Tiger Reel

Motion ↓ ↖ + ↓ ↖ + K



## Sodom

### Slide Kick

Tap (↓ RK)

### Jitsu Slice

Motion → ↓ ↘ P

### Power Bomb

Motion ↓ ↘ → P P

### Carpet Bomb

Motion ↓ ↘ → P K

### Alpha Counter

Motion ← ↖ ↓ K

## Super Moves

### Mega Jitsu Slice

Motion ↓ ↘ → ↓ ↘ → P

### Mega Power Bomb

Motion two 360-degree circles starting from any direction and press any punch button

# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Super NES

### Donkey Kong Country 2: Diddy's Kong Quest

50 Lives and Play Without DK Barrels



Start a new game and at the gameplay-mode screen, keep pressing down until Music Test and Cheat Mode appear. Highlight Cheat Mode, then enter the following button presses:

50 Lives: Press Button Y, Button A, Select, Button A, Down, Left, Button A, Down

No DK Barrels: Press Button B, Button A, Right, Right, Button A, Left, Button A, Button X

Andy Bergstrom  
Superior, WI

## Genesis

### Comix Zone

Invincibility



At the title screen, select Options, then select Jukebox. At the Jukebox menu, press Button C to play the tunes in the following order: 3, 12, 17, 2, 2, 10, 2, 7, 7, 11. When you start a game, you will be invincible.

## PlayStation

### Street Fighter Alpha

Play as Akuma, M. Bison, and Dan



To play as Akuma (Player One): At the player-select screen, Player One must press and hold Button L2 and move the cursor over the "7" box in the lower left corner. Then press Left, Left, Left, Down, Down, Down, and simultaneously press Button □ and Button △. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must press and hold Button L2 and move the cursor over the "7" box in the lower right corner. Then press Right, Right, Right, Down, Down, Down, and simultaneously press Button ○ and Button ×.



To play as M. Bison (Player One): At the player-select screen, Player One must press and hold Button L2. Move the cursor over the "7" box in the lower left corner and press Left, Left, Down, Down, Left, Down, Down, then simultaneously press Button □ and Button △.

Player Two: At the player-select screen, Player Two must press and hold Button L2. Put the cursor over the "7" in the lower right corner and press Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button ○ and Button ×.



To play as Dan (Player One): At the player-select screen, Player One must press and hold Button R2 or Button L2. Put the cursor over the "7" box in the lower left corner and quickly press Button △, Button □, Button ×, Button ○, and Button △.

Player Two: At the player-select screen, Player Two must press and hold Button R2 or Button L2. Put the cursor over the "7" box in the lower left corner, then quickly press Button △, Button □, Button ×, Button ○, and Button △.

# 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 snail mail it back to GamePro by May 31, 1996. You'll be entered into a contest to win the video game of your choice. Ten runners-up will win the strategy guide of their choice from 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 April 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
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GamePro Online .....	All / Some / None	5 4 3 2 1
The Cutting Edge .....	All / Some / None	5 4 3 2 1
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64 and Counting: What Happened to the Nintendo 64? .....	All / Some / None	5 4 3 2 1
The 16-bit Survival Guide .....	All / Some / None	5 4 3 2 1
Overseas Prospects .....	All / Some / None	5 4 3 2 1
Sneak Previews .....	All / Some / None	5 4 3 2 1
PC GamePro .....	All / Some / None	5 4 3 2 1
Hot at the Arcades .....	All / Some / None	5 4 3 2 1
PlayStation ProReviews .....	All / Some / None	5 4 3 2 1
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3DO ProReviews .....	All / Some / None	5 4 3 2 1
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- Yes  No

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in the subject line.)

**Fax:** 415/349-7482

## Saturn

### Street Fighter Alpha

Play as Akuma, M. Bison, and Dan



To play as Akuma (Player One): At the player-select screen, Player One must **press and hold the top L button**. Move the cursor over the "7" box in the lower left corner, then **press Left, Left, Left, Down, Down, Down, and simultaneously press Button X and Button Y**. Akuma should appear in the box.

Player Two: At the player-select screen, Player Two must **press and hold Button L**. Move the cursor over the "7" box in the lower right corner. **Press Right, Right, Right, Down, Down, Down, then simultaneously press Button A and Button B**.



To play as M. Bison (Player One): At the player-select screen, Player One must **press and hold the top L button**. Move the cursor over the "7" box in the lower left corner and **press Left, Left, Down, Down, Left, Down, Down, then simultaneously press Button X and Button Y**.

Player Two: At the player-select screen, Player Two must **press and hold the top L button**. Move the cursor over the "7" box in the lower right corner and **press Right, Right, Down, Down, Right, Down, Down, then simultaneously press Button A and Button B**.



To play as Dan (Player One): At the player-select screen, Player One must **press and hold the top L and R buttons**. Put the cursor over the "7" box in the lower left corner and quickly **press Button Y, Button X, Button A, Button B, and Button Y**.

Player Two: At the player-select screen, Player Two must **press and hold Button R and Button L**. Put the cursor over the "7" box in the lower left corner, then quickly **press Button Y, Button X, Button A, Button B, and Button Y**.

## Saturn

### X-Men: Children of the Atom\*

Play as Akuma



Player One: Put the cursor on Spiral and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Silver Samurai, Psylocke, Colossus, Cyclops, Wolverine, Omega Red, then stop on Silver Samurai. Hold the cursor on Silver Samurai for three seconds, then **simultaneously press Button A, Button C, and Button Z**. Akuma will drop down from above.

Player Two: Put the cursor on Storm and keep it there for three seconds. Then, without stopping, move the cursor over the following characters in this order: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, then stop on Spiral. Keep the cursor on Spiral for three seconds, then **simultaneously press Button A, Button C, and Button Z**. Akuma will drop down from above.

## Saturn

### High Velocity

Hidden Cars



At the car-select screen, **press Right** until you reach car "5." Then **press and hold Button L, Button R, and Button Y**. With these buttons **hold down, press Right**. Now you can select a new car, "G"—the Porsche. You can also select another hidden car, a truck, by **simultaneously pressing and holding Button L, Button R, and Button Y, and pressing Right** again.

\*Note: These tricks were tested on an early version of the game and are subject to change.



# The 1-2-3 Go-mobile Contest could put YOU in one of these 3 seats!

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Thunderbolt

THESE COULD BE YOUR

# COOL WHEELS

**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 squares. The word clue letter can only be used on the line next to it. All words in the list are not used. You may photocopy this puzzle and coupon for your friends to enter.

**WHAT YOU CAN EXPECT:** After this entry you will receive one elimination game of \$4.00. The tie breaker will be 32.00. Subsequent tie breakers will be free. Tie breakers will be played until only one person remains. The puzzles will increase in difficulty each time.



○		L		WORD CLUE
○		C		
○		A		
O	C	E	A	
		U	○	

daily	arbor	dairy	wreck
tohum	donor	social	ahead
ocean	pism	toham	meat
oak	breed	verus	green

**WORD CLUE:**  
What one does while asleep

All Entries must be Postmarked by 5-31-95.

Yes. Enter my puzzle in the 1-2-3 Go-mobile Contest!  
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## Super NES

### Mechwarrior 3050

Play as an Enemy Mech, Passwords for Unlimited Ammo and Invincibility, and Level Passwords



Play as an enemy mech: At the Tiburion logo screen, press **Down**, **Button A**, **Button X**. The Tiburion logo screen, enter the following password on the Password screen: **XTRM3K**. Now you can select from several enemy mechs.

Unlimited ammo: **H1R003**

Invincibility (this password works only after the Unlimited Ammo and all level passwords have been entered): **KKWLLA**

Level Passwords

Mission 1: **220300**  
 Mission 2: **65C816**  
 Mission 3: **8108ND**  
 Mission 4: **F5PRNG**  
 Mission 5: **YRHX11**

## Genesis

### Vectorman

See Vector Numbers, Five Little Dots, Slow Down When Hit, and Skip to Stage 5



To perform the following tricks, start a game and pause it. Then, while the game is paused, enter any of the following cheats:

See vector numbers: Press **Button B**, **Button A**, **Left**, **Down**

See different vector numbers. Press **Button B**, **Button A**, **Left**, **Left**

Put five little dots around Vectorman: Press **Button A**, **Button B**, **Button A**, **Button C**, **Button A**, **Button B**, **Button B**

Slow down when hit: Press **Down**, **Right**, **Button A**, **Button C**, **Up**, **Left**, **Button A**

Skip to Stage 5: When the game starts and Vectorman is leaping on the Sega logo, jump under the logo and shoot it 24 times. Then jump up and hit his head on it 12 times. Now, you play a bonus game where letters fall from above. Catch 90 letters and you start the game at Stage 5.

## PlayStation

### Novastorm

#### Stage Select



When you lose your last ship and if you make the High Score screen, enter the name **SWIRLY** and leave a space after it. Then press Start. You see a winged symbol at the main menu. Highlight the symbol and press Start. A level-select option appears.

## Super NES

### Urban Strike: The Sequel to Jungle Strike

#### Password



This password takes you to the end credits: **D63R0J333WY**

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## PlayStation

### Zero Divide

#### Tiny Phalanx Game and Watch Mode



**Tiny Phalanx game:** To play a small version of the shooter Phalanx, turn the game on and wait for the Zoom logo. At the Zoom logo, **press and hold Start and Select on Controller Two.** Now you can play Tiny Phalanx!

**Watch mode:** To watch two computer-controlled opponents fight each other at the title screen, **press and hold Buttons L1, L2, R1, and R2.** With 1 Player highlighted, **press and hold Down.** The cursor should be on VS Play. **With the four buttons and Down still held down, press Start.** Now you can pick any two fighters you want and watch the computer fight it out.

## Super NES

### Ignition Factor

#### Skip to Stages 2 and 3, and Special Bonus Mission



**To start at Stage 2:** At the title screen, move the cursor to Game Start. Then **press and hold Button R on Controller Two and press Start on Controller One.**

**To start at Stage 3:** At the title screen, move the cursor to Game Start. Then **press and hold Button L on Controller Two and press Start on Controller One.**

**Go to the special bonus mission:** At the title screen, move the cursor to Game Start. Then **press and hold Button R and Button L on Controller Two and press Start on Controller One.**

## Super NES

### Castlevania: Dracula X

#### Passwords



#### Stage 2

Line 1: Blank, Holy Water, Axe  
Line 2: Axe, Axe, Axe  
Line 3: Axe, Holy Water, Holy Water

#### Stage 3

Line 1: Holy Water, Blank, Blank  
Line 2: Axe, Axe, Blank  
Line 3: Blank, Holy Water, Holy Water

#### Stage 4

Line 1: Axe, Axe, Axe  
Line 2: Blank, Holy Water, Holy Water  
Line 3: Axe, Heart, Heart

#### Stage 6

Line 1: Holy Water, Axe, Axe  
Line 2: Holy Water, Blank, Holy Water  
Line 3: Axe, Holy Water, Blank

#### Stage 7

Line 1: Holy Water, Holy Water, Holy Water  
Line 2: Axe, Blank, Heart  
Line 3: Blank, Blank, Axe

## Saturn

### Clockwork Knight 2

#### Level Select and Go to the End



Enter these cheats at the title screen when the words "Press Start Button" are flashing.

**Stage select:** Press Right, Up, Left, Up, Right, Up, Down, Up, Left, Up, Left, Up

**Go to the end of the game:** Press Right, Up, Left, Up, Down, Up, Right, Left, Up, Right, Left, Down

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## PlayStation

### Thunderstrike 2

#### Passwords



Note: 0 is a zero; a is the letter a

#### South America

- Level 1: 0NRV0V6VERBQ55Q  
 Level 2: 2NH70V9VEFDQ592  
 Level 3: 7RH30V7AEPD64BI  
 Level 4: 8NH30V8EKJD24PI

#### Gulf 2 - Oil Dispute

- Level 1: VYHR0V0K6JDE531  
 Level 2: 0RHV0U066NDA53A  
 Level 3: IPHD0U0G6RDN5P2  
 Level 4: NJHP0UKK6VDI5BI

#### Stealth

- Level 1: 07HP0U0QAUDE45A  
 Level 2: U7HL0UMIAUDA5RA  
 Level 3: APHP0UKUA2DN4HI

#### Central America

- Level 1: FJHL0UGII2CK4KI  
 Level 2: G7HH0U72I2CA5R2  
 Level 3: 2BHP0URQI6CM58A

#### South China Sea

- Level 1: KR050URQ26GE4J2  
 Level 2: 0R0L0UTI3A0A5UI  
 Level 3: FR0951CK3BGM52I

#### Panama

- Level 1: 93058D9UNGGR40A  
 Level 2: VV55KUEGGGA48Q  
 Level 3: JNGH4CPUNKGM5TI

#### Eastern Europe

- Level 1: L3GG4406V0EK5RI  
 Level 2: F7GK5B2QV0EA41A  
 Level 3: 27GK50UHV4EM58Q

#### Gulf 1 - Canyon

- Level 1: 7FGK48T6R8ME4HI  
 Level 2: 8JGK48VUR8MA5JQ  
 End: V7GK28U28CMN40I

## Super NES

### Frantic Flea

#### Passwords



- Zone 1, Level 1: CLQCK  
 Zone 1, Level 2: ZMTET  
 Zone 1, Level 3: GPPQW  
 Zone 2, Level 1: DJQCY  
 Zone 2, Level 2: WLCEN  
 Zone 2, Level 3: RLQXZ  
 Zone 3, Level 1: JMGVB  
 Zone 3, Level 2: NRNPC  
 Zone 3, Level 3: MDMQL

## Super NES

### Mega Man X3

#### Password



Enter this password and Mega Man will be on the last level with the E-banks, weapons, heart containers, mech. letters, and all the regular adaptations.

6164

4155

6872

3116

Gary Loyola  
 Novi, MI



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Accolade . . . . . 10, 11, 18, 19	File Footwear . . . . . 5	Konami . . . . . 9	Treasure Cove . . . . . 119
Blockbuster . . . . . 89	Fox Interactive . . . . . 55	MCA/Universal . . . . . 25	Ubi Soft . . . . . 71
Capcom . . . . . 2nd Cover, 1, 27, 28, 29, 74, 75	Furco Inc . . . . . 117	Playmates . . . . . 7, 66	Williams Entertainment . . . . . 4, 23, 53
Chips & Bits . . . . . 61	GameTek . . . . . 37	Sony . . . . . 2, 3, 59	Working Designs . . . . . 87
	Interact . . . . . 128, 3rd Cover	Tecmo . . . . . 80	

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- #28 (Apr. '83) Super Sports Yearbook/Interview
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- #30 (Apr. '83) Super Sports Yearbook/Interview
- #31 (Apr. '83) Super Sports Yearbook/Interview
- #32 (Apr. '83) Super Sports Yearbook/Interview
- #33 (Apr. '83) Super Sports Yearbook/Interview
- #34 (Apr. '83) Super Sports Yearbook/Interview
- #35 (Apr. '83) Super Sports Yearbook/Interview
- #36 (Apr. '83) Super Sports Yearbook/Interview
- #37 (Apr. '83) Super Sports Yearbook/Interview
- #38 (Apr. '83) Super Sports Yearbook/Interview
- #39 (Apr. '83) Super Sports Yearbook/Interview
- #40 (Apr. '83) Super Sports Yearbook/Interview
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## Saturn

### Thunderstrike 2

#### Passwords



Note: 0 is a zero; o is the letter o

#### South America

- Level 1: J6KH1FC5VBDVSIQ  
 Level 2: JVV11NC7CDDVR0Q  
 Level 3: JV41URC7TRDVL1PQ  
 Level 4: J1N1URC9MDDVV4EI

#### South America - Stealth

- Level 1: J909U3CRNFDF89Q  
 Level 2: J94PUNCQ8FDRK2  
 Level 3: JB19V7C8FFDF141

#### Panama Canal

- Level 1: JS9FVVCV0JCF8F2  
 Level 2: JSQ98UCU0JCFRT2  
 Level 3: JJ1986K13JCF0TQ

#### Central America

- Level 1: J10PT3C05NAFTPQ  
 Level 2: J179TBCJ88NAFRU2  
 Level 3: JL5PTNCLGNAP162

#### Eastern Europe

- Level 1: J108QP4NEREFS61  
 Level 2: JK6KRVCPMREFRVA  
 Level 3: JNB4RDKB1REFF1LQ

#### Gulf 1 - Capture

- Level 1: JNV4RBSAAVMFSK2  
 Level 2: JN64RNSCNVNFQ2Q  
 Level 3: JN44RNSF2VHF1AQ

#### Gulf 2 - Oil Dispute

- Level 1: JPL4RNCF236F8Q2  
 Level 2: JPRKRNCGH36FRDA  
 Level 3: JB1KRND2B36F0DQ  
 Level 4: JAN4RND5K36FU11

#### South China Seas

- Level 1: JB34RND5866FTK2  
 Level 2: JAI4RND5K66FP84I  
 Level 3: JDBKRND7A66FR5I  
 End: JA943ND9066FINI

## PlayStation

### WWF WrestleMania: The Arcade Game

#### Unlimited Combos



At the character-select screen, press and hold Button R2 and Button L1. Then, while still holding these two buttons, press Button □, Button ×, Button O, and Button △. The word "Combo" will appear under your character. Now the combo meter never runs dry!

## Super NES

### Pocky & Rocky 2

#### Passwords



- Stage 3: V3RX  
 Stage 4: F87N  
 Stage 5: 82YP  
 Stage 6: 6DX4

- Stage 7: 7R5C  
 Stage 8: G2LR  
 Stage 9: 5R0Q

## PlayStation

### In the Hunt\*

#### Extra Continues



When all your continues are used up and your last sub has just been destroyed, press and hold Button △ and Select. Then, with these two buttons still held down, press Start. You will get five more continues.

\*Note: These lists were done on an early version of the game and are subject to change.



New tips  
every week!

# Dial Into

# GAMEPRO

## and Get Tips Instantly!!

### Get a Clue

To get the HOTTEST tips for  
your favorite system, 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 6 Alternate Systems

OPTION 1

OPTION 2

### Hit Us with your Best Tip

Leave or pick up tips and cheats 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  
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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  
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Man about town Jerry Stackhouse in his new Stack Mids.



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