

SATURN

PLAYSTATION

ULTRA 64

3DO/M2

VIRTUAL BOY

JAGUAR

THE CUTTING EDGE

Presented by **GAMEPRO** Magazine

Premiere Issue!

More than **180** Games Previewed Including:

- ▶ TEKKEN
- ▶ MORTAL KOMBAT 3
- ▶ VIRTUA FIGHTER 2
- ▶ WIPEOUT
- ▶ 3D BASEBALL '95

Inside:

75 PlayStation Games
50 Saturn Games

7 Hot Systems
Which is **BEST?**



鉄拳
TEKKEN

An EMI Communications Publication

Spring 1996
\$4.99 Canada \$5.50



Virtua Fighter 2



Mortal Kombat 3



3D Baseball '95



Wipeout

I was
passing through a wasteland when suddenly my mind drifted



my spirit lifted, my location shifted into
a
new
dimension
a
third
dimension
a
good
dimension.

Was this their intention?
To crash my dimension?

I stepped into the invention
and heard a voice say.

Turn it on Virtual Boy.[™]
A 3-D game for a 3-D world.

Nintendo

Virtual Boy is a portable 32-bit 3-D game system, featuring phase-locked audio, digital stereo sound, two high-resolution visual displays, and 3-D graphics that immerse you in the game. Coming: occa-stereo headphones and Game Link[™] cable for head-to-head action. Turn it on and experience the difference a dimension can make.

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MEET NEW PEOPLE. OUT OF THEM.



Take a trip where drinking the water is the least of your worries. On this tour you'll have aliens firing photon lasers down your throat.

Shockwave Assault on PlayStation 3 has over 50 minutes of full-motion video. And puts you in photo-realistic locations around the world where you can save the planet from alien invasion in 15 different ground-level missions. With checkpoints that allow you to continue mid-game.

Don't call your travel agent for a reservation. Chances are the aliens have destroyed their offices.

SHOCKWAVE ASSAULT

Get more info on us at <http://www.sony.com/games/3ps3>



Developed by the Gamecube, PS2, PS3, Xbox 360 and Wii versions of *Shockwave Assault*. Also available on PC. ©2007 Sony Computer Entertainment Inc. All rights reserved. PlayStation 3 and the PS3 Family logo are registered trademarks or trademarks of Sony Computer Entertainment Inc.



Flamin' Yawn trashed my house.

Psycrow stole my lady.

I've got a backpack full of snarf.

This ain't gonna be no picnic.

EARTH WORM JIM

2

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



SEGA
GENESIS
PC CD-ROM



CUTTING

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EDGE

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ALT



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WE SEE IT HAPPENING MUCH CLOSER TO HOME.

Obviously, the Defense Department isn't familiar with Air Combat. The action fighter pilot simulator for the PlayStation™ that transforms you into a mercenary on a mission to recapture a



world sieged by terrorists. Build your own air

force; buying and selling 13 different types of fighter jets. Increase your chances of victory, not to mention survival, by hiring extra wingmen. Then depart on any of 17 deadly missions, all

without going anywhere near the Middle East.



SATURN: A SOLID CHOICE

A solid 32-bit system from a proven game-making company, the Saturn's particularly attractive if you dig Sega arcade games.

By The Wlezz

Sega's proven it can produce solid gaming hardware, and it sure produces a lot of it. The 32-bit Saturn is the current crown jewel.

Your \$299 buys you a Saturn unit, one controller, and a pack-in game. The first shipment of Saturns came bundled with Sega's arcade hit, *Virtua Fighter*. This summer, however, Sega of Japan switched its pack-in to *Virtua Remix* (*Virtua Fighter* with smoother polygon graphics), and Sega of America will reportedly follow suit this fall.

The Sega Look

The Saturn's look is clean and familiar. The unit's footprint is only slightly larger than the old Model 1 Genesis. CD games load into the center-mounted double-speed disc drive from the top.

The only other prominent external feature is a top-mounted cartridge slot designed for a backup memory cart. Although that slot presents tantalizing possibilities, including downward compatibility with Sega's 32X and Genesis product lines, Sega definitely has no plans to create Saturn cartridge games and is still tight-lipped on the subject of 32X or Genesis compatibility.



The Sega Saturn!

The rear of the system unit is spartan, offering a teletext AV connector and a large slot for an MPEG adapter (already announced in Japan). The AV is similar to that for the Genesis II, so older TVs will require a special RF adapter. There's also a mystery port, reportedly for Saturn-to-Saturn gameplay and possibly for on-line action.

Under the Hood

Beneath its plastic, this 32-bit unit harbors major gameplay muscle. Eight custom processors, including three custom

32-bit Hitachi SH-1 RISC processors, power the action. As you might suspect, parallel processing wheels and deals the gameplay data to the specialized processors. Four megabytes of RAM help push the processing along.

Sound is where this system can sizzle if game developers take advantage of an

impressive array of audio assets. The sound system is built around a Yamaha FH-1 24-bit digital signal processor and a Motorola 68EC00 sound processor. The Motorola processor is similar to the CPU in the Genesis, but this time it's totally dedicated to sound. Audio highlights include MIDI (musical instrument digital interface)



The Saturn controller's stealth-fighter look features eight gameplay buttons, including two mounted in the front, and a nifty directional pad.

The Saturn uses a Genesis II TV connector, so TVs without AV inputs require a special RF adapter.

support, QSound support, 32 voices, 8 FM channels, and other built-in effects.

Geared for Gamers

Hardcore arcade gamers could parlay their \$299 investment into a major savings in quarters. Saturn also contains a version of Sega's Titan Arcade Architecture, so Sega coin-up games should make a quick, easy transition. Beyond the aforementioned

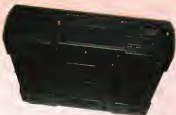
Virtua Fighter, Daytona USA and Virtua Cop are also currently available. Virtua Fighter 2, Virtua Racing, and Sega Rally are in the pipeline.

If you're a fan of overseas games, don't get your hopes up. Although the American Saturn is virtually identical to the Saturn that was released in Japan (save the standard Sega of America black plastic casing), American systems will not

play Japanese games — or, for that matter, any other foreign-made Sega CD.

Saturn's Solid

With the PlayStation priced at \$299 and the 3DD dipping in some cases to \$199, the Saturn's \$299 price tag is competitive at the high end of the 32-bit system price range. But Sega knows game hardware, and if you like Sega games, you should get to know the Saturn. **[E]**



Saturn Peripherals



6 Player Multiplayer Adapter: Two six-player adapters can be daisy-chained together!



Arcade Racer: This steering wheel's a sweet deal for serious wheel-less road hogs. It makes Virtua Racing and Daytona USA totally different games.



Back-Up RAM Cartridge: The Saturn cartridge slot is designed to fit this 512-kilobyte memory-backup cart.

Panzer Dragon

by *jojo*
available now

Hardcore fans of shooting games have been clamoring to see what the hot new systems like the Saturn can do. *Panzer Dragon* takes shoot-em-ups to the next level with stellar graphics and dead-on tough gameplay.

When the rider of a blue dragon is fatally injured, you mind-meld with the dying soldier and become the new Sky Rider. To stop the Imperials, you must ride the blue dragon into battle to destroy the Tower and the deadly Dark Dragon.

Each of the game's seven episodes take place on different terrain - caverns, jungles, water worlds, ancient ruins, mines, and so on. Your goal is simple: Survive to the end of the episode and shoot everything in sight to earn as many points as possible.

You don't guide the dragon's flight, but dealing with the plethora of enemies and bosses will keep you occupied. The view is first person, but from a distance so you can see the dragon and the rider. The view pulls out from close to medium and long range, and you also get a side view over the wing and a rear view over the tail. The weapons arsenal includes a laser gun and homing laser that you aim with a targeting device.

Panzer Dragon is most notable for its superior graphics. From the stunning cinematics to the gorgeous background scenery to the lithe movements of the dragon, you'll see exactly what the Saturn has to offer. CD-quality music and sound effects are idling on the edge.



"from the stunning cinematics to the gorgeous background scenery to the lithe movements of the dragon, you'll see exactly what the saturn has to offer"



Daytona USA

by Sega
available now

Daytona USA screeches out of the blocks with nerve-jangling racing action that's close enough to the arcade game's to keep most players very happy.

Two racing modes – Arcade and Saturn – vary the pace. Arcade duplicates the coin-op with the same three tracks plus two cars to choose from. The Saturn mode turns off the timer and adds two more cars. Mirror mode flips the action by swapping left and right turns. The view is first person, but four angles provide variety.

Daytona's 32-bit graphics feature vivid colors, stomach-churning 3D tracks, and only a few problems with precision around the edges. The CD sound effects are cool, but the music leaves something to be desired.



For more realism, check out Sega's steering wheel controller. Despite the lack of a two-person mode, this one's enough to exhilarate any racing fan.

"nerve-jangling action that's close enough to the arcade game's to keep players happy"

Time Warner's V.R. Virtua Racing

by Time Warner Interactive
available now

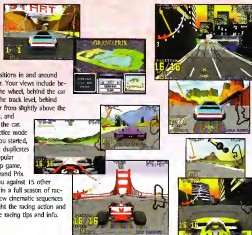
The name's gotta go, but other than that Time Warner has a racing game that brings to the track more options than most of its competitors combined.

A ramped-up version of an arcade classic, this two-player game includes ten tracks – three tracks straight from the coin-op version plus seven new courses from such locales as the Acropolis and Diablo Canyon. You choose from five progressively faster, more demanding cars: a High Speed Go Kart, Sports Coupe, Sports Prototype, Modern Formula, and Formula One 1960.

Four perspectives of the track enable you to view the high-speed action from multi-

ple positions in and around the car. Your views include behind the wheel, behind the car from the track level, behind the car from slightly above the vehicle, and above the car.

Practice mode gets you started, Arcade duplicates the popular coin-op game, and Grand Prix pits you against 15 other teams in a full season of racing. New cinematic sequences highlight the racing action and provide racing tips and info.



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Street Fighter: The Movie

by acclara entertainment
saturn and playstation available fall '95

Street Fighter: The Movie's two-player head-to-head fighting action will be based on the Street Fighter movie as well as the arcade game of the same name.

The standard Street Fighter action gets a twist with digitized images from the movie as Jean-Claude Van Damme, Kyle MacLachlan, and crew reprise their starring roles in the game. The

characters will include Colonel Guile, Bison, Chun Li, Sagat, Balrog, Honda, Dee Jay, Ken, Ryu, Cammy, T. Hawk, Zangief, Blanka, Vega, and Captain Sawada. Each fighter will boast a complete repertoire of special moves, attacks, and combos.

In addition to the fighting action, players will be able to watch scenes from the movie between rounds.



"the standard street fighter action gets a twist with digitized images from the movie"



also available for playstation



Street Fighter: The Interactive Movie

by capcom
saturn and playstation
availability dates not
yet announced

Not much is known yet about this unusual new Street Fighter game, other than the fact that it's a definite departure from the head-to-head fighting-game genre.

Based on the Japanese hit Street Fighter movie, which included incredible animation done in the popular anime style, the early word on this game is that it will play somewhat like an interactive graphic adventure. The story line will include the opportunity for players to learn new moves and for the characters to develop their martial arts skills.

also available for playstation



"it's a definite departure from the head-to-head fighting-game genre"



Dedicated fans of the game that started the fighting-game craze are eagerly awaiting this latest incarnation on the Saturn and PlayStation.



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NHL All-Star Hockey

by Sega
available fall '95

Sega's first hockey disc for the Saturn will include all 26 NHL teams and real NHL players. Up to 12 players can compete in seven game modes. You will be able to coach your squad, trade and create players, sign free agents, and customize your team. Murray Albert will provide the play-by-play.

The gameplay will feature power plays, slapshots, wrist shots, one-timers, penalties, multiple checks, and home-ice advantage. NHL's 16 gameplay perspectives will include first person, plus full notation for realistic action.



NBA Action

by Sega
available november

Multiplayer is the way to go for realism with the next generation of sports games. Up to ten roundballers will be able to dribble downcourt with NBA Action.

The full-court hoops action will feature real players from the 27 NBA teams and two expansion teams. Head-to-head hoops and Tournament options will be among the play modes.

The 3D graphics will offer fully rotational views of the court and players from one of 19 perspectives, including a first-person view.



Worldwide Soccer

by Sega
available now

This game's spectacular championship soccer action includes shin-splitting head-to-head gameplay and arcade-paced action with 12 international teams competing in 11-, 22-, or 44-game seasons. Up to four players can compete in Worldwide Soccer's Exhibition or Tournament modes.

The action takes place on a rendered 3D field that features 12 playable views. Incredibly smooth scrolling and amazing camera angles add realism while simple controls enhance the gameplay.



Pebble Beach Golf Links

by Sega
available now

In Sega's first golf disc for the Saturn, Craig "The Walrus" Stadler tags along for a round of 18 and offers play hints. And who wouldn't want to tag along in this game? The digitized graphics of the courses are stunning.

Option-rich Pebble Beach features play for up to four video golfers, plus seven play modes, three views (the unusual "ball cam" affords you a bird's-eye view), and a choice of

clubs. Track individual and course records, hole averages, miracle shots, and more.

"option-rich pebble beach features play for up to four, plus seven modes, three views, and a choice of clubs"





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Virtua Fighter

by sega
available now

Sega picked one of its biggest coin-ops ever to be the Saturn pack-in. This top-notch polygon-based fighting game isn't the best new one out there, but it's a big leap in quality from the 16-bit brawlers.

Picking from a roster of eight fighters, you battle to the finish in the standard best-two-out-of-three-rounds format. Simple three-button presses control your punches, kicks, and blocks. Virtua Fighter doesn't have a real combo system, but rapid button pounding gives you rudimentary strings of moves. Special moves and the Stomp are the keys to victory.

The biggest news about Virtua Fighter for the uninitiated



"sega picked one of its biggest coin-ops ever to be the saturn pack-in"

is the polygon graphics. Virtua Fighter's 360-degree rotating 3D graphics were the first of their kind, and gave the fighting-game genre an entirely new look and feel.



Virtua Fighter 2

by sega
available winter '95

Virtua Fighter was just a warm-up for the main act that was due out last Christmas. Arcade fighting fans know VF 2 looks tall over the original game. If the Saturn version is faithful to the coin-op, look for better gameplay and sharper, clearer

"virtua fighter was just a warm-up for the main act"

graphics that include texture-mapped polygons and all-new beautiful background scenery.

In addition to the original eight fighters, VF 2 will include two new ones. All the characters will possess additional moves, though the original game's limited combo system

will be status quo in this iteration. The two-player head-to-head fighting will include 360-degree rotation of the action, as well as instant replays at the end of each round.



Clockwork Knight

by **scg**
available now

Clockwork Knight isn't the best Saturn game out there, but an engaging plot and basic platform action provide enough novelty to satisfy most players.

You're a toy woman who must journey through a series of children's bedrooms in search of (what else?) a kid-rapped princess. The easy gameplay pits you against the likes of building blocks and defective alarm clocks. Armed with a large skeleton key, you run, jump, push objects, attack, and throw stunned foes.

If you're an expert gamer, head instead for *Panzer Dragon*. If you have time, though, check out *Clockwork*



"check out clockwork knight just to enjoy the beautiful 3d graphics"



Knight just to enjoy the beautiful 3D graphics. The colorful, cartoon-style animations bring the toy room to life in a most delightful way.



Bug!

by **scg**
available now

Maze-style games vault to the next level with an unlikely hero - Bug. The 3D action/adventure follows an insect who sets out to rescue his friends from the evil black widow, Queen Cadavera.

Bug! weaves through six acts with a total of 18 stages. To negotiate each area, you

"a crazy crew of supporting pests makes the going pretty buggy"

must cross a series of maze paths, figuring out how to reach various areas and surmount deadly obstacles. Beautiful backgrounds complement the bright, colorful 3D graph-



ics. A crazy crew of supporting pests, such as Bee-52s, Fire Ants, and Dung Beetles, makes the going pretty buggy.

The future of puzzle-style gaming should incorporate many elements of both traditional puzzle play and action/adventure gaming. Bug! is a good beginning.



GhenWar

by sega
available fall '95

Earth has been invaded by hostile extraterrestrials in just about every futuristic video game to date. GhenWar's no exception.

This time around the aliens want to destroy the planet and take a few slaves. Up to four players will travel from Saturn to Earth in 18 levels, commanding five warriors fitted with revolutionary hypersuits.

GhenWar's graphics include a first-person 360-degree view of the weird interplanetary environments from within your special suit.



Virtua Remix

by sega
available fall '95

Virtua Remix is just what it sounds like—a revised version of the original Virtua Fighter game.

What's different? Mostly its looks. You have the same two-player head-to-head action, the same number of fighters, and the same gameplay. The polygons, though, are enhanced with greater texture-wrapping and no breakup. In fact, they look like Virtua Fighter 2 polygons. The controls seem a little tighter, too, though that may just be because the game looks better.

This game may be available either as a pack-in or rental only.



Black Fire

by sega
available fall '95

Black Fire will send you airborne through the unfriendly skies for arcade-style helicopter combat. Your chopper's armed to the teeth, which is essential because you must battle and outnumber the enemy in 15 levels of heavy-duty flying. And the enemy has equipped its craft with alien technology.

The first-person, inside-the-cockpit view of the action includes a 360-degree perspective on the terrain. Scramble into action with up to four players.



Myst

by eden
available september

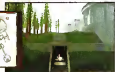
If you just crawled out of a cave and haven't yet seen it, Myst is the captivating graphic adventure that's been on every top-ten PC game list for a very, very long time now.

As the one-player game begins, haunting strains of wend music provide a backdrop for the sound of waves lapping against a dock. From this point, it'll be up to you to explore everywhere,



solve a variety of mind-boggling puzzles, and figure out what the heck the strange island of Myst is all about.

If you've played Myst for the PC or 3DO, there's nothing new here. You'll have to wait for Myst 2!



3D Baseball '95

by crystal dynamics
saturn and playstation
available fourth quarter '95

This MLBPA-licensed baseball game, the first in Crystal Dynamics' Championship sports line, boasts real players and stats, authentic baseball action and stadiums, and commentary by Van Earl Wright.

To mimic the polygon players with realistic motion and a 3D look, Crystal Dynamics used a new animation process called Real Motion Control to capture hundreds of live-action player moves. The photorealistic 3D stadiums were modeled with Silicon Graphics workstations.

also available for playstation



Blood Omen: Legacy of Kain

by crystal dynamics
saturn and playstation
available fourth quarter '95

Voyage through the dark side in this quest with a Gothic horror twist. As Kain, a reluctant vampire, you must feed on blood to maintain your health while you seek vengeance in the strange world of Nosgoth.

During your quest, you morph into vampire, wolf, and mist forms, depending on the skills that circumstances demand. The action is enhanced by real-time arcade-style sword- and spell-slinging combat. More than 25 minutes of full-motion video and voice-over add realism.

also available for playstation



Blazing Dragons

by crystal dynamics
saturn and playstation
available fall '95

This strange graphic misadventure takes GameDot-style action and gives it a warped twist - courtesy of Terry Jones, Monty Python's Flying Circus cast member and director of *The Life of Brian*.

As Flicker, a brave young dragon, inventor, and squire in training, you must roam the bizarre world of Cavest, completing quests against bombing



hermits. There will be arcade-style action in events like Dragon Thumb Wrestling, plus puzzles to solve. More than 3000 animation frames endow the game with a smooth, cartoon-quality look. Fifteen hours of character voiceovers support the action.



also available for playstation

Solar Eclipse

by crystal dynamics
saturn and playstation
available fall '95

This Saturn outer-space shooter will feature 3D graphics and full-motion video of stars not typically found in the Milky Way galaxy (look for Claudia Christian from the TV series *Babylon 5*).

Survival in *Solar Eclipse* means battling across a texture-mapped 3D environment that includes caverns, planet surfaces, outer space, and asteroid fields. More than 40 minutes of full-motion video is woven into the action via com-link communications.

also available for playstation



Defcon 5

by data east

all systems available winter '95

In Defcon 5 you play a software engineer whose job it is to activate an automated defense system on a recently evacuated planet. When something goes wrong with the installation, you're stranded on the planet.

To make matters worse, a fleet of alien spacecraft attacks the planet. If you want to stay alive, you must figure out how to get the defense system back online.

This first-person shoot-em-up uses my-track, rendered 3D graphics to combine action with strategy.



also available for playstation and 3ds

Wing Commander III

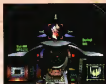
by electronic arts

saturn available january '96
playstation available november
3ds available now

A combination action/adventure and flight simulation, WC III puts you aboard the TCS Victory as a pilot.

This adventure concludes the struggle of the Teron-Klithin conflict. As in the previous games, the action combines cinematic sequences and first-person-perspective space battles.

Look for improved digital stereo sound and space-combat sequences enhanced with new camera angles and better controls.



also available for playstation and 3ds

Parodius

by konami

saturn available november
playstation available september

Konami has a history of creating shooters like Life Force and Gradius. The two side-scrolling shooters in this CD are delightful parodies of Gradius.

These arcade parodies are complete with disgusting power-ups, cartoon-style animations, and bosses that range from a Vegas showgirl to a giant pair of lips.

The game underscores the humorous tone with hardcore shooting action, and the two-player simultaneous play is a lock.



also available for playstation

Viewpoint

by electronic arts

saturn availability date not yet announced
playstation available november

You may recognize Viewpoint from its first release on the Neo-Geo. This six-level shooter has an unusual 70-degree view. The plot line is simple: To survive, you navigate your ship past fire bombs, homing bombs, shock waves, and other deadly obstacles.

The nonstop two-player shoot-em-up action includes your choice of a variety of ships, a two-player cooperative mode, and autofire.

**"you may recognize
viewpoint from
its first release
on the neo-geo"**



also available for playstation

Grand Slam Baseball

by sega
available fall '95

Sega's first baseball game for the Saturn delivers all the standard features, including all 28 major-league teams and actual players. You can compete in League, Playoff, and World Series action. And in the tradition of Sega's hit World Series Baseball games, changing perspectives and realistic graphics dress up the action.



"In the tradition of sega's hit world series baseball games, changing perspectives and realistic graphics dress up the action"



Prime Time NFL Football

by sega
available fall '95

Deion Sanders is on board with Sega, helping the sports division design his namesake game. Up to four players can tackle this football game, which packs in many of the features found in NFL '95. Count on real NFL players and teams, head-to-head and season play, and stunning Saturn graphics.



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Street Fighter Legends

by capcom
saturn and playstation
available first quarter '96

Capcom's latest Street Fighter installment, Legends, is coming to the Saturn and PlayStation early next year.

Legends is a traditional two-player head-to-head fighting game with an exciting twist. The game includes characters from a variety of Capcom fighting games - many of whom have never been pitted against one another - such as Birdie and Adon from the original Street Fighter game or Guy and Sodom from Final Fight. Two new characters, Nash and Rose, also join the World Warrior competition.

also available for playstation



Dark Legend

by data east
available september

Data East's first fighting game for the new crop of systems casts you as one of 11 fighters from ancient China.

In head-to-head fighting action, you try to overthrow an Imperial Warlord. Dark Legend includes special weapons and unique attack moves, plus repeat assault capability. If it sounds familiar, that's because it's a direct translation of Data East's first Titan arcade game.



"dark legend includes special weapons and unique attack moves, plus repeat assault capability"



Rise of the Robots 2

by mirage
saturn and playstation
available fall '95

This two-player head-to-head fighting game sequel has 18 new fighting robots, each with its own personality and attack abilities - including weapons and projectiles. In addition to regular fighting gameplay, a new tournament editor allows the player to further customize the robots.

Rise 2 features gorgeous 3D graphics with an awesome metallic look, plus improved controls for better robot responsiveness and agility.

also available for playstation



Night Warriors: DarkStalkers' Revenge

by capcom
available december

Capcom's latest Darkstalkers game is a terrific head-to-head fighting thriller.

The Saturn translation of the coin-op includes two-player head-to-head fighting with all ten original monsters and four new playable characters - Dark Hunter, Chinese Ghost, Killer Machine, and Space Ruler.

DarkStalkers fans should note that this game's enhanced features range from Super Special moves and Auto Guard to Chain Combo and faster speed.



Rayman

by ubi soft

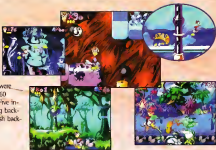
saturn and playstation available fall '95

pcjr available now

Rayman, a cute bug, is trying to restore peace and harmony to the world in this huge action/adventure game that spans six worlds and 60 areas.

As he journeys through the worlds, Rayman gains special powers and skills that he can combine and develop. He needs them, too, as he tries to outmaneuver more than 50

kinds of enemies. The ravishing graphics come to life with spectacular animations that were done at more than 60 frames per second. Five independently scrolling backdrops create rich, lush background scenery.



also available for pcjr and playstation

Cyber Speedway

by sega

available fall '95

Get ready to soar in this futuristic racing game. Hop into the hovercraft and race the clock, the computer, or another player in one of six worlds, each with two tracks.

The five super-powered hovercrafts you can choose from are loaded with cool

"the five super-powered hovercrafts are all loaded with cool weapons"

weapons. You watch the 3D racing from three perspectives that place you at varied distances behind the craft. Cyber Speedway's flashy graphics are backed up with snazzy tunes performed by the band *By Your Side*.



Astal

by sega

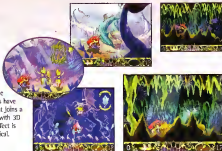
available fall '95

In the mystical world of Querdia, everything that exists was created from gems and jewels by the god Antowos. The hero in this one-player action/adventure game is Astal, who also was created from a jewel. When Jaso kidnaps Leda, Astal's girlfriend, the young hero must rescue her.

Astal relies on strength, special moves, and help from a friendly bird as he battles Jer-

ado's evil cohorts in beat-em-up-style action.

The fighting, though, doesn't look like anything familiar. The beautiful graphics have a fantasy feel that joins a cartoonlike style with 3D rendering. The effect is unique and mystical.



Off-World Interceptor

by crystal dynamics

saturn and playstation available winter '95
3do available now

In the bustling future, you're a hourly hunter in a mean high-tech 4x4 who's chasing fugitives with lucrative prizes on their heads. Your job takes you on a gut-pounding trip through 26 levels of sci-fi territory that

"a gut-pounding trip through 26 levels of sci-fi territory that includes some of the toughest terrain in the galaxy"

includes some of the toughest terrain in the galaxy. Two players can ride the offroad range in split-screen mode.

You choose from six vehicles that you arm with heavy-duty weapons and assorted power-ups.

The first-person action includes a grille-cam view and behind-the-vehicle angles. Trash talk runs rampant as you check out the other drivers in full-motion video.



also available for playstation and 3do

Robotica

by acclaim entertainment
available now

The Earth is caught in the iron fist of a fanatical government that only understands one language...firepower! Robotica makes you a linguistics expert.

You're at the controls of a rough-and-ready robot tank as you blast your way to freedom via a first-person perspective. Robotica features 30 levels of mazes that are overrun with deadly robo-adversaries. The game environment will present a dark and deadly atmosphere with an amazing variety of so-



fi hardware hot on your tracks.

You'll have to blast a safe pathway through the mechanical madness with missiles, laser cannons, and mini guns, as well as a few surprises you can find along the way. Robotica looks explosive.

"robotica features 30 levels of mazes that are overrun with deadly robo-adversaries"



NFL Quarterback Club '96

By acclaim entertainment
saturn and playstation
available winter '96

The updated version of NFL QB Club hits the field with a new "smart playbook" of more than 800 offensive and defensive plays, signature plays by All-Pro QBs like Dan Marino and Steve Young, multiple-season competition with all 30 NFL teams, in-depth statistics, new "crunch time" simulations, a better fatigue factor for player performance, and club tips by NFL quarterbacks.



also available for playstation, saturn screens may vary

Minnesota Fats Pool Legend

by data cast
available fall '95

Minnesota Fats lent his mighty mallet to this two-player pool simulation, which includes seven classic games like Eight Ball and Cut Throat. Digitized and rendered graphics make for an authentic pool experience.



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Supreme Warrior

by digital pictures
saturn available march '96
3do available none

This first-person, live-action fighting extravaganza was filmed on location in Hong Kong using professional martial artists.

In the game, you must retrieve a magic mask by defeating three warlords and six bodyguards in one-player head-to-head fighting action. The first-person full-motion video is a knockout.

also available for 3do



"the first-person perspective full-motion video is a knockout"

Corpse Killer: Graveyard Edition

by digital pictures
saturn available october
3do available now

You're stranded on an exotic island and all is not well. You're dying from voodoo poison, a horde of hungry zombies wants you, and a mad scientist is looking for you. How you resolve this and other trying predicaments is the plot of Corpse Killer.

also available for 3do, saturn screens may vary

The graphic adventure-style play for one promises hours of strategic mystery. The full-motion video for this twisted adventure was filmed on location in the Caribbean, using live actors and local scenery.



Double Switch

by digital pictures
saturn available november

This offbeat mystery game stars Corey Haim and Deborah Harry.

In it, you solve the halls of the creepy Edward Arms mansion and discover its secrets. Rumors abound of a secret hoard of Egyptian treasure hidden within.

Like Digital's other games, Double Switch is illustrated with full-motion video and real actors. The gameplay resembles an interactive movie, and the action takes place in real time.



saturn screens may vary

Shinobi Legends

by vic toki

available september

Ah, Shinobi. What didard gamer doesn't fondly remember Shinobi as one of the most popular beat-em-up stars of the Genesis system?

Well, Shinobi's back for the Saturn. With one-player, side-scrolling beat-em-up action, this newest adventure is similar to the previous games. There are lots of hidden power-ups, special magic, weapons, big bosses, and other standard Shinobi fare. Unlike prior Shinobi games, though, this game features live, digitized actors and live-action full-motion-video clips.

The action is as satisfying as ever, and the increased realism in the graphics gives the game an additional edge.



"the action is as satisfying as ever, and the increased realism in the graphics gives the game an additional edge"



Virtua Cop

by sega

available winter '95

Up to four players can shoot it out in this home version of the popular arcade game.

As the Virtua Cop, you tag bad guys in first-person arcade-style shooting action similar to last year's Demolition Man game. Look for an accurate translation of the coin-op version's controls, graphics, gameplay, and arsenal. The 3D polygon visuals will zoom in and out during play.

Rumor has it that Sega is working on a gun peripheral to go with the game. And of course Virtua Cop 2 is no doubt in the works for a '96 release.



"look for an accurate translation of the coin-op version's controls, graphics, gameplay, and arsenal"



Dark Sun

by data east

saturn and playstation available january '96

Journey to Aethers, an arid world ruled by sorcerers. In this one-player fantasy RPG, you are a slave in the city of Drag, destined to die as a gladiator in the arena. You and your party must find a way to escape and join other rebel slaves to overthrow the sorcerer-king's army.

This part of a highly acclaimed AD&D series game has

new races with higher characteristics and multiple classes - all of which fit in with the series' world. The RPG gameplay comes to life with elaborate visuals and enhanced music.

also available for playstation



Romance of the Three Kingdoms IV: Wall of Fire

by koei

saturn available september

playstation available first quarter '96

Koei's newest historical RPG takes you to the second Han Dynasty in China. As a ruler, you must unify your country, expand your kingdom, and battle rivals.

Romance IV features all of the mind-boggling strategy elements that are typical of Koei's

detailed games - 568 officers to discuss strategy with, scores of statistics, weapons, variables, 38 rulers to play as, and more.

"romance iv features all of the mind-boggling strategy elements that are typical of koei's games"

also available for playstation



SimCity 2000

by maxis

available fall '95

Good news for sim freaks: Maxis is bringing SimCity 2000 to the Saturn, and it looks like a version worth getting excited about.

Prepare to design your own futuristic cities: build solar power plants, design underground transportation systems, raise taxes, construct a zoo, and more. Of course, in the midst of all your construction,

you'll also have to watch out for earthquakes, fires, alien invasions, and other disasters.

The menu-based sim gameplay is strategic and absorbing. The graphics are a step above prior sim games, and the Saturn does them justice.



Vertigo

by scavenger
available october

The Vexoids are half machine, half human beings that live deep in the underworld of a futuristic New York City. A deadly surgical procedure arms these beings with advanced technology that gives them extraordinary motion and flexibility.

In this one-player shooter, you become a member of one of six tribes and battle to the death aboard high-tech vehicles in an underworld of sewers. Your goal is to navigate the sewer tunnels in the dark of night and eliminate all enemy clan members before they eliminate you!



Theme Park

by electronic arts
saturn and playstation
available fall '95

You're competing for business against 40 rival parks in this simulation-style game that lets you run your own amusement park. To do well, you must make decisions that'll keep you on top in six categories, such as customer satisfaction. Dealing with all the logistics, you design the park's layout, attractions, concessions, gift shops, and staffing.



"this simulation-style game lets you run your own amusement park"



also available for playstation,
saturn access may vary



Amok

by scavenger
available october

As mercenary Gert Staurt, you pilot the Slambid, a futuristic battle walker armed with missiles, mini guns, land mines, time bombs, and other ground weaponry, to complete a series of missions. You're employed by the Bureau, a company that profits during war by recruiting mercenaries and bounty hunters.

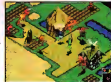
Amok's 3D world was built with a special BSpace algorithm that enables you to change the environment so that it stays changed in future games.



The Horde

by crystal dynamics
saturn available winter '95
3do available now

Crystal first released this game last year for the 3DO. A one-player action/strategy romp, The Horde stars Kirk Cameron of Growing Pains as the hero, Chauncey. Digitized video of Cameron mixes with rendered, 3/4-overhead sequences as you battle the Howlings, a ravenous bunch who munch on everything in their path - from cows to hats. You must save the land before there's nothing left to save.



also available for 3do,
saturn access may vary

SAVE HUNDREDS OF DOLL

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Eight fighters plus new bosses equal a lot of people to fight

PLAYSTATION:

SIZZLE WITH STYLE

WHO KNOWS ELECTRONIC-ENTERTAINMENT HARDWARE?
SONY - NO BALONEY!

By THE WHIZZ

Sony's the new kid on the video game block, but it certainly looks like the home-electronics giant did its homework. The PlayStation's a 32-bit powerhouse, and it just looks...cool!

The PlayStation's \$299 price tag covers a system unit and one controller. For \$349, however, you can buy the basic system with Ridge Racer packed in.

It's in the Chips

The PlayStation's gameplaying power comes from good ol'

American know-how. LSI Logic Corporation of Milpitas, California, designed and manufactured the system's custom CPU microchip, which consists of three high-performance processors: an R3000A MIPS 32-bit RISC microprocessor, a complete graphics engine subsystem, and a high-resolution full-motion-video decompression subsystem.

Further boosting the PlayStation's processing speed are a double-speed disc drive, 16 megabits of primary RAM, and 8 megabits of V-RAM.

Playing with Style

The PlayStation has style: It sports a sleek and simple external look that belies the complexity of the hardware within. Fewer chips and fewer connections speed up coded game instructions, but they also cut down dramatically on the internal silicon, which keeps the PlayStation's size compact. In fact, this classy system has a base footprint that's smaller in length and width than this special issue of *GamePro*.

The front of the unit is functional if unspectacular. It has two slots for controllers or a mouse. The most interesting features are two slots above the controller ports for credit-card-sized memory cartridges that save game data.

Ports and Peripherals

In the rear of the system, you get standard AV connectors for video and stereo audio. First-generation Japanese PlayStations also featured a built-in Super VHS video connector,



PS Mouse: There's major point-and-click action in the PlayStation's future.



Memory card: Use these tiny cards to save games and transport them to other PlayStations.

PlayStation

The Sony PlayStation!



The unique PlayStation controller sports ten action buttons, including four that are front mounted. Notice the four directional buttons that replace the standard circular pad.

an outstanding idea that unfortunately was axed from the American unit as well as subsequent Japanese Stations to keep down costs.

If you own a TV with no AV outputs, you can purchase

an RF adapter. As with most game systems, the Sony has its own mystery port. This one's a communications port that will support Station-to-Station gameplay via a connector called the Combat

Cable, which is shown below.

PlayStation Produces

The PlayStation is a lean, mean game-playing machine. As with the Saturn, your money's very

well spent here, even though your \$299 doesn't net you a pack-in game. ☐

Peripherals



RF88 cable: Awesome output deserves equally awesome output devices.



Combat Cable: No maybes about system-to-system. The Station's ready now!

TEKKEN

by namco
available november

Namco's arcade smash Tekken will be the best fighting game available for any of the new systems, according to early looks at the game. Tekken was the first coin-op to use the PlayStation's graphics-driver board, and the home-system version will boast outstanding 3D texture-mapped, polygon-based graphics that will startle you. Look for the game to have full 360-degree rotation, instant replays, and super-smooth character movement played out over gorgeous backgrounds depicting such unusual international locales as the Acropolis in Greece and Angkor Wat.

Eight warriors — Kazuya, Paul, Law, Nina, Jack, King, Yoshimitsu, and Michelle — will do battle in standard Arcade mode or Two-Player mode. In Arcade mode, each warrior must defeat their evil counterpart before facing the end boss, Heihachi. One of Tekken's strongest points is that ultimately you can have 18 selectable fighters to choose from, including the end boss and the hidden super boss, Super Kazuya.

Each character will bring a set of special moves and combos to the battleground, including a super move that takes a few seconds to execute, but will be unblockable and severely damaging when it connects. In all, expect well-rounded, balanced gameplay.

If fighting games are an important component in your video game library, look closely at Tekken before you choose a next-generation system.

"the best fighting
game available
for any of the
new systems"



Assault Rigs

by pygnosis
available fourth quarter '95

In *Assault Rigs*, up to eight players will be able to compete in a future where conventional sports have been replaced by networked virtual-reality games. You'll pilot one of the eight *Assault Rigs*—technological wonders created by competing teams of designers, technicians, and sponsors—through the World Net in fast shoot-em-up action. The Rigs will have access to more than 20 unusual, upgradeable weapon power-ups, like bounding ammo and oil spills. Fully textured, light-sourced 3D graphics will illustrate the game's 50 high-tech areas.



Warhawk

by Sony Imagesoft
available October

Warhawk flies high with action that combines flight simulation and arcade-style air-to-air and air-to-ground combat. Your view of the game's six missions will be from a first-person cockpit perspective.

Navigate through canyons, super structures armed with laser-mounted cannons, desert encampments protected by anti-aircraft guns and high-speed tanks, and



more. The fully rendered 3D graphics will enable you to maneuver effortlessly in the 360-degree environment. Bring your Dynamarine.



Wipe Out

by pygnosis
available October

Formula One racing takes a gut-wrenching leap into the future—namely, the *Formula 3600 Anti-Gravity Racing League*—in *Wipe Out*.

You'll choose from eight customized vehicles (armed with one of nine randomized weapons) and race through ten anti-gravity tracks laden with hang-ten jumps and hair-pin twists and turns. The play modes range from time trials and practice circuits to championship leagues. And these babes fly over gorgeous 3D texture-mapped graphics.



Novastorm

by pygnosis
available September

Novastorm did a pretty good job conquering the PC, 3DO, and Sega CD. In this version, Pygnosis promises the high-tech shoot-em-up action will include more power-ups, an obscene army of smarter weaponry, and tougher bosses.

Play modes include a two-player team option that comes in handy because your enemy's shot accuracy improves as you get better. You can also expect the stunning, first-person 3D graphics to leave you just a bit dazed afterwards.



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game console.



CRYSTAL
DYNAMICS



Ridge Racer

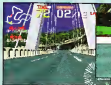
by namco
available now

Like Namco's other arcade hit *Tekken*, *Ridge Racer* for the PlayStation is set to finish first. A port of Namco's awesome arcade racing game, this is a must-drive for everyone.

The high-speed, one-player action includes a 12-car jam and a two-car race against the CPU. Although you get four cars to choose from, you race on only one track. Fortunately, it's massive. More tracks would have given *Ridge Racer* nice variety, but you can add or subtract extra laps, and you can also add lengths by beating the clock at various checkpoints. You can also up the selection roster to a dozen metal beauties if you get a perfect score on *Gaikodan*, the shooter that you can play while the disc is loading. Other track and car options become available when you win all the races.

**"namco's awesome
arcade racing
game is a
must-drive for
everyone"**

A first-person view puts you right on the track, which makes the hairpin turns and straightaways fast and realistic. Racers who tend toward carsickness may prefer the alternate behind-the-car perspective. Textured polygon graphics kick asphalt, despite a few glitches with the sprites and occasional slowdown. Heavy-hitting tunes and sound effects, like the helicopter that swoops in from overhead, rev the racing action. If you qualify, you might even get to race in the elusive black Lamborghini.



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Battle Arena Toshinden

by sony computer entertainment
available september

Sony's first entry in the head-to-head fighting-game sweepstakes for the advanced systems is another polygon cruncher.

One or two players choose from eight fighters, ranging from the beautiful whip-toting Sofia to the young samurai Eiji. Each fighter has an ultimate death move and displays an impressive array of martial arts moves, combos, and signature moves. In addition, every fighter carries a unique weapon - and sometimes one in each hand.

Stirling visuals include a fast-zooming camera that whisks you through a massive texture-mapped 3D landscape. The large characters move quickly and with virtually no slowdown.

Although it isn't quite as good as Tekken or some of the other new fighting games on the block, Battle Arena Toshinden is a great game.



Mortal Kombat 3

by sony computer entertainment
available fall '95

When Mortal Kombat 3 hits all the game platforms this fall, the version to watch will be the one released for the PlayStation.

Based on (what else?) its namesake arcade game, MK 3 will feature nearly pixel-perfect gameplay. The seven new warriors have special moves, finishing moves, Animateilities, Friendship moves, Babababbs, and more. In addition, the game includes special Kombat Kodes and an encryption system that hides special secret powers. Plus, a Run button ramps the gameplay to faster, more intense levels.



"based on its namesake arcade game, mk 3 will feature nearly pixel-perfect gameplay"

The PlayStation's processing power has the ability to give gamers the most authentic port of Mortal Kombat to any home system to date. Finish 'em!



Psychic Detective

by electronic arts

playstation and tito available fall '95

This graphic adventure is an unusual whodunit with a mind-blowing twist. As the psychic detective, you piece together solutions to mysteries by revisiting the scene of the crime... through the eyes of your suspect.

Psychic Detective's first-person perspective and interactive gameplay are realistically presented with live actors in full-motion video as you interrogate murder suspects and ferret out clues at each crime scene. Special effects illustrate the strange psychic happenings.



also available for 3do

Air Combat

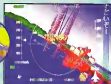
by namco

available september

Based on another of Namco's arcade classics, this hit jet-combat simulator is set to soar as one of the first games for the PlayStation. The first-person-perspective flying includes 17 missions and a new story line. Air and sea battles, ground and air targets, and the cockpit controls feature 3D graphics. You can choose from more than a dozen planes.



"the first-person-perspective flying includes 17 missions and a new story line"



Cyber Sled

by namco

playstation available october

saturn availability date not yet announced

Cyber Sled's PlayStation arcade consists of six individually piloted sci-fi tanks that hunt each other across weirdly colored geometric landscapes.

In each of four selectable mazes, you steer from a first-person cockpit view or a behind-the-sled perspective, using your basic arsenal of lasers, shields, homing missiles, and more.

Two-player split-screen mode should be a riot of fast and frenzied fighting as you pursue each other.



also available for saturn

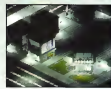
Syndicate Wars

by bullfrog productions

available winter '95

In the year 2096, Mind Chips - small microchips that control people - are the latest breakthrough. In Syndicate Wars, you control a group of mind-altered agents armed with an array of cybernetic enhancements and futuristic weaponry.

Syndicate's two-player action takes place in real time and mixes strategy and action/adventure. You'll explore some 50 cities, gather weapons and special items, and race for control of the New World.



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CARD TODAY!**

Jumping Flash!

by sony computer entertainment
available october

What's up, doc? You're up — way up — in a huge mechanical rabbit. Your long-eared mech is actually a mean battle machine in which you take on a weird world full of bizarre adversaries.

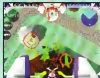
Playing from a first-person perspective you bounce your strange rabbit mech onto elevated platforms scattered across colorful 3D landscapes. With every leap you'll fly hun-

dreds of feet into the air and then watch the ground come rushing toward you as you land.

You also get breathtaking skyward views as you scan the air above for enemy action. Keep your eyes open for strange foes such as bombardier ducks and missile-huffing giraffes. On some levels, you'll even have to do some fancy Doom-style maze work.



"with every leap you'll fly hundreds of feet into the air and then watch the ground come rushing toward you"



The Raiden Project

by sony computer entertainment
available september

Old shooters never die, they just fly onto new platforms. The Raiden Project relaunches two great arcade shoot-em-ups — Raiden and Raiden II — for serious blast-from-the-past air-combat thrills.

You command a quick and deadly jet aircraft in a one-person war against unknown aggressors. The overhead-view action is set in an oblong, rectangular window, just like in the arcade versions.

As you move over the terrain (toward the top of the screen), enemy gun emplacements and tanks pop into view and interceptor aircraft zoom down toward you. The hail of shots looks over-

whelming, but you'll be able to return fire in magazines by grabbing differently colored, floating power-up crystals to create major firepower. Raiden's a project for thumb-action pilots everywhere.



Darkstalkers

by capcom
available november

Based on the popular arcade game, *Darkstalkers* pits players in head-to-head combat against legendary beasts of fantasy. The ten combatants include a vampire, a samurai ghost, a Canadian sasquatch, and a Scottish demon.

The one- or two-player action is the standard two-out-of-three-round fighting-game setup. Each wicked warrior possesses an army of special

moves, but this version also adds freshness to the fighting action with new features like midair blocking, special moves that you can charge during battle, and an all-new combo system. A success meter gauges just how good you are.



X-Men: Children of the Atom

by acclaim entertainment
playstation and saturn available first quarter '96

X-Men: Children of the Atom sets the fighting-game stage with ten comic-book stars, including four X-Men (Wolverine, Cyclops, Psylocke, and Storm) and their foes (Omega Red, Spiral, Silver Samurai, Sentinel, Ice Man, and Colossus).

This arcade port borrows liberally from its comic book and animated television series brethren. As well as featuring

animation based on both sources, *X-Men* includes digitized voiceovers by actors from the animated series. The two-player action offers standard features and special moves. Auto-blocking and other features make *X-Men* an equal-opportunity fighting game for players of varying abilities.



also available for saturn, playstation screens may vary

Fox Hunt

by capcom
playstation and saturn available november

Fox Hunt, a major change of pace for Capcom, is a humorous interactive-movie game that spoofs James Bond spy thrillers. The story line revolves around a spy-thriller adventure starring Timothy Bottoms and George Lazenby.

As the game's hero, you must make real-time decisions and choose between multiple gameplay paths as you gather

clues to solve the plot. To rev the action, *Fox Hunt* adds more than 20 fight and action sequences where you battle the villains. The gameplay includes skydiving, shooting, chase scenes, and skiing. And yes, these screens are from the game, which incorporates more than three hours of movie footage.



also available for saturn

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Unlike some other games
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they're served well done
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NBA Jam Tournament Edition

by acclaim entertainment
playstation and saturn available fall '95

Built for speed, the next-generation systems are perfect for coin-up translations like NBA Jam TE.

Jam's two-on-two arcade-style hoops action is fast paced and realistic. These versions will include picture-perfect replicas of the arcade graphics, complete with scaling and digitized pics of all 120 NBA superstars in the updated roster.

also available for saturn

Watch for new hidden characters and a playable rookie team called the "Hot Spots." Additional power-ups and outrageous special moves should further enhance the gameplay.

These are likely to be the best home versions of this arcade hit to date.



Mortal Kombat II

by acclaim entertainment
playstation and saturn available fall '95

Get ready to finish 'em as one of the top head-to-head fighting games of all time makes a fall debut for the PlayStation and Saturn.

The action will include all 14 arcade characters, plus Baraka, Kitana, Reptile, and other combatants. Expect the standard fighting gameplay to be enhanced by Friendship moves, Babelfishes, finishing

moves, combos, and hidden characters. Acclaim also promises these discs will feature additional animation frames as well as enhanced graphics and sounds.

Which version is better — MK II or MK 3? Play 'em head-to-head on the PlayStation and decide for yourself!



also available for saturn; saturn and playstation screens may vary

Primal Rage

by time Warner interactive
all systems available november

In the PlayStation and Saturn translations of Rage, look for outrageous two-player head-to-head fighting action with all seven original dino fighters from the arcade (Sauron, Diablo, Armadon, Talon, Vertigo, Blizzard, and Chaos).

Games for both systems should include all the arcade's popular moves, combos, and finishing sequences — including

Chaos's intrepid use of his body functions. The graphics will closely duplicate the arcade version's, using the same stop-motion animation technique to create 3D characters that move realistically.

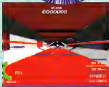


also available for saturn, sega cd, and 3ds

Starblade Alpha

by namco
available january '96

Namco's rolling out all its classic arcade hits for the PlayStation. *Starblade Alpha*, currently a hit in Japan, will feature the same first-person, fixed-path, space shoot-'em-up gameplay as the arcade, Sega CD, and 3DO versions of the game. The graphics look similar to *Star Wars* and other 3D polygon-based shooters. The "Alpha" reference in the title manifests as two extra missions and CD-jacked sound.



Shock Wave

by electronic arts
available fall '95

When extraterrestrials attack Earth, you're one of the planet's last hopes. As pilot of an F-177 space fighter, your job is to gun down aliens across the planet.

All the locations were created using aerial photos and geographical data, so expect to do battle over the photorealistic scenery of such areas as Egypt and the Congo. The gameplay is interspersed with beautifully cut video clips. As a bonus, you get Operation Jumpgate. In this version, which adds five extra missions,



Razorwing

by n-space
available december

Razorwing is a campaign-based action/adventure game featuring first-person alien-busting in an antigravity tank. The play modes include Instant Action, which is fast-paced arena combat, and Campaign Play, a series of missions. Players choose from four armored hover tanks as they cross realistic 3D terrains in four worlds. The sci-fi action happens in real time.



"players choose from four armored hover tanks as they cross realistic 3d terrains in four worlds"



Spot Goes to Hollywood

by virgin interactive entertainment
playstation and saturn available fourth quarter '95

Cool Spot returns in an effervescent action/adventure platform game set in Tinseltown. When Spot gets sucked into a reel of movie film, anything can - and does - happen.

Spot tees through more than 40 levels, taking down Tinseltown's toughest and solving puzzles. The settings include gags on such classic films as *Murphy on the Bounty*, *Aliens*, *Star Wars*, *Dracula*, and *Frankenstein*. Expect each level to include multiple gameplay paths, secret passages, and bonus areas.



also available for saturn

Road Rash

by electronic arts
available november

Video gaming's premier motorcycle racer tears onto the PlayStation with all the features that made it a classic. Careen through Northern California across five photorealistic, texture-mapped tracks (the City, the Sierras, the Peninsula, Napa Valley, and the Pacific Coast Highway). Anything goes, including whaling on your opponents with fists, chains, clubs, and other weapons.

In addition to the beautifully detailed courses, the game kicks into high gear with live-action video sequences, hard-driving music from six A&M bands like Soundgarden, and two full-length music videos from Paw and Swedenriver.



Twisted Metal

by sony imagesoft
available october/november

In demolition-derby action with a futuristic bent, this two-player game straps you into the driver's seat of a low-tech vehicle armed with a deadly arsenal of high-tech weapons. The 12 machines range from ice cream trucks and police cars to motorcycles and tows. The weaponry, however, is heavy duty — you're armed and dangerous with missile launchers, machine

guns, and flame throwers.

You can use four views to scream through five 3D worlds and blow up opposing vehicles before they destroy you. A boss vehicle awaits you in the final round. The PlayStation Combat Cable will enable two players to twist some metal head to head.



Destruction Derby

by polygram
available december

Combine stock-car racing with a demolition derby, and you get Destruction Derby. In this multi-player game (using the multi-player link), recklessness pays.

With the crowd baying for blood, the racing is dangerous, demented, and destructive. There are no rules, no limits, and no stopping as you drive your competitors into the ground. The graphical details include exploding details,

sparks and smoke, and ultrarealistic dents and smashes. High-octane mayhem never looked so good.



The Journeyman Project: Director's Cut

by sanctuary woods
playstation available winter '95
saturn availability not yet announced

As Agent 5 of the Temporal Protectorate, you travel through time in this one-player sci-fi game to explore six photorealistic worlds. You'll visit a prehistoric security station, an underground military complex, and a Martian mining colony.

The game incorporates strategy and puzzle elements with live-action video sequences and 3D virtual-reality gameplay. Journeyman Project includes both fly-through and walk-through action.

also available for saturn



Ripper

by tone 2
available first quarter '96

It's far in the future and a serial killer is roaming the streets of New York evincing the minds of his victims.

In this one-player, intensive graphic adventure, you pursue the madman's trail through cyberspace, police headquarters, and even the mind of one of the Ripper's victims.

Solving the case means completing a variety of action-oriented puzzles and surviving arcade-style combat to reach one of four endings. The full-motion video for the game stars Karen Allen.



Alien Trilogy

by acclaim entertainment
playstation and saturn
available winter '95

As Ripley, you navigate through 18 grueling levels of first-person run-n-gun action.

The Doom-style gameplay combines the plots of the three Alien movies. You explore mazelike areas armed with an automapper, special weapons, and other tools that help you survive encounters with face huggers, chest bursters, and the rest of the aliens.



"alien trilogy combines the plots of the three alien movies"

Steel Harbinger

by mindscope
playstation available june '96
saturn available winter '96

It's hundreds of years in the future and strange objects are falling from the sky, sending forth metallic tendrils that invade organic matter. Only one part-human, part-alien girl can save the world in this unusual shooter. Steel Harbinger features a 1/4-overhead view, 3D graphics, and a 360-degree perspective. The half-human, half-alien heroine walks the landscape and destroys alien invaders with weaponry that fires straight from her body.



also available for saturn

also available for saturn

Krazy Ivan

by psygnosis

available fourth quarter '95

It's 2085, and you're Krazy Ivan, a Russian soldier in a 40-foot-tall, 50-ton mech warrior. A group of Russian scientists has momentarily lowered the force fields of the alien invaders, and you're off on a suicide mission to wipe them out and recapture occupied territory.

In this two-player game, the view of the five battle zones is first person from within the

mech as you eradicate the aliens, rescue human survivors, upgrade weapons, and explore the texture-mapped 3D environment. Especially fluid movement and realistic graphics make this one of the most exciting mech games to date.

**KRAZY
IVAN** ★



Doom

by wilhelm entertainment

playstation available october '95

saturn available fourth quarter '95

ultra 64 available spring '96

In case anyone still needs a description of this phenomenally popular one-player game, you're a Marine on a crusade against evil. The 3D action is run-and-gun across more than 20 mazelike levels of hell. From a

first-person perspective, you blow away demons, monsters, and bosses with an arsenal of weaponry that you collect. The survival-of-the-fittest madness makes Doom

one of the most addictive games of all time.

also available for saturn and ultra 64, playstation access may vary



Ballblazer X

by luxarts

available spring '96

Sports competition goes futuristic in Ballblazer X, an incredibly fast multiplayer game that requires nerves of steel and, well, balls.

The International Ballblazer Championship of the year 3097 takes place on an artificial asteroid. Competitors from around the galaxy vie for the title of Masterblazer.

From a first-person perspective, each contestant pilots a

roundball, a sci-fi variant on the Hovercraft. The goal of each tournament differs, but superior piloting skills and a cast-iron stomach are always required.



Frank Thomas "Big Hurt" Baseball

by sionix entertainment
playstation and saturn available fall '95

"Big Hurt" Baseball is being crafted with help from Frank Thomas and Accclaim's new motion-capture technology (shown in the oval inset).

The seven gameplay modes include Regular Season, Playoffs, and Home Run Derby.

The game fields 700 MLBPA stars with up-to-date stats.

also available for saturn



PowerSports Soccer

by pygnosis
available winter '95

It's still early in the game for Pygnosis' first soccer simulation, but PowerSports Soccer emphasizes beautiful animations and tight controls. You can expect this disc to combine coaching and management game strategy with arcade-style on field action.



PGA Tour Golf

by electronic arts
playstation and saturn available fall '95

This part of the popular PC game includes Snoka, Slins, Match, and Tournament play. You get course fly-bys, multiple views of each shot, and a ball cam. The game's digitized graphics depict such PGA pros as Craig Stadler and Fuzzy Zoeller. Up to four golfers can tee off to play on rendered 3D courses.

also available for saturn



Goal Storm

by korami
playstation available winter '95
saturn available spring '96

Currently available in Japan, this game is part of Korami's new all-pro sports lineup. This entry in the soccer sweepstakes has polygon-style characters and action that includes standard soccer-style play with multiple teams.

The innovative graphics, unusual camera angles, and viewing perspectives bring something new to the genre.

also available for saturn



FIFA Soccer '96

by electronic arts
playstation and saturn available fall '95

EA hit it big last year with FIFA for the 3DD. Soccer '96 has many of the same features: a variety of camera angles, international league play with 300 accurately rated international teams, and 15 min-

utes of live soccer action in full-motion video. Improvements on the original game include new player animations and enhanced sound effects. Two players can jam on the PlayStation, but six can kick off on the Saturn.

also available for saturn



Kileak the DNA Imperative

by sony computer entertainment
available september

This one-player, Doom-style dungeon blaster seeks to get seriously down with 3D first-person graphics and deadly gameplay.

In fact, Kileak's truly deep. You'll bust into an underground fortress and keep heading down — straight down! You'll have to find your way through insurmountable mazes filled with well-armed mechanical horrors. A limited energy supply will keep you moving.

Kileak's out for blood.



ReBoot

by electronic arts
available first quarter '96

Based on the popular Saturday-morning cartoon, ReBoot takes players to MatrixFrame, a city in a magical electronic world.

A strange plague called The Game is engulfing areas of MatrixFrame. So the sprites inside are transforming into game characters and competing with The User.

The one-player action ranges from jet flying to one-on-one b-ball action. Stunningly realistic computer-generated 3D graphics mimic the show's look.



Team 47-GoMan

by 47 tek
available november

One of the PlayStation's most innovative games comes from a new company called 47 Tek. Team 47-GoMan puts you inside building-sized mechs to vanquish huge alien monsters.

You can play GoMan as an action/shooter, a head-to-head fighter, or a strategy game in settings like Tokyo, New York, and Hawaii.

Amazingly fluid movements, detailed creatures, and thoughtful gameplay add up to a potential PlayStation powerhouse.



Agile Warrior: F-11X

by virgin interactive entertainment
available fourth quarter '95

Climb into the F-11X's cockpit and prepare for ten missions of flight-sim shooting action. As a pilot in a covert squadron, you'll engage in international combat as you unravel a massive conspiracy.

Armed with cluster bombs, napalm, and missiles, your sorties will include air and ground assaults, dogfights, surgical strikes, and a nuclear standoff.

Live-action video and 3D texture-mapped graphics blend with 2D minutes of cutscenes to create an eye-catching look and game.



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IBM

Sentient

by *prognosis*
available february '96

This combination of adventure, strategy, and role playing presents a different challenge for many console gamers.

Disaster has struck a mining colony in outer space, and your job is to make the decisions that will save it.

Here's the unique part: In *Sentient*, gaming happens in real time. While your character is doing one thing, other characters are doing things in various areas of the colony.

As the game develops, you're drawn into an intriguing whodunit plot at a pace that's beyond your control.



CyberSpeed

by *mindscape*
playstation available november
saturn available summer '96

Like other game developers, *Mindscape* is turning toward high-tech racing for the PlayStation and Saturn.

Maximum velocity is what you'll strive to achieve as your fire-out vehicle flashes along rails of light in this 3D sci-fi racer. Your competitors will try to force you into early retirement with demolition-derby-style combat.



"your far-out vehicle
flashes along rails
of light in this
3d sci-fi racer"



also available for saturn

Johnny Mnemonic

by *very imagesoft*
availability date not yet announced

Johnny has 12 hours to download the confidential code onto the memory chips that are implanted in his brain...or he dies.

Based on this summer's flick and the short story by cyberpunk guru William Gibson, *Johnny Mnemonic* is a one-player, full-screen, interactive action/adventure game.

Full-motion video with a seamless, intuitive window interface enables players to venture from one live-action scene to another.



Parasite

by *prognosis*
available first quarter '96

Parasite is a film noir thriller with a twist.

You're just an ordinary guy until you become possessed by an alien law enforcer. While you help him solve his case and find undercover extraterrestrials, he slowly mutates your body until you don't even recognize yourself.

As you roam the streets in this one-player graphic adventure, you'll notice that the dark, fully rendered 3D graphics include some unusual special effects.



ESPN Extreme

by sony imagesoft
available september

Based on the popular show that airs on ESPN, this game pits players against treacherous outdoor courses on in-line skates, mountain bikes, skateboards, and street luges. You race in San Francisco, Lake Tahoe, Hollywood, Utah, Rome, and the South American jungles. Victories yield the much-needed cash to purchase better equipment.

You compete from a Road

Rush-style behind-the-racer perspective. Two-player split-screen action juices the intensity. Hard-driving music, commentary from ESPN announcers, and hidden bonus levels help make this game extreme entertainment.



Shredfest

by electronic arts
playstation available January '96
jdo availability date not yet announced

Shredfest is snowboarding for couch potatoes. Up to four players can compete in six levels of snowboarding events, including trick and speed competitions.

The action takes place in eight resorts modeled after

snowboard meccas from around the world. Likewise, you choose your equipment from designs used by real snowboard manufacturers like Sims and Nitro.

Pro offer gameplay tips on the various events, and licensed rock tunes and videos lend atmosphere to the gameplay.



Blades of Rage

by ocean
playstation available fourth quarter '96
saturn availability date not yet announced

This helicopter flight sim is set in the near future, a tightening time when maniacal dictators and random violence prevail in the world.

You're both pilot and tactician as you fly missions for an agency that's trying to restore peace. The six custom choppers that you can choose from each have unique, experimen-

tal weapons systems.

You get a first-person view of the action during the varied day and night missions, which range from transport jobs to assassinations.

Realistic effects should make Blades of Rage an intense aerial experience.



also available for saturn

Total Eclipse

by crystal dynamics

playstation and 3do available now

The new systems are taking space shooters to the next level, making them faster and more realistic.

With warp-speed snap rolls and 3D texture-mapped terrains, tunnels, and objects, Total Eclipse is no exception. In the game, 20 rounds of thumb-crunching shooting action blasts past at blistering speeds. You'll need strategic and tacti-

cal savvy as you take on each mission with a variety of select-able weapons.

A CD-quality sound track amps the action.

also available for 3do



Creature Shock: Special Edition

by data east

playstation available fourth quarter '95
saturn available january '96

In the year 2123, massive overpopulation has forced humankind to seek new worlds to colonize.

On its way to Jupiter and Saturn, one of the exploratory ships, the *Axaxax*, breaks down. Since it's believed that an alien entity has attacked the ship, you're dispatched to

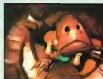
investigate.

A part of a popular PC game, Creature Shock features new game levels, improved gameplay, and gorgeous rendered 3D graphics.

also available for saturn



"new levels,
improved gameplay,
and gorgeous
rendered 3d graphics"



Descent

by interplay

all systems available fourth quarter '95

An unknown alien race has invaded the moon and now controls the outposts of the Post Terrain Mineral Corporation.

You must battle the alien invaders in more than 30 levels of high-speed, arcade-style shooting action. This game's AI was designed to enable the enemies to learn strategies and adjust to your skill level. Every passageway hides power-ups.

The 3D graphics rotate a full 360 degrees for a deviously first-person view in both the one-player tournament and two-player head-to-head modes.

also available for saturn and 3do



VALORA VALLEY GOLF™

LEADERS

P No #	HOLE PAR	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
		5	5	5	5	4	4	4	4	3	3	3	3	3	3	3	3	3	3
Lee		1	2	3	4	4	4	5											
MacDonald		5	1	0	0	2	3	3	3	3	4	4							
Takahashi		1	1	1	1	1	2	2	3	3	4	4							
Levy		1	2	3	3	2													
YOU		4	4	4	1	4	3	3	3	1	3	2	3	3	4	4	2	4	3
Schwartz		2	2	2	2	2	2												
Robinson		0	0	0	0	1	2	2	2										
Turner		1	2																
Wilson		0	0	1	1	2													
Jenkins		0	0	0	0	1	2												

Your name on the leaderboard. You have thought about it and dreamed about it. Stop dreaming. This game puts you there. And it puts you there with putts that physics cannot explain, and drives that put a real hurt on the competition, not to mention the ball.

Valora Valley Golf...where the impossible is just another win.

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Discworld

by **psynoids**
available fall '95

Monty Python star Eric Idle gives voice to some of the personalities in this wacky on-player graphic adventure.

Based on the best-selling Discworld novels by Terry Pratchett, the game's story line is a farcical comedy tale that includes dragons, wizards, trolls, and dwarves. You encounter the above creatures in a series of strange and weird scenarios that'll make you

think and tickle your funny bone at the same time. In addition to Idle, Doctor Who's Jan Pertwee and Black Adder's Tony Robinson provide voices for the bizarre characters. The more off the wall you can think, the better you'll do in this crazy game.



Revolution X

by **acclaim entertainment**
playstation and saturn available winter '95

Revolution X is making the trip from the arcades to the PlayStation. In this action game, you must destroy the New Order Nation. During the five levels of nonstop shoot-em-up action, you travel from California to

England, armed only with exploding compact discs. The gameplay is non-linear - you decide where to go next. In the arcades, Revolution X is probably best known for its intense pics and music of the rock group Aerosmith.



"rev x includes intense pics and music of the rock group aerosmith"

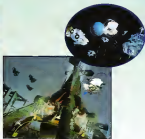


The Hive

by **atmark interactive**
available october

If you dig zapping insectoid monsters, you won't mind being bugged by The Hive. A docile mutant strain of insects has produced galaxy-destroying "honey," and an evil crime syndicate is selling the stuff. In this action/adventure shooter your mission is galactic pest control: Gun down the bad guys and eliminate the Hivesects. The Hive's 360-degree gameplay environment offers a variety of

bug-hunting challenges including dogfights in outer space, sabotaging the Hive, and waging run-n-gun battles.



Slayer

by iso
available october

SSI's *Slayer* is one of the first ARBD games for the PlayStation. Prepare for intense one-player maze exploration when you enter a dark, sinister dungeon. A randomized dungeon generator changes the adventure each time you play, altering mazes, monsters, and puzzles for endless possibilities.

playstation screens may vary



Hi-Octane

by electronic arts
available october

On the bleak streets of the 21st century, you're in the bloody business of unsanctioned hovercar racing. Your 200-mph vehicle is armed to its grill, but five other cars are also prepped for high-octane racing thrills.



"your 200-mph hovercar is armed to its grill"



MagZone

by trihawk interactive
available december

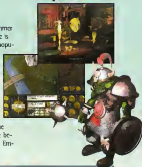
You could have a Mag-ball with *MagZone*. You'll race magnetic cars in zero gravity at speeds up to 600 mph inside vast three-dimensional shapes. Pitted against *MagCar* racers from all over the solar system, you must grab control of a magnetic geodesic ball and fire it into an opposing team's goal.



Warhammer Fantasy Battles

by windscape
available november

The first of the *Warhammer* licensed games, this disc is set in a fantasy world populated by humans, dwarves, elves, and other like creatures. As a human mercenary commander, you take on missions that will generate funds for your group and improve your resources. Your ultimate goal is the restoration of the battle between the forces of the Empire and Chaos.



Split Realities

by pic
playstation and saturn
available fourth quarter '95

As Solo Axelrod, you're the only person who can slip between the worlds of undetectable noise and cold, harsh technology.

In this one-player role-play-

ing game, you must use advanced fighting skills, ingenuity, and magic to defeat an evil force that's working overtime to destroy both worlds.



also available for saturn

BlockOut

by american techmate
available october

A popular arcade puzzle game, BlockOut is best described as a 3D version of Tetris. Geometric shapes cascade into a well. You eliminate the shapes by rotating them to create combinations. If you can't match the objects quickly enough, the well fills up and you lose.

Puzzle games don't have fancy graphics and sounds, but these enthralling games round out any game system's lineup.

BlockOut is a classic game that's a good addition to the PlayStation library.



"blockout is best described as a 3d version of tetris"



Zoop

by viacom new media
playstation and saturn available october

Zoop may be the most addictive and original puzzle game since the release of Tetris. The concept is simple: Defend the center of the screen from rows of shapes that simultaneously approach from four directions.

You defend yourself by shooting at the shapes from your color-shifting triangle in the center. Touching the approaching shapes will either

change your color or eliminate the shape.

Zoop's gameplay is simple and absorbing. As you advance through each of the ten levels, the onrushing quickers and the backgrounds grow more complicated.



also available for saturn

3D Lemmings

by polygram
available october

Those idiotic little rodents bent on marching to their destruction are doing it one more time. The most ambitious Lemmings game to date, 3D Lemmings gives the gameplay a 90-degree, 3D twist for a first-person-or, first-Lemming view of the action.

Other enhancements include 20 trailer levels, ten sections (100 levels in all), nine Lemming skills, fully rendered

"Lemmings fast requests" screens, and amusing new sounds.

If you loved Lemmings before, this one will have you queuing up in no time at all.



The 11th Hour: The Sequel to The 7th Guest

by virgin interactive entertainment
playstation and saturn available november
3ds available october

The chills from the popular PC title *The 7th Guest* continue in this sequel as you play Carl Denning, an investigative reporter.

In this graphic adventure, Denning's partner, Robin, disappears and you must search the sinister Stauf Mansion for clues. The game promises horrifying surprises, puzzles, and first-person, live-action 3D graphics like the original.



also available for saturn and 3ds

Cyberia

by interplay
all systems available fourth quarter '95

This PC portover is set in a future where global terrorists rule. A doomsday device is discovered, and you must play through 11 action/arcade levels with complicated puzzles to dismantle it. *Cyberia*'s action blends near-photorealistic images with full-motion video and a musical score by Thomas Dolby.



also available for 3ds and saturn

Batman Forever

by acclaim entertainment
playstation and saturn available winter '95

Acclaim worked closely with the production crew of the film *Batman Forever* to create this game. Using a new animation process, Acclaim's game makers captured realistic images of the film's actors.

In eight levels with more than 60 stages, one or two players cooperatively battle Two-Face and the Riddler as Batman and Robin. The action/adventure-style play features computer-rendered backgrounds derived from the film.



also available for saturn; playstation screens may vary

Casper

by interplay
all systems available fourth quarter '95

Based on this summer's flick, this game puts Casper and his uncles in the middle of puzzle, action, and strategy gameplay.

Casper wants to become a real human being, so you guide him as he explores Whipstaff Manor in search of missing pieces of the Lazarus Machine. To complete your search, you'll have to find secret objects and solve more than 30 complex puzzles. Casper can morph, fly through walls, and more. 3D animation illustrates the spooky game.



also available for 3ds and saturn

3-Decathlon

by virgin
available november

Decathlons are exciting athletic contests, but pump them up with rendered 3D graphics and digitized sound, and you have a shot at a gold-medal game.

The ten Olympic-scored events include 100-, 400-, and 1500-meter races, long jump, shot put, high jump, hurdles, discus,

pole vault, and javelin. Control a male or female athlete competing against 18 countries.

"the ten olympic-scored events include 100-, 400-, and 1500-meter races"

Multiple camera angles, instant replays, eight-player games, and even animated medal ceremonies round out the arcade-style action.



Criticom

by vic isak
playstation available december
saturn available february '96

Another entry in the two-player head-to-head fighting-game sweepstakes, Criticom has a lineup of eight warriors to choose from.

Drawn from a technologically superior race of beings known as the Chosen Ones, each warrior is from one of two clans. In standard fighting gameplay, the characters spar

from their own home-base arenas and battle to the death with an army of more than 80 fighting moves. As the player advances, the character evolves and develops further. Gorgeous cinematics tell each character's story.



Silverload

by vic isak
available december

In the Old West, deep in the desert, sits a town called Silverload. When disaster strikes the town, some speak of a curse. Some townspeople even believe werewolves and other monsters haunt a local mine.

You're a bounty hunter hired by settlers to find their kidnapped son. In this one-player, graphic role-playing adventure, you must unravel the

town's secrets, including investigating the mysterious preacher, finding the missing boy, and destroying the monsters lurking in Silverload. This game is a direct port of the PC version.



playstation screens may vary

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PlayStation



HAVE A NICE MISSION.

Lone Soldier

by trilator
available fall '95

Telstar's new company out to make a name for itself on the PlayStation and PC. Lone Soldier features a rendered Rambo-type character in an action/adventure shootathon.

You'll set off fireworks from above and behind as the heavily armed hero attacks evil forces in a jungle, Middle Eastern city, and alien settlement. No wonder he's alone.



G Police

by gogynels
available first quarter '96

In this futuristic cop game, you pilot a gyrocopter through a sci-fi city à la Blade Runner. Your job: Track down the criminals at large and stop them. The 3D graphics in this mission-based strategy shoot-em-up are stomach churning.



"the 3d graphics in this strategy shoot-em-up are stomach churning"

A-Train

by mison
available winter '95

You run a railroad in this strategy simulation game from the makers of SimCity and SimEarth. Success requires a combination of city building and railroad management, including logistics like where to lay tracks, how to schedule more than 40 freight and passenger trains, and understanding financial management to keep your business solvent!



Hyper 3D Pinball

by virgin
playstation and saturn
available first quarter '96

Hyper 3D is realistic pinball action in a rendered 3D environment. Features include six tables, realistic controls and ball movement, top-down or 3/4-overhead view perspectives, jet bumpers, jackpots, special ramps, combination bonuses, a super spinner, hidden areas, video modes, and multiball options.

also available for saturn



Alien Virus

by vic tokat
available october

When you land on Station Zeus, it's deserted. In this one-player action/strategy game, you must explore the station and solve the mystery of the missing crew.

From a first-person perspective you select commands from

a menu bar to ferret out items and uncover clues to discover the fate of the crew. If you don't resolve the mystery in time, unspeakable terror will find you.



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AS SONY AND SEGA PUSH ADVANCED 32-BIT GAMEPLAY, NINTENDO IS QUIETLY PREPARING TO STEAL THE SHOW...IT HOPES.

BY THE WHIZZ



Killer Instinct

So far Nintendo is playing the same 64-bit tune it's played all along: The Nintendo Ultra 64 (NUS64) will be a cartridge-based unit, and it's slated to make its debut in April '96. The price tag has been quoted at a tantalizing \$249, dipping to \$200 in some reports.

History, No Mystery

The NUS64 background is fairly common knowledge by now. Nintendo teamed up with Silicon Graphics Inc. (SGI), which produces a stellar line of graphics supercomputers, endowing the Ultra 64 with power-packed graphics potential.

At the Winter Consumer Electronics Show in January of this year, SGI reported that the Ultra 64 hardware was complete, and at that time, Nintendo predicted a fall '95 release date. In May, just prior to the Electronic Entertainment Expo where the Sony PlayStation and the Sega Saturn made their U.S. debuts, Nin-



The Nintendo Ultra 64 is coming...in April 1996.

tendo designated November for the debut of the NUS64 in Japan and April 1996 for the American release.

Workstation Meets Game Machine

Although details remain sketchy, the NUS64's SGI pedigree makes it hard not to believe this unit is a potential gameplaying monster. The SGI-designed system is built around a 64-bit MIPS R4200 chip and an SGI 64-bit

Reality Immersion processor. It's basically a scaled-down version of SGI's Reality Engine graphics computers. In fact, Nintendo uses SGI graphics workstations as its development systems.

the NUS64, Williams Entertainment will bring Doom into Nintendo's fold. Nintendo itself is on record with two Ultra no-brainers, Crush! USA and Killer Instinct, games already in the arcades.

32 or 64?

The question every high-end-system shopper should be asking themselves now is: How do 32-bit systems match up to a 64-bit system? Unfortunately, that question must remain unanswered until gamers actually get some hands-on NUS64 action. Just the same, any attempts to map out the future landscape of video gaming are in vain without the Ultra 64. **E**

The Dream Team

Of course, it takes time to learn to create a good game for a new system, which is basically the reason for the NUS64's 1996 due date. To help speed up game production, Nintendo created a "Dream Team" of software publishers and — like all all-star clubs — some of your favorite players didn't make the cut. Here's who did:

Acclaim is working on a game based on the comic Tarok: The Dinosaur Hunter. GameTek has a sci-fi vehicle-combat cart based on the Robotech animated features. Mindscape is making monsters for Monster Dunk basketball. Sierra On-Line will re-create its World War I flight sim, Red Baron. Specular Holobyte will fly its PC flight sim Top Gun on



Top Gun



Tarok: The Dinosaur Hunter

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Killer Instinct

by nintendo
available spring '96

One of Nintendo's first titles for the Ultra 64 will be *Killer Instinct*, the two-player head-to-head fighting game that's been a huge hit in the arcades and on the SNES.

Killer's most notable for its beautiful texture-mapped, rendered fighters programmed by Rare, the same folks that did *Donkey Kong Country*. Spectacular background graphics are the icing on the cake.

In terms of play mechanics, *Killer Instinct* should be absolutely identical to the coin-op game. Look for all ten fighters, special moves, air attacks, release moves, Shadow moves, Fearful and Danger moves, and monster combos with up to 46 hits.



Robotech

by gamesky
available summer '96

It's 1999. Civil war has ravaged the planet, and Earth as we know it is no more. A derelict alien spaceship crashes in the South Pacific, and people from every country band together to restore it.

When the aliens come to retrieve their missing property,

you man the restored alien spacecraft, prepared for a deadly battle.

"you man the restored alien spacecraft, prepared for a deadly battle"

Then the spacecraft accidentally warps across the solar system. You're in command, so you pilot the craft back to Earth. It's too early for more details, but look at the awesome graphics.



Cruis'n USA

by nintendo/williams
available spring '96

This fender-banging part of the coin-op game leads road racers across country in a multi-car rally.

Drivers select from a snazzy stable of high-priced horse-power like Stingrays and Ferraris. The cars pack plenty of punch in either Cruise-D-Matic or Manual 4-Speed Power-shift. Drivers choose a behind-the-car or behind-the-wheel perspective.

Key displays like the speedometer and radar are tucked into a corner to provide a clear view of the scenic courses. The forward-scrolling action drops you right on the roadway for a dizzying view of the 360-degree racing action.



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DOOM

by id software
 ultra 64 available spring '96
 saturn available fourth quarter '95
 playstation available october



The NUG4 needs a stable of solid software to play catch-up with the other new platforms. Doom, the now-classic, first-person shoot-em-up, is a must.

As a marine trapped in hell, you battle hell's many evil denizens in maze-exploration run-n-gun action based on the hit PC game. To survive, you must search Doom's corridors for power-ups, various weapons, and - of course - the way out! This could be the best Doom version ever!



also available for saturn and playstation, ultra 64 version may vary

Top Gun

by spectrum technology
 available spring '96

Top Gun takes off midway through the plot of the movie of the same name. In the Tom Cruise role, you must complete Fighter Weapons School, compete for the Top Gun trophy, and finish 40 combat missions in Cuba, Korea, and Libya.

The game includes a cast of more than 20 characters, including actor James Tolkan, who reprises his role as Honor. Based on the PC game with interactive video cut scenes and more than 4000 lines of dialogue, this game will likely combine footage from the flick with first-person flight-sim action.



Turok: Dinosaur Hunter

by acclaim
 available spring '96

Acclaim's first Ultra 64 title, Turok: Dinosaur Hunter, has a comic of the same name. At press time, Turok is still in the conceptual, storyboard stage with few details available about actual gameplay.

Acclaim plans to capture the look and feel of the comic for its premiere game. Turok will also rely heavily on the use of Acclaim's new motion-capture animation process, which will work in tandem with the Ultra 64's processing power to create many of the game's visuals.





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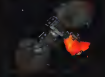
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3DO

SOMETHING OLD, SOMETHING NEW

3DO's technology is two years old, but an upgrade's on the way.

By The Editors

If you're just now getting into all the flash and glitz of CD-based 32-bit game systems, remember that all the noble started in 1993 when 3DO's Panasonic Multiplayer hit the scene. The current "next-generation" was feature Sony and Sega, two megabuck companies, bringing 3DO (and each other) after having had two-plus years to build "better mousetraps."

First 32-Bit

The 3DO game system is powered by an ARM60 32-bit RISC CPU with a separate 32-bit graphics processor. Three megabytes of RAM and a double-speed CD drive help propel the action.

Other features include AV (stereo audio) and Super VHS output. You can also daisy-chain controllers, which eliminates the need for a separate multiplayer adapter.

3DO's Advantages

Because the 3DO's been around longer, some buying guidelines are fairly clear. One of its strong points from a consumer's per-



A 3DO FZ-10 may be a bargain, but be sure it has the games you want to play.

spective is the shopping choices. Panasonic and Goldstar make 3DO systems in the U.S. (Sony makes a 3DO system available only in Japan.) Panasonic has two models: the original FZ-1 and its replacement, the FZ-10. Goldstar calls its 3DO system the Goldstar Interactive Multiplayer.

The newer FZ-10 has just a few noticeable differences

from the other units. The Panasonic FZ-1 and the Goldstar have motorized CD-access drawers. The FZ-10 has a simpler-to-use flip-up cover, which also contributes to its much more compact and streamlined look. Additionally, the FZ-10 has an improved memory-management system that makes it easier to save games in progress.

More 3DO Advantages

Another 3DO plus is its price point. Panasonic and Goldstar's \$299 deal is similar to the Sony PlayStation's; however, the 3DO systems include one controller and bundled games, whereas the PlayStation doesn't come with any games. Panasonic's pack-in CD is Gex, an



The Goldstar Interactive Multiplayer

excellent action/adventure game by Crystal Dynamics. The Goldstar features two games by Electronic Arts: Shock Wave, a top-notch shooter, and FIFA International Soccer, the leading soccer sim.

You might also score a good deal if you watch the ads for electronic hardware stores. One California retail outlet had Panasonic 3DOs going for \$199 sans the pack-in game.

Players eager to go gang-bang on games might find their favorites in the 3DO's large game library. It currently stands at 190 titles with more on the way come Christmas.

M2 Out There

Finally, if you go for a 3DO system, you get an upgrade path. 3DO has unveiled an upgrade technology called M2 that's poised to pump 64-bit muscle into its 32-bit systems.

On paper, M2's impressive. The technology gets its punch from ten custom processors built around a custom PowerPC 600 CPU, a 66-mhz RISC chip. Yes, that's the same PowerPC chip family that's currently the "apple" of IBM's eye.

All that silicon will propel data through a 64-bit bus with a bandwidth of 528 megabytes per second. That's fast! It also means that optimum 3DO/M2 graphics-generating performance reaches mind-boggling numbers like rendering speed of 100 million pixels per second and 1 million polygons per second.

specs reach our TV screens is up to game programmers. But what potential!

Gamers in Mind

The M2 will also sport a few nifty options for gamers. New internal nonvolatile memory will make it easier to capture and archive high scores. A trans-

Additionally, the M2 hardware is designed to make it easier for game developers to create snazzy visuals by upgrading basic 3DO hardware graphics tools - texture mapping, mip mapping, Gouraud shading, filtering, and 3D-perspective correction - to make them comparable to or better than the current 32-bit competition. Of course, how and if such top-end

portable memory-storage card will enable you to continue a game on a friend's system. And the M2 will house additional peripheral-card slots for modems and multiplayer action with several networked 3DOs.

Nice! But When?

M2 will be backward compatible with existing 3DO systems, and it will arrive in two forms. Current 3DO owners will be able to purchase a dealer-installable upgrade card, while first-timers can opt for a brand-new standalone unit. But when will M2 arrive? That's a big question, so stay tuned for announcements from Panasonic and Goldstar.

A 3DO Future?

You might find a good deal on a good game machine if you look at 3DO systems, and a 3DO with M2 could be very cool. However, the games are what you need to watch for. Look for your favorites before you leap. ☐

The FZ-1 is Panasonic's original 3DO system, but it's most likely been replaced by the FZ-10 on most store shelves.



QUARTERBACK ATTACK

WITH COACH MIKE DITKA

by digital pictures
3do and saturn
available october

Ditka's back! This time, however, it's Mike's coaching for Digital Pictures' Quarterback Attack, a full-motion-video (FMV) football game for the 3DO and Saturn that's due out in time for all you armchair QBs.

Quarterback Attack puts you behind center to take the snaps on offense. You'll command your team via a helmet-cam view for a real quarterback's perspective on the game. Don't screw up, though, because the realistic, FMV, first-person view will stick Mike Ditka right in your face.

Ditka plays the more-than-demanding coach in this game; however, you'll be totally in control of the pass-happy offense. You'll play with three eligible receivers, who you'll try to pick out of the crowd using a realistic downfield view. There are a handful of running plays, and you'll be able to scramble, but the game essentially challenges you to bomb away at the defense.

Oooh, do they hate that, too! Defensive linemen will be charging full speed ahead since you'll usually be passing. You'll learn to read opposing defenses and call audibles at the line against defensive adjustments...or get your butt kicked. Bone-jarring sacks will have you staring out of your helmet's earholes.

Just like in a real game, you won't get any hands-on defense or special-teams work as the QB. But unlike a real game, you won't have to watch the opposing offense work over your defense.

If you think you'd like to be a quarterback, you might want to get into Attack mode. Mike Ditka certainly wants you!



"don't screw up, though, because the realistic, fmv, first-person view will stick mike ditka right in your face"



also available for saturn

Daedalus Encounter

by parsonic software
available september

This interactive sci-fi adventure is a perfect port from the PC to the 3DO. The game's centerpiece is two hours of live-action video starring Tia Carrere and Christian Boucher as your ship's crew.

In this one-player game, your small scavenger ship is caught in the wreckage of another vessel, and the tangled mass is about to crash into an alien sun in the middle of an embattled galaxy. As you've guessed, you're the only one who can save the craft and her crew from a grotesque grave.

You play the game as Casey, a biomechanical probe. Working with the crew, you solve progressively more difficult puzzles, survive action sequences, and explore the ship

as you look for a solution to the problem. *Daedalus Encounter* flies at three levels of difficulty.

Move-quality production, including an original score, really ups the ante. Advanced computer graphics flesh out the action and interface well with the live-action sequences.

With its cast of stars, *Daedalus Encounter* is one of the highest-profile projects coming for the 3DO this fall.



"the game's centerpiece is two hours of live-action video starring tia carrere"



Gex

by crystal dynamics
3do available now
saturn and playstation
available winter '95

Gex isn't new for the 3DO, but it is the hottest platform-action game available for the system to date. And since it's coming for the Saturn and PlayStation later this year, *Gex* is definitely worth another peek.

Your *Gex*-colored adventure begins when you become *Gex*, a small gecko, and enter a strange television world. To escape this weird realm, you must collect remote controls and ultimately defeat Rex, the evil wasp who has entrapped you. The many levels include such strange TV lands as Graveyard World (bad horror shows), Kung Fu World, and Cartoon World. The large levels include many



ways to hidden areas and wacky end-level bosses.

Beautifully detailed animation and large sprites are complemented by the eighth-bit voice of San Francisco comedian Dana Gould, who wrote many of *Gex*'s one-liners.

This sticky-fingered lizard will probably end up with a spot next to Mono and Sonic in the video-game-character hall of fame. Either way, *Gex* is a big boost for the 3DO, and he'll do well on the other systems, too.



also available for saturn and playstation

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Panasonic
REAL
3DO INTERACTIVE MULTIPAYER™

MAXIMUM SURGE



by digital pictures
3da and steam available november

Yasmine Bleeth of *Baywatch* and Walter Koehnig, who played Chekov on *Star Trek*, for this one-player interactive action/adventure extravaganza.

Surge takes place in the 21st century. You've been hired as a mercenary to protect the Brokov Territory and stop evil Drexil (played by Koehnig) from taking over the world and populating it with androids. Your team includes a mercenary named Jo (played by Bleeth), as well as a computer hacker and a resistance commander. Using an arsenal of weapons, you battle androids and Drexil's other minions across a desert and through a power station.

The gameplay includes first-person shooting scenes, as well as interactive scenarios.



"your team includes
a mercenary,
a computer hacker,
and a resistance
commander"



also available for steam

Zhadnost: The People's Party

by studio 3do
available now

The downfall of communism has had some bizarre side effects. Take, for example, this wacky interactive game show, where you, too, can live the capitalist dream.

As a citizen of the fictitious Eastern European country Buzarnia, you compete against up to three other players or the computer for muchu cash in the most popular game show on Buzarnia's 65,000 TV channels.



To win, you solve some of the more than 2000 puzzles, including full-motion-video jigsaw puzzles and pop-culture quizzes. Strange humor happily pervades this bizarre game.



BrainDead 13

by redsoft
3do available may '96
playstation available third quarter '95
saturn available third quarter '95

From the crew that brought you Space Ace and Dragon's Lair comes another graphic adventure.

You play Lance, a computer repair guru on a quest to foil a mad doctor's plan to dominate the world. In the doctor's castle, you seek the Chamber of the Brain. But Fritz, the doctor's half-human, half-pet, seeks you, as does a host of other crazy monsters like Frankenlock and Draculette.

Brain Dead 13 boasts orchestrated digital sound and breathtaking cartoon-style animation.



also available for playstation and saturn

BladeForce

by studio 3do
available september

The run-n-gun genre soars to new heights in this one-player action and flying game.

A futuristic city has been overrun by a street gang. Cruising above the city in your Personal Hell-Pak Flight Suit through seven levels of gameplay, you must ferret out criminals and battle street thugs in this 360-degree 3D world. Each level has four areas.

BladeForce's movie-quality animation is so rapid and smooth that you may need to bring along your anti-sickness bag.



Killing Time

by studio 3do
available october

In this one-player Doom-style mazelike shoot-em-up game, you're trapped inside an island mansion. It wouldn't be so bad, except that you're trapped with a bunch of party rejects from the '20s.

A ghostly spirit needs your help unraveling a mystery that prevents the island spirits from resting in peace. Soak up weapons, a horde of the undead ramping through the mansion, and 30 killing zones make for ample run-n-gun action and fun.



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Directed by
Yoshio KAWASAKI
and
Yayoi YAMADA
CARAVAN
MULTIMEDIA GROUP


SYNERGY
INTERACTIVE

Kingdom: The Far Reaches

by interplay
available now

From the creators of *Dragon's Lair* comes *Kingdom: The Far Reaches*, a fully animated graphic adventure with a rich soundtrack.

When a magic talisman, "The Hand," is shattered into five pieces, dark magic spreads throughout the land. As the last of the Argent Kings, you must find the missing pieces and banish evil from the land.

Kingdom's nonlinear game-

play includes both puzzle and action challenges. The story line unfolds differently each time you play, depending on how you use the game's more than 30 magic spells and special items to build your power and skill.



Lost Eden

by virgin interactive entertainment
available fourth quarter '95

In *Lost Eden* you're transported to ancient Earth, where magic abounds and dinosaurs live (almost) peacefully with mankind.

With the help of Dina, a dinosaur, you defend yourself against an army of carnivorous dinosaurs by learning how to build citadels and fight off hostile attacks. This takes a combination of clever strategy and good old-fashioned fighting skills.

First released as a PC game, this eco-adventure includes realistically rendered 3D graphics, digitized voices, and an original soundtrack that blends New Age music and primitive sounds.



Alone in the Dark II

by interplay
available winter '95

A sequel to the popular PC game, *Alone in the Dark II* is another mystery thriller.

As detective Edward Cambry, you must find a kidnapped girl and rescue her from a band of gangsters. To locate the victim, you search 15 levels filled with mazes, trapdoors, passageways, and ruthless rogues.

The combination of puzzle and strategy play features more than 70 new characters

"search through 15 levels filled with mazes, trapdoors, passageways and ruthless rogues"



and is illustrated with terrifyingly realistic rendered polygon graphics.



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Tel: (917) 231-0880 Fax: (917) 231-8008

SLAM 'N JAM '95

by crystal dynamics
available now

Slam 'N Jam puts on a playoff-caliber rendition of "showtime" basketball, even though it doesn't have "NBA" in its title or a shoe endorsement. It features five-on-five hoops with an atypical behind-the-basket look.

Arcade b-ball fans will remember the down-the-court view from Run 'N Gun, the basketball coin-op game. The view enables you to close in on the ball handler on defense and nicely fill the lanes on fast breaks as you cycle through players. You'll be able to finish the breaks in spectacular fashion, too. The gameplay is fast and furious with plenty of variations on the dunk, including 360-degree spin dunks and rim-hanging stuffs. On defense you can block shots and even call double teams.

Meaty options enable you to craft the oncourt action to your tastes. You don't get actual NBA players, but you can pick from teams representing all the NBA cities (well, Oakland subs for Golden State here). There are three basic modes - Exhibition, Season, and Playoffs. Other modes enable you to make the games outrageous with such options as eliminating boundaries and making fouls nonexistent.

Slam 'N Jam '95 should tide 300 basketball junkies over until the class of '96 steps up to the line.



PLAYER	PTS	REB	AST	STL	BLK	FT	FG
10	12	5	3	1	0	10/10	10/15
11	8	2	1	0	0	8/10	8/12
12	5	3	2	0	0	5/8	5/10
13	3	1	1	0	0	3/5	3/8
14	2	0	0	0	0	2/4	2/6
15	1	0	0	0	0	1/2	1/3
16	0	0	0	0	0	0/0	0/0
17	0	0	0	0	0	0/0	0/0
18	0	0	0	0	0	0/0	0/0
19	0	0	0	0	0	0/0	0/0
20	0	0	0	0	0	0/0	0/0



"slam 'n jam puts on a playoff-caliber rendition of 'showtime' basketball, even though it doesn't have 'nba' in its title"

Flying Nightmares

by domark
available september

Flying Nightmares is a jet combat flight sim that looks like it's trying to take its name seriously. You jump in the cockpit of a Hammer Jump Jet and engage in an air-to-ground assault that's very similar to the British Falkland Islands war in Argentina. The enemy fire will be intense as you run up against 100-plus enemy aircraft and anti-aircraft defense vehicles.

Your aircraft will be rendered in texture-mapped 3D detail. Your views to the kills will include multiple cockpit perspectives as well as external looks at the aircraft and missile camera angles. Full-motion-video sequences will jazz the aerial action.

You'll even be able to fly

missions with up to three wingmen. At least you won't have to challenge this Nightmare alone.



D

by parasonic software
available october

D is an interactive tale of mystery and horror. Your father has killed himself, and you're trying to find out why. The CD uses intricately rendered 3D graphics and multiple camera angles to help guide you through a dark and mysterious mansion, the site of your father's demise. The mansion is massive, and danger lurks around every corner.

You must uncover secret passageways and find valuable items that hide the key to your quest. Some will protect you from bizarre supernatural adversaries. Be prepared to come face to face with multitudinous horrors, including enchanted suits of armor, evil apparitions, and the undead.

D creates a dread-filled, positively creepy atmosphere. But it's likely to keep mystery buffs craught in its web of intrigue for days.



"D creates a dread-filled, positively creepy atmosphere"



PO'ed

by any channel

aka available september
playstation available winter '95

PO'ed plays like Doom with wings. Aliens have slipped a hole in space, and they've sucked you in! You repair the damage via a first-person view and mucho firepower.

To survive, you must search for weapons - especially since you start off with just a flying pan. At least you can find a jet pack that enables you to fly.

Your flight skills are vital in order to reach and survive the 40-plus levels. The aliens assume many bizarre forms. But they all have one thing in common - they're PO'ed.

also available for playstation from arcade



Space Pirates

by american laser games

available september

American Laser Games gets spacey with its latest full-motion-video gun game. Harsh-hopping pirates led by the scourge of the universe, Captain Talon, have captured innocent space colonists. As the Space Ranger, you must zap a gang of space scum in a first-person-view gunfight. You supply the gun. Don't worry - in space, no one can hear them scream.



"american laser
games gets spacey
with its latest
full-motion-video
gun game"



Strahl

by panasonic software

available september

Strahl is an interactive fantasy adventure game that leads you on a mysterious quest of self discovery. As the young hero, Alex, you must find seven magic crystals hidden in the game's seven stages. The crystals eventually provide you with the power you need to become king of your homeland.

This is one of those games where timing is everything... you must hit a button immediately following an onscreen prompt. Strahl is simple and strange...for its title alone.

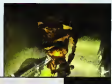


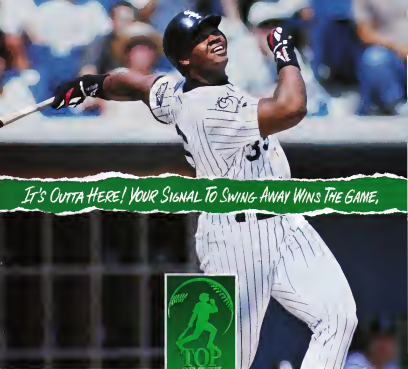
Shock Wave 2

by electronic arts

available november

It's 37 years after the First Alien War, and you've been propelled through the Jumpgate into another solar system. With a fresh arsenal of three customizable weapons - an A-110 Bamacuda Fighter, H-3 Typhoon Hovercraft, and Big Ben Gun - you must battle alien assaults across six solar systems. Enhancements include a 400 percent larger flight path, enhanced 3D terrain, three alien races with new combat vehicles, and 60 minutes of video.





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PHOENIX 3



Like good space combat and blazin' weapons? So do we. As hero Doc Freedom, you must locate survivors and brave pilots to fight some truly fierce. Of course, that entails shooting the green snat out of them. Can't we all live in peace and harmony? In a word, no.



BATTLESPORT



Jump aboard rivets General Fortan. You choose a team. You load up on firepower. You enter the ocean. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't alter much practice.



GOLDEN GATE: TREASURE BY THE BAY



Sometimes life runs faster than the heart in San Francisco. It's hidden treasures, and no Tary Bennett around to help you locate it. Decipher puzzles, scour for clues amongst the 3000 beautiful watercolor images of the City by the Bay like HTTYD? You'll love this!



CAPTAIN QUAZAR



"Look! Up in the sky! It's a rocket!" No, it's a given race in very long tight. Meet Captain Quazar - the burbling superhero with powers for beyond mortal man (and brains for below). Battle evildoers with an arsenal of weapons and the wit of the wiles Captain.



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PHOENIX 3 ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY

Neo•Geo CD

THE ARCADE IN A BOX

This deck can present you with a solid library of arcade games and new games almost as soon as it hits the street.

If you dig the notion of playing exact replicas of arcade games on your home system, the Neo•Geo CD could be right for you...that is, if you enjoy Neo•Geo games. Last year, SNK released the stand-alone NG CD in Japan and the United Kingdom, announcing plans to convert its entire existing Neo•Geo library and all future arcade games to compact disc format.

According to SNK, the CD will not affect Neo•Geo cartridge systems, which it still plans to produce. Games will be created first for the arcade; cartridge and CD versions will follow approximately one month after their arcade debut.

The CD system costs \$399, the Saturn's original price, but it represents major savings to Neo•Geo fans. CD games will cost between \$39 and \$79 as compared to \$200, the current price tag for Neo•Geo cartridges.

The Black Box

The Neo•Geo CD's scheduled for a U.S. debut in October. Its basic specs are similar to the current cartridge system's; however, there are two critical enhancements connected to the CD drive.

As in the cart system and the arcade unit, the CD CPU features a Motorola 68000



The top-loading deck features a plain but functional design.

processor supported by a Zilog Z80 graphics chip. The memory, however, is massive: the 8 megabytes (MB) of main memory include 7 MB DRAM, 512 kilobytes (KB) of VRAM, and 64 KB of SRAM. That hefty memory will help drive the display and cut down problematic CD disc-access times.

The Japanese and U.K. systems are plagued by lengthy disc-access times — more than 30 seconds for some games. The American units will use a double-speed disc drive (with 300 kb per second throughput). This enhancement, along

with the beefy memory, will eradicate the access problem. Just be sure that's the system you buy.

Keeping It Simple

Painted in basic high-tech black, the top-loading CD's exterior design is spartan. Two controller connectors in the front and RGB, AV, RF, and S-Video connectors in the back complete the picture.

Neo•Geo fansies will have to get used to playing their favorite games with a standard control pad rather than an arcade joystick. You get two pads



\$399 buys the CD unit and two controllers.



The CD controller features four standard Neo-Geo active buttons and a mini thumbstick.

in the deal. Each one features four Neo-Geo action buttons and a mini thumbstick for directional control.

Neo-Geo Or Nuthin'

If you gotta have Neo-Geo games, this is a no-brainer. Eighty games from the existing Neo-Geo library are being converted to CD format for the system's debut. Moreover, you should expect bundled CD deals when the unit comes here.

CD versions of the games will duplicate the gameplay and graphics from the arcades. The audio, however, will be remastered for the discs. You're likely to hear completely different tunes, but the voice dialogue should mimic the arcade games.

The Neo-Geo CD could be a great (if pricey) second system for hardcore arcade gamers. Or it can be all the system a true Neo-Geo believer will ever need. **E**



Super Sidekicks 3

by snk
available october

Super Sidekicks 3 stokes some powerful action with 100 megs of authentic soccer stimulation. The detailed gameplay includes precise ball dynamics, first-person-perspective angled shots, realistic soccer action, 64 teams, and world-championship tournament play.



Magician Lord

by snk
available october

In this action/adventure quest, you play as Eta, a powerful magician. When a spell overcomes his homeland, Eta must travel through seven mystical lands in search of seven sacred books of wisdom. A progressive difficulty setting makes Magician Lord appropriate for players of all abilities.



"travel through seven mystical lands in search of seven sacred books"



Baseball Stars 2

by snk
available october

A lifelike simulation, Baseball Stars 2 comes to bat with gameplay that includes all the sport's essentials, such as the ability to substitute pinch hitters, pinch runners, and new pitchers. The unusually large player sprites are especially impressive in combination with the all-around spectacular sound and graphics in this two-player, 68-meg game.



Art of Fighting 2

by snk
available october

Southtown always has problems, and in this sequel, they're happening again. The stars of the original Art of Fighting, Ryo and Robert, return to clash in the streets with ten other characters. The gameplay includes standard head-to-head fighting action for two players, as well as story-mode combat against the CPU. The fighters in this game battle with a new martial art called Kyokugenryu Karate.



Fatal Fury 3: Road to the Final Victory

by snk
available october

The latest Fatal Fury saga is sure to make it to the Neo-Geo CD. This two-player head-to-head fighting game reduces the number of fighters to ten (including Terry, Andy, Joe, Mai, and Geese). But instead of rehashing the same

old Fatal Fury gameplay, this disc's fighting action takes place on three planes, and it includes a new fighting-level system that ranks players after each fight.



Samurai Shodown

by snk
available october

In this classic head-to-head fighting game, 12 samurai, ninjas, and knights gather in Japan for the ultimate showdown between warriors.

Samurai Shodown's two-player gameplay is standard two-out-of-three-round contests. Each combatant has a repertoire of special moves and unique weaponry. Some even have animal side-kicks to help out! The final showdown is against the evil boss, Amakusa.

Colorful stages and a zooming perspective provide an eye-ful. Intense Kharma action!



Samurai Shodown II

by snk
available october

Samurai Shodown II is a 202-meg, two-player, head-to-head fighting-game masterpiece with enhanced power, graphics, and fighting moves that go way beyond the original Shodown... way beyond.

Four new characters up the total playable warriors to 15. The spectacular graphics are just about the best to date in any fighting game.



"shodown II is a fighting-game masterpiece that goes way beyond the original shodown... way beyond"



The King of Fighters '94

by snk
available now

Ever wonder what would happen if the best brawlers from the fiercest fighting games battled it out? In the aptly titled King of Fighters '94, SNK hand-picked the top 24 combatants from four SNK head-to-head fighting classics and let them duke it out. Three fighters each from Art of Fighting, Fatal Fury, Ikaru Warriors, and Ashura form eight teams for this ultimate battle.

Innovative moves highlight this two-player heavyweight fight to the finish. The team action in this game heightens the fighting fun.



Fatal Fury Special

by snk
available now

Fatal Fury Special combines the best of Fatal Fury and Fatal Fury 2 into the ultimate tournament match starring the Lone Wolves.

In addition to standard two-player, head-to-head fighting action, FF Special tosses out 15 characters (including five playable bosses), improved controls, deadly special moves, new stages, and a powerful combo system. There is even a hidden fighter (from another popular Neo-Geo fighting series) in the game who will appear for only the worst of opponents!



Quick Hits



2020 Super Baseball



Robot players populate the baseball squads of the future. In 2020 Super Baseball, choose from 15 teams, and challenge a friend or compete in tournament action.

by snk, available october

Aero Fighters 2



Two players guide eight fighters through battle in eight countries in this gorgeous shoot-em-up. Two bonus stages ramp up the high-octane thrills, as do the impressive graphics.

by video system, available october

Alpha Mission II Blue's Journey



It's the year 2525, and only you can save Earth from an alien invasion in this two-player vertically scrolling outer-space shoot-em-up.

by snk, available october



Guide Blue through a series of towns and landscapes to save his world from environmental disaster in this platform-style action/adventure.

by sights, available october

Art of Fighting



One of SNK's original classic beat-'em-up fighting games, Art of Fighting's always worth another play.

by snk, available october

Burning Fight



It's beat-'em-up action for two as you battle through the city streets against thugs, street gangs, martial artists, and even your own friends.

by snk, available october

3 Count Bout



It's big-time wrestling, arcade style, as you climb into the ring to toss, pummel, and pin your opponents to the mat.

by snk, available october

Aggressors of Dark Kombat



Most of the two-player head-to-head fighting ADK does so well - this time with a dark, sinister twist!

by ark, available october

Baseball Stars



SNK's first baseball game includes 20 teams, impressive graphics, digitized voices of announcers and umpires, and great gameplay.

by snk, available october

Crossed Swords



In this unique fighting game, the first person action is with super-powered wookies who are tough to take out because they're invisible.

by snk, available october

Cyber-Lip



Thousands of androids have gone berserk in this sci-fi action/adventure. You must destroy them and Cyber-Lip to save the planet.

by snk, available october

Fatal Fury 2



The second in the hugely popular series of head-to-head fighting games. FF 2 isn't the best in the series, but it's worth a look.

by snk, available october

Ghost Pilots



Piloting old-style aircraft with a rack of bombs and missiles, you're a flying ace on a secret mission in overhead-view shooting action.

by snk, available october

King of the Monsters 2



Monsters rule the Earth in this action/adventure clash. Your job: Save the planet from a gang of B-movie monsters.

by snk, available october

Double Dragon



Based on the movie, Double Dragon calls on ten diverse fighters to supply the action. Each comes loaded with special moves, including an all-powerful Charge move.

by technos japan
available october

Football Frenzy



Take to the field in a frenzy to scrimmage in arcade-style football action that includes play-by-play announcing and extra-large player sprites.

by snk, available october

Karnov's Revenge



Survive 11 matches of hand-to-hand combat in a quest to defeat the mysterious Karnov. This one's for one or two players.

by data east, available october

Last Resort



A phenomenal horizontally scrolling shooter, Last Resort puts you in the pilot's seat, charged with battling the requisite horde of alien invaders.

by snk, available october

Fatal Fury



This must-play game is the original 3D head-to-head fighting title that started the Fatal Fury craze.

by snk, available october

Galaxy Fight



Star-hop around the Milky Way as the mightiest fighters gather for the ultimate challenge - the Galaxy Fight!

by samuji, available october

King of the Monsters



It's big-time fighting and wrestling with a bunch of sci-fi monsters on the loose. Destroy them as they rampage through cities, battling each other.

by snk, available 1996

League Bowling



Afraid of straggled muses and ugly shoes? Go bowling the easy way with this simulation for two players.

by snk, available october

Mutation Nation



In Mutation Nation, a mad scientist's experiment goes awry and ghastly mutations threaten the land. Guess what your part is in this side-scrolling action/adventure?

by snk, available october

Ninja Commando



Although you're armed with numerous weapons and power-ups, you'll need to draw on every ninjitsu skill to persevere in this brutal beat-em-up.

by snk, available october

Robo Army



In this beat-em-up, you man the Robo Army, a special task force dispatched to destroy the evil Dr. J and his indestructible army of robots.

by snk, available october

Sengoku 2



Save history from the Black Shogun in this action/adventure game where you play as your favorite samurai warrior. Power-ups and magic abound.

by snk, available october

Nam - 1975



This two-player combat shooter returns a group of battle-scarred vets to Vietnam for a bloody rescue mission.

by snk, available october

Puzzled



This game features Tetris-style puzzle action for two as you match colored squares that drop from the ceiling.

by snk, available october

Savage Reign



Learn the Dances of Destruction for ten warriors in this one-on-one fighting title. Then punish opponents further by leaving the Dances of Doom!

by snk, available october

Soccer Brawl



In the future, soccer has evolved into a brutal sport. Choose from eight teams and two stadiums and prepare for soccer combat.

by snk, available october

Ninja Combat



Use all your ninja skills to survive relentless attacks from friend and foe in this intense action title.

by snk, available october

Riding Hero



Climb on your bad bike and race à la Road Rash. Options include role-play and Grand Prix modes.

by snk, available october

Sengoku



An evil warlord's trying to take over the world in this arcade-style action game. To stop him, join forces with two samurai warriors armed with special powers and magic.

by snk, available october

Super Sidekicks



The original soccer game for the NeoGeo, Super Sidekicks scores with realistic graphics and arcade-style sports simulation.

by snk, available october

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Super Sidekicks 2



You thought the first one had it all, but here comes the dynamic sequel to upstage it. You'll find more options and diverse gameplay in Super Sidekicks 2.

by snk, available october

Top Player's Golf World Heroes



Get ready for a round of 18 in this golf simulation that features beautiful graphics and arcade-style play.

by snk, available october



Eight warriors travel through time to prove who is the greatest fighter of all. World Heroes is head-to-head fighting action for one or two players.

by ssk, available october

World Heroes 2 Jet



Another in the popular head-to-head fighting game series, World Heroes 2 Jet pits fighters from around the world in a five-day, one-fall contest.

by ssk, available october

The Super Spy



In this first-person-perspective shooter, you battle terrorists who've taken over a high-rise.

by snk, available october

Viewpoint



A space shooter with a unique 3/4-overhead view and 3D graphics, Viewpoint packs enough firepower to satisfy the richest trigger fingers.

by ssnk, available october

World Heroes 2



In more head-to-head fighting, the World Heroes gang returns with six new characters. This time, you battle to the Arena of the Ages.

by ssk, available october

World Heroes 2 Perfect



The time-traveling warriors are back again! In this round, expect more special attacks, including Crazy Death Blows, as you face the evil of a returning foe, Neo'Dio.

by ssk, available october

Top Hunter



This cutesy action/adventure game for two players stars Roddy and Catty, bounty hunters who battle space pirates across the universe.

by snk, available october

Windjammers



This futuristic sports game combines tennis, Frisbee, and a few surprises for explosive two-player competition.

by snk, available october



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By Peter Dabson

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\$12.95 Code: BK-317 SNES

Final Fantasy Adventures Official Player's Guide



By Corey Sander

Are you ready to be tried all day? The colorful, full-color Official Player's Guide gives you the best moves, strategies, and secret codes you'll need to raise your level from the start of an ancient Ragna Warrior. With this guide at your shoulder, it's your goal, success is only a step away's drive (right).

\$13.95 Code: BK-320
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SNES, PC CD-ROM

Genesis Power Player's Guide



By Corey Sander &
LeAnne McDermott

This guide before the show: tips, strategies, and cheats to help you play even. It's packed with techniques to help you master 73 of today's most challenging Genesis games, not to mention the best cheats for over 20 other 16-bit Genesis titles. From the best-playing combos to secret passwords, this guide has it all.

\$12.95 Code: BK-321 Genesis

Final Rage Official Player's Guide



By John Fisher

All the special codes and preferences codes you'll need are in the Final Rage Official Player's Guide. This guide is packed with 100 full-color pages of battle tactics, strategies, health techniques, and leveling secrets that will make you enter it for the one. (Right).

\$12.95 Code: BK-324
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Batman Forever Official Player's Guide



By Corey Sander

It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. This CD-ROM super-guide contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. It's a must-have for game lovers and Batman fans alike.

\$12.95 Code: BK-323
Genesis, SNES,
Game Boy, Game Gear

Super NES Power Player's Guide



By Corey Sander &
LeAnne McDermott

Even when you're fighting games, the battle is strategy game, too. Always use all the enemy tips, and strategies players need! This guide includes a wealth of secrets, profiles on 75 of today's hottest games, plus fun and interesting facts from their 16-bit era. So raise your player's collective mind to superior levels with this 79-page strategy guide.

\$12.95 Code: BK-320 SNES

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VIRTUAL BOY:

NEW ADVENTURES IN SCARLET

Nintendo puts virtual reality practically into your pocket.

By The Whizz

To set things straight right off the bat, comparisons between the Virtual Boy and Nintendo's Game Boy stop at the "Boy" monikers and the monochrome game screens. But the big difference is more than the VB's \$160 price tag.

A standalone tabletop unit, the Virtual Boy looks like a pair of oversized goggles on legs. The viewer, big enough to comfortably accommodate an adult with glasses, is designed to eliminate all external stimuli, totally immersing players in a monochrome world consisting of high-resolution red images against a deep black background.

Better Red With LEDs

Even if you don't buy a Virtual Boy, you owe it to yourself to check it out in a store. The idea of monochrome visuals may turn some people off, but the Virtual Boy's 3D effect is totally mesmerizing.

The 32-bit virtual-reality system, powered by six AA batteries, comprises an NEC VB10 CPU and a RISC (reduced instruction-set computing) chip set. The Boy goes red thanks to Reflection Technology's patented virtual-display technology called Scanned Linear Array (SLA). SLA is built around a vertical column of tiny LEDs (light-emitting diodes) and a magnifying lens.

A vibrating mirror sweeps the magnified image of the LEDs horizontally to paint a full-screen image. Combining two displays together in one processing unit produces three-dimensional graphics with full depth perception and complete rotational movement.

The proof's in the playing. In *Mario's Tennis*, for example, the behind-the-player view makes you feel like you're right on the court. *Red Alarm* is a shooter that enables you to

fly completely around and under objects with an impressive 360-degree viewing perspective.

The radical twin-handled controller also gives the Boy some cool. The design consists of double pistol grips mounted on either side of a control pad, which features the on/off switch, dual directional pads, and six action buttons, including two front-mounted triggers.

Boys Will Be Boys

For all of its impressive technical innovation, however, the Boy has a few practical drawbacks. The \$160 price tag — with carts running from \$30 to \$40 a shot — places the Boy a noticeable notch below the \$249 to \$349 price range where the Saturn, PlayStation,



The Virtual Boy, while simple in appearance, maintains Nintendo's reputation for finely crafted hardware.

and Ultra 64 roam. But it's still pricey enough to make you think twice.

Additionally, though Nintendo reports that the six AAs will last six hours, there's no AC adapter yet. Moreover, even though the Boy's battery-operated, it isn't remotely portable — unless someone produces a shoulder mount.

The Virtual Boy's a serious second system. Too bad you can't take it with you. ☐

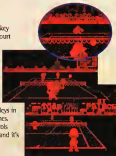
Mario's Tennis

by nintendo
available now

Mario, Yoshi, and Donkey Kong Jr. take to the court in this VB title.

You get a great game of tennis thanks to the behind-the-player view that enables you to hit forehands, backhands, overhead smashes, lobs, and volleys in singles or doubles games.

The computer controls your doubles partner, and it's pretty good.



Telero Boxer

by nintendo
available now

With Telero Boxer, Virtual Boy delivers in-your-face robot fighting.

You go toe-to-toe with mechanical opponents via a first-person perspective that looks your opponent right in the gloves.

Hooks, jabs, and various sucker punches seem to fly out of the screen, and your fists get stronger as you go.



Mario Clash

by nintendo
available october

Although Clash was designed by Shigeru Miyamoto, the creator of Mario and Donkey Kong, this one-player action/Adventure puzzle is a little side trip in the Mario series.

You can move from front to back on the screen as you clear a path through Goombas, Koopas, Spiny's, and Mushrooms.

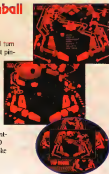


Galactic Pinball

by nintendo
available now

This promising title could turn out to be one of the best pinball games around.

The bumpers, flippers, and other pinball equipment on the five tables seem to float in outer space. The "balls" are actually pucks that move with blazing speed. You encounter hidden bumpers, basement-level tracks, and weird 3D ramps that appear to snake out of the screen.



Red Alarm

by nintendo
available now

This space shooter's wire-frame images look positively simplistic...until you start to play!

Red Alarm's foe an awesome stick-figure Starfox with a behind-the-ship view that enables you to fly over, under, and around obstacles and en-

emy craft. Your weapons include lasers and homing missiles, which you employ against gigantic boss creatures.



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THE JAGUAR:

A Hungry Cat Looking for Food

Here's a solid deck with a CD peripheral and consumer-friendly pricing. All it needs is a steady supply of games.

By The Whizz



The Jaguar CD fits seamlessly into the top of the Jag system unit.

Like the 300, the Jaguar got a jump on all this next-generation gaming business way back in '93. Jag support's been slow to grow, however. Now the once-innovative Jag is in a shooting war with new systems from deep-pocketed competitors. Don't blame the hardware.

Attention, Atari Shoppers

The price tag for the basic Jag system is primo — just \$149. Moreover, you get solid technology for your bucks.

The Jag's sleek low lines make it look like a UFO about

to blast off. The cartridge slot sits at the top rear of the unit to make room available for the top-mounted CD peripheral. Flip the Jag around and in back you'll see a built-in RF with a separate connector for special AV or S-Video cords.

The Jag gets its bite from a RISC-based multiprocessing architecture built around a 64-bit data path. Five specialized processors handle the gameplaying chores, including graphics, sound, and object processing. The CPU is a Motorola M68000 processor that clocks in at 13 mhz. The sys-

tem RAM weighs in at a respectable 2 megabytes.

Cat Controls

The Jaguar's most unusual aspect is its meaty controller, which has succeeded in dividing gamers into two armed camps — either you love it or you hate it. The basic control layout — three action buttons and a directional pad — is standard video game fare, but the pad also has a 12-button keypad. That keypad gives the controller a bulky look and feel, but you can use it to activate special features in Jaguar games.

However, sometimes you must slide a plastic overlay onto the keypad, and that can be bothersome during fierce action.

Jaguar's Next of Kin

The Jaguar CD appeared in September. The current retail price is \$149, the same price as the Jaguar system unit.

The CD is a classy-looking peripheral with sleek lines that fit in nicely with the trim styling of the Jaguar system unit. It slides into the top of the Jag with an almost seamless fit to create a top-loading CD unit. An in-line cartridge slot at the top rear of the CD enables you to play cifs.

The CD system specs are standard stuff overall, but the unit has some personality. It's basically a double-speed CD-ROM drive that moves at a 353 kilobyte/second data rate, but it gets its claws from built-in Cinepak technology. This compression system will enable the Jag to run full-screen, full-color, full-motion video with audio. Additionally, Atari plans to beef up the system's video capabilities with an MPEG2

full-motion-video cartridge later in the year, which will enable the Jag to play full-length video-CD movies.

There's one other built-in feature the Jag CD has that no other systems can claim - the Virtual Light Machine (VLM). VLM, a kind of light synthesizer, is based on technology used to create light shows and raves (remember them?). It produces visual effects in tune with any music CD played by the Jag CD.

We Want Games

With Atari it always gets down to the question of software support - just ask any Lynx fan. The Jaguar library has suf-

fered from spotty release schedules and long waits between games. Of course, there are outstanding Jag games such as *Tempest 2000*, *Iron Soldier*, and *Cannon Fodder*. But the stable includes its share of seamy dogs, too.

The Cat fis Cat Can

The Jaguar/CD combo certainly sports the hardware muscle and tantalizing price tags to make a respectable run at the newer 32-bit systems. The Jag's vulnerability, however, lies with its software underbelly. Watch for the games! Keep watching for the games! ☐

VIRTUAL LIGHT MACHINE



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



More Jag carts could sharpen this cat's claw.

The controller gets bulk from a 12-button keypad.



Charles Barkley Basketball

by stan

available fourth quarter '95

Basketball's bad boy, Mr. Barkley, stars in this two-on-two hoops contest.

Build your team by choosing from more than 20 players - including Sir Charles. The play modes include an over-the-top head-to-head two-player contest and a tournament mode. The half-court action features a rotating 3D view of the court.

If you're good enough in the tournament mode, you can work your way to the top and go up against Barkley for the championship. You can even pick up some product endorsements along the way.



Ultra Vortex

by stan

available fall '95

An unusual fighting game, Ultra Vortex transforms the player into one of ten eye-popping, bone-crunching warriors who battle underground in arenas carved from living rock.

Your goal is to defeat the dreaded guardian of the Vortex. The two-player head-to-head fighting includes standard fare like special moves.



"ten bone-crunching warriors battle underground in arenas carved from living rock"



Thea Realm Fighters

by stan

availability date not yet announced

In this head-to-head fighter, you're one of 12 digitized fighters. And unless you defeat up to 21 other fighters in a single game, SunRider will conquer Earth.

You may recognize the warriors - Arcan used some of the same actors that were digitized into the characters of MK II.

Each warrior has four or more special moves plus two "killer" moves. Hidden sub-bosses and characters await you in this fighter.



Defender 2000

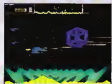
by stan

available november

An arcade classic, this game was created by the designer of Tempest 2000. At first glance, the gameplay looks like a trip down memory lane, resembling games like Life Force and Gradus.

The side-scrolling space-shooting action, though, includes tons of enemies and weapons, bonus rounds, enhanced ships, and scrolling and warping backgrounds in four modes of play.

The graphics, reminiscent of Tempest, are very cool.



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Varuna's Forces

by atan

jaguar cd available november
saturn availability date not yet announced

As part of a United Coalition of Planes Marine Attack Division, you lead a remote team. Success in this one-player shoot-em-up hinges on your ability to make sound tactical decisions.

Equipped with helmet cameras and microphones, you must maintain close contact with your team, coordinating their movements and monitoring their mood swings, morale, strength, and resources.

Missions include hostage rescue, base captures, and equipment recovery and reconnaissance.

also available for saturn from access video



Vid-Grid

by atan

available fall '95

This nontraditional game comes packed in with the Jaguar CD.

A sort of moving puzzle, the Vid-Grid scrambles music videos into individual mixed-up squares. You have to unscramble each music video before the video ends. You can choose to divide the screen up into 3 x 3, 4 x 4, 5 x 5, or 6 x 6 squares, upside down or rightside up, and more. Full-length, uncut videos from Red Hot Chili Peppers, Peter Dinklage, Aerosmith, and Soundgarden are included.



Battlemorph

by atan

available october

The sequel to Cybermorph, this realistic 3D shooter includes many enhancements over the original game. Look for additional worlds and more elaborate missions. You'll even have to explore tunnels and areas underwater.

To adapt and fight in the different environments, you can reconfigure your Griffon vehicle with fighter, tank, and amphibious modes.



"look for additional
worlds and more
elaborate missions in this
sequel to cybermorph"



Black ICE \ White Noise

by atan

available winter '95

It's New San Francisco, far in the future, and you're a street cyberpunk.

In this one-player strategy action/adventure game, you walk the edge between the info-world of C-Space (cyberspace) and the tangible world of the Street and the Mezz.

The gameplay ranges from creative cyber-hacking to full-motion-video encounters to head-to-head battles with digitized gangs and other wackos.



Battlesphere

by 4-play
available winter '95

Eight hundred years in the future, seven extraterrestrial races have agreed to confine their galactic warfare to a small sector of space called the Battlesphere.

In this far-out shooter, individual starfighters engage in gladiatorial combat with an assortment of

ships, ranging from high-speed fighters to nearly indestructible battlewagons.

**"first-person dogfights,
a shoot-em-up,
four-player links,
and two-player
cooperative flying"**

Four gameplay modes will include first-person dogfights, a Missile Command-style shoot-em-up, four-player links, and two-player cooperative pilot/gunner flying.



Baldies

by stan
available september

Use your wits and your squad of scientists to build a society with workers, builders, soldiers, and scientists. Then use your forces to conquer the enemy.

Sounds deadly serious, but the action gets weird when your scientists come up with novel weapons like dropping a slunk onto an enemy house in order to make your foes run onto a minefield. You also get to drown, electrocute, and trap

the enemy in intricately evil ways.

The AI enables you to observe your baldies interacting, or to take an attack role. The game's five areas of play include hundreds of levels - along with secret areas and warps.



Commander Blood

by stan
available november

Bob Marlock is the oldest living being in the universe. His millions of employees spend enormous sums of money just to keep him alive. But Bob senses the end is near and wants to go on a final expedition into a black hole.

As Commander Blood, you fly the Ark, aided by Hank (a consciousness) and Olga (an onboard translator) and transport Bob through a black hole

to the Big Bang. You'll have to defend yourself against alien craft in this graphic adventure. You'll also assume various identities, like a frozen-meat salesman, and you'll visit different universes and planets.



Blue Lightning

by Atari
available now

This one-player, first-person-perspective flight sim is an enhanced version of the original Atari Lynx game.

As an ace pilot for the United Nations, you embark on a mission to stop General Drako, an international terrorist. To meet your objective, you must design flight plans for your F-10 and fly search-and-destroy sorties over enemy territory. You also have to pro-



tect cargo planes and UN aircraft that are transporting government officials.

Like other next-gen flight sims, Blue Lightning's action boasts beautiful but stomach-wrenching graphics.



FlipOut!

by Atari
available now

Here's a puzzle game with an alien twist. You tour nine areas around the Cheese Planet. Each area features several games with four difficulty levels that range from normal to psychotic.

Throughout the game, you must flip colored tiles into the correct positions while making sure other tiles have vacated that position. Two tiles cannot rest on the same colored square.



"if you liked klax,
you'll like flipout"

If this sounds confusing, it is. The best advice: If you liked Klax, you'll like FlipOut!



Highlander

by Atari
available October

Based on the movies and the television series of the same name, Highlander follows the adventures of Quentin MacLeod, humankind's last hope for survival.

The sword-swinging, side-scrolling action/adventure for one tracks MacLeod's search for the immortal stranger, Ramirez, who will train him with the knowledge he needs to defeat the evil Korthan. The

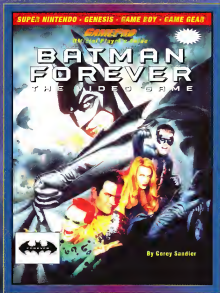


game begins with a quest to rescue the Dundeels from Korthan's stronghold.

Special enhancements include cinemated sequences and original dialogue from the animated series.



Batman Forever Official Player's Guide



It's a brand new day for the Dark Knight...and a brand new nightmare for Gotham City. A pair of powerful villains—Two-Face and The Riddler—have joined forces in a fiendish plot to siphon the intelligence of Gotham City's populace and destroy Batman. *The Batman Forever Official Player's Guide*, created in cooperation with Acclaim, DC Comics, and Warner Bros. Interactive Entertainment, contains all the secrets, strategies, and tips you'll need to beat back Two-Face, The Riddler, and their army of thugs. Inside, you'll find secret enemy moves not included in the game manual, exclusive cheat codes that let you jump to any level and stage in the game, and a detailed walk-through that covers all eight levels of play. This 128-page, full-color guide is a must-have for game lovers and Batman fans alike.

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Breakout 2000

by atan
available november

An update of the classic Atari game Breakout, this cart consists of the familiar paddle, balls, and playfield that resembles a wall of bricks. Breakout 2000, though, has a rotating playfield and a 3/4-overhead 3D perspective.

The object of the game is the same — clear the playfield of all removable bricks by bouncing the ball on them but you'll find new obstacles. Prepare for more nonbreakable bricks and bricks that take multiple hits to destroy. There are also new power-ups that speed up the ball, slow it down, give you extra balls, and more.



Hover Hunter

by atan
available october

In Hover Hunter, you compete against multiple players in high-speed hovercraft combat.

Warfare in the future takes place on a battlefield where speed, firepower, reflexes, and intelligence are necessary to pilot the attack hovercraft. You view the rapid-fire action from a first-person perspective within the cockpit of your craft. Alien terrain and deadly enemies await.



"compete against multiple players in high-speed hovercraft combat"



Skyhammer

by atan
available fall '95

This combat flight sim pits you against a maniacal robot army. In 2051 A.D., you're a private defense operative based in an oppressed city. Your task is to protect the populace and defend the communication nodes from a mindless mechanical force of ground attack vehicles and flying drones.

Sure shots will earn you power-ups to improve your vehicle's specifications with more weaponry, engine power, armor, electronic counter measures, and advanced computer systems.



White Men Can't Jump

by atan
available now

Atari has several basketball games in the works. White Men Can't Jump is based on the movie of the same name.

The game showcases a two-on-two backstop, street-style basketball shootout. The fast-paced oncourt action is viewed via an automatic zoom that angles in and swings around to catch the hoops action from all sides.

The game comes bundled with the Team Tap multiplayer, which allows play for up to four roundballs.





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- 55... Ripper
- 55... Alien Trilogy
- 55... Steel Harbinger
- 56... Crazy Ivan
- 56... Doom
- 56... Ballblazer X
- 57... Frank Thomas "Big Hurt" Baseball
- 57... PowerSports Soccer
- 57... PGA Tour Golf
- 57... Goal Storm
- 57... FIFA Soccer '96
- 58... Kiosk: The DNA Imperative
- 58... ReBoot
- 58... Team 47-Cohen
- 58... Agile Warrior: F-111X
- 60... Serfient
- 60... CyberSpeed
- 60... Johnny Mnemonic
- 60... Parasite

- 61... ESPN Extreme
- 61... Siredfest
- 61... Blades of Rage
- 62... Total Edge
- 62... Creature Shock: Special Edition
- 62... Descent
- 64... Discworld
- 64... Revolution X
- 64... The Hive
- 65... Slayer
- 65... Hi-Octane
- 65... MegZone
- 65... Warhammer Fantasy Battles
- 65... Split Realities
- 66... BlockOut
- 66... Zoop
- 66... 3D Lemmings
- 67... The 11th Hour: The Sequel to The 7th Guest
- 67... Cybers
- 67... Batman Forever
- 67... Casper
- 68... 3-Decathlon
- 68... Obitom
- 68... Silverload
- 70... Lone Soldier
- 70... G Police
- 70... A-Train
- 70... Hyper 3D Pinball
- 70... Alien Virus



Ultra 64

- 76... Killer Instinct
- 76... Robotech
- 76... Cruis'n USA
- 78... Doom
- 78... Top Gun
- 78... Turok: Dinosaur Hunter

3DO

- 84... Quarterback Attack with Coach Mike Ditka
- 85... Bards & Swords
- 85... Gex
- 88... Maximum Surge
- 89... Zandnost: The People's Party
- 89... BrainDead 13
- 89... BladeForce
- 89... Killing Time
- 90... Balls: The Director's Cut
- 92... Kingdom: The Far Reaches
- 92... Lost Eden
- 92... Alone in the Dark II
- 94... Slam 'N Jam '95
- 95... Flying Nightmares
- 95... D
- 96... PO'ed



- 96... Space Pirates
- 96... Strahl
- 96... Shock Wave 2

Neo•Geo CD

- 102... Super Sidekicks 3
- 102... Magician Lord
- 102... Baseball Stars 2
- 102... Art of Fighting
- 102... Fatal Fury 3: Road to the Final Victory
- 103... Samurai Showdown
- 103... Samurai Shodown II
- 103... The King of Fighters '94
- 103... Fatal Fury Special
- 104... Neo•Geo CD Quick Hits

Virtual Boy

- 113... Mario's Tennis
- 113... Telemurkover
- 113... Mario Clash
- 113... Galactic Pinball
- 113... Red Alarm

Jaguar/Jaguar CD

- 118... Charles Barkley Basketball
- 118... Ultra Vortex
- 118... Thea Realm Fighters
- 118... Defender 2000
- 120... Varano's Forces
- 120... Vid-Grid
- 120... Battlemorph
- 120... Black K&E/White Noise
- 121... Battlesphere
- 121... Baldies
- 121... Commander Blood
- 122... Blue Lightning
- 122... PipOut!
- 122... Highlander
- 124... Breakout 2000
- 124... Hover Hunter
- 124... Skyhammer
- 124... White Men Can't Jump



PLAY FOOTBALL

AND

WIN WITH THE

Check out these **HOT** new NFL Video Games!!

NFL GameDay

(PlayStation, PC)



Sony's first gridiron contest for the PlayStation came together with help from Steve Bane, Kansas City Q.B. A 3-D overhead view, rendered graphics, an updated NFL playbook, and a behind-the-CID view are just some of what's in store for players on GameDay.

By Sony Computer Entertainment
Available Now

Madden Football '96

(SNES, Genesis, PlayStation Saturn, PC CD, 3DO)



The longest-running series in video game football is set to kick off in '96 with a sixth version. Changes include new rendered graphics, new play mechanics, a General Manager feature, plus the ability to create your own players and watch as they try out for the NFL.

By Electronic Arts • Available Now

NFL Quarterback Club '96

(PlayStation Saturn, Genesis, SNES, Game Boy, Game Gear)



Acclaim took to the field last year with the first version of this game. The '96 QB Club boasts all 30 NFL squads, including the two expansion teams, more than 600 offensive and defensive plays, an 80 yard down-field perspective, player fatigue factors, and more.

By Acclaim Entertainment • Available Now
(Genesis, SNES, Game Boy, Game Gear)

• Available '96 (PlayStation, Saturn)

Prime Time NFL

(Saturn, Genesis, 32X, Game Gear)



Sega's latest pro ball sim stars Don Sinden. This version upgrades include playbook swapping, multiple difficulty settings, enhanced cheat features, and a mind-boggling 204 different categories of stats that are stored over the life of the cut.

By Sega of America • Available Now
(Genesis, 32X • Available '96 (Saturn, Game Gear)

Unnecessary Roughness '96

(PC CD)



The '95 version of Unnecessary roughness includes more line-y-lined A.I. and gameplay, over 1000 NFL plays, a custom feature that enables players to design their own plays, updated stats, 30 additional attributes for each player, four new player attributes, general managers with salary caps, four-time Super

Bowl ref Jerry Markbreight, and even Al Michaels to call the play-by-play on the games!

By Acclaim • Available December '95

NFL Full Contact

(PlayStation, Saturn)

Konami plans to score big with a football game that includes all 30 NFL teams, player modeling, broadcast-quality real-time motion-capture graphics, multiple play modes, 50 unique "Ump" modes, and lots more.

By Konami • Available Now



Tecmo Super Bowl 3: The Final Edition

(Genesis, SNES, PlayStation Saturn)

A classic series concludes with Tecmo's final Super Bowl edition of the game that started it all. In addition to its familiar side-view action, Super Bowl 3 has all 30 NFL teams plus real players, a player editor, a free agency mode, and playbook options.

By Tecmo • Available Now



Front Page Sports: Football Pro '96

(PC CD)

This latest upgrade of Football Pro includes the expansion teams, updated statistics for every player, more realistic graphics including camera views from all over the field, and steady updates football simulation gameplay.

Send On Line • Available Now



Ultimate Football '95

(PC CD)

In addition to bone-crunching football sim action with real NFL teams, players, stadiums, and action, this game includes a Fantasy Football option. Use it to create your own ultimate fantasy league with up to 30 teams. You can even track your Fantasy League in over 40 statistical categories and update it with real 1995 NFL stats.

By MicroPose • Available Now



NFL Pro League Football

(PC CD)

You're the coach in every way you see the up in NFL Pro League. Real NFL teams, players, and performance stats combine with killer graphics and a flawless execution for world championship gameplay.

By NFL Multimedia Publishing Group
Available Now



NFL

How to Enter to Win!

Name the 10 teams who you think will make the playoffs for the 1996 Super Bowl. Write the team names, your name, address and phone number on a 3 x 5 card and send it to:

NFL GamePro Sweepstakes

P.O. Box 626

Wiverton, NJ 08077-0826

All correct entries will be pooled and randomly selected.



Grand Prize (1)

NFL Entertainment Package:

- SONY 27" TV
- SONY PSX hardware system
- 2 1996 NFL PSX video games



SONY

SONY

First Prize (25)

2 1996 NFL video games

Second Prize (10)

Pro Player shoulder to shoulder jacket. Available in NFL team of your choice.



GAMEPRO



Third Prize (50)

Free subscription to GamePro, T-shirts, and Fighter's Guide



OFFICIAL RULES

TO ENTER: No purchase necessary. Make claim at 10:00 PM. Playoff teams and your name and address, please include on a 3x5 card and mail to NFL GamePro Sweepstakes, P.O. Box 626, Wiverton, NJ 08077-0826. One entry per person. All duplicate entries shall be null and void. The name of a parent or legal guardian of each entrant under 18 years of age must be typed on the card and will be considered the winner if entrant is selected. Neither Intertainment World, Inc., a National Football League Properties, Inc. licensee nor Intertainment World, Inc. is responsible for any expenses incurred by the mail recipient(s) or single winner. All mail entries must be post-marked by February 15, 1996. Void where prohibited.

AWARDING OF PRIZES: The following prizes (each comprising estimated retail value) are guaranteed to be awarded: One (1) Grand Prize winner will receive a NFL Entertainment Package comprised of one (1) Sony 27" TV, specific model determined by NFL Properties, Inc. One (1) Sony PSX hardware system and two (2) 1996 NFL PSX video games (to be determined by NFL Properties, Inc. based on availability. Estimated retail value \$1,020). Twenty-five (25) First Prize winners will receive two (2) 1996 NFL video games. Titles and platform type to be awarded by NFL Properties, Inc. based on availability. Estimated retail value \$190. Ten (10) Second Prize winners will receive a Pro Player shoulder to shoulder jacket, various choice of NFL team based on availability. Estimated retail value \$200. Fifty (50) Third Prize winners will receive a free subscription to GamePro magazine a GamePro T-shirt and a Lightbulb Shining Game. Estimated retail value \$20. All winners will be determined by a random drawing conducted by Marketing Masters, Inc., an independent judging organization, after all completed entries received. Odds of winning depend upon the number of eligible entries received. Eligible winners will be notified by mail. All winners will be selected by March 1, 1996. All winners must sign an affidavit of eligibility and release or prize will be forfeited. Some prize winners will be selected. Grand prize winners will be required to reply within 30 days following notification. In the event of non-compliance with this time period the grand prize will be forfeited and a new grand prize winner will be selected. If there will continue to be drawn until a grand prize winner is awarded. Winner's name and acceptance of prize constitutes permission to use their names, photographs, and likenesses for purposes of advertising and promotion on behalf of associated sponsors without further compensation. Winner is responsible for any and all sales, gifts and local taxes if necessary. A complete list of prize winners will appear in a future issue of GamePro magazine. All prizes will be awarded by June 1, 1996.

ELIGIBILITY: This sweepstakes is open to residents of the United States except for residents of Puerto Rico and Canada. However, to be eligible under 18 years of age, a parent or guardian must be designated for the winner if there is a minor. Employees of Intertainment World, Inc. and National Football League Properties, Inc. and their family members and the members of the National Football League and its member clubs and all participating vendors, their subsidiaries, affiliates, advertising agencies and their immediate families are not eligible.

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