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Ultimate Doom



**NUMBER
77**

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ELECTRONIC GAMING MONTHLY



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This **monkey's** coming full throttle. Donkey




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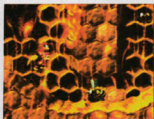
ACM graphics, 32 megs and so many **new levels**, it even outperforms last year's

model. But don't take our  word for it. Let Diddy take you once around the park—sunken pirate ships, roller coasters, beehives. (Watch the **sticky stuff!**)



Guess who's back in town.

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

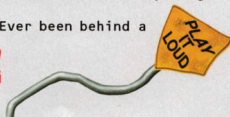


Look alive! There's more hidden stuff than ever.



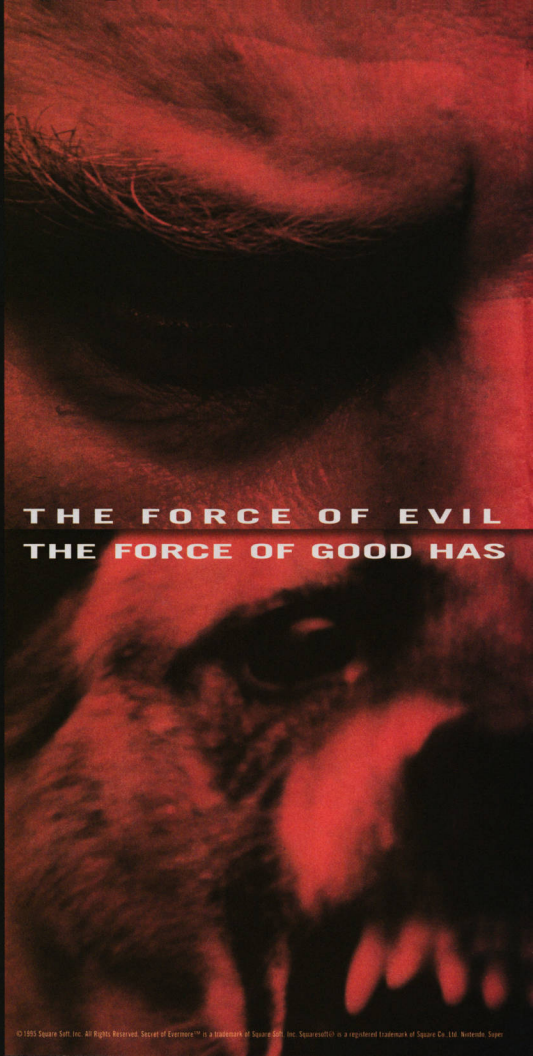
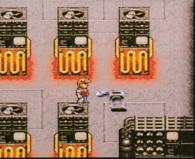
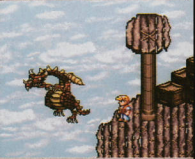
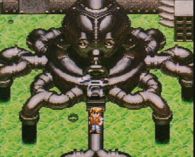
Now there are smarter Kremlings out to slap your monkey around. Ouch!

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OF ACTION
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ELECTRONIC GAMING MONTHLY

December, 1995

Number 8.12

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NINTENDO LOOSENS UP SECURITY...

by Ed Semrad, Editor in Chief

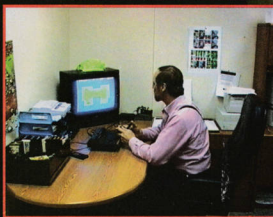
In a surprise move Nintendo of Japan has opened up their doors to their *ultra* top-secret 64-Bit video game system. Not a lot mind you, but just a crack. However, our Japanese correspondent is quick and he was able to sneak in and out before the door slammed shut...not to be opened again until Nov. 24, which is the big day when the

NINTENDO 64 IS UNVEILED.

Nintendo 64? Yes, at least that's what Nintendo will call its new system in Japan. One rumor has it (and there are plenty of them floating around) that Nintendo couldn't call it the Ultra 64 because the trademark was already taken for the Asian market, or, it could be that Nintendo just wanted to call their system something different—like the Super Famicom vs. Super NES names for their 16-Bit systems. Take your pick, or **MAKE UP YOUR OWN RUMOR** and start circulating it on the Net...

What our correspondent found in Japan was a *real* picture of a production Nintendo 64 controller. Yeah, there has been one floating around for some time now but that was just a sketch by one of the Japanese magazines. Don't miss our **SPECIAL COVERAGE** on this and the new Nintendo 64 modem network in our Press Start section. The other news was the fact that Nintendo really must have things moving along because the new photo of the Japanese system is exactly the same as the one of the U.S. Ultra 64 released way back in May at E'. There is no news, however, as to when the system will actually come out either in Japan or here. Why? **MORE NINTENDO SECRECY.** It seems that they are really

clamping down on the Dream Team to not release *any* screen shots of the games being worked on. You can see this in the interview with Steve Race where he wouldn't even call it the Ultra 64 and also because they show nothing but the Title screen of Spectrum HoloByte's Ultra 64 Top Gun game. Of course one month from now we'll all know what is really happening. Don't miss our **EXCLUSIVE ULTRA 64 COVERAGE** in our January issue.





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good taste. And go
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bug du jour
instead.



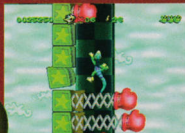
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game console.





ELECTRONIC GAMING MONTHLY



See the latest info on this killer fighting game for the PlayStation on pages 118-119.

DOOM

Cover Story

Alien Trilogy will soon be exploding on the PSX. Inside is out-of-this-world coverage on this mega-thriller!
STORY BEGINS ON PAGE 120!

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WIN BIG!

YOU WANT THE GOODS? ENTER THESE GREAT CONTESTS...

Check out the contests from Crystal Dynamics, EA and Nintendo! Wanna be greedy?

SCORE SOME OF THE BEST LOOT AROUND IN EGM'S SPECIAL CONTESTS

FEATURES



IT'S FUN TO ACCESSORIZE FOR THE ULTRA 64!

The Ultra 64 is going strong in Japan! However, with the release of this much-anticipated system, new developments surrounding the system will start to pop up. The Ultra 64 Modem, highlighted in this issue's Press Start section, is one of them. Square of Japan, Nintendo and a software developer (Just System Corporation) plan to develop an Ultra 64 add-on that gives the system network capabilities similar to a computer modem. Also, the group will develop titles that can be played on the network!

"Officials envision that the Ultra 64 add-on could pave the way for an interactive network that might go online by the end of '96."

GETTING DOWN AND DIRTY WITH THE MAKERS OF THE MK SERIES

In this issue, **EGM** crawls into the MK creators' heads to find out all of their deepest secrets. Well, at least some interesting answers to those questions and rumors floating around the gaming scene! Find out what John Tobias and Ed Boon had to say on MK merchandise, Ultimate Mortal Kombat 3, character additions (and subtractions) and Mortal Kombat 4! As well, we ask the dastardly question: "Why are there so many color palette swaps instead of original characters?"

"If we didn't make MK3, then MK wouldn't be in the public as much, and the movie wouldn't have been that big..."



EGM VISITS JAPAN TO CHECK OUT THE PSX VERSION OF SF: ALPHA!

What we won't do for our readers! Our editors traveled to Japan in order to get the scoop on Street Fighter: Alpha for the PlayStation. Take a look at the exclusive pictures of the game that claims to be better than the arcade. All the cool moves, awesome combos and tricks are exactly like the quarter-muncher! Also, the idea of the game is to neatly tie up some story loopholes in the Street Fighter universe before the future release of SF3! Could this much-anticipated release be on its way soon?

"[PlayStation version's] music and sound are possibly better than the arcade because of its CD quality."

PlayStation



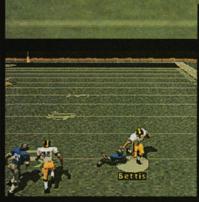
You know that dream you've always had of playing professional



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



If you're not blocking a 100-mile-an-hour slapshot, you're getting trampled by a weak-side blitz. What's going on? You're on the ice with NHL[®] FACE OFF[™] and you're on the field with NFL GAMEDAY[™]. The Sony[®] PlayStation[®] super-fast 360[°] graphics bring you face-to-face with a Natrone Means stiff-arm and face-to-astroturf with a Junior Seau blindside sack. On the ice, you'll be trading 3-D hip checks with Ray Bourque and Jeremy Roenick, while trying to keep Mark Messier and Pavel Bure from scoring on you at will. (After all, the players have their real-life abilities.) You can even follow your stats (no matter how pitiful they are) throughout the season. Just like in the pros. Where your nightmare is every defensive lineman's dream come true.

UR NOT

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IT APPEARS ONE SIDE HAS



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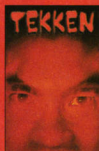


You're looking at the fastest racing game in history. Ridge Racer.

In Air Combat, you're a mercenary on a mission. Make that 17 missions.

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WE WERE JUST MAKING GAMES.



If a system is only as good as the games you play on it, we hope you got the PlayStation. Because according to critics, these are three of the best games out there, regardless of the hardware. To find out more, grab us on the web at <http://www.namco.com>. Better yet, grab a box.

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PRESS START

ULTRA 64

Stay tuned: A new venture may

Now that Nintendo's Ultra 64 has finally seen the light of day in Japan, more light is being shed on developments surrounding the system.

Most intriguing is a powerhouse alliance in the works among RPG maker Square of Japan, Nintendo and software developer Just System Corp. Together, the companies plan to develop an Ultra 64 add-on that gives the system network capability, much like a computer modem, according to a SquareSoft official.

"It's basically a new or original way of creating a service where you can dial via modem or whatever into a central area where you can link up to other Ultra 64s," said Marketing Director Ted Woolsey. "It will use the



Ultra more or less like a personal computer interface. You'll have a command menu on the screen and choose operations on the screen."

According to Nintendo of Japan's Yasuhiro Minagawa, "the new venture hasn't narrowed down" its future plans, but networking is one of the ideas being tossed about. However, he added the venture will "explore a variety of software for bulky disk media." Minagawa did not comment on whether the "bulky disk media" had any connection to a rumored peripheral that would play Ultra 64 games under a new disk-like format.

The network project is only in the conceptual stages, but officials envision that the Ultra 64 add-on could pave the way for an interactive network that might go



Ripping a page out of Nintendo's marketing book, 3DO is staying tight-lipped over details surrounding the 64-Bit add-on/system.

"All we can say is that we have 10 M2 projects under way in our studio," said 3DO spokesperson Tuesday Uhland.

3DO is taking the slow and cautious route with announcements, particularly regarding titles in development and release dates—an apparent effort to not overhype expectations.

Despite the lack of details, Toby Farrand, senior vice president of hardware engineering and operations,



stresses the M2 is "blazing some new trails" because of its architecture, which includes aspects not found in 32-Bit machines:

- Unified memory architecture: Instead

of dedicated memory segments, the M2's RAM can hold varying amounts of data as the game progresses.

- Floating point math: With it, the M2 can reduce pop-up and pixelization, which are two problems with some 32-bit games.

These innovations may well set the trend for future generation systems, and 3DO hopes to lead the pack. We see ourselves "in a technology war," Farrand said. "The people who will survive will be able to... move from technology to technology."



So what's going on with the M2?

NETWORK?

revolutionize multiplayer gaming

online by the end of 1996.

The partnership will also develop Ultra 64 titles that can be played on the network, and may eventually be expanded to include home shopping and banking services, Woolsey said. Details "still need to be fleshed out," he added.



Those details include how the data transfer will be handled. On that front, project leaders will probably look into technology employed in the Satellaview, an experimental peripheral in Japan that links Super Famicom systems to a satellite broadcast network.

It's unclear at this point how this venture will affect other game networks, notably XBand. Catapult reportedly was in the process of developing an Ultra 64 XBand, but Minagawa said it was "too premature" to discuss the venture's influence toward XBand.

Catapult officials had no comment.



Eye popper!

The following are screens of polygon-driven battle sequences: a little in-house research study put together by Square of Japan programmers. Done on Silicon Graphics workstations, the screens are possibly "a first shot of what a next-generation RPG from Square might look like," said SquareSoft marketing director Tod Woolsey. The characters are actually from Final Fantasy III and not FFVII as others have reported.



Shots reprinted from Sept. 8, 1995, issue of TokumaShoten Intermedia.



These screens, rendered on Silicon Graphics workstations, offer a glimpse of what the M2 might have in store. The above shots appear to be a first-person Doom clone but feature wildly realistic backgrounds and special effects, such as explosions and morphing. The other shots are possibly demo screens for a futuristic racing game being developed for the M2. Shiny Ent. is considering making M2 titles.



PRESS START

Aspiring game creators, take note: The **University of North Texas** is offering a college-level course in designing computer games. The course is possibly the "only one of its kind in the nation," said Ian Parberry, UNT computer science professor. The class, in which students work in a lab on real-life projects, was created in response to the phenomenal growth of the computer game industry. Those seeking more information on the course at UNT should call (817) 565-2108.

Bruce L. Stein has been named the new president and chief executive officer of **Sony Interactive Entertainment**. Previously, Stein acted as a consultant to **DreamWorks SKG** and president of **Kenner Products**. Sony Interactive's acting President, Martin Homish, assumes the role of president of **Sony Computer Entertainment of America**, taking over from one of several groups under the Sony Interactive Entertainment umbrella.

HOOKED UP

How games are sent through cable TV:

1. All the game data is placed on CD-ROM. The data stream is looped and sent out.

Because the data takes up little bandwidth, cable companies can provide Sega Channel without removing any current channels.

2. The data signal is sent out via antenna to a Hughes Galaxy Communications satellite, which bounces the signal back to local cable companies that offer Sega Channel.

3. The local cable company receives, interprets and sends the signal to subscribers.

4. A special adapter rented out to subscribers decodes the signal. A game can be downloaded within one to two minutes.

By the numbers:

Average subscriber age: 19.2
Gender: 83% male, 17% female
Percent rating games from good to excellent: 74%
Avg. games tried/month: 31.2

July 1995 statistics from Sega Channel

Sega Channel puts new spin on gamers' habits

Why buy when you can try? That's what Sega's been saying about the Sega Channel, and gamers have been listening.

Since its national debut in December of 1994, the video game channel has gained mass appeal. While Sega won't release exact subscriber numbers until the end of this month, the service has set up shop in major cities, such as Denver, Pittsburgh, St. Louis, Philadelphia, Houston and Washington, D.C., just to name a few. The New York-based Sega Channel has the potential to reach more than 12 million homes.

In addition, a survey in *Sports Illustrated* for Kids showed kids are five times more likely to buy into the Sega Channel than buy a new console, Sega officials said.

"There's been an overwhelming response to the Sega Channel," spokesperson Jennifer Moffie said. "It's been very successful."

In a nutshell, Sega Channel lets gamers download and play video games for the Sega Genesis. Up to 50 games are offered, and the

titles change monthly. The monthly service ranges from \$12-20 per month, with a one-time additional charge for an adapter that hooks up to the Genesis.

According to gamers, the interactive service has changed their playing and buying habits. Most notable is that Sega Channel subscribers are renting less from video game stores.

"You don't have to go anywhere to get the game through Sega Channel," said Jason Brown, 18, of Las Vegas. "You don't have to worry about returning the game, or paying a late fee." In addition, players don't have to worry about games that don't work because of dirty connectors.

Gamers say the "Test Drive" section—the video game equivalent of an all-you-can-eat buffet—actually prompts them to buy more. Once they get a taste of the game, they're hungry for more. More importantly, the Sega Channel eliminates fear of a "letdown" because gamers can immediately find out if a particular game is suited to their tastes.

Added to that are special events that tie into hot new

games. Recent promotions have included demos of *Primal Rage* and *Mortal Kombat 3*, as well as a special Earthworm Jim contest.

"Before, I never played with my Sega—it was all dusty," said Gino Guzzardo, 14, of Mundelein, Ill. "I had games that after I beat them, I didn't play anymore. But [now that I get] Sega Channel, I play a lot [because so many more games are offered]."

The channel's future looks bright, as Sega strengthens its ranks of subscribers through market growth. In September, Sega announced new partners that will help market the cable service in Canada.

The logical next step for Sega is putting Saturn games on the channel; however, no specific timeline has been announced yet. "Our product development team is researching the compatibility [of the Saturn]," said Moffie, who added that a new adapter will need to be developed to accommodate Saturn games.

More info on Sega and Sega Channel can be found at the company's World Wide Web site: <http://www.segaoa.com>.

IT'S VIRTUALLY A NEW DEAL

Nintendo has chopped the retail price of its embattled 32-Bit Virtual Boy from \$179.95 to \$159.95 in hopes of enticing more gamers to buy into the system.

Officially, Nintendo officials cited an improved yen/dollar ratio as the reason behind the price cuts. However, it seems more like an attempt to bolster flagging

sales. Support for this way of thinking comes from Japan, where some retailers have slashed the Virtual Boy price to a nearly rock-bottom \$99.

The price cuts coincide with the release of five new titles from Nintendo earlier this year: *Mario Clash*, *Wario Land*, *Golf*, *Vertical Force* and *Panic Bomber*.



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THE SOURCE  BEHIND THE FORCE.

SEGA SATURN™

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COLD
HARD
CASH

Silicon chip maker **Rendition** and PC board maker **Number Nine Visual Technology** have teamed up to create a new graphics accelerator for games. The boards use the **Vérité** chip (above), which has a 3-D graphics engine, video accelerator and a memory controller. Software developers such as **id software** (makers of *Doom* and *Quake*) and **Papyrus Design Group** (makers of *NASCAR Racing*) are retooling their popular titles to take advantage of the 3-D graphics accelerator. The **Rendition/Vérité** boards should be available in the first quarter of 1996.

Sega recently announced its intentions to join two big names, **MCA** and **DreamWorks SKG**, in a venture to develop interactive amusement parks that will include video arcades and high-tech simulators. A finalized deal should be hammered out by early 1996.

For those who complain about games that have disappointing endings, Sega offers this proposition: How about an ending that makes you \$25,000 richer?

It's part of a new contest Sega's whipped up for **VectorMan**, the newest side-scroller for the Genesis. Produced by **BlueSky Software**, the game has some of the most fluid graphics and animation ever seen on a Genesis title.

To help promote the game's release, Sega has placed special "You Win!" endings in randomly selected cartridges, which lucky players will see after finishing the game.

"Gamers should buy the game for itself; the game is great," said John Garner, marketing manager for Genesis. "But we wanted to put the best game with the best promotion to create an even bigger hit."

Beating **VectorMan** could mean big bucks for you

The special end screen will show a secret phone number for winners to call, and an address to send their winning cartridges and purchase receipts to. In return, Sega will send winners a replacement **VectorMan** game.

(Should a rental game prove to be a winning cartridge, technically neither the player nor the video rental store is eligible to win. However, if that player bought another **VectorMan** game and replaced the winning rental cartridge, who'd notice?)

Some prizes include: grand prize, \$25,000; 10 first prizes, \$10,000 each; 90 second prizes, Saturn systems.

There's no purchase required to enter. Players can also take part in the contest by handwriting their name, address, age and phone number on a postcard and sending it to: "Sega Play to Win Contest," P.O. 7531, Melville, NY 11775-7531.



Players who find this screen might win a trip to Florida!

Acclaim puts contest into video game

Who says you need an eye patch and peg leg to dig up lots of hidden treasure?

Not **Acclaim**, which is incorporating a unique contest into one of its new games, **Cutthroat Island**. The game follows the story line of the new pirate flick starring **Geena Davis** and **Matthew Modine**.

The contest's theme ties in nicely with the movie. Here's how it works: Hidden within the game are five treasure chests. Once all the chests are found, a special screen will pop up. Players will then have to answer three game-based questions.

Acclaim will dish out more than \$10,000 in prizes. The grand prize is a treasure hunt for two in the Florida Keys; other prizes include bars of gold, *Cutthroat Island* videos and movie passes.

There's no purchase required to enter. Players can send their name, complete address, question answers, daytime phone, date of birth and game systems owned on a 3-by-5-inch card to: **Cutthroat Island In-Game Sweepstakes**, P.O. Box 4197, Grand Rapids, MN 55730-4197.

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A Doomed Planet.
An Angry Alien.**

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Mortal Kombat 3 has lived up to its money-making-madness reputation. In the first three days of its debut beginning Oct. 13, **Williams Entertainment** estimates it sold more than 250,000 copies, raking in almost \$15 million. In comparison, the top-grossing movie that same weekend brought in \$9 million.

Acclaim Entertainment has been shaking and baking as far as deal making goes. In October, Acclaim reeled in two successful software developers: **Probe Entertainment** and **Sculptured Software**. The two developers have had a hand in the creation of Primal Rage, Mortal Kombat 3, Lemmings, and the Super Star Wars series.

In addition to this potentially powerful brain trust, **Acclaim** has joined forces with **Warner Bros. Interactive Entertainment**. Under the deal, the pair will publish three software titles based on **Warner Bros.** films currently being made. Acclaim already has a license to create games based on **Warner Bros.** characters, most notably Batman and Looney Tunes.

TALES FROM THE

The incredible *Star Wars* universe is back once again with *Star Wars: Tales From the Mos Eisley Cantina*, a book from Bantam Spectra Publishing.

This 300-page book tells the stories of various beings that frequent the cantina on Tatooine.

Each tale is told in the style of the particular character that it's about. For instance, Hammerhead's tale is written in a style greatly different from Greedo's. Many of the stories are intertwined with the first *Star Wars* film, such as when Greedo gets shot by Han, and when Obi-Wan cuts the bully's arm off.

The spectacular visuals that *Star Wars* offshoots are famous for aren't going to be found here, however.

There isn't all that much art in the book. Simple character drawings are found in the beginning of each story, and the cover, a collage of the various creatures from Mos Eisley, is a wonderful touch. The 20 or so tales will provide hours of entertainment.

Another hot number from Bantam Audio is the cassette or CD story that follows the fortunes of some creatures who made a lot of noise in the *Star Wars* movie: the band from Mos Eisley.



Identical to the story in the book version, the audio tapes are spiced up with full sound effects and music from the movie.

From the beginning theme

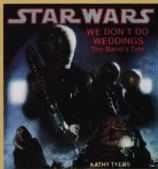
to the last laser blast, the sound is pleasing all the way through.

The 60-minute story is performed by professional actors, making the tale one even George Lucas could be proud of.

Kathy Tyers is the author of the band's adventure that follows the members through a small but very risky business venture. When the band is offered 3,000 credits to play a wedding for Lady Valarian, they can't say no.

As expected, there is one big problem: The band is under contract with Jabba the Hutt, and Lady Val is a competing smuggler. With the premise set, the audio book ends with a surprise.

Learn about the folks who pound brews at Mos Eisley Cantina: a place where every scoundrel knows your name.



Both items mentioned—the book and the book on tape—are worth every one of those 3,000 credits!

In Earth currency, the paperback runs \$5-6, the CD will cost you about \$15 and the tape around \$11.

STAR SIDE



Sub-Zero. Formerly of the Lin Kuei. Ex-ninja. Chosen warrior against Shao Kahn.



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Viacom New

Media has acquired the rights to publish a game based on Neal Stephenson's *Snow Crash* (above), a science-fiction cyber-space thriller about a hunt for a computer virus maker.

Nintendo plans to introduce a new controller/cable for the Virtual Boy, according to a company spokesperson. With the hook-up, two Virtual Boy players will be able to compete head to head. A release is scheduled for early 1996.

Looking for an analog steering wheel for the PlayStation? **Mad Catz** is developing one that is expected to be released sometime in 1996.

Arcade heavyweights **Sega** and **SNK** have agreed to cross-license games for the Saturn and Neo-Geo CD, respectively. Specific titles have not yet been announced.



IN THE ZONE

A miniature virtual-reality system for \$30?

What's red and black, has a controller and cartridges and provides a game-play experience most people have never seen before in their life?

Virtual Boy? Sure, but now there are two answers to that question.

Enter the R-Zone from Tiger Electronics. At first glance, the R-Zone appears to be a full-fledged system: The screen and speaker are housed in a small box that you strap on your head. Connected to the box is a multi-button controller.

The R-Zone actually uses cartridges that plug into the box. The game screen is projected onto clear plastic, making the image appear to float in air. It takes a little while for your eyes to adjust to the view.

While the red-shaded displays aren't even in the same league as the Virtual Boy's immersive experience, the R-Zone is less

bulky and less expensive. That makes it an ideal travel accessory for those who enjoy LCD-type games. (However, be prepared for lots of curious onlookers once you strap this puppy on.)

The system sells with one game for \$29.99 and runs on four AAA batteries. Additional cartridges are sold separately, including *Batman Forever*, *Judge Dredd*, *VR Troopers*, *Virtual Fighter*, *Mortal Kombat 3* and *Daytona USA*.

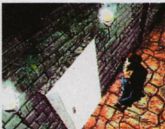


T*HQ, I-Motion to intro PlayStation titles

T*HQ's push into 32-Bit games has received a boost from I-Motion Interactive, with which it has inked a publishing deal. The

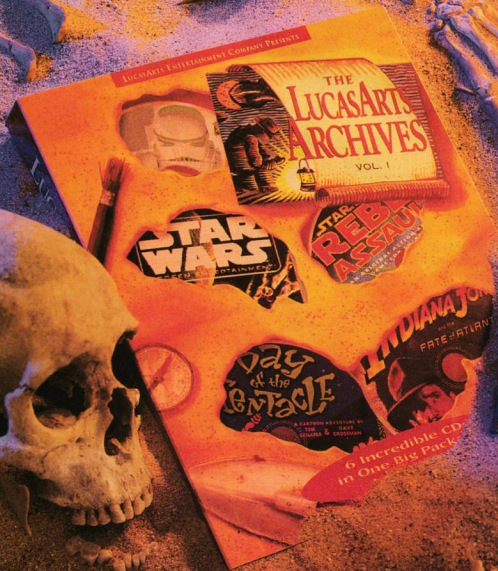
first game in the works is *Alone in the Dark: One-Eyed Jack's Revenge*. This sequel is due out in the first quarter of 1996 for the Sony PlayStation

and shortly afterward for the Sega Saturn. Another title due out in 1996 for both platforms is *Chaos Control*, a 3-D flight sim.



The first glimpses (above) of the sequel to *Alone in the Dark* for the PlayStation boast richly detailed scenes.

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FIRST PICTURE OF NINTENDO ULTRA 64 CONTROLLER!

Nintendo of Japan has just released the very first photo of a production version of their new 64-Bit game system controller. As Quartermann predicted, there is a third arm in the center of the controller that will house the analog stick. It is longer, wider and thicker than the side grips so it will provide better leverage and feel for times when the player will have to use the analog stick. The standard Super NES-type cross is on the left-hand side allowing for normal gameplay. On

the right-hand side, are the six standard fire buttons; four are colored yellow and are arranged in a diamond pattern and a red and a green button are located to the left and down from the yellow set. They are also slightly larger in order to aid in identifying by feel which is which. In the center of the controller is another red button that may be used to restart the game. There is no Select button on the controller but that function could be built into and made selectable in the game software.

Not shown, but located on the back of the controller, is a slot that some believe



Nintendo of Japan has just released the very first picture of a production sample of their revolutionary analog/digital controller for the Nintendo 64 (new name).

could be used to hold a memory card that may function in a way similar in



nature to the one presently found on the Sony PlayStation. It may also be used as a way to program the buttons for

selected moves, similar to ones that appeared for MK3.

Nintendo also announced that the name of its 64-Bit game system would be called the Nintendo 64. Rumor has it that the word 'Ultra' has already been trademarked in Japan, and Nintendo had to change the name of its system for the Asian market.

Other than the nameplate and three-dimensional-looking N logo, the photo of the Japanese Nintendo 64 system does not differ from the previously released one for the Ultra 64 in the U.S. Similarly, other than the logo, the game cartridges appear to be the same as the ones for the States. No word has been given as to whether the game cartridges will be interchangeable between the U.S. and Japanese game systems.

Look for the *only* U.S. coverage including reviews, photos and details on all 10 games and controllers in the next special edition of **EGM!**



The Japanese version of Nintendo's 64-Bit system is pictured on the left, and it is now going to be called the Nintendo 64. The U.S. version is on the right, and it will still be called the Ultra 64. Note there isn't any difference in shape or color.



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"NBA IN THE ZONE" DECEMBER TIP-OFF

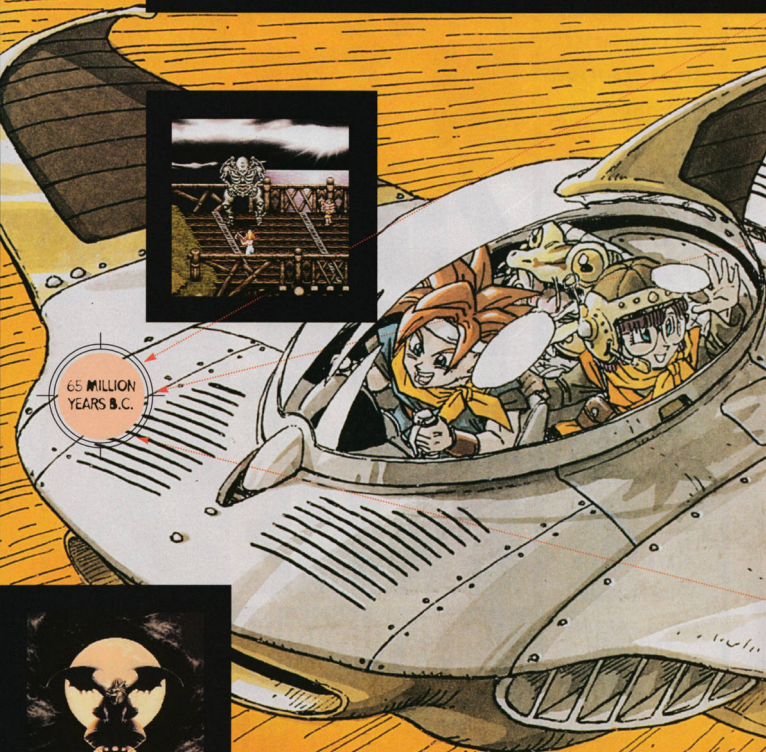




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GAMING GOSSIP

The great Ultra 64 giveaway...
You can't hide a Sega Eclipse...
Why KI is D.O.A. for U64...
Saturn may head online...
Tuning into PlayStation glitch...
Matsushita Scores M2 Technology...

...Ho, ho, ho, my little Quarterfriends! 'Tis the Q-Meister, back to deck the halls with insider info and ring in the new year with a big bag of gossip! Yours truly has dished up some true yuletide info as the "great console wars of '96" prepare to begin. While the PSX and Saturn have each secured a title (albeit small) foothold on the gaming community, new upstarts like the Ultra and Matsushita's M2 Mystery Machine are sure to make next year the hottest ever for console fanatics...

...Reports in from Q-mann's spy central suggest that something strange may be happening to the Ultra. Although Nintendo is going full-bore, pumping ads for the renamed Nintendo 64 in the Land of the Rising Sun, some sources are suggesting that the big N's super machine may be pushed back. Attendees of the Shoshinkai Trade show in Japan this past November were to have had a chance to walk away from the show with one of 100 N64 units. (The name change came, by the way, as a result of a TM problem with the original Ultra Famicom name.) Some are saying that the unit won't get a full roll-out until E', although the Q recommends those who are hardwired to check out the latest facts on the Internet at www.nuke.com for the complete story as it happens!...Up until the Shoshinkai show, Nintendo engineers were scurrying around trying to fix some last-minute hardware problems with Nintendo's next-generation system. Nonetheless, they were at an impasse until IBM reportedly came into the picture. Rumor has it that IBM provided a new chip for use inside the Ultra called DENSEPAK. The chip looks like a 16-Bit chip but performs with 64-Bit muscle. The Q's sources also heard Nintendo may be poised to bring the system out for as low as \$199, but games will still ring in at a steep \$69-100...

...All that talk in the trades about an imminent takeover of the M2 technology from rival Sega appears to be history in light of 3DO's recent announcement that Matsushita has paid a whopping \$100 million in cash for an exclusive license to the technology. 3DO plans to re-emphasize softs, while leaving the issue of Panasonic, Goldstar and other 3DO hardware supporters with a growing list of games...Behind the scenes many analysts have told the Q that 3DO would have had some real problems had the remarkable M2 super system not been developed. The machine, according to one Wall Street type, will single-handedly change gaming as we know it...Look for Williams Electronics and other arcade makers to put the M2 under the scope as a quarter-sucking board for a new line of coin-ops...

...The Q-Mann hears a rumor that secret documents are flying about in Sega and Sonyland regarding the prices of their respective super systems. Don't be surprised if the two combatants do a little Nintendo/Sega shuffle as next year's E' approaches with tit-for-tat price drops leaving both machines closer to 200 bucks...On the same subject, the same rumor mill has Sony planning to offer selected first-run titles for under \$40 to provide a price point that Nintendo's cart/optical system can't touch...No Killer for the U64? That's the rumor that yours truly dug up during a recent West Coast trip, with sources close to production rumored to be hitting a programming problem. In its place you may find yourself buying up Killer Instinct 2...Other games being considered for system pack-ins include Ultra Mario Bros. 3-D, a new Mario adventure and Ultimate Mortal Kombat. These two games will be offered as separate pack-in options according to my loyal Q-followers who passed tidbits on as an early X-Mas present. In other software-related news, DID, the Manchester, England-based company that has coded several games for Ocean and a few other big-name video game companies, have become so good at coding air combat sims that the RAF (British Air Force) is using DID's skills to make air-combat simulations...Look for *Star Wars* products developed exclusively for the Ultra 64 out next year. The first of the bunch will be *Shadows of the Empire*, an original adventure that won't hit screens anywhere else...

...Check out a new modem adapter for the Sega Saturn that will provide download access to the World Wide Web within 12 months. Also look for the PSX to get connected with a third-party device that will allow gamers to download patches and other info over the Internet to update and preview games...There are conflicting reports out of the Sega camp about a 64-Bit upgrade for the Saturn codenamed Eclipse. Sega's official line is the Eclipse is a joystick coming out for the Saturn from InterAct. Try again, my loyal Q-Readers. Here's what we're hearing: At first this 64-Bit peripheral was only memoware that the technical wizards at Sega dreamed up to get Internet travelers chatting about the Saturn. So what does the Q think? My bet is on the joystick...

...In other Sega news, Sega and SNK are rumored to be working on a cross-platform deal that will see the two companies exchange titles for their various systems. Saturn users will see some of their favorite NeoGeo titles come out for the Saturn and vice versa. As a result, Samurai Shodown and King of Fighters are headed to Saturn, and passing them in the night are all three Virtua Fighter games (Virtua Fighter, Virtua Fighter 2 and Virtua Fighter Remix), Sonic Remix, two of the older Sonic games and Mean Bean Machine. Look for all of these titles to show up on one disc... A new title, Sonic X, will be headed for the Saturn first and then to the NeoGeo CD...Look for Donkey Kong 3-D on the Ultra next year...

...You may have already heard about the NVIDIA-Sega deal that will see Sega games heading to PC. Well, how about Ridge Racer on the PC? It's coming soon to a PC near you, according to my Q-Sources...Turning to the PlayStation, did you know that at one point Sony white shirts were debating whether to make the PlayStation CD-ROM compatible? Yup, but a decision from Sony of Japan nixed the idea. Our sources tell us it would have been possible to buy a PC game and play it on the PlayStation. Word has it this may be part of the PlayStation 2 plans, along with a new MPEG module that will allow you to play full-length CD-quality movies on the second version of the PlayStation due in mid-'97...The best Internet rumor of the month: Sony buying Nintendo for the rights to add Mario to Toshinden 2. To quote a famous horse: "No sir, I don't like it..."



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They've killed more cows
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So waste 'em with bombs, your sword or even archers. If you don't, these demented hordings are gonna devastate the village you've built. With killer 3-D texture-mapped characters and backgrounds as well as 35 minutes of video, it's no wonder The Horde has been critically acclaimed by everyone with a pulse — and an appetite for destruction!



CONTEST

Tell us the best way to pop a Hording and you could win this beefy-T.

50 Horde T-Shirts will be awarded
Contest Ends December 31, 1995



Special, Hard, Normal, Action



GamePro 3D0™ rating

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To enter: Send your name, address and phone number on a stamped envelope and mail to: Crystal Dynamics, THE HORDE T-SHIRT SWEEPSTAKES, 87 Encina Ave., Palo Alto, CA 94301. Entries must be postmarked by December 31, 1995.
Crystal Dynamics assumes no responsibility for lost, late, damaged, incomplete or postage due entries. No cash checks. Offer valid in the USA only. Offer and prizes prohibited, void for alternate countries by law. All federal, state and local laws and regulations apply.
No purchase necessary to enter. A random drawing of all eligible entries will be conducted to award the prizes, and the winners will be notified by January 31, 1996. Prizes are not transferable. All judges decisions are final. All prizes will be awarded.

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You'll be infected with fun and challenge in the newest adventure from CAPCOM: MEGA MAN X3™! A virus has hit the replitoid community and a Maverick outbreak brings the world to its knees. But Mega Man X and his partner Zero are on the scene to do battle against the robotic renegades. Choose either character for even more excitement!

• **Panasonic's Buy 2, Get 1 Free***
Panasonic Software Company has introduced a slew of great titles for 3DO systems, including *Super Street Fighter II Turbo*, *Myst*, and *The Daedalus Encounter*. Coming in April, look for *Mortal Kombat 3*. And keep your eye out for a series of Olympic titles, like *Olympic Basketball* and *Olympic Games Volumes I and II*. Now, for a limited time, when you buy two Panasonic Software titles, we'll send you one free* title of your choice from among these exciting picks: 1. *BURNING SOLDIER™*, 2. *REAL PINBALL™*, 3. *WICKED 18™*, 4. *GUARDIAN WAR™*, and 5. *FUN 'N GAMES™*. *plus shipping & handling charges

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



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REVIEW CREW

THE REVIEW CREW



**ANDREW
baran**

Current Favorites:
Twisted Metal
Warhawk
Final Fantasy V

Cyberboy and Cybergirl have been spending their days and nights together. It looks like love. Unfortunately, Andy's been falling asleep at his desk. His drool almost shorted his keyboard!



**MARK
lefebvre**

Current Favorites:
MK3
Rayman
Warhawk

We were about to make a movie on the life of Candyman, but it turns out that there already was a Candyman film. So Mark summoned the movie actor and beat the snot out of him.



**MIKE
desmond**

Current Favorites:
Warhawk
D
Twisted Metal

Mike Desmond has recently joined the Hug-A-Squid Foundation, so he could give tribute to nature's least understood critter. He has adopted the ways of the tentacled ones.



SUSHI-X

Current Favorites:
SF Alpha
UMKS
Warhawk

Sushi-X has returned from his month-long vacation to the Himalayan mountains. Special thanks go out to his war veteran pal Scott Parus who filled in for him while Sushi was getting some R&R.

HOW GAMES ARE RATED...

The reviewers that are published in **EGM** are created after each game on the Review Crew staff plays through the game in its entirety. The Crew then independently writes their reviews based on the quality of the product, originality and challenge (how long it takes to complete) and bases their numerical scoring on a 1 to 10 scale in relation to other titles available for the same system.

playstation

TWISTED METAL

sony computer enter.



category:	release date:
Action	Now
challenge:	back-up:
Adjustable	Password

As an old fan of the board game Car Wars, Twisted Metal brought all the carnage of my pen-and-paper RPG days to the TV. The graphics are outstanding and each level gets progressively better. The climax on the rooftops is a real blast. There are plenty of different vehicles to choose from. The whole premise is sort of warped in a cool way. The music fits it perfectly. The Two-player Mode is a blast. So far, this is my favorite PlayStation game.

With all the new technology available to programmers, a lot of games are becoming so "high tech" that the most important function of the game can be lost: fun! Twisted Metal seems to have only one job, and it does it well. The game is a blast to play. The graphics aren't anything that special, and the sound isn't spectacular either, but when you fire this destroy-everything title up, you had better have some free time on your hands, because you're in for one wild ride.

There is nothing else like this game! Where else can you throw napalm out of an ice cream truck, smash into Diablos and run over pedestrians. With a choice of 12 vehicles—all of which vary in armor, weapons, speed and agility—any gamer, including myself, will never get bored. The control, which is very precise and clean, varies from vehicle to vehicle, as do the endings. Any game with Molotov cocktails, exploding cop cars and napalm ice cream cones has got to be good!

Twisted Metal is filled with mindless death and destruction. It is a perfect game to relieve frustration while blasting away computer enemies or your friend in Two-player Mode. The control is sharp, allowing you clean and precise control as you battle through city, suburb and rooftop levels. Having vehicles that control as differently as they look is also a bonus for this title. The different endings for each character offer nearly unlimited replay ability for this already great title.

Best Feature:	Mindless Destruction
Worst Feature:	Small Two-player Levels
Time To Complete:	Medium
Also Try:	Destruction Derby

super nes

DONKEY KONG COUNTRY 2

nintendo



category:	release date:
Action	Now
challenge:	back-up:
Moderate	Battery

Donkey Kong Country 2 is a great sequel. You can see the little touches of Miyamoto everywhere. The technique is much more refined. The graphics are the same, but the animation seems smoother. Maybe it's my eyes? The audio is decent, but what sets this cart above the original is the amount of secrets. DKC2 has multiple endings, depending on how many you find. The way you use the animals has changed, with better control and new types of levels. Great!

One of my biggest complaints about the original DKC was how quickly the game could be beaten. This is not the case with the second installment; you will be spending some serious time trying to make it through the gnarliest levels ever. The biggest improvement is the interaction between the two characters. Unlike the first DKC, teamwork will play a key role in reaching the secret areas of the game. DKC2 is a definite improvement over the original. Great game!

I didn't think it could be done, but Nintendo made DKC2 just as good, if not better than the original. Using Dixie and Dixie, you must go through various new levels with even more hidden levels than DKC. The music, sound and graphics are all top-notch. The addition of new animals you can use, new enemies and huge levels make this game tremendously fun. Games like DKC2 will keep the Super NES alive and kicking. Hats off to Nintendo!

DKC2 demonstrates what sequels should be all about. The game not only carried over the same look and feel of the original, but it also added a new character and more challenging levels. The graphics are on par with the first release, while game depth and originality have skyrocketed. Keeping the same pirate theme throughout the levels while making each diverse and unique deserves commendation. DKC2 will undoubtedly be the hottest 16-Bit title this holiday season.

Best Feature:	Peg-Legged Pirates
Worst Feature:	The Beehive Levels
Time To Complete:	Long
Also Try:	Donkey Kong Country

ANDREW

MARK

MIKE

SUSHI

super nes

SPAWN

acclaim



category: release date:

Action

Now

challenge:

back-up:

Moderate

Password

Spawn sports some decent graphics, but it doesn't really have the feel of the comic. Spawn moves way too slowly, and the enemies lack intelligence. The diversity of some of the levels keep things fresh. The Bosses are totally cheap because they have many instant hits, especially Anti-Spawn. The visuals are okay, but the special effects are just for the sake of having them. This cart would have been better if it moved faster and had eerie music. Spawn is above average.

I was expecting the worst when I fired up Spawn, only because it falls into the same category as many other mindless action games with a big-name title slapped on it. After playing through the first few levels, I was very surprised at how much technique can be learned. There are many moves that can be pulled off by using multiple-button combinations to deliver a wide range of attacks. The graphics are decent, but the animation of the game runs at a very slow pace.

Spawn is too similar to any other Final Fight-type games. The differing attack buttons with both weak and strong punches and kicks are a good idea, but all that is needed is the typical jump-and-kick motion to progress through the game. Spawn should give gamers more than one life instead of constantly having to go to the Continue screen. The game is good for dedicated comic-book fans, but those who are sick of Final Fight games, pass this one up.

The clarity of the graphics and animation from the general backgrounds to the spotlight effects are deserving of McFarlane's reputation. But the game controls are sluggish, causing delayed character movement and cheap hits. While Spawn is supplied with a wide assortment of attacks, the character just doesn't feel like a superhero when you come across levels like the sharp-shooter stage and when you must battle the cheap fighting Boss, Anti-Spawn.

Best Feature: Character Graphics

Worst Feature: Anti-Spawn

Time To Complete: Medium

Also Try: Separation Anxiety

super nes

SECRET OF EVERMORE

squaresoft



category: release date:

RPG

Now

challenge:

back-up:

Moderate

Battery

Secret of Evermore may not be up to the usual quality of the other Square RPGs, but it still is better than those of the other companies. SOE has some of the best music found on a cartridge, and the story, while a bit childish, is cool. However, the game interface was a little bit hard to use. The control and graphics were above average. Secret of Evermore is a long game that spans many time zones. If you are looking for an RPG, this should be at the top of the list.

I'm a huge fan of RPGs, and no company makes better RPGs than SquareSoft. They have outdone themselves once more with another killer RPG. Unless you're familiar with Secret of Mana, the interface may take you a little while to get used to, but believe me, it's well worth it. One of the best features about the title is that the difficulty has been cranked up quite a bit more than Secret of Mana. It's a great game that will definitely be worth the money.

Squaresoft has done it again! Secret of Evermore, the first RPG done by Square of America, has many similarities to past Square RPGs. The interface is quite similar to that of Secret of Mana, including the Ring Menu. The difficulty has been increased quite a bit since its last RPG release, Chrono Trigger, which makes the game that much better. With a new look and increased difficulty, Secret of Evermore will please most RPGers.

Square comes blazing through with another hot RPG. Although SOE follows the company's tradition for graphics, the game relies mainly on its outstanding story and detailed plot to give players what they demand in an RPG. Battle action is fast and the levels are large and challenging. A giant inventory of items and the ability to take control of other characters in your quest makes Secret of Evermore the RPG to fill the void that Chrono Trigger fanatics are searching for.

Best Feature: The Bone Weapon

Worst Feature: Time Consuming

Time To Complete: Long

Also Try: Secret of Mana

super nes

PORKY PIG'S HOLIDAY ADVENTURE

acclaim



category: release date:

Pig Action

Now

challenge:

back-up:

Adjustable

None

For an action game, Porky Pig is decent. There's a lot of technique to the gameplay. The graphics are good, but the really cool part about this title is that each time you play, the seasons change. Sometimes the enemies will change, making things just a little different each time you turn it on. While Porky might not be the most popular loon around, the game is appealing. The music is a great, bizarre conglomeration of depressing tunes. This one'll be a sleeper.

First of all, Porky Pig isn't a bad game—it's just not the type of game that a "serious" player will enjoy. The reason is skill. There is none. Throughout most of the game, you will only use one button: jump. It would have been a lot more fun if there was the ability to run or have some other forms of attacking the bad guys. The graphics are great, and the gameplay is pretty decent, but Porky Pig is suited more toward the younger gamers.

Porky Pig's graphics and animation are clean, smooth and reminiscent of the actual cartoon. The downfall of the game is that it does not require any type of skill other than pressing the Jump button, which really limits the game. Unlike previous Warner Bros. licensed games like Road Runner: Death Valley Rally, Porky Pig is too easy for experienced gamers. So unless you are a hardcore Porky Pig fan, try this game before you buy it.

The graphics in Porky are worse than expected but are smooth nonetheless. The changing backgrounds that reset to different seasons after each restart are imaginative, but serve no practical purpose other than to stimulate the player visually. The enemies fall into the semi-cheap category, having few mandatory hits while the Bosses are tough and take some imagination to beat. Porky is a fair game, but the character doesn't fall into the typical action hero category.

Best Feature: He's Got No Pants

Worst Feature: He Moves Slowly

Time To Complete: Medium

Also Try: R.R. Death Valley Rally

super nes

BREATH OF FIRE 2

capcom



category: release date:

RPG

Now

challenge:

back-up:

Moderate

Battery

Breath of Fire 2 exceeds its predecessors in every way. The graphics are bright and well drawn. The whole quest is huge, making for days of adventure. The control setup is similar to the original, but I sort of wish that you could try different attacks. It would have added more strategy to the battles. The characters you pick up are pretty cool, and they break away from the stereotypical knights-in-shining-armor theme. Overall, Breath of Fire 2 is a good RPG.

At first glance, the graphics of Breath of Fire 2 may look a little below average when compared to other hit RPGs, such as FF3 and Chrono Trigger. This is true, but graphics aren't everything. Breath of Fire 2 has a decent story to it, and features over eight characters that you can pick to join you in your quest. The sound and musical score is great for a cartridge game. Overall, Breath of Fire 2 is a worthwhile game, but this one could have been a little better.

I don't often have time to play RPGs, but I found Breath of Fire 2 by Capcom to be a good, well-rounded RPG. The graphics fall short compared to SquareSoft's Chrono Trigger and Secret of Mana. But they make up for it with such features as the Shaman Elements, in which you can combine your characters with shamans to produce up to 20 different combinations of characters. With hours of gameplay and a good story line, many RPGers will enjoy this title.

The second release in the Breath of Fire line of RPGs displays good visuals and sound throughout the 70+ hours of play. The story is lenient, allowing you to enjoy such actions as building stronger characters with the use of shamans, constructing your own village and inviting NPCs to visit. The relaxed battles allow you to sit back and watch your characters fight as you plan the strategy they are to use in combat, which brings out the true RPG features inside this cart.

Best Feature: The Shamans

Worst Feature: Fair Graphics

Time To Complete: Long

Also Try: Chrono Trigger

genesis

SEPARATION ANXIETY

acclaim



category: release date:

Action

Now

challenge:

back-up:

Moderate

Password

This sequel to Maximum Carnage has its ups and downs. The characters are more detailed, but the character size has been shrunk down. The graphics seem a little clearer than before. The best part of Separation Anxiety is the Two-player Mode where Spidey and Venom can work together. This, however, is fraught with slowdown. The enemies are very cheap, and you'll get hit no matter what you do. No continues? Overall, this cart isn't much fun.

There are so many negatives about this game, I don't even know where to start! Games are supposed to be fun to play, not frustrating! The enemies you will encounter throughout the levels look exactly the same and are the cheapest when it comes to fighting. Whenever a bad guy is on the screen, mandatory hits are sure to follow! With impossible gameplay, horrible graphics and monotonous sound, this one should head back to the drawing board.

This game suffers from the same thing most Final Fight games suffer from: repetitive levels and the same enemies throughout the whole game. Separation Anxiety requires little skill other than continuously pressing the Attack button and the occasional Jump button. The enemies are cheap, monotonous and annoying; it is almost impossible to move two steps without taking mandatory hits! Comic-book fans might like this title, but I'll pass on this one.

The best feature in Separation Anxiety is the ability to play as either Spider-Man or Venom. However, the unending barrage of enemies gets stale quickly when you advance only five feet and get attacked by another gang of reappearing thugs. The moves are restricted by only having one button to inflict any sizeable damage to the opposition. While the graphics are poor, the upbeat soundtrack makes up for shabby visuals. Superhero fans could get into this one.

Best Feature: Spidey & Venom Together

Worst Feature: Repetitive Enemies

Time To Complete: Long

Also Try: Final Fight

genesis

VR TROOPERS

sega of america



category: release date:

Fighting

Now

challenge:

back-up:

Adjustable

None

VR Troopers is a poor fighting game: plain and simple. The audio is the typical grainy Genesis noise, and the colors are notoriously dark. The characters are small, and the moves are difficult to do. This is only remedied by the fact that you can defeat most opponents with repeated low kicks. Younger players might enjoy this game, but anyone over age 10 will probably not have the patience for this game. VR Troopers may have lots of fighters, but they don't control well.

VR Troopers has a couple neat features, such as a Story Mode for the One-player and a Two-player Duel. But underneath all the makeup, it's just another fighting game. In the One Story Mode, choose between three different characters, each with his/her own special moves. This would have been a pretty cool game, but some major problems plaguing this title include control, graphics and sound. What's left? Not much! Sorry, but this one comes up short!

Another example of a cheesy fighting game with absolutely terrible sound, grainy 16-color graphics and horrible controls. The game gives you an option to play either the Story Mode or Regular Fighting Mode, where you can play as all fighters, which is a nice option. But when the game is this bad, who cares? All characters have a special move, but don't even try to use it because 75 percent of the time it will not work. It's a shame games like this sell just because of the title.

This title is an example of how the popularity of fighting games can also hurt the quality of new releases by lowering the standards of game mechanics just to make a fast sale. Controlling the fighters is a chore in itself caused by an unusable game interface. Sound and visuals offer nothing to accent the horrid control, making the game appear to have been rushed during development. The poor fighting games with little thought and less playability have to stop.

Best Feature: Is There One?

Worst Feature: Nothing Unique

Time To Complete: Medium

Also Try: Shaq-Fu

ANDREW

MARK

MIKE

SUSHI

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genesis

WATERWORLD

ocean



category: release date:

Action

Now

challenge:

back-up:

Adjustable

None

Waterworld may sport some impressive 16-Bit graphics, but I found myself just wanting to pull this cart out of my Genesis. The gameplay is way too rigid. In the side-scrolling sequences, you can't even jump and attack. The boating scenes are tough to the point of being frustrating. The control needs an overhaul. Waterworld also gets boring after a while because there isn't much in the way of diversity. Despite the looks, WW is a poor game that isn't all that fun to play.

For a movie-to-game translation, I was fairly impressed with Waterworld, except for one major flaw: The entire game consists of three levels, which, although they become increasingly difficult, are looped over and over. No matter how intense the action, the game becomes repetitious after about 10 minutes of playing. For a Genesis title, the graphics look really good, and the sound is well above average. Waterworld may be a questionable "buy," but definitely worth a rental.

I played through the first level hoping this game would get better, but I was let down. The game is composed of grainy graphics, bad musical score, tiny sound and two-frame animation. The side-scrolling levels control and look as if the character has duct tape wrapped around his knees. This is another case of a bad game based on a multimillion dollar movie. With the quality of games being released these days, Waterworld is destined to sink.

Waterworld is another prime example of company using a popular movie name to sell its game adaptation. The game control is in its rawest form, forcing you to fight with the control throughout. The music score is also annoying as it irritates the player more than it accents the game. Instead of pushing the multiple engine part of this title, Ocean should have spent more time developing one properly to make the game seem enjoyable.

Best Feature: Decent Graphics

Worst Feature: No Excitement

Time To Complete: Medium

Also Try: Waterworld-Super NES

saturn

CORPSE KILLER

digital pictures



category: release date:

Action

Now

challenge:

back-up:

Adjustable

Battery

People should realize that FMV games aren't the wave of the future. Corpse Killer does have its fine points. The video is clear, and there are some puzzle elements dealing with the locations. Even the story is pretty good for a B-movie flick. The actual game is the one thing that drags this title down. The shooting action is laughable with hokey zombies popping up here and there. Despite the cool setup, Corpse Killer lacks the basics of a good game.

Corpse Killers was released a while back for the Sega CD. The game was terrible because of its horrible video, no gameplay and a fun factor of about zero. Now that Sega has a new powerhouse system, let's try another release. Nope, it's the same! Since the entire game is made up of full-motion video, you would think that the quality of the video would be at least average? Nope. The bottom line is that Corpse Killer is simply a bad game that should never be released!

Titles like Corpse Killer are the reason why I despise FMV games. The cinemas between levels are typical of the B-movie genre and are simply useless. Shooting superimposed zombies on a scrolling, two-dimensional, digitized background is not my idea of a good time. Granted, the video looks better on the Saturn than the Sega CD, but that's not enough reason for Corpse Killers to be ported over. If FMV is the future of gaming, I'm not looking forward to it.

This FMV is nothing more than a bad home version of Operation Wolf with more cinemas. The game is poor all the way through with little to offer over the earlier Sega CD version besides slightly clearer audio. The acting is that of a low-budget movie giving you the same message after a battle no matter if you kill one enemy or all of them. I think it's time game designers put down the video camera and put new programming techniques to use.

Best Feature: The Actors

Worst Feature: Choppy Cinemas

Time To Complete: Medium

Also Try: Any Other FMV Game

saturn

GHEN WAR

sega of america



category: release date:

Action

Now

challenge:

back-up:

Moderate

Battery

This title has the makings of a great game, with different types of missions and cool-looking enemies. However, Ghen War fails in generating excitement. Once you start playing, you have no idea where to go, and the subscreens don't help. The graphics are among the best seen on the Saturn. Everything scrolls smoothly, but your perspective hurts the gameplay. While the mountains were a nice idea, they just created too many problems.

This is another example of a game that had a really good chance of becoming a great title, but in the end, loses out due to more negative features than positive. One of the major problems with the game is the graphics. They are far from acceptable for the capabilities of the system. Another problem is excitement. When playing a game of this nature, there should be some strategy involved, not mindless roaming around in a mech, targeting enemies with no intelligence.

With its easy-to-use interface, smooth-scrolling landscapes and ease of control, Ghen War has potential. Its main downfall is that the game has absolutely no point; you find yourself walking aimlessly around planets shooting at the occasional enemies (who look like Stripe from *Gramlins*) with nowhere to go and no mission objective. It's a good attempt at a mech game, but with no goals or point, this game is as fun as having a lobotomy.

Ghen War is an average mech-battling game. The texture-mapped graphics of the enemies and the countryside are detailed and uphold the visual end of this title. While the landscape is fine to look at when you are in a flat area, a problem arises while trying to jump a hill when you are up close and have a face full of rock. The effect is similar to placing a bag over your head while you jump aimlessly. This title needs some serious revamping to make it appealing to players.

Best Feature: Decent Cockpit

Worst Feature: Wall of Rock

Time To Complete: Medium

Also Try: Mech Warrior-PC

ANDREW

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playstation

PHILOSOMA

sony computer enter.



category: release date:

Shooter Now

challenge: back-up:

Adjustable None

Philosoma is a decent shooter with outstanding graphics and control that is right on the mark. This in itself makes it above average, but when you couple it with five different perspectives and the most incredible CG around, Philosoma really shines. The different views keep this CD fresh. I particularly like the perspective that is reminiscent of Zaxxon. The audio is top-notch, as is the story. Philosoma will keep you at the edge of your seat. I wish it was longer, though.

I have played many shooters in my time, and while not being my favorite type of game, I must give credit where credit is due. Philosoma rocks! This title could easily get an award for coming up with some of the coolest concepts in a game. Almost every possible perspective you could imagine in a game will be thrown at you throughout the battle. Both the sound and the music get an A+. The game graphics are excellent and the cinemas are must-see. Great game!

I'm not much of a shooter fan, but this game is pretty cool. Philosoma pushes the PlayStation's processing power into overdrive. The different perspectives used in this shooter are innovative and could set new standards in the shooter genre. Philosoma is not too difficult for the novice but difficult enough for hardcore shooter fans. The game is nonstop action with great music, sound effects and totally killer cinemas that would give any gamer sensory overload!

The changing perspectives on every level are the backbone of this PSX shooter. The graphics are clear, making Philosoma a balanced game that matches the stunning cinemas found after every level. Your ship controls smoothly and precisely but the same views that make this game unique also make it somewhat disturbing. Some of the new and unusual views take a while to get used to, but this is still a very fresh shooter. One drawback is that it is a little short after you get into it.

Best Feature: Perspective

Worst Feature: Front Views

Time To Complete: Long

Also Try: Viewpoint, Novastorm

playstation

WARHAWK

sony computer enter.



category: release date:

Sim/Shooter Now

challenge: back-up:

Adjustable Password

Wow! Warhawk is the best flight game I've ever played. I can't describe how cool this game is. Everything scales smoothly, and the enemies are intelligent. The missions vary, and each one is loaded with unique challenges. Warhawk looks as good as it plays. The controls are precise, and you have a wide variety of options at your disposal. The music is simply awesome. Warhawk is worth purchasing. No other flight game has this level of intensity.

I have waited my entire life for a game like Warhawk. It has everything you could ever want from a game. For one, the game utilizes every button on the PSX controller, and believe me, you will use them! I have always loved a game with a challenge, and Warhawk requires more strategy and skill than even the most experienced players will have. Excellent control, killer graphics and smokin' sound effects are just the beginning. The only drawback is the small number of levels.

This game is by far one of the best games out for the PlayStation. The graphics are colorful and detailed, the sound is crystal clear and the scrolling is as smooth as silk. The scrolling and perspective are so real that you can almost feel the G-forces pressing you against your seat. Although the game only has six missions, they are large and can last from five minutes to an hour and a half. I can honestly play this game over and over again and not get sick of it!

Warhawk is bound for glory. Outstanding visuals, sound effects and gameplay make it the most enjoyable sim on the market today. It requires a delicate balance of strategy and skill to complete the giant levels of previously unseen depth and realism. The only problem with Warhawk is the number of levels; the game is so good you find yourself looking for more. Warhawk has everything you can hope for in a sim. If you are only getting one PSX title this year, this should be it.

Best Feature: Everything

Worst Feature: Need More Levels

Time To Complete: Medium

Also Try: Scramble Cobra

3do

LOST EDEN

virgin interactive



category: release date:

Adventure Now

challenge: back-up:

Moderate Battery

The 3DO now has one of the coolest adventure games I've seen in a long time. The rich backgrounds and story bring the world alive. The graphics are phenomenal with video sequences dividing each area. I really liked the interface, which was an efficient point-and-click setup. The quest started off slowly, but once it got going, I was glued to the TV. Adventures of this quality don't appear very often, so this one is certainly worth picking up. One of the best 3DO titles.

Lost Eden is an RPG-type title that features a lot of full-motion video cinemas. One of the game's better aspects is the story. I was pulled into the game right from the beginning. The game plays a lot like a cross between 7th Guest and Myst, which means that you're going to need some time and patience for this kind of title. On the downside, the game moves along at a fairly slow pace, and the musical score is truly impossible to deal with. Could have been better!

This is a good blend of RPG and adventure that takes place in a great-looking, computer-generated world. The unique, easy-to-use interface allows you to navigate, speak to other characters and look at and pick up particular items all with one cursor and a button. The different cast of characters you interact with and the puzzles you encounter make this game interesting and fun to play. RPGers and adventurers alike will find this game enjoyable.

A highly enjoyable adventure game with a surprisingly easy-to-learn interface. The cinemas that follow every important action are interesting and fit well into the story line, while the relaxing background music lets you unwind as you adventure in the mystical world and attempt to make the dinosaurs and humans coexist in harmony. Lost Eden may appear to be a bad B-movie at first glance, but it is challenging and enjoyable all the way through.

Best Feature: Cool Cinemas

Worst Feature: Drags At Times

Time To Complete: Long

Also Try: D

ANDREW

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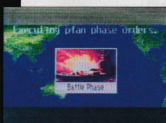
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3do

WOLFENSTEIN 3D

interplay



category: release date:

Action

Now

challenge:

back-up:

Adjustable

Battery

This is the best version of Wolfenstein I've played. The control is perfect. The whole game looks so clear, it takes getting used to. There are plenty of levels to keep you busy, and secrets can be found almost anywhere. I like all of the weapons, from the flamethrower to the Galling gun. The enemies are intelligent, almost to the point of being merciless. One word of advice: Don't play it for hours, otherwise you'll get a massive migraine headache. Really good.

Wolfenstein 3D is definitely an excellent version of its original masterpiece, with the exception of a few minor cosmetic changes that will not affect the gameplay whatsoever. Overall, Wolfenstein plays very well. With the ability to have extra weapons, such as the Rocket Launcher, you will have no choice but to have a good time. Besides having crisp graphics and great sound, 60 levels make Wolfenstein a perfect game for anybody's nostalgia collection.

Boy, does this game bring back memories. This title is a great translation from the original with new items like the backpack, flamethrower and rocket launcher. Unlike other translations to gaming platforms, the 3DO version is uncensored, from the pictures of Hitler and swastikas on the walls to the guards yelling, "Achtung!" instead of, "Hey!" With a total of 60 levels (30 Wolfenstein levels, and 30 Escape from Wolfenstein levels), this game is a must-have for Wolfenstein fans.

The old classic returns in the best conversion yet for the granddaddy of first-person games. Wolfenstein 3D has all of the smoothness seen in the computer version plus new weapons and equipment, such as the backpack, rocket launchers and flamethrower. Hats off to Interplay for upholding the traditional look by keeping the Nazi paraphernalia in the title. If you have had enough of all the Doom clones out there, try the one that started the first-person game revolution.

Best Feature: Smoothness

Worst Feature: Eye Strain

Time To Complete: Long

Also Try: Other Wolfenstein 3Ds

3do

CANNON FODDER

virgin interactive



category: release date:

Action

Now

challenge:

back-up:

Moderate

Battery

Just what I wanted: a fun, mindless shooter. The gameplay is simplistic yet original. It has some humorous CG cinemas in the beginning, but you'll only want to watch them once. The graphics of the characters are a bit too small. It would have been nice to see some more detail. The setup to the game and story are humorous. I tend to enjoy games that don't take themselves too seriously. If you want a simple shooter that's loads of fun, Cannon Fodder has what you need.

Every once in a while a game comes along that is so fun, it's nearly impossible to put down. Cannon Fodder fits into this category! For a game that really doesn't have anything that special when it comes to graphics or sound, Cannon Fodder delivers some of the best mindless fun I've had in a long time. The only room for improvement on this game would be to see it ported over to the PSX where you could link two systems together and battle against a partner.

Cannon Fodder is a great combination of strategy and fun. The simple and easy-to-use interface allows you to do everything from switching your weapons to splitting up your company. The control of the company and crosshairs use a simple point-and-click cursor that can be learned instantaneously. Cannon Fodder seemed too easy at first, but grew increasingly difficult as the missions progressed, which is perfect for beginners as well as expert players.

Graphically simplistic, Cannon Fodder brings nothing new to the 3DO. The sprites are small and the sound effects are nothing a cat could handle. What makes this game good is the depth and ease of gameplay that this title delivers, making it fun for players of all ages to enjoy. The satirical humor of random destruction and enemies suffering in agony gives players the incentive to tackle the increasing level of difficulty and fight harder to finish each of the stages.

Best Feature: Enemies in Agony

Worst Feature: Only One Player

Time To Complete: Medium

Also Try: Cannon Fodder-PC

3do

DAEDALUS ENCOUNTER

panasonic



category: release date:

Adventure

Now

challenge:

back-up:

Adjustable

Battery

Daedalus Encounter is an okay game. The game is mostly comprised of clear video, with hardly any interaction. Instead of action, there are puzzles. The story gets pretty cool, and Tia is easy on the eyes. I just wish there was more interaction with the game. Daedalus Encounter is better if you have two people working at it. Think of the control in a similar way to pressing PLAY on a VCR. If you want to watch a cool story unfold and live video, this is one of the better games.

I have never been a big fan of any FMV games. But if I had to pick out a couple of the top-notch ones, Daedalus Encounter would be at the top of my list. One of the major problems that has plagued this type of game is not enough interaction between the player and the game. DE does a good job of offering the player a little bit of everything without coming across like a movie. Both the audio and video are well above average for the 3DO.

This great title, originally made for PC, is one of the few FMV games I actually got into. The video and audio quality is surprisingly good for a 3DO title and the actors can actually act (unlike numerous other cheap FMV games). The puzzles encountered throughout the game make you think, but aren't too difficult. The major downfall of the game are the cinemas between interactions; it seems like you are actually watching a game instead of playing one.

Daedalus Encounter is the hottest FMV game available today. The outstanding graphics and sound incorporated into the four CDs make up the bulk of the movie-like cinemas. The game relies on riddle solving to direct you through the one-path story in a pass-or-fail manner. The controls are imaginative and easy to use, making the game enjoyable even though you end up watching it play more than you interact with it. A great game if you like FMV titles.

Best Feature: Tia Carrere

Worst Feature: Long Cinemas

Time To Complete: Long

Also Try: Lost Eden and DE-PC

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jaguar cd

BLUE LIGHTNING

atari



category: release date:

Shooter Now

challenge: back-up:

Adjustable Battery

I'm sorry, but this game doesn't cut it. Blue Lightning looks and plays like a bad Commodore 64 game. Heck, even the Lynx version was better. The gameplay is surprisingly slow, and when you do a barrel roll, the whole game slows down. The audio is average for a CD game, nothing special. If you're going to have a game on a 64-Bit CD-ROM system, it should at least be able to compete with 16-Bit flight sims. Give me AfterBurner or Air Diver any day.

If the Jag CD's job is to improve the quality of the next generation of games that will be released for this new unit, then there is a definite problem here. First of all, this game doesn't need to be on a CD. Besides the fancy cinemas between the missions, the flight graphics are some of the worst that I have ever seen. The sound and control isn't much better either. Maybe the games are on CD because they're cheaper to make? This one just doesn't make the cut.

I was expecting way more from a 64-Bit CD system. This game was actually better on the Atari Lynx than the Jag CD. The game's graphics are comparable to AfterBurner on the Sega Master System. Choppy four frames per second animations and slowdown when more than two enemies appear on screen become annoying and will make you wonder why you're playing this game. In my opinion, do not waste your time playing this game. It rots!

The Jaguar version of Blue Lightning depressed me. The Lynx version offered a great game that was fun to play, while the Jag version just made me long for the hand-held release of old. The graphics are excessively poor and the control makes destroying the screen full of enemies impossible. Advancing through the game and getting new and different styles of aircraft is an appealing addition, but still can't save this title from certain doom.

Best Feature: Different Planes

Worst Feature: Not the Lynx Version

Time To Complete: Medium

Also Try: Lynx Version

neo-geo

AERO FIGHTERS 3

snk



category: release date:

Shooter Now

challenge: back-up:

Moderate None

Aero Fighters 3 is a tired shooter. The graphics are dismal and bland. Where the other versions had creative planes, this one just bored me. The audio was tinny and hollow sounding. The gameplay was only average. As an arcade shooter, the instant hits are plentiful to the point of being frustrating. Overall, Aero Fighters 3 is a poor Neo shooter. You'd be better off playing Last Resort or Alpha Mission 2 instead. I would pass this one up because it's not even worth a token.

I enjoy a good shooter from time to time, but Aero Fighters is just way too hard. Difficultly usually isn't a problem for me. But in Aero Fighters, it's not even worth it to collect any of the power-ups, because it will only be a matter of seconds before you take a bullet and have to start over from the beginning. I thought the graphics were okay, and the Bosses were pretty cool, but it really isn't anything that we haven't seen before in a shooter. Playing Aero Fighters was more work than play.

This game is just another of the many shooters that have crashed and burned due to monotony. The graphics are grainy and bland at best. The multiple planes with their own special attacks is a nice touch, but it's a shame that this is the best it has to offer. Playing Aero Fighters 3 and taking numerous amounts of mandatory hits is not my idea of a good time. Unless you must own every shooter made for Neo-Geo, I would pass this one up. It could've been better.

The graphics of Aero Fighters 3 are grainy and break into the fair category at their best, while the animation would be more welcome on a 16-Bit platform instead of the Neo-Geo. The 10 different planes, each with its own weapon, special attack and customized ending, are a great touch, thankfully adding more replay value for the stack of cash this title demands. Aero Fighters 3 is more of the same as seen before with countless other aviation shooters.

Best Feature: The Flying Dolphin

Worst Feature: Repeating Levels

Time To Complete: Medium

Also Try: Take Your Pick

game boy

ARCADE CLASSICS 4

nintendo



category: release date:

Action Now

challenge: back-up:

Adjustable None

I used to love Joust and Defender, but they just don't translate well to the Game Boy. The graphics are just too small. Even if you use the Super Game Boy, the games are hard to play. Defender is pretty bad. The whole "feel" just seems wrong. Joust is the lesser of the two evils, being a little more playable on the Super Game Boy. Unlike the earlier classics titles, this one just didn't work for me. Joust and Defender were fun long ago, but nowadays they are monotonous.

ArCADE CLASSICS is a great idea for a portable cart, but the problem is, the games do not play like the original arcade hits. Defender is the better of two overall, with gameplay and graphics that slightly resemble the original. Joust is another story though. The game is very hard to control, and the graphics need some work before I would consider it close to the original. If you really feel the need to play an arcade classic, maybe you should head out to the arcade!

These games bring back memories of the good old days of gaming and introduce the new generation of gamers to these old arcade classics. The games are a good translation of the original, but I don't see how it can be played on the small Game Boy screen. Once you get used to the control (which is somewhat sluggish) the game is quite addictive. Unless you have a Super Game Boy to play this cart, you might want to think twice about purchasing it.

As someone who has played my share of Joust and Defender, AC4 got my interest by offering both of the classics for people on the go. The GB handles the simple graphics and sound to bring players a close-to-original adaptation. I do, however, question the reasoning behind bringing the titles back into the faces of a new generation of gamers. These titles were great once, but in today's world, they need to be redone—not reduced to an even simpler format.

Best Feature: Old Classics

Worst Feature: Bad Then, Bad Now

Time To Complete: Medium

Also Try: Other Arcade Classics

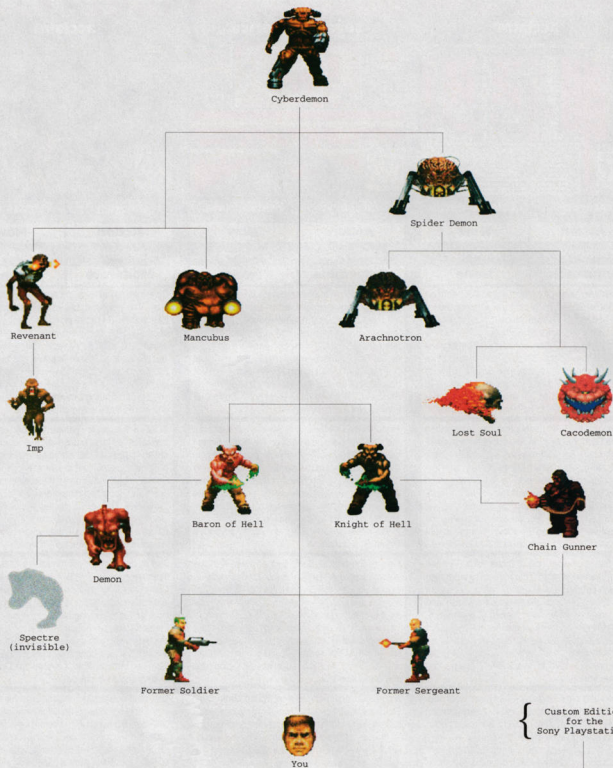
ANDREW

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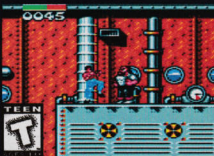


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game gear

DRAGON

acclaim



category: release date:

Action

Now

challenge:

back-up:

Adjustable

None

It starts with some of the best music I've heard on the Game Gear. The graphics were cool, and it even had some digitized scenes. The game was more along the lines of Shinobi, rather than a fighting game. Dragon controls fairly well until you try doing moves. Simple punches and kicks are really tough to do. It is also hard to tell what you can jump on. Since these are the basics to the game, it tends to get frustrating. Dragon is okay. If the control was better, it would be decent.

Not one of the best games that I've seen on the Game Gear, but Dragon has enough good qualities to make it a well-rounded action title. Some of the more impressive features include huge levels that not only stroll side by side, but also up and down. Your character is fairly simple to control, and the moves take no or little effort to get off. The game does a good job at following the story of the movie, and the above-average graphics make Dragon a worthwhile title to check out.

This title is another one of those "based on the movie" games in which (unfortunately) the movie is much better than the game. The game suffers from below-average graphics and sluggish and slow controls. As in most games of this nature, the levels and enemies tend to become repetitive after the first few minutes. Dragon requires no skill whatsoever; you will find yourself using the same sweep move to attack every enemy that crosses your path.

Dragon plays impressively for a Game Gear title. I like the number of moves and the easy jumping between different platforms. The sound can actually be distinguished as more than the standard clicks and pops of the Game Gear. Bruce's attacks control well even with the expected shortage of buttons. One problem is that the moves tend to be on the slow side requiring that they be performed early while an enemy is an exact distance away.

Best Feature: Level Jumping

Worst Feature: Slow Attacks

Time To Complete: Medium

Also Try: Cutthroat Island

game gear

SONIC DRIFT 2

sega of america



category: release date:

Action

Now

challenge:

back-up:

Adjustable

None

Sonic Drift 2 is a Mario Kart clone in nearly every way. There are more characters than the original, but there doesn't seem to be enough differences between the characters. This game would have been better suited to the Saturn. As a portable game, Sonic Drift 2 is just okay. The continual flashing as the road passed gives me a major headache. The fact that you can play as mecha Sonic earned this game an extra point. Sonic Drift is okay. Not the best, just okay.

I thought we saw the last of Sonic. Well, that's not the case because he's back on the Game Gear. I was doubtful at first, but after getting used to the controls, I had a good time with the game. I was really impressed with how fast Sonic could move through the levels. Some of the drawbacks are the graphics—they're nothing too spectacular, and the game is very limited. Overall, Sonic Drift 2 will make an excellent addition to anybody's Game Gear collection.

Fans of the original Sonic Drift or Mario Kart will enjoy Sonic Drift 2. With many options such as turning enemies off or on, difficulty, 12 tracks to race on and a choice of seven characters to race as, this cart is packed full of fun. The clean graphics, smooth-scrolling roads and ease of control make this game especially easy to play on the small Game Gear screen. If you can get past the sound, Sonic Drift 2 is a must have for racing fans and Sonic fanatics.

A portable version of the much loved Mario Kart. Graphically SD2 is sharp and the game speed is ballistic. The tracks are imaginative, forcing you to race through lightning storms and ice levels. Giant banked turns that allow you to ride in the vertical also await the daring. The short field of view in the Game Gear makes players react to road signs with the agility of a cat or suffer horribly. If your reflexes are up to par, Sonic Drift 2 is worth a try.

Best Feature: Imaginative Tracks

Worst Feature: Field Of View

Time To Complete: Medium

Also Try: Mario Kart-Super NES

game gear

CUTTHROAT ISLAND

acclaim



category: release date:

Action

Now

challenge:

back-up:

Moderate

None

Cutthroat Island is a decent title for the Game Gear. The graphics are clear and the control isn't all that bad. There are plenty of special moves at your disposal, but using them can seem like a hassle. The audio is average. The diversity in the levels makes Cutthroat Island really fun to play, even over an extended period of time. This cart looks and plays like a game that's on the TV. If you are considering a new game for your GG, this one would make a fine choice.

A lot of the action games brought out on the portables suffer because of the low hardware capabilities. Cutthroat Island has some of the best-looking graphics that I've seen on the Game Gear. I'm undecided about the special moves. On one hand; for a two-button game, special moves are a plus. They break up the monotony of jump kicking over and over, but most of the moves in CI are more of a hassle than what they're worth. A decent game, but the control needs some help!

This is one of the most innovative titles that has been released for the Game Gear in a long time. Cutthroat Island pits you (a swashbuckling hero) against sword-wielding enemies while fighting on land, on top of moving carriages and many other areas. The game contains special moves that you can use, along with sword thrusts, all of which are surprisingly easy to pull off considering you only have two buttons. This is a good title Game Gear owners should check out.

The most diverse Game Gear available to date. It is not only a hack-'em-up sword adventure, but a well-rounded game with different scenery and situations to conquer in each level. The visuals are exceptional. They are clear and detailed enough to allow you to see what is happening even on the small GG screen. The ability to pick up useful weapons and climb on tables is a lot of fun and adds to the game, making it one of the best Game Gear titles yet.

Best Feature: Diverse Levels

Worst Feature: Control

Time To Complete: Medium

Also Try: Cutthroat Island-Super NES

ANDREW

MARK

MIKE

SUSHI

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JIM**

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SOFTWARE

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PlayStation

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ENTERTAINMENT



TO ARENA



Your reputation is on the line. Let's face it — having your head handed to you in a contest with your 12-year old cousin is about as humiliating as getting caught staring lovingly at your shop teacher. Get medieval on 'em! And command the worship you deserve! These Specialized controls give you the power to stomp not only your cousin, but any wannabe foolish enough to #%@! with an Immortal like you!

YOUR WEAPONS WISELY

Weapon II - Specialized Control Pad

- △ 360° control with directional disc.
- Σ Ergonomically designed controller, molded from ABS plastic.
- Ω Turbo switch with 30 shots-per-second firing power, configurable to all 8 action buttons.
- Φ Auto/Turbo delivers infinite stream of intense firepower.
- Ψ Slow motion switch and extra long cord.



ASCIIWARE

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



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The Third Dimension. Stick your
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and you won't be
the same when you
pull it out. The



action comes at you from
places you've never dreamed of.

See things you've never
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Telerobots, Galactic Pinball,
Mario Land, and included with every
Virtual Boy, Mario's Tennis,
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Jump into the Third Dimension
and see what it feels like
to be inside the game.



AOL keyword: NOA
www.nintendo.com

System includes Mario's Tennis. Other games sold separately. Batteries not included. © 1995 Nintendo of America Inc.™ and ® are trademarks of Nintendo of America Inc. Red Alarm™,™ and ®. 1995 T&E Soft Inc. Licensed to Nintendo.

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



PLAY IT
LOUD

Virtual Boy™

A 3-D game for a 3-D world.

Nintendo®



VICIOUS WHOOPS!



RUGGED ROAD CONDITIONS INCLUDING ICE AND MUD!



DIRT TRAX FX

HERE'S MUD IN YOUR EYE!



KISS THE SKY!

Get revved up for 3-D dirt bike action in Dirt Trax FX.™ Wax the competition or crash and burn in the most realistic, moto-cross game of all time! Jump doubles, triples, whoops and tabletops! 22 grueling courses with surprises around every turn! Train on mud and ice in Training Mode! Play dirty as you dare in Tag Mode! It's 3-D moto-cross pumped to the max and Dirt Trax FX makes it dirt real!



2 PLAYER BIKE TAG: YOU'RE IT!

Experience next generation polygon realism with the F/X² chip!

SUPER NES[®]

Acclaim
entertainment inc.



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TRICKS OF THE TRADE

STREET FIGHTER: THE MOVIE

System

Publisher

PlayStation

Acclaim

First, go to the Character Selection screen and highlight Guile. Then press UP, R1, DOWN, L2, RIGHT, L1, LEFT, R2. If it didn't quite work, highlight Guile and try again. Akuma's shadow will appear in your static character box. Here is a list of Akuma's moves:

Fireball: D, DF, F, Punch
 Red Fireball: B, DB, D, DF, F, Punch
 Air Fireball: (jump) D, DF, F, Punch
 Hurricane Kick: D, DB, B, Kick
 Dragon Punch: F, D, DF, Punch
 Teleport: F, D, DF or B, D, DB plus two punches or two kicks
 Double Fireball: (full super bar) D, DF, F, two Punches.
 Super Move: D, DF, F, D, DF, F, Punch.

CHEAT SHEET:

Play as the Boss, Akuma

Warning! This trick is very difficult to do. You must do it quickly and precisely, or it will not work! Try it at your own risk!



Instead of just choosing from the normal characters, the secret character Akuma's shadow will appear in the box.

MECHWARRIOR 3050

System

Publisher

Super NES

Activision

To access each level of this game, go to the Title screen and access the Options. When you're there, move the arrow to

"Password" and enter the following:

- Mission 1: BMBRMN
- Mission 2: 65C816
- Mission 3: B1GBND
- Mission 4: FSPRNG
- Mission 5: YHWX11

CHEAT SHEET:

Mission Entry Codes

From Options, enter the Password screen. On this screen, enter any of these codes to access higher mission levels.



From the Options screen, choose "Password." On this screen, enter any code to move to the next mission.



NEWS FROM THE ZONE

M2 Accelerator Is Coming!

M2 It's a mega 64-bit adapter that'll supercharge your Panasonic REAL™ 3DO System into a 64-bit monster. And check this out! You can still play your 32-bit library!

3 Hot New Titles! Mortal Kombat 3 is coming in April!

Updated with new locations, characters and carnage. And it's new for 3DO - exclusively from Panasonic.

GOOOOAAAALLL!!

Olympic Soccer Scores Big! Pick a country and battle the best for the gold. First in a series of Olympic titles coming soon. Olympic Basketball and Olympic Games Volumes I and II are also on their way!

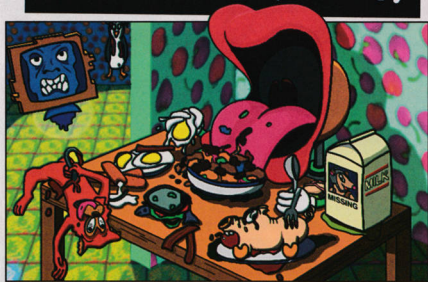


Panasonic
Software Company

Even more stuff they made us say. CYBERDILLO and Puff! Technologies are trademarks of Puff! Technologies, Inc. 3DO and the 3DO logo are trademarks of the 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America.

"GROSS, NASTY,

DISGUSTING,



SICKENING

AND SLIMY.

I LOVE IT!"

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

CYBERDILLO



"I go from roadpizza to Cyberdillo thanks to the friendly folks at CyberSalvage. Now I'm trapped in a weird, chaotic world. Barfman is hurtin' at me and the Dumpmeister's dropping hot, steamy land mines. It's juvenile, bathroom humor at its disgusting best. I'm on a scavenger hunt for four goodies and trying to get the hell out with my only weapon—a right arm that's become a Cyberplunger. Yeah, Cyberplunger. This is truly sick stuff. Later." ■

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



Panasonic
Software Company

System

Publisher

PlayStation

Sony Computer Entertainment

KILLER CODES

WWF RAW

(Acclaim/32X)

At the beginning of the Legal screen, enter this code for Super Punches: Hold START and press UP, UP, UP, UP, UP.

To play the secret character Kwang, you must press DOWN+A+B on the Character Selection screen. You'll hear a whistle if it was done correctly.

To change Kwang's attributes, you must press DOWN+A+C on the "View Stats" Attribute screen.

Finally, to play a mirror match against the same character, you must press UP+A+C on the Character Selection screen after choosing a character.

Emilio Jimenez
Wasco, CA

To change players' attributes, go to the View Stats screen and enter these specific codes for each wrestler:

Bret Hart: DIAGONALLY DOWN-LEFT + START.

Yokozuma: UP + A and C.

Luna Vachon: DIAGONALLY UP-RIGHT + C.

Undertaker: RIGHT + START + A.

Razor Ramon: LEFT + A and C.

Lex Luger: DIAGONALLY DOWN-RIGHT + START.

Doink: LEFT and START + A and C.

Shawn Michaels: DIAGONALLY DOWN-LEFT + A and C.

Diesel: DOWN and START + A and C.

Aaron Andrews
Grafton, OH

CHEAT SHEET:

Vs. Screen Tricks

After starting a two-player game, select your characters and enter any of these codes at the Vs. screen.



These tricks must be done at the Vs. screen in a two-player game. Both players one and two must enter them at the same time before the Battle screen loads. The numbers in parentheses indicates the number of times you must press each button. The first number is entered with the Square button, the second with the Triangle button and the third with the Circle button. On the Vs. screen the first three symbols will change for P1 and the second three symbols will change for P2. Use the codes below for different results:

P1(100)-P2(100)-

No throws

P1(020)-P2(020)-

No Blocking

P1(987)-P2(123)-

No Meters

P1(033)-P2(000)-

Half Energy for Player One

P1(000)-P2(033)-

Half Energy for Player Two

P1(707)-P2(000)-

Quarter Energy for Player One

P1(000)-P2(707)-

Quarter Energy for Player Two

P1(688)-P2(422)-

Dark Fighting

P1(282)-P2(282)-

Text: No Fear

P1(987)-P2(666)-

Text: Hold...

P1(460)-P2(460)-

Random Morphing



At the Vs. Screen, enter the code with controller one and two.



A message will appear at the bottom if it was entered correctly.



Enter the No Powerbars code at the Vs. Screen.



Now you have no idea how much energy you possess!



Enter each code before the game starts to load.



A player with half energy makes one unfair fight!



To be taken to another dimension, enter this code.



Both players will compete in an alien blast fest in space!



Winning is the key after this code is entered. Fight a match.

P1(985)-P2(125)-

Multimode

P1(466)-P2(466)-

Unlimited Block

P1(642)-P2(468)-

Galaxian

P1(969)-P2(141)-

Winner Fights Motaro



Whoever is the winner will be transported to fight Motaro!

P1(769)-P2(342)-

Winner Fights Noob Saibot

P1(033)-P2(564)-

Winner Fights Shao Kahn

P1(205)-P2(926)-

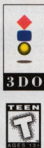
Winner Fights Smoke

P1(123)-P2(926)-

Text: No Knowledge...

And see a world from the legal skies. Scramble Cobra is a trademark of PAC-K-A-VI-DEO Co., LLC. Created and developed by GEMK. PAC-K-A-VI-DEO, 3DO and the 3DO logo are trademarks of The 3DO Company. The REAL ZONE is a trademark of the Matsushita Electric Corp. of America.

"I'M GONNA
FORCE FEED



THESE CLOWNS
A FEW TASTY
MISSILES."

An Experience from the REAL 3DO Zone™, Gerry "Peppers", NJ

SCRAMBLE COBRA



"I'm briefed, fueled up and ready for patrol, baby. Yeah, it's 0800 and I'm flyin' the not-so-friendly skies. Hey, I'm huntin' for some desert rats to waste, gonna score a few enemy fighters pronto. This ain't no Sunday afternoon stroll. We're talkin' 10 insane missions that gotta be followed to a T. Or yours truly will be pushin' up desert daisies. But hey! Not a problem. Gerry's on the stick. Over and out." ■

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Panasonic
Software Company

DAYTONA USA

System

Saturn

Publisher

Sega

CHEAT SHEET:

Speedometer Change

At the Title screen, hold X+Y+Z on controller two, then hit START on controller one to change your speedometer to kilometers.



Just pick up controller two and at the Title screen, press X+Y+Z then hit START on controller one and begin a new game. You can then race in kilometers per hour.



As soon as they start taking off your tires, enter the code.



Your speedometer should now be set in KPH opposed to MPH.

ULTRA VORTEX

System

Jaguar

Publisher

Atari

CHEAT SHEET:

Secret Stages

Begin a two-player game. When you reach the point of choosing your stage, press either * or # to pick two hidden stages!



Here are some hidden stage codes. Choose a two-player game and select your



With this trick, you'll have a new set of stages.

characters. When you reach the screen select, press the # key to access the Hidden Palace. Press the * key to access the Subway Passage.

Sean McKay; Elmhurst, IL

ICE Cube ON SATURN:

"MAYBE YOU THINK YOU

KNOW WHO I AM." "why are you so angry?"

Okay, no one's ever asked us that. But CHECK IT:

Sega Saturn is new. HOW I SEE THINGS.

So if you think you know what it's like.

OR HOW I FEEL. IT'S NOT LIKE THAT.

It shares the same architecture as \$20,000 arcade systems,

MAYBE IF I WRITE IT, OR

but Sega Saturn pumps the hottest arcade titles straight to

your reflexes for a fraction of the cost.



You're welcome. With a gameplay experience

GET ON THE MIKE, that grabs you and

pulls you in, it's no wonder the best games are

YOU'LL UNDERSTAND only on Sega Saturn.

Like intense sports titles with everything but the jock itch.

And this Christmas, EXACTLY

Sega Saturn will have the most electrifying library of EXCLUSIVE

WHAT I'M LIKE... games on the planet.

Games no one else has. So don't go thinking you know what

I DON'T THINK SO."

Sega Saturn is like before you've even experienced it.

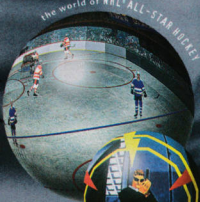
And never judge a package by its rapper.

SEGA SATURN™

GO THERE.



HEAD FOR SATURN



THE ULTIMATE GAMING SYSTEM

For more information on Sega Saturn, call 1-800-see-saturn or email segasaturn@sega.com or on the world-wide web at <http://www.sega.com> or on CompuServe at 60 SEGA. For game play help, call 1-900-999-9999 in the USA (\$5.95/min. or \$1.05/min live) or 1-900-451-5252 in Canada (\$1.25/min live/recorded). You must be 18 or older, or have your parent's permission. Touch-tone phone required. Sega, Sega Saturn and all game titles are trademarks of SEGA. Online, Virtual World, Saturn, Saturn Saturn and Saturn Saturn are registered trademarks of SEGA. Virtua, Virtua Fighter, Virtua Fighter 2, Virtua Cop, Virtua Cop 2, Virtua Cop 3, Virtua Cop 4, Virtua Cop 5, Virtua Cop 6, Virtua Cop 7, Virtua Cop 8, Virtua Cop 9, Virtua Cop 10, Virtua Cop 11, Virtua Cop 12, Virtua Cop 13, Virtua Cop 14, Virtua Cop 15, Virtua Cop 16, Virtua Cop 17, Virtua Cop 18, Virtua Cop 19, Virtua Cop 20, Virtua Cop 21, Virtua Cop 22, Virtua Cop 23, Virtua Cop 24, Virtua Cop 25, Virtua Cop 26, Virtua Cop 27, Virtua Cop 28, Virtua Cop 29, Virtua Cop 30, Virtua Cop 31, Virtua Cop 32, Virtua Cop 33, Virtua Cop 34, Virtua Cop 35, Virtua Cop 36, Virtua Cop 37, Virtua Cop 38, Virtua Cop 39, Virtua Cop 40, Virtua Cop 41, Virtua Cop 42, Virtua Cop 43, Virtua Cop 44, Virtua Cop 45, Virtua Cop 46, Virtua Cop 47, Virtua Cop 48, Virtua Cop 49, Virtua Cop 50, Virtua Cop 51, Virtua Cop 52, Virtua Cop 53, Virtua Cop 54, Virtua Cop 55, Virtua Cop 56, Virtua Cop 57, Virtua Cop 58, Virtua Cop 59, Virtua Cop 60, Virtua Cop 61, Virtua Cop 62, Virtua Cop 63, Virtua Cop 64, Virtua Cop 65, Virtua Cop 66, Virtua Cop 67, Virtua Cop 68, Virtua Cop 69, Virtua Cop 70, Virtua Cop 71, Virtua Cop 72, Virtua Cop 73, Virtua Cop 74, Virtua Cop 75, Virtua Cop 76, Virtua Cop 77, Virtua Cop 78, Virtua Cop 79, Virtua Cop 80, Virtua Cop 81, Virtua Cop 82, Virtua Cop 83, Virtua Cop 84, Virtua Cop 85, Virtua Cop 86, Virtua Cop 87, Virtua Cop 88, Virtua Cop 89, Virtua Cop 90, Virtua Cop 91, Virtua Cop 92, Virtua Cop 93, Virtua Cop 94, Virtua Cop 95, Virtua Cop 96, Virtua Cop 97, Virtua Cop 98, Virtua Cop 99, Virtua Cop 100. SEGA, P.O. Box 6791, Redwood City, CA 94063. All Rights Reserved.



KILLER CODES

EARTHWORM JIM: SPECIAL EDITION

(Interplay/Sega CD)

Go into the game and use of these: Configure Screen: A+B, C, C, A, A, B, B, B+C
Level Skip: B, B, A, C, A+B, A+B, A+B, A+B
End Game: A+C, A+C, A+C, A, B, C, B, A
Invincibility: A+B, A+B, C, A, RIGHT, RIGHT, LEFT, RIGHT
View Map: A+B, C, C, C, A, B, B, B
Extra Life: A+UP, B, A, C, A, A, C, B
Energy Replenish: A+C, B, B, C, C, C, A, B
Homing Missile: A+RIGHT, A, A, B, A, C, B, A
Weapon Replenish: A+C, A, B, B, C, A, C, C
Mick Jagger Lips: B, B, A, A, A, B, C
Big Sunglasses: A, B, A, A, A, A, B, C
Martian Ears: B, C, A, A, A, A, B, C



Dwayne McKnight
Charlotte, NC

ESPN: EXTREME GAMES

System

Publisher

PlayStation

Sony Computer Entertainment

Go to the equipment room and then go to the TV marked with a 1. Press X. Then go to the equipment selections and deactivate

each one by pressing X. Now choose a course and begin your race. You can race all by yourself and come in first place every time, getting plenty of cash in the process! Repeat this process until you have enough for expensive stuff!
Matt Harris; West Chester, PA



Deactivate the computer opponents and then race.

CHEAT SHEET:

Easy Money

Follow the method shown to make some quick cash without having to compete against the computer opponents.



You'll come in first every time and you'll build up bucks!



So, you want to buy the best equipment? No problem now!

RAYMAN

System

Publisher

PlayStation

Ubi Soft

CHEAT SHEET:

Incredible Password

Pause the game with START and press A or C.



This incredible code will enable you to fight the last Boss, Mr. Dark, with 99 men, plus, all the Electroons are found! The password is:
942KV3W9XD

Erik Rocha
Havelock, NC



Fight the Boss with plenty of men!

RIDGE RACER

System

Publisher

PlayStation

Namco

CHEAT SHEET:

Race on Backward Tracks

Begin the race. When you just about get to the main track, turn around and head through the wall to race backward!



Start the game and begin any race. When you just about get to the main track, turn your car around and get



Start the race, but turn around and go through this wall.

past 75 MPH. You'll be headed for the wall, but just go through it. You can now race the whole course backward!



Everything is backward! Try this trick on other tracks too!

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KILLER CODES

KILLER INSTINCT

(Nintendo/Super NES)

Using Spinal in a match, perform a Bone Shaker by pressing: Forward, Forward, Medium Punch. Immediately after this, perform a Skeleport by pressing: DOWN, DOWN and Medium Punch. You should then be transformed into your opposing player and will be able to pull off more vicious moves and killer combos!

Dwayne McKnight
Charlotte, NC

RIDGE RACER

(Namco/PlayStation)

This trick will allow you to rotate the cars and tracks in two directions. Go past the Title screen and enter the Car Select screen. Move to any car and press and hold either the top L1 or the top R2 button. The car will spin faster and change directions when you press the alternate button. You can also do this for the Course Select and rotate the courses in the same manner.



Using the top L1 and R1 buttons, you can rotate the cars and racetracks left or right at a fast or slow speed.

MORTAL KOMBAT 3

System

Publisher

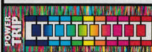
Super NES/Genesis

Williams Entertainment

CHEAT SHEET:

Tons of Secret Codes

These codes are specified by system and are not interchangeable. Follow the instructions below carefully.



Super NES

Kool Stuff: At the Menu screen, press UP, UP, DOWN, DOWN, LEFT, RIGHT, A, B, A.

Kooler Stuff: At the Menu screen, press SELECT, A, B, RIGHT, LEFT, DOWN, DOWN, UP, UP.

Scott's Stuff: At the Menu screen, press X, B, A, Y, UP, LEFT, DOWN, RIGHT, DOWN.

To play as Smoke, do this code right after you turn the game on. Hold LEFT and button A at the Copyright screen. When the Williams logo appears, press and hold RIGHT and B. After that, hold X+Y together when the statement, "There Is No Knowledge Without Power" appears. After this, Smoke will walk onto the screen with the MK3 logo!

To get Tournament Mode, go to the Menu screen and hold buttons L and R. While holding these, press START.

For Stealth Select, go to the Character Selection screen and rotate the control pad counterclockwise and then press SELECT.

Genesis

Cheats: At the Main Menu screen, press A, C, UP, B, UP, B, A, D. You'll see a new Cheats option appear underneath the others.

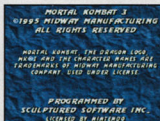
To play as Smoke, wait for the MK3 logo to appear (before the Main Menu screen). As soon as you



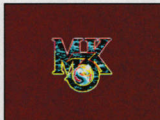
Enter three sets of cheat codes for new Menu options on SNES.



On a two-player game, one person can play as Motaro!



To play as Smoke, begin the trick here on Super NES.



Enter the Genesis Smoke code at this MK3 logo.



When Start Game/Options appear, do the Cheats code.

hear the bell toll, enter: A, B, B, A, DOWN, A, B, B, A, DOWN, UP, UP. The screen will turn maroon and a voice will say, "Smoke." Both players may choose him from the Character



Within the menus are cheats that enable characters.



Also on a two-player game, Shao Kahn may be chosen!



Smoke will walk onto the MK3 screen to confirm it worked!



Smoke can now be selected from the center screen box!



Choose this new option to access the Cheats Menu!

Selection screen. To get Tournament Mode, go to the Main Menu and press and hold all three (six for a six-button controller) buttons then press START. Doug Greenword, New Denver, Canada



THINK OF IT AS LITTLE TOY BLOCKS
ON GREAT BIG STEROIDS

Remember the simple joy of building with blocks? Now take that mental image and pump it up. Way up. Because with SimCity 2000, you construct an entire city from the ground up—and lead its residents into the next millennium. And instead of chunks of wood, you wield 32-bit, landscape-morphing graphics. So you can expand your city with virtual bulldozers. Or turn 1950s tract homes into a solar-powered techno-burb (hey, this isn't child's play). So get pumped for the ultimate block party: SimCity 2000. Now playing on Sega Saturn. Coming soon for Sony PlayStation.



SIMCITY 2000

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KILLER CODES

ULTRA VORTEX

(Atari/Jaguar)

At the Title screen, take the controller and press the numbers 1, 5 and 9 simultaneously. You'll hear the word, "Fight." Now go to the Main Menu screen and move down to a new option called Speed. You may now select between Normal and Turbo Modes. The gameplay is much faster and this trick actually improves the way it plays.



At this screen, press the numbers 1, 5, 9 simultaneously.

To get a Modern Initialization Mode, go to the Title screen and press the numbers 9, 1 and 1 simultaneously. You will hear the word, "Awesome." The words, "Initializing voice modem" will appear.

To perform a Super Uppercut Death Fall, you must uppercut your opponent on these specific stages at Annihilation time: Hell's Kitchen, Temple of Vortex and The Stoned Poseidon.



MORTAL KOMBAT 3

System

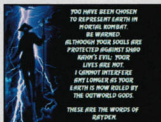
Publisher

PlayStation

Sony Computer Entertainment

After the game loads for a bit, you'll see a cinema intro with Rayden. As soon as this screen appears, press Triangle, Square, Circle, X,

L1, L2. Press START. When the menu block appears with the word, "Kombat" on it, press UP and you'll see a blue question mark. Press a button to access this, and you'll get a Cheat Menu where you can access levels, Smoke, unlimited fatality time, etc.



Enter the code when you see this cinematic introduction.

CHEAT SHEET:

MK3 Cheat Menu

When the story starts with Rayden, enter: Triangle, Square, Circle, X, L1, L2. You will hear a confirming "swoosh."



When you see the word, "Kombat," press UP.



Choose the question mark to access this Cheat Menu!

LETHAL ENFORCERS II: GUN FIGHTERS

System

Publisher

Sega CD

Konami

CHEAT SHEET:

Stage Select

UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, C.



At the Title screen, take the first controller and enter: UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, A, B, C. You'll hear a confirming sound if it worked. Now you can choose your stage!

Richard Ibanez
Quezon City, Philippines



Access a Secret Stage Select!

THE ADVENTURES OF BATMAN & ROBIN

System

Publisher

Sega CD

Sega

CHEAT SHEET:

Level Skip

Press START to pause. Now press B, A, DOWN, B, A, DOWN, LEFT, UP, C. Do this in each level to reach the end of the game!



At any point while playing the game, press START to pause. Now press B, A, DOWN, B, A, DOWN, LEFT,



While in the game, press START to pause and enter the code.

UP, C. When you do this, the screen will go to a cinema, and then the next stage.

Rai Panduita; Los Angeles, CA



You'll see a cinema and then warp to the next stage!



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

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

"Help him up."



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

Available on MS-DOS and Windows 95 CD-ROM, Macintosh CD-ROM, Sega Saturn, 3DO.

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ATTACK**

**ESPN
SPORTSZONE**

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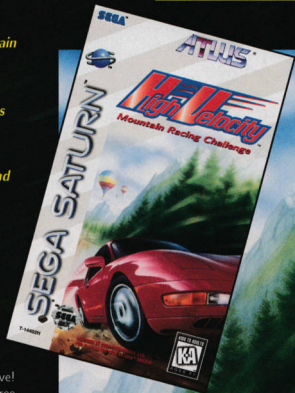
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Mountain racing has a whole new perspective! In High Velocity you'll power through three gripping courses that are based on actual alpine-styled roads. You're going for the title in these unsanctioned events, where speed and timing are the ultimate test of your driving skills!

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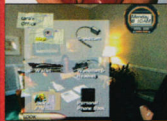
CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY ONLY ON 3DO PHOENIX

BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW JOB ONLY ON 3DO

Sex.
Drugs.
Violence.
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San Francisco.
Men In Tights.

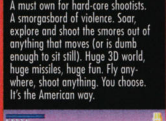


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Tracy Scoggins (*Dynasty: Lois & Clark*) is New York assistant DA Lara Calabreeze - the long arm (and legs) of the law. One of 20 suspects is out to snuff her. No wonder her fuse is shorter than her skirt. Guns, gangs, strippers. Quick. Somebody frisk me.

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STAR FIGHTER

STAR FIGHTER

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PHOENIX 3 ONLY ON 3DO BATTLESPORT ONLY ON 3DO STAR FIGHTER ONLY ON 3DO SNOW

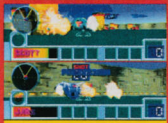
JOB ONLY ON 3DO CAPTAIN QUAZAR ONLY ON 3DO GOLDEN GATE: TREASURE BY THE BAY



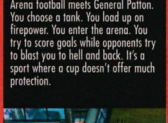
PHOENIX 3



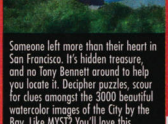
Like great space combat and bitchin' weapons? So do we. As hero Derek Freeman, you must locate starships and brave pilots to fight some surly aliens. Of course, that entails shooting the green snot out of them. Can't we all live in peace and harmony? In a word, no.



BATTLESPORT



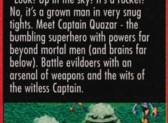
Arena football meets General Patton. You choose a tank. You load up on firepower. You enter the arena. You try to score goals while opponents try to blast you to hell and back. It's a sport where a cup doesn't offer much protection.



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Someone left more than their heart in San Francisco. It's hidden treasure, and no Tony 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 MYST? You'll love this.

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"Look! Up in the sky! It's a rocket!" No, it's a grown man in very snug tighties. Meet Captain Quazar - the bumbling superhero with powers far beyond mortal men (and brains far below). Battle evildoers with an arsenal of weapons and the wits of the witless Captain.

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

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SPECIAL FEATURE

ULTIMATE



EGM managed to track down the elusive MK men and drill them for info. The creators of MK (lead programmer Ed Boon and lead artist John Tobias) speak out on their MK experiences. The MK masters known for their secrecy tackle questions on the new Ultimate Mortal Kombat as well as a bit of insight into MK 4 and other aspects of Mortal mania.



EGM: Do you guys have a hand in any in any of the other MK projects, such as the live tour, CD, etc...?

BOONTOBIAS: All of the licensed stuff usually comes across our desk so sort of an approval process. For example, in the beginning of the live tour, we communicated the story line and which characters should be in it as well as talking to the director and bouncing ideas off us.

Any new MK stuff coming out, like a toy line, CD, shirts, etc.?

BOONTOBIAS: Brady Publishing is working on an MK Magic-type card game that should be out by Christmas. The gameplay is done and they're working on its artwork.

Is there anything you'd like to see done with Mortal Kombat entertainment-wise, like action figures?

BOONTOBIAS: There is talk of an animated series and a live-action TV show.

Would the live-action show feature the real actors from the game?

BOONTOBIAS: Probably not—it's up to Threshold Entertainment. It's more on the back burner, because of other projects, like the MK movie hitting the foreign market. They're also dealing with a sequel.

More on the gaming side...when UMK3 hits home, is it going to be targeted for a particular system...say the U64?

BOONTOBIAS: No, it's not an exclusive thing for any particular system. It would most likely be a simultaneous release.

After seeing the different options for the home version of MK3 (such as the Tournament Mode for the Super NES), will you add any features to the home release of UMK3?

BOONTOBIAS: Oh yeah! We certainly

want to add stuff to it. John and I are constantly working on the next MK and we'll have more free time to add things.

Speaking of the current UMK3, there seem to be some new features at the end of the game, such as endurance matches and finishing move tours. Are these going to be incorporated in the final version and to what extent?

BOONTOBIAS: The way it's going to work is that there are 12 symbols to choose from. If you pick the Easy Mode, you choose from the first four or five. If you pick the second one, you can choose the first six or eight. The hardest will let you choose 10 of the 12, and if you pick the eight-player tournament, you can choose any of the 12. The idea is that you can't see which one you pick and have to discover each one down the line as an incentive to finishing the game more than once. There are also hidden surprises at the end.

That's a really interesting idea—rewarding the players for completing the game by giving them another challenge. Would completing these challenges give you any additional rewards, like a piece of a code or are the matches reward enough?

BOONTOBIAS: On the harder ones, you might get a code or something similar to it, but that's still not determined.

There was mention of a new hidden game a while back. Is there a totally new game besides the Galaga game?

BOONTOBIAS: Yeah, but we can't give out any hints at this time.

Also on the subject of new stuff in UMK3, is there any information you can release on the new 'ality'?

BOONTOBIAS: We make it a practice not to discuss anything until it is discovered.

I understand, but can I ask if this new 'ality is going to be for all characters or will the new four have any exclusive 'alities'?

BOONTOBIAS: All of the characters will have the new 'ality, and the new ones will pretty much have the same stuff as the rest.

I've seen several of the hidden characters including Mileena, Ermac, Noob and the old Sub-Zero. Are these going to be the only hidden characters?

BOONTOBIAS: There'll be more, but only three'll be on the Selection screen. There are others that are playable but not from that particular screen.

I find it curious that you'd bring back the old Sub-Zero with the new one still intact...any reason behind this?

BOONTOBIAS: It's the same reasoning behind bringing back Kitanna or Scorpion—because everyone asks for them.

I guess the real question is: Why bring back Sub-Zero instead of old characters like Baraka or Raiden who are completely different?

BOONTOBIAS: Well, there are memory limitations. We can bring back Sub-Zero and it doesn't cost us as much as a full new character.

I have to ask a question I hear often: Why are there so many color palette swaps instead of original characters? Is it a memory limitation or time factor?

BOONTOBIAS: It's really a couple of things. The first reason we did it in Part One (for Scorpion, Sub-Zero and Reptile) was for memory and timing the story line really worked. When Part Two

came out, we wanted Reptile as a playable character, and we had already defined the look of the character, so we didn't want to change that and lose the recognizability. When Part Three came out, we didn't want to abuse it by going too far, so we changed Sub-Zero, got rid of the other ones (initially) and introduced the cyberninja. This gave us the ability to add new characters and do the "trick." With every game there is a time limitation. When we brought back Scorpion in Part Three, again we had introduced him before in the old form. We didn't want to say, "Now he looks like this." So pretty much it's a combination of time constraints and the fact that we had established a character with a certain look.

As far as the new chips go, could you just keep increasing the number of characters or features?

BOONTOBIAS: You could add more chips, but there is a lot more in the decision making than just us wanting more chips. There's cost and the lead time on ROMS. The more you order—the longer it takes. There are a million variables in making these games.

If these chips compose about a quarter of the image memory, does that necessarily mean the game is 20 percent changed? It appears to be a lot higher because of all the playability changes.

BOONTOBIAS: You can't simply take the ratio of image memory as how much the games have changed. We



changed a bunch of things. We added combos you can do with a punch and a ton of program changes as well. A program change isn't necessarily how many bytes are added to the program.

You had mentioned previously that there wasn't going to be another upgrade and that the next MK will be a totally new. Is that still true?

BOONTOBIAS: UMK was not intended

to be a new game. It's just something to keep the arcade fresh. We did what we could, and it was just supposed to be a ROM update, not a whole separate game. When the next MK comes out—a Part Four or whatever it'll be called—it will be a completely new game.

How far along is MK4 and can you mention anything about it?

BOONTOBIAS: It will be a fighting game... (ha ha)

I have heard that, in wanting to make it different, you were going to use brand-new hardware. Are you planning on using anything from... say the Killer Instinct game or some other types of hardware that your company may be using?

BOONTOBIAS: As far as using hardware from other games, the next KI is going to be using the same hardware. The hardware we want isn't even defined yet. We know we won't use the old hardware.

Is the hardware you used secret or is it standard stuff that anyone can use?

BOONTOBIAS: You could look on the board and find that we use a Texas Instruments 34010 processor. It's a GSP with our custom DMA that blows out the pixels. It's nothing proprietary other than our DMA.

Are you guys getting tired of MK?

BOONTOBIAS: Well, it's sort of a cure and a blessing. Everyone wants to keep it up to date. If we didn't make MK3, then MK wouldn't be in the public as much, and the movie wouldn't be that big, because we wouldn't have kept the players on for so long.

Do all the rumors, FAQs and the fact that someone even hacked into the code to find the Smoke code upset you?

BOONTOBIAS: Actually it's a nice problem to have. If there's that much interest in your game, it's better than having it sit in an arcade with no one playing it. All the rumors that say we don't like any of that stuff are just more rumors. But this time the code is encrypted, so finding any codes will not be that easy.

What you like to see in MK4 or what would you like to have put in UMK?

BOONTOBIAS: It would be cool to bring back some of the old characters. If we do another one, we will certainly bring back some other characters. It was kind of a drag that Raiden wasn't in there as well as Baraka. Everyone on the planet is asking for Goro.

THE YEAR OF MK

This is definitely the year of Mortal Kombat, and we're not just talking about video games. The world is getting a major dose of MK madness as the video game phenomenon spreads to nearly every other medium of entertainment. Threshold Entertainment is the major force behind this wave of Mortal products. Ranging from a full-screen motion picture to an interactive CD-ROM, they have all the bases covered. Joining the success bandwagon is Brady Publishing with a card game based on MK II along the lines of the immensely popular Magic: The Gathering. Here is an overview of how fans can expect Mortal Kombat to manifest.

The MK Game Plan

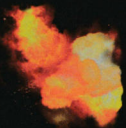
Threshold Entertainment has a global game plan that is timed to interconnect each piece of their overall puzzle. From as far back as Aug. 12, they premiered an hour-long special called *Mortal Kombat: Behind the Dragon* on TNT. It wasn't long after (Aug. 18) that the major motion picture hit theaters and received great reviews. In addition, the soundtrack to the movie went platinum. On Aug. 29, a direct-to-video animated special, *Mortal Kombat: The Journey Begins*, hits stores nationwide and immediately went to number one on the "kid vid" sales and rental chart. In September, the live-tour kicked off. It ran into a few hitches but went back on the road in full force. More recently, on Nov. 7, a self-published CD-ROM entitled *The Ultimate Guide to Mortal Kombat* was released. This product features info on other MK happenings, as well as tips and even martial-arts lessons. What's in the future? Well, Threshold aims to launch a live-action and an animated TV series. In addition, there are already rumors of the next MK movie: *Mortal Kombat* is far from over!



Here's the new A-110 "Barracuda" Fighter. Fast. Powerful. And heavily armed. Another tactical advantage in the war for the worlds.



Choose from any one of several starting worlds. But be prepared. It's lethal from all of them.



IT'S AN EXERCISE VIDEO



This is the new Hellfire rocket. The name speaks for itself.



The battlefield is 400% larger. And doesn't have paths. Which gives you, and your enemy, more room to rumble.

The new "Big Ben" Gun Turret is a perfect defender. Its deadly firepower, ultra-heavy shielding, and 360° rotation will blow your mind. And blow aliens away.





FOR YOUR TRIGGER FINGER.



This is the new H-3 "Typhoon". A hovercraft. It may be small, but it's highly maneuverable. And the fact that it can carry its own weight in weapons makes it highly efficient in close combat.



Consult your physician before attempting strenuous warfare. Shockwave™ 2 on the 3DO™ system has 50 minutes of full-motion video and even more killing power than its predecessor. Three new vehicles to attack from. Each with its own unique destructive capabilities. Lots of new weapons. And plenty of new aliens firing back. Stretching and warm-ups are advised.



SHOCKWAVE™ 2
BEYOND THE GATE

For movie demo <http://www.ea.com/eastudios.html>

SPECIAL FEATURE

The main brain behind the phenomenal launch of the PlayStation left Sony quickly, quietly and mysteriously. EGM caught up with him to learn the details.

Sony Loses Race

EGM: You've had quite a career leading up to your position at Sony. Is it true that you have had a hand in the game systems all the way back to the old Atari 2600?

Steve Race: That's true. As I think about it, there are only a handful of people who have had experience in the 4-Bit, 8-Bit, 16-Bit and 32-Bit markets. I was at Atari in the old 4-Bit days where I worked in the international division as the head of marketing. This was during the heyday in the late '70s-early '80s where the market went from about \$22 million to over \$200 million.

After that I was one of the founders of Worlds of Wonder and one of our opportunities was to introduce the NES [Nintendo Entertainment System] to America. We were the master distributors for the NES.

On the 16-Bit side, Tom Kalinske and I are old friends, and I consulted for Sega for about 11 months where I ran their marketing and communications side of the business. That was most of 1991 and part of 1992.

Were you introduced to the Saturn when you were at Sega?

No. The Saturn was only talk then. It was to be based on an arcade system that Sega had. Then the Genesis was the hot system?

Sega had just introduced the Genesis about six months before that and it was somewhat of a public yawn. One of



my responsibilities was to make it the system of choice. I did, and it took away a virtual monopoly position that Nintendo had. It was a great time and a lot of fun. Then I got recruited to go and run the Sony PlayStation group, SCEA (Sony Computer Entertainment of America). I was the eighth or ninth employee of that division. We were originally in Santa Monica in the Sony music building.

You saw the launch of the PlayStation and Saturn in Japan. What were your opinions of what you saw?

It was launched about a year ago and we were going to get the PlayStation about nine months later so we very carefully watched what was going on in Japan. When I first saw it it was spectacular.

For example, if the distance between 8-Bit and 16-Bit was four inches, from 16-Bit was four feet...it was easily an order of magnitude bigger. The product went from small sprites to a real 3-D environment with shading and texturing to FMV. I thought it was a very, very dramatic breakthrough. The big issue was going to be one of price.



I have experience in the 4-Bit, 8-Bit, 16-Bit and 32-Bit markets."

If you look at the history of video games, the single biggest change on a year-to-year basis came when those systems were priced somewhere between \$149 and \$169. The issue remains to be seen when the next-generation systems will ever get down to that price.

Clearly Sony has demonstrated, whether it was a superior technology or not, that the \$299 price point was substantially better than the \$399 [Saturn] price point and that was a clear strategy that I was a big proponent of.

Why did you take the job at Sega; were you doing very well at Sega; was it just time to move on?

I had actually left Sega. I helped Tom [Kalinske] recruit in someone to head the marketing functions since I did not want to do it on a permanent basis. I was introduced through a search firm to Olaf Olafsson and we had a very quick series of discussions and the next thing I knew I was on my way to Sony.

What was your main goal in introducing the PlayStation to the U.S.?

There were certain changes that had to be done to the prod-

uct to Americanize it, like the controller...it was a little small for the American hand, so we made it larger. We increased the length of the controller cord also. But what we needed to do was to make this a really big sensation. To capture the American public's eye.

Were there other changes you wanted to make?

We looked at a variety of things. We looked at changing the name. We felt that there was some issue about what the name PlayStation connoted. But there was a very strong opinion on the part of our Japanese counterparts that the name should remain the same on a global basis. There was some friction frankly between what we thought the price point should be, what we thought the color should be, what we thought the name should be and what we thought the packaging should be. It's not atypical of a real global company to try to find ways to make a product appeal the same on a worldwide basis. So there were some strong disagreements where or how we thought localization should best be done.

How was Japan about all this? Were they domineering?



RACE'S FIRST GAMES FOR SPECTRUM HOLOBYTE

It depends on who you talk to. In some cases they were very adamant in their opinion, in many cases they were flexible.

For example, there was a product that they were very enamored with in Japan. It had done well...a product called Motor Toon. We took a look at the product and thought it looked very juvenile and like Japanimation. They let us exercise the right of not bringing that product in. In other cases, they were more adamant, like on things such as the name, and how you can and can't use the name Sony vs. the name PlayStation. The fact that we were asked to keep

there is not enough software developed for [the Ultra 64]; another rumor is that they are going to introduce right on the heels of the Shoshinkai Show; we hear theories that they aren't going to introduce until April in Japan...Clearly there are a lot of rumors floating around the next-generation hardware.

It must have been hard to sell Japan on a U.S. price of \$299 when the Japanese version was selling for an equivalent of \$399.

It was a difficult sell but we talked about market conditions, we did a lot of research and we had them talk to some of our

We had pretty good information that the product would be in the stores. Actually we were a little bit confused about the situation. Yes, it made some sense to try and be the first product out there. On the other hand, they were selling it through the doldrums of summer, on a very limited basis, to a very select number of retailers who couldn't get all the product that they wanted. In doing all of that, I'm not sure that that was the wisest introduction that one could have made. There was a lot of alienation, retailers couldn't get the product and secondarily there was no third-party support. We at Sony did not feel that it was a very big threat. We thought we could make hay with that at the end of the day.

Did you ever plan on a secret early launch of the PlayStation? There were a lot of rumors floating around but we never wavered. We also needed FCC approvals, and we wanted to have the U.S. software catch up with the hardware. I have to say in my heart of hearts I wish I could have moved it ahead a month or so, but it was never seriously considered nor was it an option to pursue.

There is a lot of talk about numbers of systems sold. Sega keeps matching press releases with what Sony is doing. Is the PlayStation taking off and Sega falling behind?

In Japan the numbers are relatively close in sales. Here with the information that I get (not from Sony) we're feeling and seeing that the PlayStation is outselling Sega between two and three to one and it would be even higher than that if Sony had the volume available for the retailer.

Is that why Spectrum HaloByte

is only developing products for Sony systems?

Old habits die hard having come from the Sony side of the business. I'm not as convinced that based on what we've seen in the U.S. that the Saturn is nearly as viable as the PlayStation. We may pursue the Saturn later.

Now that you are a Nintendo licensee what do you think of the Ultra?

We have seen the Nintendo product and it is a very, very good product. I am very enamored of it. It is very fast, there is no aliasing going on, you can really draw perfectly straight lines, the controller that we saw was both an analog and a digital controller [see picture on page 28]. Our development guys are just really knocked out by the system. The issue for us is one of the storage media and how do we make money on it. The raw material cost for the Nintendo product is so much higher and the turnaround time so much longer relative to a Sony product.

Now the big question: When things seemed to be going so well, why did you leave Sony? Spectrum has all the characteristics for being wildly successful. It's a small company...an American company and at Spectrum I have the chance to be the CEO and not the president of a division. There was no secret of my disagreement with the direction of where I thought the division should be moving relative to what the Japanese thought. Here I get to be the direction with the board. ▼

"The PlayStation is outselling the Saturn between two and three to one."

the name the PlayStation. It was a give-and-take situation. There were a lot of frank arguments and disagreements about how the product should be positioned, priced, etc. There were some fairly legendary disagreements as to what we thought we were zigging when they wanted us to zag. But in the end we all reached a compromise.

That brings us up to E: You probably had one of the most influential and shortest speeches...[Race laughs] in the history of speeches.

That's what the buying public wanted to hear. There was a great deal of concern as to what the price was going to be. There were a lot of rumors going around before my speech saying that the Japanese had no idea what I was going to say when I got up there...but it was a totally apocryphal story. We actually had orchestrated it very closely with our Japanese counterparts.

What about Nintendo?

We keep hearing rumors that

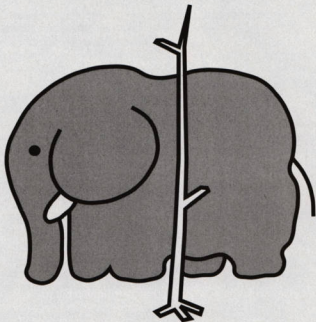
key retailers. So we convinced them with the sheer weight of evidence that we had.

Your original marketing started with Polygon Man but it switched to Sofia. What happened?

There was a large disagreement. We felt that the product needed a very edgy feel. We thought that the Polygon Man from a U.S. perspective was the kind of spokesperson that was leading edge. He never was expected to be a central character like a Mario but rather to be a master gamer who was hip and rather edgy, but the Japanese thought it got in the way of the Sony brand. The Sony brand stands on its own—it never uses a character or celebrity endorsement, so culturally I didn't get that. We had a fairly celebrated difference of opinion as to what Polygon Man's role would be. As a Japanese company, they had the final vote.

Then Kalinske got up and said that the Saturn is in the stores now. How did you react to that?

Can you spot the elephant in this picture?



If so, you're probably smart enough to figure out that paying \$149 for a 64-bit Jaguar makes more sense than paying over \$300 for a 32-bit system.

JAGUAR

6 4 - b i t . \$ 1 4 9*

The most advanced graphics out there. Twice the bits for half the price. And over 40 cerebellum-scrambling games to choose from. If you still don't get why the Jaguar's a better deal, maybe getting that second lobotomy will help.



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The world's supercomputer is filled with mutant databases. Enter the I-Way and trash the viruses while you avoid sharks, solve puzzles and make it through mines. And good luck. Without you, society is dust.



Rayman™

It's a dream come true. You're a superhero battling the arch-villains attempting to destroy the world. Each colorful level is teeming with cartoon-quality graphics.



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You're the son of Pitfall Harry, rescuing the Mayan jungles for your kidnapped dad. Feature film-quality animation makes for performances that suck and comedies that bite.



Zoop™

Level after level of brain-burning action coming at you from all sides. Faster and faster until your thumbs are numb, your eyes are aching, and your mind is molten.



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Not exactly the kind of puzzles you find in the Sunday paper. From Planet Earth to Planet Phobos, strange little aliens teach you as you try to solve these puzzles.



Ultra Vortek™

With at least six special moves each, they're seven fighters you don't want to meet in a dark alley. But meeting them on a video screen is pretty cool when you kick their butts.



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SPECIAL
FEATURE

STREET FIGHTER ALPHA

Here it is! **EGM** had to go all the way to Japan to get the latest information on Capcom's spectacular PlayStation conversion of the latest in their Street Fighter series.

Why Japan? When we checked with their U.S. office, we were told that they had only one disc and we could have it, but that the version was still very incomplete. It had only five characters programmed and what

was there was definitely *not* representative of what the final game would be like. This certainly wouldn't be good enough for our readers.

What to do? Fortunately there was a PlayStation show on Oct. 6, so our editors packed their bags, hoping to get a glimpse of a better version from the programmers themselves in Japan! Sure enough, the game was on display and **EGM** had the very first look at a

complete but still buggy version of the game. Not only that, but we also got to sit down with the programmers and they told (and showed) us the special tricks that will be in the finished version.

However, you'll have to find those yourselves as we were sworn to secrecy, but the Ken/Ryu vs. Bison trick and *all* of the other arcade tricks are in there!

For those not familiar with the newest version, you will soon be able to play as all of

the original Street Fighter characters in your own home! Street Fighter Alpha promises to be every bit as good on the PSX as it was in the arcade, and it delivers.

SFA gives you 10 characters to choose from: Ryu, Ken, Sagat, Adon, Guy, Sodom, Birdie, Chun Li, Charlie and Rose. The idea of the game is to neatly tie up some story loopholes in the Street Fighter universe before the future release of SF3. The stories do a pretty



Chun Li tries to reach the first level of her super meter while preparing to execute a Spinning Bird Kick.





In a friendly exhibition, Ken's end Boss is Ryu. All elements of the story are here at home!

good job of this, as Bison kills Guile's friend Charlie, Chun Li faces Bison for the first time, etc....Some stories, though, only serve to confuse longtime SF players, such as the introductions of Guy and Sodom into the SF universe. They don't fit in anywhere, and the characters themselves turn out to be fairly weak compared to a halfway decent Ken or Ryu player. The artwork for the game has been redone as well. In SSF2T, Capcom was

going for a 'realistic as possible for cartoon-style graphics' look. In SFA, Ryu and the crowd have metamorphosed into oversized cartoon Darkstalkers-ish cartoon characters. Overall, this is best for them. At last, Sagat looks like the huge, lumbering oaf he's supposed to be as opposed to the pathetic stick figure in the other games. Such is the case for most in the game: stronger and bulkier-looking characters. The graphics have not



changed in the slightest. The characters are the same size, and all the action in the backgrounds has been faithfully reproduced. All 13 known characters are in the game, including Bison, Akuma and Dan. The music and sound is possibly better than the arcade because of its CD quality. What will most likely sell SFA on the PSX, however, is the game-play—that is what the designers of the game cherish above all. To cut to the chase: It feels exactly like the arcade. The play is just as tight, if not tighter than, the arcade version. Other high points include large characters as they were meant to be portrayed (unlike the versions of MK3), all cinemas have been trans-



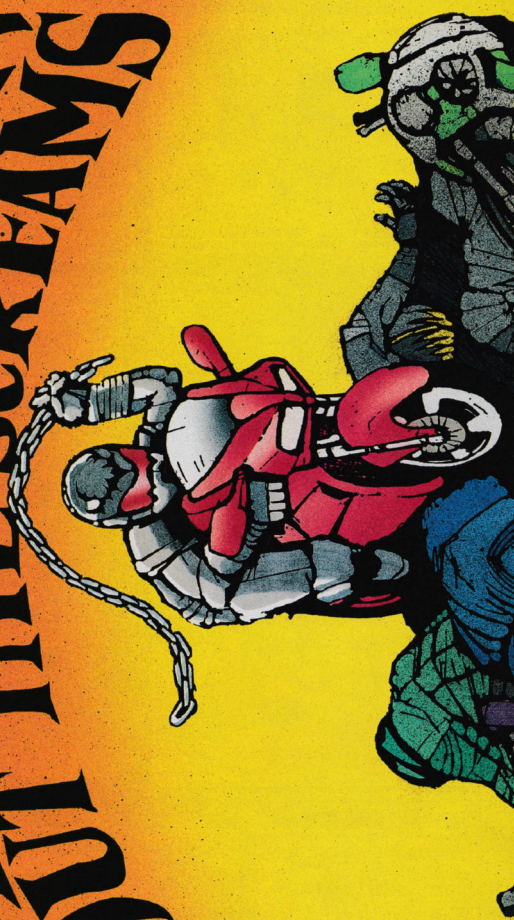
All taunts and character animations have been faithfully reproduced in the PSX version.



ferred and new elements like Alpha Counters and the three-level super bar have been added. An exact arcade translation can't hurt the PlayStation's sales, and Street Fighter Alpha is a winner in every way! ▼



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SUPER NES



Learn to rotate the control pad around as you're firing. You'll hit more enemies.

WATERWORLD

Oh Buoy!

Waterworld is a conglomeration of three different game styles involving shooting, action and swimming. These game styles are integrated to bring Waterworld from the big screen to your home.

The end result isn't too exciting. Despite the three

types of gameplay, Waterworld gets repetitious. Another flaw lies with the graphics. While the backgrounds of the action stages are detailed, the rest of the game needs work. Of course there is nothing much to show in a world of water, but... another point that needs to be brought up is the character detail.

There should be more.

Your bullets are nothing more than white pixels.

The control is loose, and it'll take time to

learn how to control both your character and your ship. Try to learn how to flip your Trireme around quickly. It helps when you get swarmed by jet skis.

The cycle of levels starts out with you piloting your Trireme, a small but maneuverable boat. Enemy jet skis and boats will start attacking. The object is to clear them

"Chews up enemy boats like you wouldn't believe!"



out. Aircraft will attack during the later levels, and sometimes you'll have to defend an atoll. That means the jet skis will start kidnapping people. In the tradition of Defender



The Mariner must go from atoll to atoll saving people. Waterworld gets pretty monotonous.

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Ocean	1	
SIZE	THEME	% DONE
16-Meg	Act./Adv.	95%

INSIDE TRACK

Save the Hostages!

When defending the atoll, you'll see a ramp moving to the side of the land mass. This is where the Smokers launch their jet skis into the city. They will then pop out and race away with hostages. If all of the people are kidnapped, you'll lose, so you've got to devise a strategy to stop them.

It is best to blast away at the jet skis approaching the ramp. Prevention works the



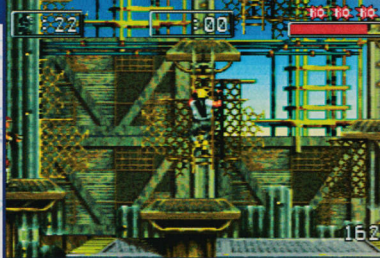
best. If they do get by you, ram their jet skis. If you shoot them, the hostages will die too. You can recognize which enemy has a hostage by his flashing. Later on, you will be able to acquire the Gatling gun. This can destroy ramps, so you won't even have to deal with the jet skis. The more people you save, the more points you'll earn.



you will have to save them.

The shooter levels are often broken up by underwater sequences. The Mariner (you) has a certain amount of strength, and

you can only stay underwater so long. When the meter on the screen runs out, the stage is over. If you don't make it back to the surface, you lose the bonus. All sorts of aquatic critters try to hit you. Unfortunately, you don't have any attacks.



The action sequences require you to hunt down all of the Smokers. Shoot through platforms to hit them without taking damage yourself.

The action scenes take place within the atoll. You must find your way through the ramshackle city in search of the Smokers. Once you execute each and every one, you'll be treated to a shop sequence. Along the way you'll collect weapons from the bodies of those you've slain. These are far superior to the cheesy weapons you start out with. You will notice that unless you have a gun, you can't do a jump attack. This gets a bit frustrating.

The shops are important. It is here that you can repair your ship and buy weapons. The things you can purchase range from a Gatling gun to aquatic mines. The power-ups for the most part are useless, except for the Gatling gun, which chews up enemy boats like you wouldn't believe! There is

also an uzi that might prove to be helpful. It's best to use your money on Gatling guns and repairs. Everything else is a waste of money.

In terms of a game-to-movie translation, *Waterworld* isn't half bad. The music is very new age and very relaxing. It reflects the film well. The scenes couldn't have been closer. Cinemas might have helped keep things from becoming monotonous, while retaining the feel of the movie. If you enjoyed the movie, *Waterworld* might whet your appetite for adventure. ▼



INSIDE TRACK



Hold Your Breath...

The bonus rounds only give you a certain amount of time down there. You can lose it quickly if you get hit by one of the underwater critters. The more treasures you can collect, the more items you can purchase later on. Try to memorize the path that has the most loot.



Revolution X

X-citing!



The first ever hard-rock shooter comes home to the Super NES. The arcade hit, featuring rock 'n' roll giants Aerosmith, pits you against a multitude of enemies with just your gun and a limited supply of CDs.

The game features original hit songs by Aerosmith like "Eat the Rich," which sounds amazingly similar to what you'd find on a music CD, with the lyrics intact, and keeps the player's

Your enemy can be lurking anywhere; behind doors, chairs and even under tables, so always be on the ball.

adrenaline pumping throughout the game.

Revolution X keeps the "hard rock" feel of the game alive by taking the gamer backstage, on catwalks above the stage, through bars and more.

Using a crosshair, you must take out every enemy that comes your way. Getting accustomed to the movement of the crosshair takes

"You gotta love the dancing girls!"

time, even with the adjustable speed option. Every so often, a power-up icon will fall from the top of the screen; shoot it and you will acquire that power-up.

The enemies, armed with plenty of ammunition, come at you from all possible

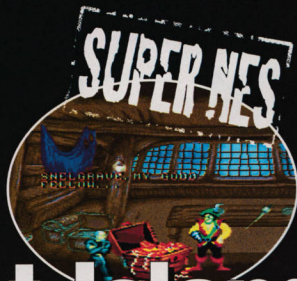
angles. Many will pop out of doors or run from the side of the screen, so you must be on your toes and ready to fire at any moment. Some enemies require more shots to be killed than others, so it is best to remember who's who. Most importantly, the enemy likes to rush you from both sides of the screen in large packs, so continuously fire in a sweeping motion across the screen, not in one concentrated area.

With the amazing reproduction of the Aerosmith music, Steven Tyler's voice and nonstop action, shooter fans and fans of the arcade hit are sure to enjoy Revolution X on the Super NES. ▼



Aerosmith's Steven Tyler makes an occasional cameo appearance.

RELEASE DATE	DIFFICULTY	
Nov./Dec.	Variable	
PUBLISHER	PLAYERS	
Acclaim	1 or 2	
SIZE	THEME	% DONE
24-Meg	Shooter	95%



Cutthroat Island

Thrust, Parry, Touché!

Anyone ever have a dream of being a swashbuckling, sword-wielding heroine? Well, this game is the closest you will ever get without actually going back in time. In Cutthroat Island, play as the swashbuckling, sword-wielding heroine in search of the legendary Cutthroat Island and battle all others who want the secret treasure as well.

"This is one of the few games with a woman as the main character!"



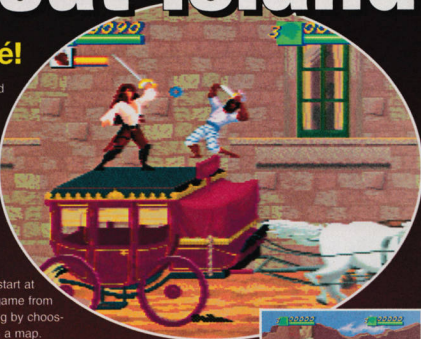
Not enough swashbuckling for ya? Hop into a railcart for further adventures and all-new techs.

Cutthroat Island is a unique, well-rounded game that takes place in many different areas, both linear and non-linear.

One of the more innovative features of the game is that the player is able to start at any point in the game from the very beginning by choosing the level from a map.

The moves in the game are just a simple punch, kick and attack with the sword, but using a combination of the buttons pulls off multiple hit combos.

Although much of the game may seem like just a punch-and-kick style fighter, Cutthroat Island contains levels in which you must use your agility as well. Fighting on top of a carriage alongside a castle while



dodging banner rods is a prime example of the many original areas found in Cutthroat Island.

Your journey to find Cutthroat Island will take you through many towns and jungles, fighting various enemies of differing strength and fighting styles. On your quest, you will occasionally run across items, such as knives that can be picked up, but don't use them hastily because they can only be used once. You will eventually come across recurring enemies, so learn their attack patterns

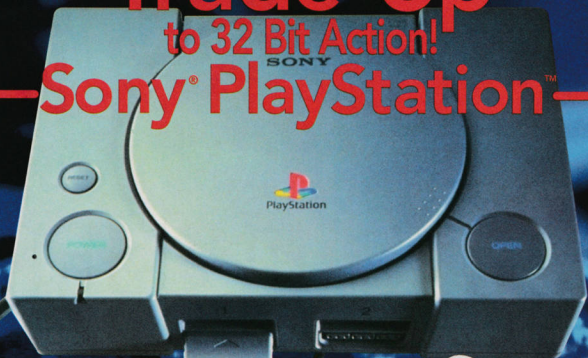


and counter them.

Super NES owners looking for a good action title look no further, because Cutthroat Island is it. ▼

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	DONE
16-Meg	Action	95%

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GENESIS



Separation Anxiety



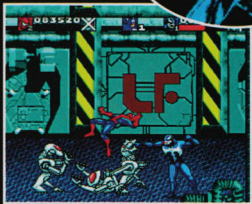
Spidey and Venom Working Together



The green-suited Boss builds an electrical charge so don't strike too many times in succession, or you will get struck.

The mysterious Life Foundation has captured Venom and removed five symbiote spawns from him. But before these children could destroy their parent, Venom escaped. Now, he has sought out

Spider-Man and formed an uneasy alliance with his foe



The enemies match the stage backgrounds throughout, from city streets to the high-tech.



A properly placed web to swing gets the heroes across giant chasms.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% DONE
24-Meg	Action	100%



Line up the heroes so they cover a wide area to stop enemies from getting behind them and singling one fighter out.

INSIDE TRACK

Secret Room For Spidey

In the first screen of the game, you can get a free 1-Up by pushing against the garbage can in the left corner of the screen. Spidey's face appears on the screen telling you that you have found a secret room. There is only one screen in this room. Spider-Man is four times stronger and able to kill all 12 of the enemies with one punch. This super attack makes the enemies fly backward off the screen as if hit by a train. After the enemies are destroyed, a 1-Up appears in the center of the screen a few seconds after the last death. So don't be too jumpy and wander off the



screen to the right too quickly or you will miss this valuable item. After you get the 1-Up and follow the flashing arrow you will appear back at the beginning screen of the game ready to conquer the rest of the level. If this room is only accessible by Spidey, you can guess that Venom probably has one also, so keep an eye out for it.

INSIDE TRACK



Bust Their Butts

Both the Web-Slinger and his archenemy have similar attacks. The only variance in their abilities is Spider-Man's use of the web and Venoms symbiote slime. These appear different on screen but have the same effect on the enemies. Both can grab the weak human enemies using their super strength and lift them well over their heads. They can either hold the evildoers by the throat and punch them repeatedly or lift them off the ground and throw them at other approaching enemies with the strength of a giant, causing damage to the enemy they threw and to the ones the toss was directed at.



your screen is again halted. Now, you must clear that group of fall-down enemies before the cherished Red Continue Arrow appears. This is repeated over and over until the Boss is encountered.

Control is also being simple and easy to pick up and master. The majority of the fighting uses only the A button, which needs to be repeatedly pressed to complete the complex move sequence that is controlled by the computer. Both of the heroes can also use their superhuman strength to lift evildoers over their heads and throw them off the screen or at other advancing enemies. Separation Anxiety is not a one-level game. You can use either character to climb up walls and reach power-ups that would normally be out of his reach. The wall-climbing



As the background changes with the look of the redundant enemies.

ability can also be used to jump onto advancing enemies and cause some quick damage to the hapless foes. Both Spidey and Venom can also use their web and web-type substance to help defend themselves by forming it into a shield, to grab high objects to swing from arm to arm and to grab enemies horizontally to lift them into the air and do with them what you please.

Players who hate constantly repeating enemies with the only changing feature being the color of their clothes should not even look at SA. It has more than its share of come-again bad guys all the way to the end. If this doesn't bother you, you may enjoy this title. It has challenge, tons of enemies and a large amount of secrets. Spider-Man and Venom fans need to check this one out. ▼



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GARGOYLES

The TV Show Comes Home

Disney's action-packed cartoon will soon be appearing on the Genesis. This cart is bursting with Disney-style animation and some of the visuals are really cool. The whole game has a dark feel to it that helps set the mood. This game is pretty tough, so younger players might get frustrated.

Gargoyles is a game that spans time. Play as the heroic leader of the

Gargoyles, who must save his race from destruction. As can be expected, the game's story line closely follows the plot of the show. Detailed cinemas describe what is going on.

As a Gargoyle, you have a number of abilities. First off, and most important, you have wings that allow you limited flight. Actually, hovering is more like it. These can help you avoid hits. Second, you have razor-sharp claws

to tear apart foes. Unfortunately, they don't seem to work too well. You also have a throw attack that is your only real chance at

disabling an enemy. The only problem lies with its range. You have to be an exact distance away from the enemy in order to grab him.

RELEASE DATE	DIFFICULTY	
November	Hard	
PUBLISHER	PLAYERS	
Disney	1	
SIZE	THEME	% DONE
24-Meg	Action	100%



Many sections of the Viking levels have you climbing walls. You'll have to time your jumps to avoid flaming oil and arrows.

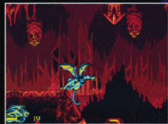


It is possible to propel yourself to higher ground (and secrets...) by bouncing off the catapults that are found in the first few levels.

Otherwise you'll get hit. The number of instant hits can get unbearable.

The levels span several centuries, with you fighting off Vikings who want to annihilate the race of Gargoyles. As you fight your way through their encampments, you'll have to avoid archers and spikes. These are the major threats of this level. There is a very difficult section where you must climb up between two towers. There are ballistas firing, and spikes to avoid. Timing is the key to getting up the tower. Once you start, don't stop or slow down, or you'll fall right to the bottom. The Boss is a Viking who teleports in and out, and fires lightning. He's one nasty fellow!

The next set of levels are deep within the Gargoyle nesting ground. Here you



BOSS 1

The first Boss of Gargoyles is the Viking leader. He teleports around on a series of platforms. If he stays in one place too long or if you try to throw him, lightning will strike you down. Try to lure him to one of the higher platforms and use a single jump-claw attack to whittle him down. It takes some time, but it is the only sure-fire way to beat him.



Even further into the game, you'll end up battling robots in a high-tech future zone. In this location, you'll have to master your jumping and hovering skills, or you'll end up dead as a doornail. Despite the instant hits, trying to take the robots out by jump strikes seems to work the best.

Overall, Gargoyles is an action-packed game. The controls are too rigid, and

the sheer number of instant hits will become intolerable after a while. This game would have been better if the gameplay was tweaked. The graphics are okay, but the level layout seems uninspired. Gargoyles does stick with the Disney cartoon, but ends up lacking excitement. Still, you might be able to look past these shortcomings if you are a die-hard Gargoyles fan. ▼



This Boss bears a hammer that he uses with deadly accuracy. Dodge his swing and follow up with a few claw swipes.

GENESIS

TOY
STORYGrab Your Pull String
and Get to Work

Toy Story is a unique video game based on the upcoming holiday release of Disney's first-ever fully computer-animated feature film of the same name. In the game, you play the part of the pull string cowboy, Woody, as you fight through 19 action-

packed levels of nonstop play. Your mission is to return Buzz and yourself home safely from the dangers of the outside world.

Woody has only two buttons to control his actions. One of these is used to make him jump and the other uses his whip-like

pull string to stun enemies and knock down objects. The controls are surprisingly precise, and it's easy to maneuver Woody around in the toy-filled world. The levels are filled with horizontal ropes, trampolines, air pumpers and countless other obstacles that are used as a means of maneuvering yourself and others to unreachable areas.

The graphics and animation are rendered with close-to-movie accuracy. They contain all the qualities normally expected to be seen only on next-generation systems. The main character,

enemies and the background all intertwine forming a good balance of superb visuals and smooth play.

Toy Story's claim to fame lies in its multiple viewpoints, which exploit the many game engines programmed into the title. The different situations surprise the player by submerging them in a new and different adventure in every stage.

From start to finish, Toy Story challenges the player with levels that always increase in difficulty. The first two are relatively simple to beat and fill their required



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	PLAYERS	
Disney	1	
SIZE	THEME	% DONE
32-Meg	Act./Adv.	100%

Multiple Game Engines

Besides the standard side-scrolling view, Toy Story features two other game perspectives that make it more than just a stagnate side-view game. In the remote control car stage, you must drive through an obstacle-ridden path while collecting batteries and hitting Buzz. While a racing stage that looks and controls like Mario Kart, your driving talent will be tested through the twists and turns of a racetrack. A first-person Doom-style maze also awaits your cunning as you search for your quota of little green characters. The changing perspectives and story line objectives wake up the game by adding a touch of originality to the cart. These engines were not just thrown in haphazardly to be used for advertisement but are well planned out. Each of them could easily bear the burden of having an entire game built off them. These multiple perspective stages are far more enjoyable and diverse than normally expected from a 16-Bit system.



space as an introduction to the general control of the game. Thereafter, the levels are difficult, with no continues or any way to save your progress. Your best solution to play longer is not to get hurt in the first place. Extra lives can be earned by locating the cowboy hats hidden in the level. Some 1-Ups can also be earned by grabbing all the 50 existing stars in any level or by reaching a total of 300. Any way you look at it, Toy Story is tougher than expected for

its target audience.

Psygnosis really did their research in new programming techniques during the development of the game. It pushes the capabilities of the Genesis further than anyone would have expected a 16-Bit system to reach. ▼



Buzz, your archival, tries to take you out with his orbiting fireballs and laser. Knock the fireballs away and attack him after he shoots his laser.

"The characters in Toy Story have incredible depth and realism."



NEWS FLASH! Simultaneous Launch

Toy Story the video game is scheduled to be launched simultaneously with Disney's first-ever fully computer-animated feature film. The voice of Woody the draw-string cowboy hero is provided by Tom Hanks, while Tim Allen is the voice of Buzz Lightyear, the latest spaceman action figure. The two form an alliance to survive in a dangerous outside world. The graphic artists and animation specialists that worked on the development of the movie lend their talents to the development of the graphics in the game. Keep an eye out for the holiday movie release date.



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Hit pedestrians,
outrun police cars
and get gunned

down in a drive-by
shooting.

Finally, a game
that shows what
L.A.'s
really like.

Los Angeles, 2010 A.D. The lights, the glamour, the armor-piercing bullets. Welcome to the apocalypse. Or as we like to call it, TWISTED METAL™. Only on Sony PlayStation™ Play with yourself, or against a friend. Your mission? Hunt or be hunted by 12 deadly vehicles, including one with a psychotic clown who wants to splatter you with flaming ice cream cones. Suburbia will never be the same. And thanks to the Sony PlayStation's superfast ultra realistic gameplay, you can use impressive 360° moves, say, white shredding sod in someone's front yard as you dodge heat-seeking missiles. Or just have fun watching yourself explode in glorious 3-D. Oh, one more thing: Look out for that cute little doggie crossing the street. Oops, too late.

SONY



PlayStation™



SATURN

ARCADE



Virtua Fighter 2

VF2 Is Finally Here!

The fighting thrills of Virtua Fighter 2 are almost here. Here at **EGM**, we've received a copy of the latest incarnation of Sega's premier fighting

game. So we popped it in our Saturn and tried it out. At first glance, Virtua Fighter 2 looks really good. The characters are crisp and clear. However, they are still less detailed than the arcade game. While our copy was far from finished, we couldn't believe how different VF2 is from the original VF. It's as if the game went from 16-Bit to 32-Bit in less than a

year! However, with these few exceptions, VF2 comes remarkably close to the original coin-op.

Gameplay can make or break any fighting game—this one is no exception. You will have no problem with the control at all. Whereas the first VF had that quirky control where the timing seemed a bit delayed, this one is very responsive. If you are use to the first game, the sped-up control takes a little getting

PLAYER SELECT

PROFILE

Name Kage-maru
Country Japan
Birthdate 1971.6.6
Sex Male
Job Ninja

KAGE



RELEASE DATE	DIFFICULTY	
December	Variable	
PUBLISHER	PLAYERS	
Sega	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Fighting	30%



Up-close and personal with Shun Di

The new fighter known as Shun is best used close-up. Perform a flurry of chained attacks, and your opponent won't know what hit him/her. Shun has a number of very powerful attacks that can be used at close range. Try throwing your opponent first, then do the customary hit-the-guy-on-the-ground attack. This should leave him/her wide open for a rolling hit. If done correctly, roughly half of your enemy's life should be gone. See if you can add more attacks to this chain for some major damage.



INSIDE TRACK

And in this corner...



Lion has long legs to perform hits attacks with. Most deadly is his double leg sweep that will knock even the hardest player down. Sometimes it is possible to start in with a flurry of punches, then quickly go in for the sweep. This should topple your foe. Then you can damage him on the ground. Lion has a lot of combos, most involving his leg sweep.

"This is as close a translation as you're going to get!"

used to. For those who never played the first, it is relatively easy to learn. The only annoying control element lies within the jump attacks. You fly unrealistically slow and are open to "virtually" every attack your opponent can muster. It is the same way in the arcade, but it's an annoying feature nonetheless.

Virtua Fighter 2 has two added characters from the original game: Shun, an old man who uses the drunkard style and Lion, a martial artist who specializes in the mantis style. One appealing element was that the fighter's moves are kept in line with their style. Almost all of the attacks are real martial arts moves. For example with Shun, his style makes him look like he's fumbling about,

but that is how he disguises his attacks. As he tumbles about, you'll have a hard time figuring out what he is going to do next. Lion uses the attacks of the mantis style with deadly efficiency. His attacks are mostly ranged or counterstrikes. In a way, the earlier fighters weren't as specialized as these, so they



may seem a bit weaker.

All of the other fighters from before are here. Each one went through a visual overhaul, resembling those of Remix. All the moves of the arcade are here, and they control beautifully!

The last Boss, Dural wasn't programmed yet, but it should be. No word on whether or not there will be a code to play as him...or is it a her?

The computer AI is tough, and most often cheap. It won't hesitate to throw you. You shouldn't attack a computer opponent with jump hits, because you'll get nailed out of the air every time.

At least the computer is challenging.

Overall, Saturn owners will enjoy what Sega has done with this translation. The music is right on the



The best way to defeat Jeffrey is to use your ranged attacks.

mark, and the control is set up so anybody can do a reasonable amount of attacks. Sure, the computer may be cheap, but then again, aren't the human opponents in the arcades the same way? If you want an accurate translation of this game, this is as close as you're going to get. ▼



Pai has a number of fast attacks, allowing for quick combos. You can often follow up with a throw.

SATURN



Galactic Attack

Classic Style With a Twist

The latest shooter by Taito, Galactic Attack lets players battle against hordes of enemies that are not only on one level but exist on multiple planes. Galactic Attack is a fast top-

down view shooter in which you fly your ship and battle through the exhilarating levels of action.

You can play by yourself or with a friend in Two-player Mode where you can combine forces to double the effectiveness of your attack.

The stage backgrounds are the most impressive feature of this title. They visually stimulate (and

distract) the player with their nauseating effects. Close attention must be

paid to blocking out these eyesores as you concentrate on your ship and dodge the enemy's ammunition coming your way.

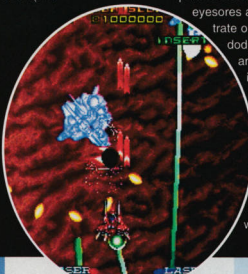
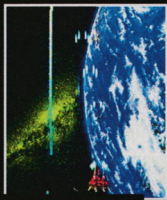
These backgrounds have a close resemblance to the irritating but impressive background effects of ???, which first set

the standards of games in this genre.

Your ship has full-screen movement and reacts quickly to the slightest touch of the controller, allowing you to get to the much desired power-ups that appear all over the



Striking these enemies while they are on a lower level will save you the pain of getting hit later.



RELEASE DATE DIFFICULTY

December Moderate

PUBLISHER PLAYERS

Acclaim 1 or 2

SIZE THEME % DONE

CD-ROM Shooter 90%

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Hollywood Animation Standards
Killer CD Sounds
Exotic Cast Of Characters
Fighting To Live For
Gameplay To Die For
Everything else is for mere mortals.

3X 3D ANIMATIONS
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PlayStation

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NYR
NOT YET RATED



This armada of ships can only be attacked with your tracking lasers.

screen. Galactic Attack has different planes of existence for the enemies. They can be simplified into two groups, the first group being the one that you can shoot with your front weapons and the other group of enemies that are lower

than your craft on various levels. These enemies cannot be effected by your frontal guns and must be targeted with your laser attack to track them to their home level to strike them dead. The interesting point to these enemies is that you can see a group of them approaching from a low altitude being small on the screen and watch them grow as they come into range of your front guns. While they are approaching from the bottom you can pick off as many as possible to save yourself the difficulty of having to battle them all on your level where they have a better chance of destroying you.

The music track is typical for a game of this type. It is upbeat and fast-paced easily keeping the player from falling asleep while behind the wheel. The



"This title has a true shooter feel from the hordes of enemies and nauseating backgrounds."

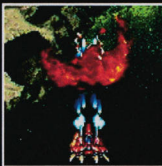
sound effects also keep the game lively by adding the proper noises and sounds to accent your playing with laser shots and explosions. The best feature of the effects is that the front guns are toned down, so you don't get annoyed as they fire repeatedly throughout the entire game.

Galactic Attack is a joy to play. With the multiple levels of enemies, fast-moving backgrounds and the excellent graphics and sound, it will easily work itself into the hands of gamers who love the classic top-down perspective shooters but want some new twists to the aging genre. ▼

INSIDE TRACK



The enemies within Galactic Attack are located on multiple levels of the screen keeping your standard frontal attack from causing any damage to them. Flying in front of your ship on the screen at all times is the laser-locking sight that marks and records enemies that it touches. It can mark multiple enemies allowing you to kill more than one at a time with only one press of the button. The lasers fire out of the rear of your ship and track forward to anything that has been marked. These are extremely powerful and destroy enemies and other objects with one hit. However if nothing has been marked, then the lasers fire rearward and just arc forward chasing after nothing. The auto-locking lasers give you full advantage of the screens of the game by giving you twice as much action and diversity as with standard two-dimensional shooters.



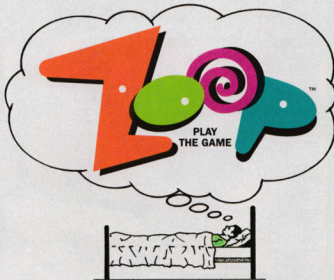


AMERICA'S LARGEST KILLER OF TIME™

ZOOP - IF YOU START YOU MAY NEVER STOP



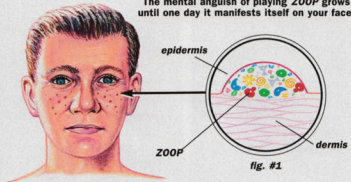
(Dream cycle of a normal and healthy teen)



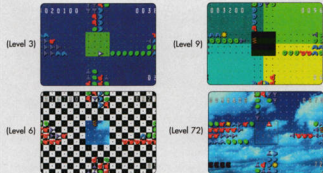
(Dream cycle of a teen who plays ZOOP)

Warning! ZOOP looks and plays like an innocent game, but extensive play may cause the following symptoms: loss of friends, loss of appetite, insomnia and excessive battery consumption. Whenever possible, avoid play.

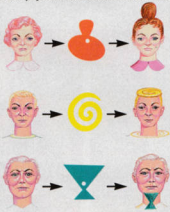
The mental anguish of playing ZOOP grows until one day it manifests itself on your face.



THE DEPTHS OF ZOOP

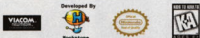
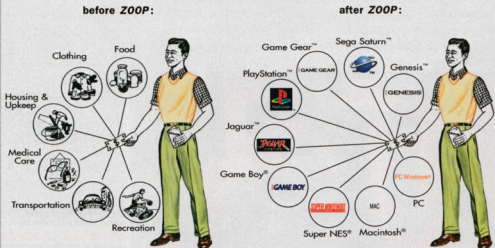


Research has shown the longer you play ZOOP, the more you actually start taking on the physical characteristics of ZOOP.

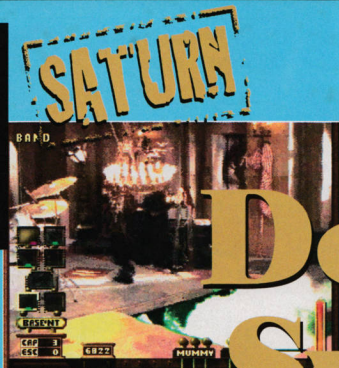


(Prolonged psychological effects are still under study.)

MONEY SPENDING PATTERNS.



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Home Alone® In Game Form

Double Switch is the FMV game in which you control the trap-like security systems that protect the building from countless evil foes wandering within. Your supervisor and the owner of the building, played by Corey Haim, has been locked up and now has drafted you to do his job.

You are put in charge of arming the traps, which requires that you fast-jump to different areas of the building and select which

trap to spring on the unsuspecting bad guys.

The graphics are better than the Sega CD version, but not up to Saturn's standards. The control is simple but highly confusing. In the beginning of the game, it seems as if you are just flashing about the screen with no purpose in mind and watching the traps suck in the bad guys with almost no input from you. The action of Double Switch is mostly in the form of an army of



Double Switch

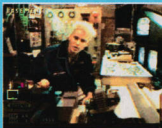
repeating enemies who never seem to get the hint that they are unwanted and just abandon their effort. But if you do a less-than-average job as the human security system, you get repeatedly reprimanded by your supervisor. It's not pretty.

"Who would put Corey Haim in charge of building security, anyway?"

Unfortunately, Double Switch is nothing more than a game designed for players who like tricks, traps and most of all, Corey Haim. Players who are expecting a revamped version of Night Trap are sadly mistaken. This title boasts nothing more than a fallen star thrown in with other B-actors that have as much of a future as this title. ▼



Finding the numerical code is the only way to release Corey Haim.



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Digital Pictures	1	
SIZE	THEME	% DONE
CD-ROM	Adv.	90%

....It started out as a few unconfirmed sightings.
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Theme Park

For Kids of All Ages!

The premise behind Theme Park is simple: It's the American dream! Start with a large piece of land, a lot of money and build a complete running

theme park, equipped with all the latest attractions. Sounds easy enough, right? Well, building the park is pretty easy, but how about the money problems that go



Keep an eye on the finances or trouble is in your future.



"Theme Park is the perfect mix between simulation, strategy and fun!"

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Electronic Arts	1	
SIZE	THEME	% DONE
CD-ROM	Strategy	100%

along with it? In order to make money, people will have to not only spend time at your park, but you also have to make sure they're happy enough to keep coming back. Good Luck!

Theme Park is a simulation game that is so fun to play you will soon forget that a

multimillion-dollar burden is resting on your shoulders. One of the great features of the game is not the ability to completely manage the park (down to the slightest detail, such as making sure that the lawn gets cut every day), but to step into the shoes of one of your customers and actually hop on one of the rides that you have constructed. One of

the features of the game that makes it a winner is the ability to use your money any way you like. For instance, you can run a small park very efficiently by spending all of your overhead on security and maintenance, or, for the risky proprietor, you could put all your cash into research of



Watch your theme park grow with proper planning and good financial resources. How high can you get your attendance?



THROUGH YOUR BAD PARK PLANNING ONE OF THE LITTLE PEOPLE HAS GOT COMPLETELY STUCK, FIND OUT WHERE AND HELP THEM!



different categories such as training your park management or bigger and better rides. One warning: Once you start playing Theme Park, you'll feel like a kid again, and believe me, once the fun starts, it's hard to stop! ▼



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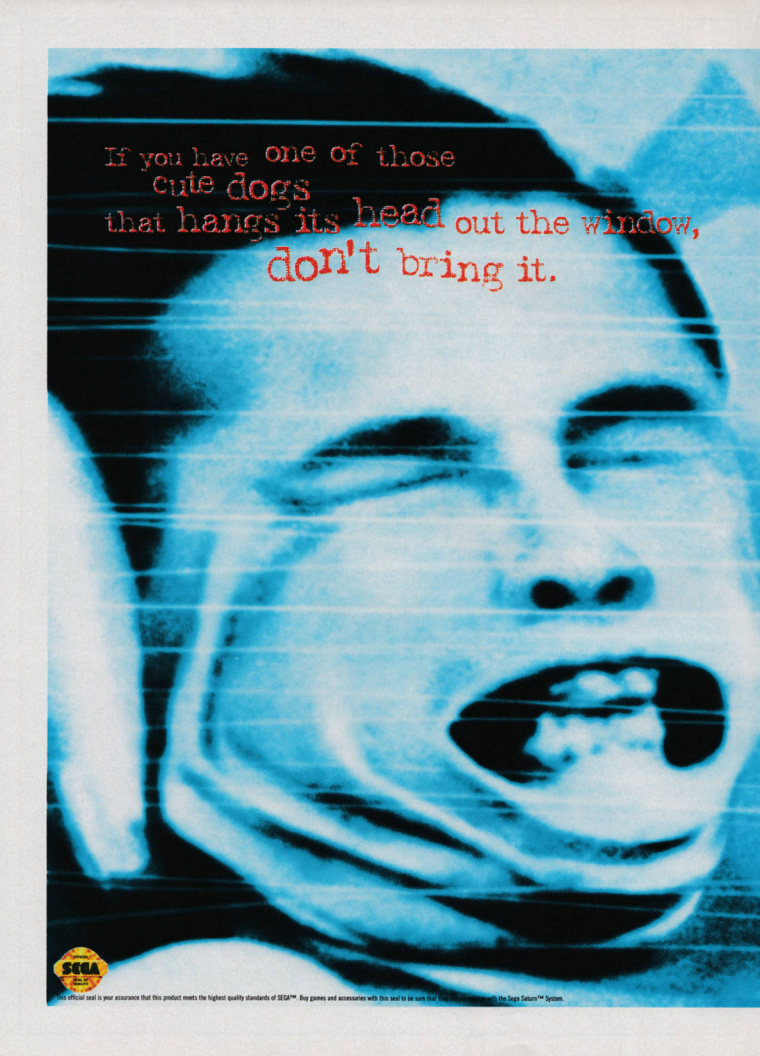
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cute dogs
that hangs its head out the window,
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PLAYSTATION



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DOOM

Monsters and Mutants in the PSX

It's original first-person height-mapped action game hits the PSX. Included in this trilogy of destruction is Ultimate Doom and Doom 2. Both of these titles are included in the Monsters and Mutants box, and it contains everything that had to be purchased separately on the computer. The game pushes the smoothness and outstanding graphic capability of the PlayStation to the limit. Not only is this title a good translation of the original, but Williams Entertainment, the producer, has also improved the already great title.

The levels remain basically the same with the familiar

level layout and weapons, but the graphic end of the game has been cleaned up substantially. Lighting effects have risen to include cast shadows and hues that give a genuine feeling of first-person action. Rooms with



vats of green ooze reflect a green shimmer all over the room, which can even be

seen in the reflection off your weapon. This



The Imps are one of the weaker enemies; do not underestimate their accuracy or your health will be whittled down to nothing.

glow can also be seen from a distance down existing hallways and corridors.

The sound has also changed from the original version. New effects cause players to wander by the seat of their pants waiting for the

nasties to jump out at them and scare them half to death. Groans, growls and shrieks come from all over and increase in volume as you get closer to the source.

Controlling your character is simple with the many buttons on the PSX controller.



RELEASE DATE DIFFICULTY

November Hard

PUBLISHER PLAYERS

Williams 1

SIZE THEME % DONE

CD-ROM Shooter 95%



Weapons, ammunition and slim packs are strategically placed throughout the levels and are guarded by tactical enemies.

"If you thought the computer version could never be topped, you haven't tried Doom for the PSX."



Players who have endured the computer version with either the keyboard or the Gravis® Pad are in for a shock after discovering the ease with which control can be achieved on the PSX. The screens scroll smoothly as you wander about. Targeting and firing weapons is outstanding, giving you useful control of your character.

Doom does, however, have one feature that is bound to make you spend more money on peripherals. As with a handful of other titles, you can play a two-player game on two separate PSXs and TVs with the use of the link. Just as with the computer version, you can play a cooperative game or blast each other as many times as possible in Death Match Mode.

Veterans of the computer



INSIDE TRACK

There are enemies around every corner. Your best strategy for keeping yourself safe is to hit them from a distance and dodge their attack by using the L1 and R1 buttons, which are in charge of strafing. Lean out from behind a corner and let 'em have it. When they target you and start firing their weapon, just roll to the left or right to avoid getting hit. All the while, you can keep the same general direction and just move back into range and give them another go. This basic tactic works flawlessly in any situation where a good distance separates you from them. Don't waste too much time with this attack, however, because the free-roaming characteristics of the enemies in Doom allow



them to hunt you down from anywhere in the level. The strafed defense works well, but if you allow an enemy to get a few shots into you at point-blank range because you didn't know he was behind you, all of your effort will prove useless and you'll find yourself lying in a pool of your own blood.



version and other players who were always interested in the game but couldn't justify the cost of a Pentium just to play a few titles, will all rejoice at this PSX release. It has everything you could possibly want in this type of title. ▼



NEXT WAVE

PLAYSTATION

Alien

Trilogy

Back to LV-426

A claim has been working on the Alien Trilogy for the PlayStation, and it looks like a real winner.

AT uses a 3-D perspective to bring the popular movie series alive. With smooth-scrolling graphics you'll feel like you really are inside the colony filled with deadly aliens. So far, despite the name, Alien Trilogy seems to concentrate more on the James Cameron film than

the original and the horrible third film. This may be changed from the version that was available.

The game is done in a similar fashion to Doom, complete with lots of killer weapons. Some of the pick-ups you'll find include the Pulse Rifle and the Smart Gun. Better yet, they sound exactly like they do in the movie.

Alien Trilogy has its fair share of puzzle elements. There are areas that you can only get to by hitting the right switches. Others require you to blow up certain types of barrels to get

through.

It wouldn't be Aliens without our favorite xenomorphs



Throughout the game, you'll collect more and more weapons. You'll need them all.



The Bio-Weapons group wants to collect alien specimens at any cost.

**"They
got the
Sarge
man!"**

lurking around every corner.

Some of the levels go for suspense, where it'll take a while for you to see a full-grown alien. Others take you into the heart of an alien nest, with

warriors and drones attacking from concealed positions. Facehuggers are plentiful. Often hidden in crates and boxes, they'll leap out unexpectedly. Only backing up and



120 EGM



Alien © Twentieth Century Fox, Inc.

RELEASE DATE	DIFFICULTY	
April '96	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% DONE
CD-ROM	Action	60%



Search the atmospheric processor for the alien nest. There's a Pulse Rifle hidden somewhere near the starting point.



Alien Trilogy really creates the mood of the three films. The music is suspenseful and the audio is perfect, right down to the noise of the pneumatic doors. The screech of an exploding face-hugger will have you covering your mouth in fear.

The gameplay is superb, giving you the feeling of being there. The enemies react to you intelligently, often surrounding you before going in for the kill. The programmers still have some work to do on it, but when it's finished it should be one of the coolest PlayStation games around. So far the enemies are way too tough, and this version

did not have all of the levels. Still, it was a blast to play. If you loved the movies, this CD will make you drool. Watch for this ultra-hot game. ▼

INSIDE TRACK

The Aliens license is one of the hottest around. Awhile back, Atari brought out *Aliens vs. Predator*. It too was a first-person thriller. While the Jaguar version did allow you to play as a marine, an alien and the *Predator*, the game just lacked the feel of the movies. Acclaim's *Alien Trilogy* does feel like the series, especially in the sound department. Here, the enemies react intelligently, instead of milling about mindlessly. Many players complained about the slow speed of *AVP*. Needless to say, Acclaim has this game running fast and smooth. Overall, the PlayStation *Alien* game recreates the movies better, and is a more enjoyable game.

firing can get rid of these terrible creatures. One more thing, if you blast one too close, its acid blood will hurt you. Although they're not in the game yet, Dog aliens and Queen aliens might be added.

Aside from the alien life forms, the company lackeys of the Wayland Yutani corporation's Bio-Weapon group are on the planet hoping to collect specimens. They'll actively work to stop you from killing aliens. They have big guns and nasty attitudes. On the brighter side, you can get a number of power-ups from them. Ammunition, health and a few other items can be had after downing these enemies.

The levels look like they are right out of the colony floor

plans. The atmospheric processor is one of the really neat sequences. The attention to detail is great. There are miscellaneous pieces of tech lying about to give it that dingy look.



PLAYSTATION

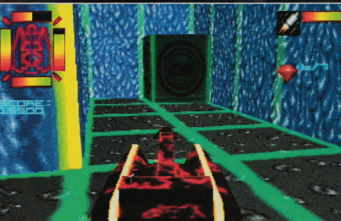


Assault Rigs

Arena Assault at its Finest

Assault Rigs is the arena game of mechs and destruction where you battle against other computer-generated mechs through various stages while gathering spheres. Assault Rigs can be played in One- or Two-player Mode, allowing you to go at it with a friend. Choosing one of the three available rigs, you select the mech that fits

your playing style best. The rig choices are: a light rig that is the fastest of all but has the worst armor, a medium rig with moderate speed and average defensive capabilities and a heavy rig that is the slowest of the bunch but is equipped with the best armor for protection. For beginning players, the medium rig is the best choice while learning the controls. It offers the best balance of protection and speed to introduce you to the game. Whichever rig you choose you can always improve it by finding weapon and shield power-ups in the level. Some of the weapon power-ups include a mini-



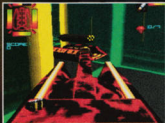
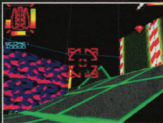
After you collect all the shapes, you need to find the exit which is not normally hidden from your view.

gun and interesting bounce ammo that ricochets off walls to hit enemies. Heat-seeking missiles and fly-by-wire missiles are also available. They cause a large amount of

damage, destroying most enemies with one hit. Other special rig upgrades can be found in the same manner as the weapons by finding the blue hovering cube and



RELEASE DATE	DIFFICULTY	
January	Variable	
PUBLISHER	PLAYERS	
Psygnosis	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Fighting	90%



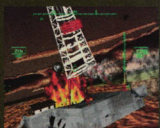


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shooting it once. A weapon or other power-up will appear as the canister opens. These can come in many forms including shield upgrades in various powers and highly useful features such as the Auto-turret Option that will keep your turret locked on an enemy no matter which direction your rig is facing. These are only available to specific mechs, though. For instance, the light rigs cannot use the before-mentioned auto-turret due to a space

problem on the smaller craft. To enable the weapons or equipment, you need only to bring up the inventory screen and select the desired item. If it is a weapon, you will watch the turret of your mech morph into the new weapon and ready itself to be fired.

The levels in Assault Rigs have a Tron® feeling of virtual reality with the floor grid and the glowing lines on the mech. The arena stages are filled with uneven areas with



When you select a new weapon from your inventory, the mech's turret morphs into the weapon style showing you what is armed.

steep ramps where your rig can climb and descend. These areas can sometimes flip your rig over if you try to climb them too quickly and accidentally slide off the side. Flipping over causes your ship no damage but can aid the enemies while you are incapacitated even for a short while. They home in on your temporarily disabled mech and pounce on it with their weapons before you have time to recover.

The level objectives are simple: Eliminate all of the

enemies, thus keeping yourself safe while collecting a predetermined number of gem shapes to finish the level. Once all these hovering shapes are collected, the exit will then become active and allow you to leave that level.

Assault Rigs is a challenging arena combat game that features smooth-scrolling battle action. Although the engine is highly simplistic, the ease of play and the large amount of power-ups are bound to keep players interested for a long time. ▼



The cockpit view gives you the best perspective of all the views to locate your enemies and destroy them.




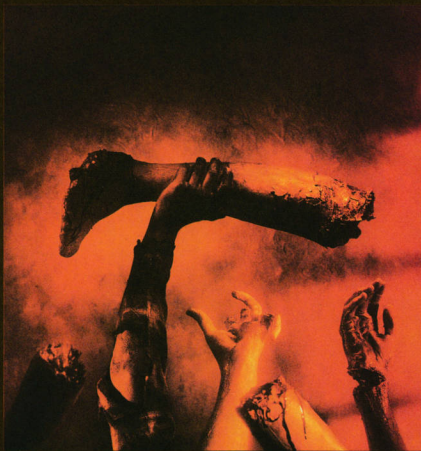
The mysterious Green Gates

Giant green blocks that appear to be standard walls can usually be moved to gain entrance to hidden areas that may contain more of the needed shapes. They can be activated just by running into them. The gates will move in their respected order and allow you to enter the area that they had previously hidden. This is very important to finish some of the levels because you will not be able to find all the required shapes without this trick.



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PLAYSTATION

Viewpoint

It's a Matter of Perspective

The spectacular shooter that wowed Neo-Geo owners a few years back will be making its way to the Sony PlayStation. In terms of translation, the old polygon graphics have been texture mapped with lots of new details. However, the music was changed a bit, but it still rocks. The tunes are sort of like a slow techno thrash.

Viewpoint uses a perspective similar to Zaxxon. The levels you fly your ship through range from a trench of a space station to the middle of a desert. Each area

has its complement of enemies and traps. The visual effects are really mind-blowing on some of them.

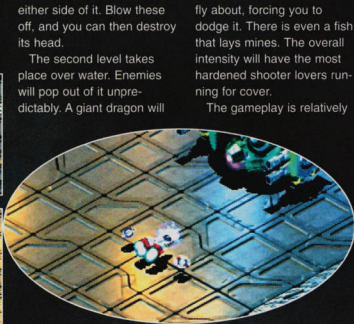
The first level resembles Zaxxon the most. As you fly through narrow trenches, swarms of enemies will filter from the top of the screen. You will come across indestructible walls with a host of gears at their sides. If you blast the gears, they'll slowly turn, revealing an opening. It's kind of hard to explain, but the looks are just plain cool. The first Boss is a super-powered cybersnail. It has plasma cannons on

either side of it. Blow these off, and you can then destroy its head.

The second level takes place over water. Enemies will pop out of it unpredictably. A giant dragon will

fly about, forcing you to dodge it. There is even a fish that lays mines. The overall intensity will have the most hardened shooter lovers running for cover.

The gameplay is relatively



RELEASE DATE DIFFICULTY

November Moderate

PUBLISHER PLAYERS

Electronic Arts 1

SIZE THEME % DONE

CD-ROM Shooter 90%

OPTIONS

Options aren't just for extra firepower, though that may be their most common use. In Viewpoint you can use them as shields. They aren't the best of

"...similar to Zaxxon."



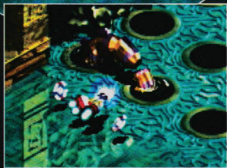
shields, as enemies and walls will still mangle you. However, small shots and bullets will hit them instead of you. If you are aware of where your options are, you can swim through a field of bullets unscathed. It's a cool technique.



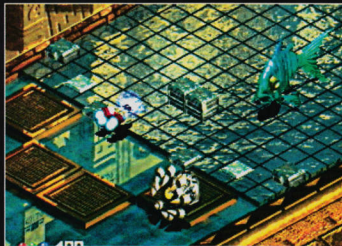
simple, like most shooters. You can charge down the fire button for a super-blast that can help you out. Your ship also has up to three different super attacks that affect enemies differently. One is a giant flame that engulfs the screen. Another is a shock-wave. The third is a series of heat-seeking missiles. If all this isn't enough, you may also collect a pod that gives you two options.

Some players might find the seemingly slow game-play irritating, but its speed is what keeps it playable. If the game was as fast as other shooters, you would be overwhelmed by the enemies. Besides, how could you marvel at the graphics?

The CD gives you three continues to get through the game. You'll need them all if you're going to beat this game. Each level is divided into three seamless sections. Where ever you die, you can start up at that point. There are simple three-letter passwords so you can progress further on.



Viewpoint also offers two-player simultaneous play, a rarity for shooters. Now PlayStation owners can have an intense thrill. ▼



This fish lays down mines. Try to detonate them early, otherwise you'll find yourself surrounded without any maneuvering space.

BOSS!!

This giant crab launches bubbles in massive waves. The best strategy to use on him is to stay as far back as you can. This gives you time to avoid his shots. Then, use your super attacks while aiming for his eyes. This crab is tough, so you have to keep your eyes open.



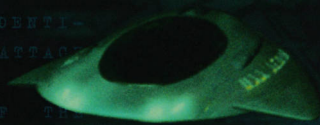
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THE COURSE OF MANKIND OR
END ITS EXISTENCE

STORM



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-Next Generation



SEGA SATURN



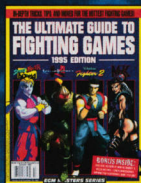
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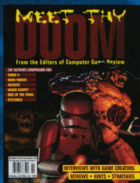
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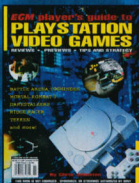
SEND A I'S GOT



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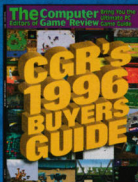
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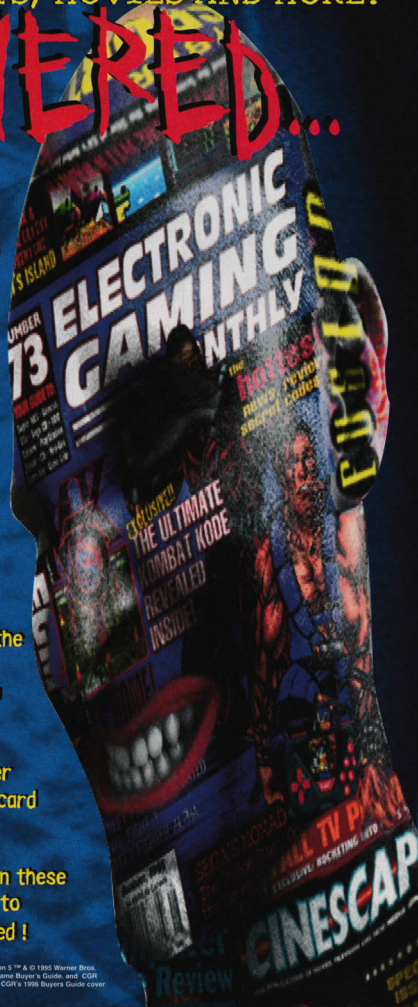
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PLAYSTATION

CRITICOM

Futuristic 3-D Fighting

Vic Tokai has a fighting game for the PlayStation in the works. It's called Criticom, and it can best be described as Toshinden in space. Criticom is still early, but it shows promise.

The game engine bears a strong resemblance to Toshinden, as the characters fight in real 3-D space. There is a button that allows you to rotate around your opponent,

lending some strategy to the action. Each fighting arena is circular, and it is possible to be knocked off of the edges.

The combat is not set up in rounds. Instead, each fighter has two life bars, with the victor being the one whose strength outlasts his foe's.

There are eight characters in all, offering a wide selection of fighters that have unique abilities. They range from a killer robot to an heir

to the emperor's throne. You'll get a feeling for each fighter as the game progresses. Criticom features one innovation that might prove popular. As the game progresses, many fighters evolve, gaining new weapons and attacks. When this happens, they even look different. One character, for example, gains cybernetics that extend his reach. This is one of the most original elements Criticom possesses. You can use your upgraded fighter in the Two-player Mode if you remember to write down the correct passwords.

The bulk of the special attacks are done by pressing

"...bears a strong resemblance to Toshinden!"

multiple buttons at once, or by rotating the control pad a la Street Fighter II.

The best element of Criticom has to be the rich story. The plot is detailed, and it provides a cool backdrop for the continuous fighting. When you keep the character's history in mind, it sort of gets you attached to a specific fighter. To get you



RELEASE DATE DIFFICULTY

December Moderate

PUBLISHER PLAYERS

Vic Tokai 1 or 2

SIZE THEME % DONE

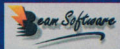
CD-ROM Fighting 95%

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Evolve or Die!!



The neatest feature Criticom has is the ability to upgrade your fighter as you battle your opponents. It is a nice touch that keeps things fresh. There is a password that lets you impart your fighter into the Two-player Mode. Imagine the look on your friend's face when you slam his unarmed fighter with a deadly weapon.



totally into the game, CG cinemas that show what is happening in vivid detail.

As well, Vic Tokai has put an unbelievable amount of detail in the backgrounds and characters. Each area is themed to match your oppo-

nent. The graphics are crystal clear, but for some reason it seems like the characters are just pasted onto the screen. The multiple views remedy this flaw, however.

Criticom is still early, so it's not the best time to critique the gameplay. As it is, it plays relatively similar to

Toshinden. The two engines are very close.

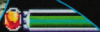
The AI of the computer isn't finished, as the enemy seems incompetent at some times

If you start out with weak hits, you can often chain them together with a stronger move for a really deadly combo. Try to inflict damage quickly.

and totally merciless at others. Right now, the best bet is to trick the enemy into walking off the edge of the screen. It doesn't matter how much life he has, he'll die.

So far, Criticom looks good. Anyone who enjoys fighting games might want to pick it up. A one-player game seems a little dull, but with two, it can be a lot of fun.

The graphics are good, and the gameplay looks promising. This might be a good addition to your library. ▼



Characters gain special moves as the game progresses. Try learning how fast each move goes out, so you can gauge your response time.

SONY



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PLAYSTATION



GEX

Lizardy TV

Crystal Dynamics' famed gecko Gex has finally hit the PlayStation with his witty humor and excellent game-play intact. Better yet, a lot of the things that the 3DO game suffered from have now been fixed.

In case you're wondering what has been improved, here's the scoop. Upon turning on the game, you'll see that the opening cinema is really clear. Whereas the old cinema was dithered, this one is TV quality. Second,

the scrolling of Gex has been smoothed out. Before, the screen shook a bit when Gex was moving. The game speed has been increased as well. The audio, particularly the voice, seems more clear too. Overall, the levels are the same, but the minor control tweaks have made the already outstanding gameplay even better.

Gex is your standard Mario-esque platform game. You can destroy the enemies by leaping onto their heads,

whipping them with your tail or using one of the power-ups hidden throughout the levels. The basic premise is that Gex has been sucked into a TV. As a result, the levels are themed.



Sticky Gecko feet let Gex climb on vertical walls to gain power-ups that he normally couldn't obtain.



RELEASE DATE DIFFICULTY

December Moderate

PUBLISHER PLAYERS

Crystal Dynamics 1

SIZE THEME % DONE

CD-ROM Action 65%

Destruction

LOVE THY NEIGHBOR.
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derby

KIDS TO ADULTS



AGES 6+



PlayStation

PC
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"This is stock car racing on steroids"
Electronic Gaming Monthly



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The Exorcist?

The first Boss is the little girl from *The Exorcist*. The screen will scroll back and forth, and she will summon a ring of skulls to gather around her. You should try whipping her right below the skull line, so you don't get hit. If you do get smacked, pick up the life icons and continue after her. Once you've hit her about three times, she'll morph into a skull-faced hag that spits pea soup. Dodge in-between her shots and get in a few good whacks. That should put her out of commission.



"Gex has plenty of secrets to tease gamers with!"



Cameras represent save points to record your progress through the levels.

The most popular movie genres are represented here, from horror flicks to martial-arts action. Each area has its own map with a series of levels. In the course of each zone, you'll pick up a remote control that'll open up the next location. Once all the levels of that area are

defeated, you get to fight a Boss.

The first series of levels will pit Gex against a host of enemies from classic horror flicks. You'll be going up against Franken-geckos and a chainsaw-wielding maniac.

The Boss of this section is a Linda Blair look-alike (the girl from *The Exorcist*). She even spews pea soup at you!

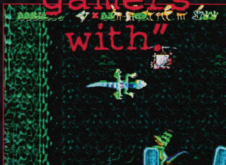
The famous comedian Dana Gould has lent his voice to the wisecracking lizard. Often in the middle of an exciting part of the action, Gex will start mouthing off with comedic results. The rest of the audio is excellent as well, with the music creating just the right mood for each zone.

Gex plays a lot like any of the Mario series. The control just feels "right." You can run, jump, twirl your tail or

flick out your tongue. One neat aspect about being a gecko is that you can climb up walls. Gex also has its fair share of icons. There are pods that give you life, the ability to breath

fire or ice. You can also get sped up or invincibility. Adding to the mix are triggers that open hidden areas. Gex has plenty of secrets to tease gamers with.

Gex stands out as one of the better action platform games around. The graphics, sound and control are all terrific. This one should give action fans a good time. ▼



Using the height advantage of where Gex is now, he can kill these guys with little risk.



Attack the flying gargoyles using Gex's tail to strike them as they fly below him.

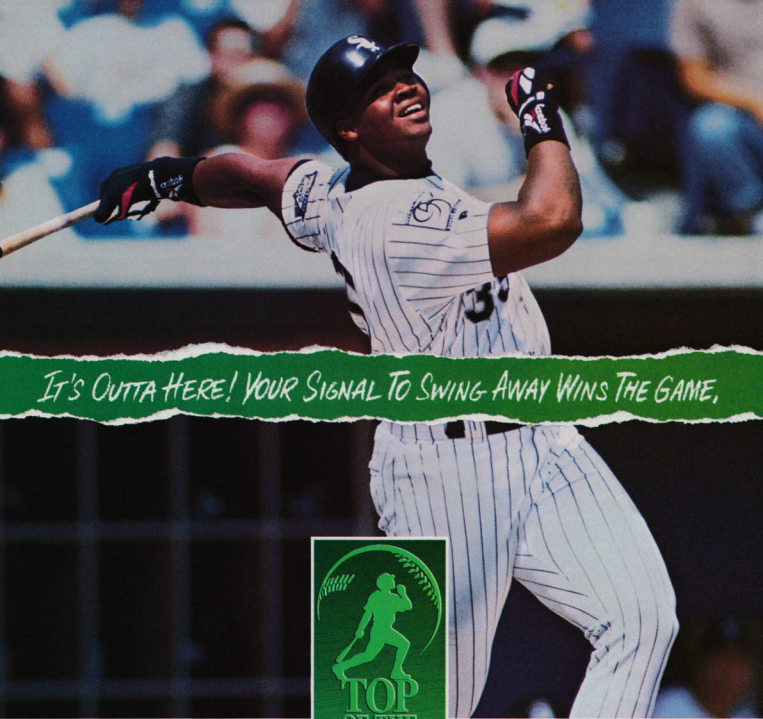


Stay away from this timed trap by quickly getting out of its range.



These swinging spiked balls will cause a moderate amount of damage to the unsuspecting lizard.





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"SG tops the charts with diversity and originality!"



The Battle Has Begun...

Space Griffon VF-9 is a game of battling mechs in an adventure game setting. You and your assault party are assigned to search the various levels of the giant maze-like structure filled with guards, mechs and unidentified life forms. The linear story in Space Griffon guides you through the

fortress by supplying you with information in the form of visual communications with the other mechs in your assault party. Your friends inform you what needs to be done and supply you with useful maps and game hints.

Your mech is known as the



This life form runs away quickly so when you are told, hit him hard.



Cycle through your weapons so you don't waste power on weak foes.

Griffon; it is a transformable battle mech capable of three different modes of attack: Combat, Assault and Cruise Mode. You can switch between each of these modes and customize how your mech controls in combat or while scouting. The feature used most often is the map window located in the upper-left of your view screen. This shows all the enemies but special items and needed supplies are not shown. You need to find these by wandering close to

their location. A colored holographic display will appear on the screen in the direction of the object.

Compared to the standard players have grown to expect from mech-sims, Space Griffon VF-9 tops the charts with diversity and originality. ▼

RELEASE DATE DIFFICULTY

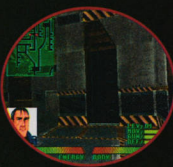
November Moderate

PUBLISHER PLAYERS

Atlus 1

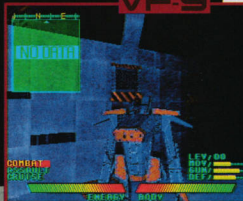
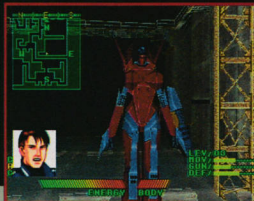
SIZE THEME % DONE

CD-ROM Shooter 100%



SPACE GRIFFON

VF-9



Parents yell at you.

Teachers yell at you.

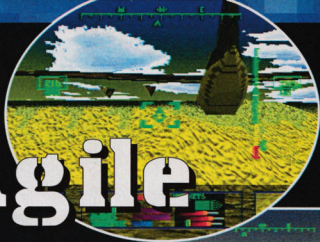
But when 10,000 rock 'n' roll fans yell at you,
you'll probably pay attention.



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Agile Warrior



Change the Tides of War

Agile Warrior is the latest action-shooter for the PSX. The game is based on a flight inside a F-111 battling through different military hot spots that need to be cleared. The control of the craft is quick and responsive while you venture into the seven scenarios that will take you to the ends of the Earth. The

"Agile Warrior has obvious arcade traits that make play fast and exciting."



Highlighted points on the map indicate targets that need an attitude adjustment.

mission briefing that you receive before each stage is a full-motion video of your commanding officers, who give you exact mission instructions and objectives that need to be achieved before completion.

Once in the mission, you find yourself against ground forces, airborne enemies and ground structures. After depleting valuable supplies, you will need to resupply your ship with the valuable weapon, fuel and armor icons that are relinquished by an enemy when it has been destroyed. Gathering these will keep you powered-up and ready to go after the countless enemies who are trying to protect their soil from you.



Hit this ship hard with guns and rockets to send it to a watery grave.

The music track is a powerful rock soundtrack with screaming guitars and a heavy beat. It serves its purpose by keeping you pumped while you ravage the countryside. The location of each mission visually corresponds closely to each selected scenario, matching the terrain expected to be found there. Agile Warrior is an action-based shooter from the start with obvious arcade traits that make play fast and exciting during the nearly endless missions. For fans of aviation shooters, Agile Warrior fills the void by having depth and more than just shoot-everything-on-the-screen action. ▼



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Virgin	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Sim.	95%



Mental Block?

If old puzzle games leave you feeling flat,

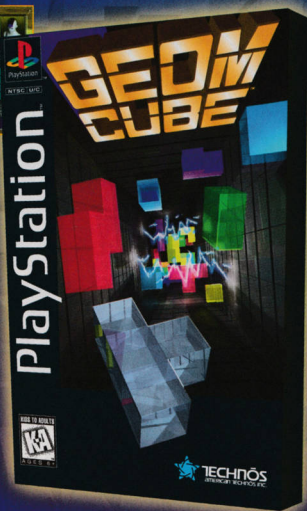
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The Next Dimension

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 **1 or 2
Players**

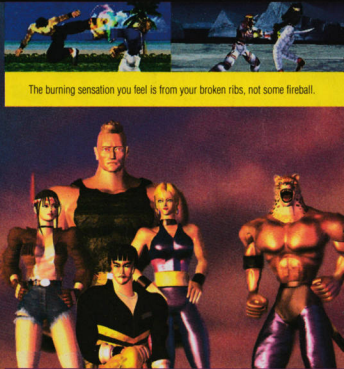
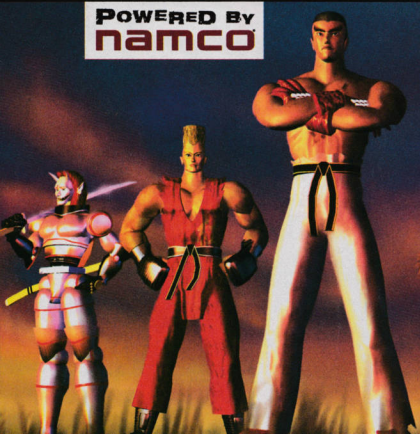
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The burning sensation you feel is from your broken ribs, not some fireball.



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

ARS ON FIGHTING GAMES.

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The one with super smooth texture-mapped polygons performing countless motion captured martial arts moves at

60 frames per second. The one with four points



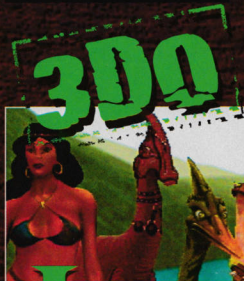
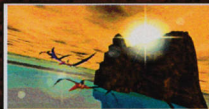
of view, whether you're kicking someone's butt or getting yours kicked. The

one with some of the most impressive environments you've ever seen, in arcades or out. The one that's so tough,

it even knocks out the arcade version. Tekken™.

TEKKEN™ & © 1994, 1995 Namco Ltd. All rights reserved. To find out more about why Tekken beats other fighting games, go to a pub, get a hold of us on the web at <http://www.namco.com>. Or just get a hold of the package. This software is compatible with PlayStation™ game console with the NTSC UIC designation. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment, Inc. © 1995 Sony Electronic Publishing. The ratings icon is a registered trademark of the Interactive Digital Software Association.





Lost Eden

Anybody Know Where Eden Went?

Lost Eden for the 3DO is a unique point-and-click adventure. It combines great animation sequences and mind-bending puzzles to become one of the best games of this genre to date for this system.

In the story, play as

Prince Adam of Mo, the heir to the throne of the kingdom Mashaar. On the day of your coming of age, you are about to embark on a great

"Adventure game fanatics should keep an eye out for this one."

journey that will lead you to the ends of the Earth trying to save Eden from the Tyrann and their leader

Moorkus Rex. Using your skills and cunning, you must try to build citadels in each province to help the inhabitants fend off the evil Tyrann. You are the key and possibly the only one who can unite the humans and the dinosaurs to form a strong bond once again so a prospering community can be built.

The controls that direct the game functions include different language subtitles and a recording of dialogues that allows you to replay the last 32 messages from NPCs. The controls themselves are extremely simple, not letting



Lords: the city of Chamaar has been destroyed by the Tyrann. The humans entered and fallen for food.

you bypass important items that may be needed later in the game. General wandering is also accomplished with ease as you direct your band of adventurers. Even while trying to use items in your inventory, control is simple, requiring only clicking on the item and then on the character you want to use it.

Lost Eden is a true adventure game. Your



Thug is not only the party's loyal companion, but a good supply of apples.



Persuade the brontosaurus to build a citadel with a mushroom.

RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Virgin	1	
SIZE	THEME	% DONE
CD-ROM	Adv.	80%

INTERFACE



"Lost Eden blends a challenging adventure with interesting cinemas"

most important objective in the game is to solve the many riddles that will in turn bring about the desired results in the adventure. Even when you must defend



Searching the basement reveals the secret that this iguana is keeping from the humans.



There isn't the usual path leading down the way, for in the factory the grandmothers of the people... will not leave out details of their...
[Icons: a red cross, a blue arrow, a yellow arrow, a green arrow, a red arrow]

your citadels against the invaders, you need to only convince different races of dinosaurs to come to your aid. There are no fast-action battles to be engaged in. You only need to find the correct item or bribe to get your friends to help you in the fight. The story does evolve quickly so stay on your toes because you do have a time limit in which you must complete certain actions before disastrous results occur.

Many friendly beings in human, near-human and dinosaur forms will be met along your journey. They are all unique and can offer highly informative advice to help you. As the story unfolds, these friends will come and

The interface in Lost Eden has a unique point-and-click style. It features a rotating cube that displays the tool you are currently attempting to use. The box-shaped cursor automatically distinguishes between your choices. To walk to a different location, the cursor changes to an arrow to direct movement. It can also morph to an eye when it passes over an important object that needs a closer look. The human shape gives you the ability to talk to the NPCs in the adventure. The interface in its entirety is well designed and easy to understand, even for beginners.



go as time progresses. Some will only stay in their homeland and will cooperate with you fully as long as you are in their territory while others will stay with you to the end of Eden.

The cinemas are remarkable and fit properly into the story. They appear frequently and make the process of events extremely enjoyable as the story unfolds. They closely resemble the look of the Myst line of games being full of well...mist. The background music in Lost Eden is slow and relaxing. Perfect for a slow, riddle-intensive adventure game.

Lost Eden is a great adventure that contributes a handful of new features to the point-and-click genre. Just as in the IBM version, the story is very linear and won't let you wander mindlessly or get lost in the world as you attempt to complete the quest. Lost Eden is great for beginning and experienced players alike, challenging nearly everyone with stacks of riddles and countless encounters. Players with an interest in dinosaurs mingling in a mythical world need to try Lost Eden. It is a fun and rewarding game from start to finish.

Adventure game fanatics should keep an eye out for this one; it is one of the best available for the 3DO. ▼

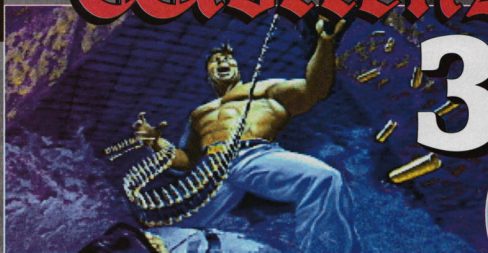


When you visit Dina you are given the knife by her grandfather after he dies.





Wolfenstein 3-D



Spread a Little Love Around

It is World War II and the Axis powers are growing to threatening levels. Your mission as B.J. Blazkowicz is to infiltrate the impregnable Castle Wolfenstein and eliminate the Führer. Using only your wits, force your way through the levels of the well-guarded fortress to complete your ghoulish task.

Back before the flood of Doom clones, there existed a game that is credited with being the original first-person action game of blood and guts that started the genre

that is currently dominating the market. This fast-action, smooth-scrolling game exercised new development techniques that made players feel as if they were truly in the screen helping the hero win the war. This ground-breaking game that pioneered the Doom revolution was Castle Wolfenstein.

Now available for the 3DO,

Castle Wolfenstein demonstrates that it is still the leader and that a timeless design can be enjoyed by all. The 3DO release includes the original Castle



When your ammo is exhausted, you will have to resort to a knife that is only capable of minimal damage.

HEALTH 'N WEAPONS

You begin your mission with only a knife and a pistol. By killing guards you can acquire new weapons and ammo to help you battle your way through each floor. Large caches of precious supplies can also be found by searching all of the walls and tapestries. Equipment is the key to winning the game. A good hint is to keep a constant mental note of every large storage of health bonuses or ammo dump you find. Return to them later when your supplies are low to revitalize yourself.



Wolfenstein levels and Escape from Castle Wolfenstein, giving you the equivalent of two games for the price of one. The game features four levels of difficulty: "Can I Play, Daddy?," "Don't Hurt Me," "Bring 'Em On" and "I Am Death

RELEASE DATE	DIFFICULTY	
October	Variable	
PUBLISHER	PLAYERS	
Interplay	1	
SIZE	THEME	% DONE
CD-ROM	Shooter	100%

If Ignorance Is Truly Bliss,

CAPTAIN QUAZAR

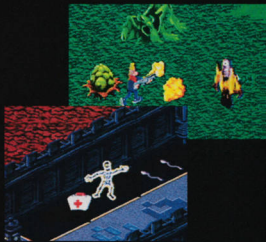


You're Looking At The World's Happiest Guy.

Just who are the Captain's loyal guardians? The demented designers at Studio 3DO, of course. Who else would crossbreed a muscle-bound hero and a mental midget, then give him a loaded weapon? To find out what else they've got tucked in their sights, see your favorite retailer or to order direct, call 1-800-336-3500 or look us up on the Web: www.3do.com



He believes in truth, justice and that Elvis is alive and pro wrestling is real. He's Captain Quazar, with a body of solid rock and a head to match — and he's only on 3DO. Brandish big weapons, shoot big criminals, and get a big... bonus from the Intergalactic Police!



Outstanding, action-packed gameplay. Simultaneous two-player shooting with tons of targets to blast. Explore 10 big levels on 3 crime-infested planets. Each world challenges you with new missions and a bevy of drug runners, terrorists and felons.



WE GOT IT. THEY DON'T.

"The original returns with a vengeance."

Incarnate." These settings make a substantial difference in the overall gameplay by increasing the number of enemies encountered approximately 25 percent for each difficulty level chosen. In both the games that are included, your mission is basically the same: Either climb to the top of the castle or climb back down to the bottom in order to finish the game while eliminating enemies whose sole purpose is to defend their military stronghold from the cursed invader (you).

Interplay's *Wolfenstein* translation is possibly the smoothest first-person game of carnage to grace the CD drive of the 3DO. Scrolling is fast—almost to the point of dizziness, while the musical score exhibits some intense sounds that keep the adrenaline pumping while you hunt for enemies through mazes.

Each of the more than 50 levels puts your talents to the test as you battle against the overwhelming odds. The floors are large and packed

with maze-like barriers and obstacles. Explore the many secret passages, and a flood of goodies litters the floor just waiting to be picked up.

Five unique types of enemies present themselves as



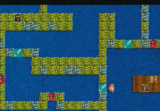
you venture through the castle. These encounters will be relatively effortless in the first levels but quickly swell to include a mix of all the enemies in the stages. The encounters start with you meeting dogs, soldiers and the S.S. Later in the game, officers and mutants grace you with their presence. The dogs have no range but can cause a hefty amount of damage up close. The pistol-wielding standard soldiers have fair range but are inaccurate and slow to the draw. The S.S. officers dressed in blue are armed with submachine guns. They have a high rate of fire with decent long-range accuracy.

Officers in their dress whites are the next to try to stop you. They run swiftly and use their pistols accurately. Their most common tactic is to run up to you and shoot you at point-blank range. The medical-experiment mutants are the last you will encounter. They have a Gatling gun mounted in their chests and are extremely fast to the draw.

Interplay has made possibly the best conversion of this game to date. If you're tired of the redundant height-mapping games in the *Doom* genre, and want to try the one that started it all, give *Castle Wolfenstein* a try—you won't be let down. ▼



WHAT'S NEW?



Unlike the original versions, the 3DO release comes with a built-in map feature. It is crude and simplified but gets the job done by keeping you from getting hopelessly lost. New weapons such as the rocket launcher and the flamethrower are present for you to find along with backpacks that expand your storage capacity. It is obvious that Interplay has refined the old id classic into an enjoyable game for 3DO enthusiasts.



The Gatling gun is the best weapon to eliminate the heavily armored S.S.



FLOOR COMPLETED	
BONUS	0000000
TIME	09:36
PAR	01:00
SCORE	0013100
TREASURE RATIO	010%
KILL RATIO	100%
SECRET RATIO	016%

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3DO



Alone ^{In} The Dark 2

Are you Afraid of the Dark?

Inside Track

A mysterious tale of pirates and moonshine surrounds the disappearance of Grace Sanders. As you adventure through the grounds of the estate, you will come across books, notebooks and paper clippings that will slowly reveal the events that brought about the current conditions. Walk to every corner of the landscape and each room. Some items may be hidden behind objects in the foreground and will not be seen unless you walk on top of them. Even items in plain sight may be missed because they blend into the background too well.



The sequel to the admired *Alone in the Dark* debuts on the 3DO. Using the same engine as its older brother, *Alone in the Dark 2* features everything you would expect a revised title to have, except improved speed and control.

In this story, play as Edward Carnby on a quest to free a child known as Grace Sanders who has been kidnapped by One-Eye Jack and brought to Hell's Kitchen, Calif.

Searching through the grounds of One-Eye Jack's estate, you must find clues that will help you free the captive child. Enemies, mostly in the form of armed guards, are waiting to stop you from reaching your goal. Now, with a .38 clutched tightly in your hand, venture into the estate.

The overall speed of *Alone in the Dark 2* is slow, a problem with the game that was

never encountered in the previous version. Loading times are excessive and longer than expected, but are still not bad enough to shame this title. On the other hand, the speed and control are enough to make you wish for the first release.

"Any sequel should at least be better than the original!"



The background music and sound effects are strikingly similar to the first *Alone in the Dark*. The music conveys an eerie feeling that fits the conditions of the story and the plot well. Sound effects complete their main purpose by livening up the characters and their actions.

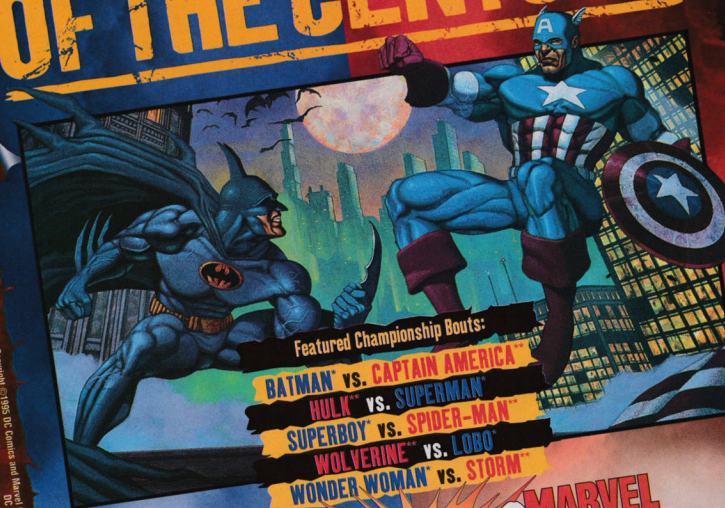
Control is excessively slow. Aiming a weapon at an enemy always causes you to over- or undershoot every time. In the event that the



RELEASE DATE	DIFFICULTY	
Now	Hard	
PUBLISHER	PLAYERS	
Interplay	1	
SIZE	THEME	% DONE
CD-ROM	Adv/RPG	100%

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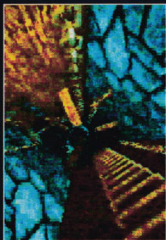
IF YOU MISS THIS BATTLE, YOU'LL MISS THE WHOLE WAR.

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enemy gets the draw on you, you can kiss your tail good-bye because they will pound on you mercilessly until you see the death cinema that plays every time your Edward expires.

The story has the expected amount of riddle solving



High-point cinemas are frequently encountered during the game.



Use the crank on the clock in the corner of the room to reveal a new passageway that leads to yet more rooms.

and experimentation with multiple objects to complete actions, such as opening locked doors and finding hidden entrances. The enemies are better armed, faster and have a much greater range than in the older game, which puts more emphasis on combat than riddle solving. In the first five screens after the intro, you will encounter three Thompson submachine gun-armed guards that are much faster to the draw than you are. Thankfully, two save-game slots are available for you to store your progress through the quest. Alone in the Dark 2 will have you loading your last game what feels like multiple times for each enemy. Even seasoned veterans will watch Edward die countless times.



Players expecting a better version of Alone in the Dark need to take a closer look at this release before they purchase it. The story is decent and just as fun as the original, but the speed and control need to be refined to make it enjoyable. Or at least keep the same speed as the previous version. Alone in the Dark 2 is a fair game but can't compete with the first release. ▼



Here you lose your weapons and must start again with nothing.

Screen Views

Alone in the Dark 2 has scheduled screen changes that depend on where your character is in relation to the rooms and land settings. These views are not random but rather preset to give you the best location to see items that would otherwise be overlooked. These views are helpful, but they also can cause trouble when trying to attack an enemy. Aiming a weapon or just getting the proper angle to swing or kick at an enemy will be easier on different viewpoints. The best way to combat enemies in these poorly angled rooms is to get them to follow you as you run to a previous screen with a better view and attempt to line them up in your sights. This tactic will save you the most health and cause you to miss your targets less, which saves ammunition.



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CAPTAIN QUAZAR

Hip-Hop Hero

Along with good gameplay and tons of demolition, Captain Quazar also has a rap video for an opening cinema. Yes, you read it right, a rap video. The whole video is done with a computer-generated Captain



Quazar, computer-generated robots and even back-up singing droids who rap the entire tune. The video lasts about 90 seconds and is quite catchy. You better watch your back Snoop Dogg and Dr. Dre, because it looks like Captain Quazar is in the house now!



He's a One-Man Army

Those of you who are looking for a fun, addictive, lively action game...look no further. Captain Quazar is all that.

This game definitely breathes life into the 3DO platform with the great animation, music and control.

Captain Quazar, published by Studio 3DO, is terrific. The graphics, sound and animation are top-notch. The programmers spent a lot of time with the details.

In Captain Quazar, the gamer plays as none other than Captain Quazar himself attempting to stop the three evil crime lords by going through enemy henchmen, completing each of the three world's objectives and defeating each crime Boss.

Captain Quazar is an action game in the truest sense, making *Rambo* look like *Bambi*. Equipped with missile launchers, grenades, machine guns and much

more, Captain Quazar must battle his way to reach his mission objectives. The death animation sequences of the enemies vary depending on the level and the weapon used to kill them. A missile in the Desert Level turns their bodies to ashes (except for the eyes) and a grenade in the Jungle will burn the enemy to a crisp.

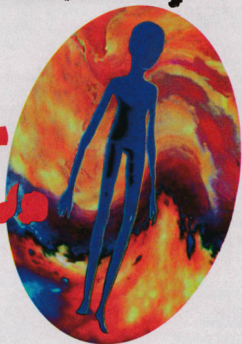
The music composed for the game definitely adds a fun, cartoony feel. The fast-paced music in the Desert Level, complete with "Yee-haws!" and gun shots sure add a kooky atmosphere to the game.

Although the game may



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Studio 3DO	1 or 2	
SIZE	THEME	% DONE
CD-ROM	Act/Shooter	70%

Screw the Prime Directive. If it's on radar, it's toast.



Intense, 3D texture-mapped terrains of reflex-assaulting canyons and tunnels. Dramamine™ cocktails, anyone?



Scream through 20 different rounds of nonstop destruction. Remember, the more you kill, the better you feel.



Featuring new Save Game option, cookie-tossing 360° barrel roll capabilities, and life-saving power-ups.

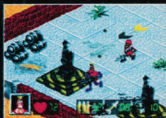


Forget about that intergalactic brotherhood **CIAD**. 'Cause with **Total Eclipse Turbo™**, the space-combat simulation for the Sony® PlayStation™, there ain't a heapin' helpin' of hospitality for light years. And with all those **squid-faced** aliens stopping in to party, you're gonna have to fire up your wicked welcome wagon and get this **32-bit** block party blazing.



(*One of the best 3D shooters ever.*)
(*Just gotta have it!*) -DieHard GameFan

**CRYSTAL
DYNAMICS**



Your best bet is to use grenades on the rockets.



Use the "spray" technique to clear the screen of multiple enemies.

seem like all you have to do is destroy everything in your path with a heavy arsenal, you're mistaken. Using quick reflexes and a lot of patience, traverse through scalding steam rising from vents, speeding mine carts (a la Frogger), lava floats and electrified floors.

In order for a player to become the least bit successful in Captain Quazar, there must be some basic strategy involved, because it is not just a game where demolition prevails (although

it is kind of fun blowing everything to pieces).

Follow some of these simple techniques to help you get further in the game: Demolish as much as possible (and stay alive). Although you must complete your main objectives, Quazar

earns reward money for every enemy killed and building destroyed. Use that money to stock up on special equipment like speed boots, regenerating armor, etc.

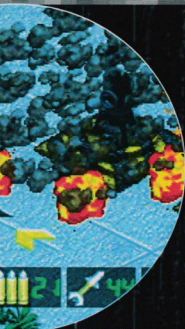
Keep looking for power-ups. Quazar can go through all his ammo and health in the blink of an eye, so keep on looking for ammo and health. When low on health and ammo, avoid an all-out brawl with enemies. Attempt to find power-ups by blowing up crates and buildings. To earn a free life, collect 10 diamond-shaped sparkles that are randomly generated when enemies are killed.



Write down the passwords to gain access to other areas.



Watch where you throw those grenades, unless you like eating 'em!



Bottom line: Gamers who are looking for something fresh, fun and loads of demolition to add to their gaming library, Captain Quazar is the game. ▼

Destruction Duo

If you think destruction with just one player is fun, try playing Two-player Simultaneous Mode. By selecting the Two-player Mode from the Option Screen, player two can play as Lieutenant Pulzar. This definitely helps to get you through some of the harder levels in the game, but you also have to pay even more attention to the ammunition supply of your men.



"All the destruction and mayhem in this game makes Doom look like Disney Land!"



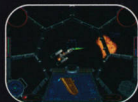
When all else fails, use your gun to gain access to restricted areas!

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3DO

Scramble

COBRA

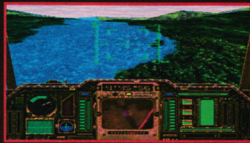


Flight Sim with a Twist

Get behind the controls of the U.S. military's lightweight, fast-attack helicopter: the Cobra.

Scramble Cobra lets you pilot the battle-ready chopper through five different scenarios that will have you eliminating special enemy vehicles, protecting supply trucks, downing aircraft and protecting bases from destruction.

The 12 different control configurations are quick and easy to learn as you wander through the countryside using only a small rectangular radar screen for guidance. Three weapons are at your disposal: missiles, a Vulcan gun and your napalm strike. The missile will be the most used weapon followed closely by the Vulcan. The napalm can cause a large amount of damage to a wide area. However, it is hard to aim and you have to be closer to the enemy than with the other weapons. Refueling trucks are



present in every mission to replenish your depleted supplies. To get refueled and add weapons, you simply need to hover over the resupply truck and watch your inventory grow.

Altitude is automatically adjusted to keep you from crashing. You do, however, control the turn, roll, pitch and speed. Scramble Cobra controls like an arcade shooter requiring you to plan only movement and offense as

everything else is controlled for you by the computer. This design feature enables you to enjoy more of the fast-action destruction associated with arcade play.

Scramble Cobra is also packed with a large number of cinematics that give you hints and inform you about your mission objectives. Digitized speech also livens up the flight mission by informing you what needs to be done and more importantly that you are not alone in your effort.

Scramble Cobra blends fast-action missions with an easy-to-control interface, making it one of the premier air-combat simulators for the 3DO. The ideal game for helicopter fanatics with little patience for a more complex simulator. ▼

RELEASE DATE DIFFICULTY

November Moderate

PUBLISHER PLAYERS

Panasonic 1

SIZE THEME % DONE

CD-ROM Flight Sim 90%



Sustained damage results in your radar flickering and cracks appearing in your windshield.



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Strange Name for a Strange Game

The year is 1997 and Dr. Richter Harris, one of the U.S.'s most well-known doctors, has gone insane and taken a large number of hostages, barricading himself in the Los Angeles hospital where he is the director. To make matters worse, the police cannot reach him to diffuse the situation. After hearing what is going on, the doctor's daughter, Laura, rushes from her school in San Francisco to the hospital to try to find out what could have made her quiet and studious father turn into a

dangerous criminal.

D is a first-person, roam-and-click adventure of riddles and surprises. Its two CDs are filled with short excerpts of video that follow every action and movement you attempt to accomplish. The cinemas are more like a series of minimovies that are part of the game. The viewpoint of these cinemas is constantly changing,

rotating just like motion pictures. The many frames of animation combined with a startling musical score experiment with new ways to shock the player with both fright and excitement while he or she plays the game.

The hospital design is more like a medieval dungeon, with secret doors and ghostly apparitions than the place of healing it pretends to be. The game is one giant level where you don't advance through redundant stage loading screens after a predetermined number of rooms have been cleared. You must work your way through every passage-

Strange encounters with mysterious beings become clearer toward the end of the story.

RELEASE DATE		DIFFICULTY	
Now		Hard	
PUBLISHER		PLAYERS	
Panasonic		1	
SIZE	THEME	% DONE	
CD-ROM	Adv.	100%	

way to search for items that will be needed later in the game. Some of the many riddles in D require you to perform actions in a specific order. The game as a whole runs very smoothly. D will not cause the player any sort of dizziness from fast movement. However, there is no way to bypass the animation display or quick jump to the desired area. Everything your character does in her travels is reflected in the movie clips. As a whole, D is a great mystery game if you aren't turned off by the slow play. ▼



Laura's compact gives her glimpses of future actions she must complete. Use them wisely because there are only three available.

LONG LIVE SUPER NES

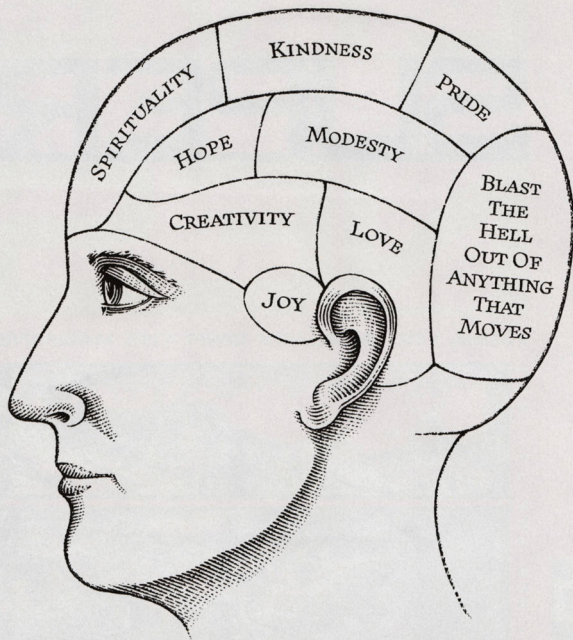
HECK, YOU ALREADY OWN THE MACHINE.

The old box ain't dead yet.



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LOOK FOR

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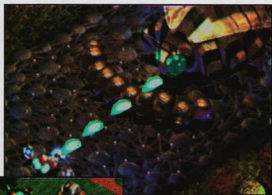


Exercise that part of your

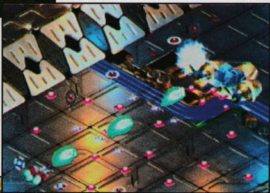
Non-stop SGI 3D action.

Cure that pesky itch in your

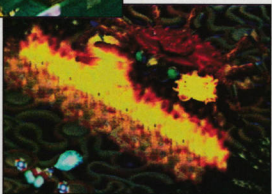
mind you wish you could use more often. Six levels. Each more relentless than the last.



Digital music. Explosive sound effects. There's no better way to vaporize your enemy.



trigger finger. Three lethal weapons of mass destruction should keep it well scratched.



VIEWPOINT



View the intensity at <http://www.ea.com>

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Highlander

There Can Be Only One...

A new Highlander appears every 700 years. The previous leader that acquired the ultimate knowledge was Cortan, an evil being bent on world domination and imposing slavery. In Cortan's ultimate search for slaves, he has ordered his technologically advanced minions to round up the inhabitants of the Highlands. The village clan known as the Dundees was devastated by the advancing army. Play as Quentin MacLeod whose mother and sister were rounded up and enslaved with the others. Now using your immortal strength, find and rescue the rest of your clan.

Highlander: The Last of the MacLeods provides an omniscient point of view as you



Your primary mission is to first find the sword. It will give you a big advantage in battle over your enemies.

guide Quentin through the various locations in his land. The views change automatically when venturing throughout the lands. They are predetermined based on your location in the world. However, a problem with distance is encountered. The game tries to fit too much of the level into a few screens. Because of this, small items can be missed because of the bad views. The land is designed well. Trees, fences and buildings are all depicted

in above-average detail. The characters, equipment and enemies are done in poor polygon graphics. They are simplified, extremely crude and do not fit with the style of the game. It is nearly impossible to tell if the first few beginning guards are swinging swords or black sticks at you because of the bad polygon rendering of the items.

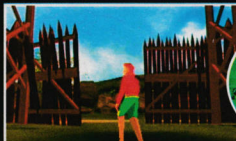
The musical score doesn't fit the game as it lets you wander about the land in near silence. Even the sound



effects that occur when in battle are quiet, not informing the player when a hit is scored on an enemy.

Players expecting sword-swinging action like the animated series need to rethink their decision to purchase Highlander: The Last of the MacLeods. It's a feeble try at an adventure game. ▼

RELEASE DATE	DIFFICULTY	
Now	Moderate	
PUBLISHER	PLAYERS	
Atari	1	
SIZE	THEME	% DONE
CD-ROM	Action	100%



mission: DEADLY SKIES™

**BARF BAGS
NOT
INCLUDED**

Vertical loops...quick turns...speed bursts...air brakes. Flying by the seat of your pants in a one-on-one dogfight to the death can make a pilot kind of queasy. It doesn't matter that you're armed to the teeth with gun cannons, heat seeking missiles and guided missiles. You still have to keep the other guy in your sights using whatever moves you've got. Did you remember to save that doggie bag from lunch?



JVC
JVC Musical Industries, Inc.

PC CD-ROM



 SEGA SATURN



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The flying is so realistic
it'll actually create

a sonic boom.

boom.

(In your shorts.)



To find out more about PlayStation 3, check out our website address at slnr1/www.sony.com. For more info call 1-800-333-8888. © 2008 Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of Sony Computer Entertainment Inc. The PlayStation logo and the PlayStation 3 logo are trademarks of Sony Computer Entertainment Inc. All rights reserved. The ratings icon is a registered trademark of the Interactive Digital Software Association.



PlayStation



Get ready to blow through barrel rolls faster than a bad burrito blows through you. Because you're strapped into the cockpit of WARHAWK, the only fighter plane that gives you true 360° movement. It's just you, your Sony PlayStation™ and the wild, blue yonder. You can hover in mid-air, dive in any direction, even devour loop-the-loops at Mach 7. (Warning: air sickness bag not included.) Your mission, should you choose to accept it, is to battle the madman Kree!

SONY



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





Does Voltage Fighter Have the Spark?

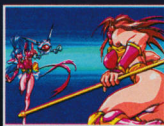
The sole purpose behind the development of the Neo-Geo was to bring arcade-quality games into players' homes in cart form. Because of the popularity of fighting games in the arcade, it is natural that an arcade-quality system be dominated by those same popular titles. Voltage Fighter Gowcaizer is a prime example of what the Neo-Geo has become over the past few years. It has the same fighting-game elements players have grown to expect but with an unusual twist



VFG uses standard Street Fighter moves for most of the characters, such as fireballs, Dragon punches and a barrage of charge moves.

to the normal kill-or-be-killed mentality. This included feature is the option to learn a special move when you beat an enemy. This new move can then be called upon during the rest of the battles, even if you switch to a different character. Only one move can be used at a time and needs to be selected before each battle. The rest of the

fighters' natural moves are basic, relying on the standard light punch and kick and the



RELEASE DATE	DIFFICULTY	
November	Variable	
PUBLISHER	PLAYERS	
SNK	1 or 2	
SIZE	THEME	% DONE
186-Meg	Fighting	100%

INSIDE TRACK



The trade moves are acquired when you beat an enemy in combat. Each character has one special move that can be learned upon the death of his/her opponent. These moves are stockpiled in your inventory where any of them can be selected before the battle begins. This makes VFG more than just a fast-action fighting game. This added feature places an emphasis on planning individual fight strategy against every fighter by allowing you to decide which move you think you can fit into your arsenal of combos.



CRIME STILL DOESN'T PAY

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

FEATURES

- ▶ Power up your **SUPER** moves by defeating opponents to really flatten Skull Cross!
- ▶ Metro City comes alive in 9 gigantic, action-packed levels!
- ▶ 2-Player simultaneous game play with four unique heroes to choose from!
- ▶ 24 MEGS of memory makes this the biggest Final Fight ever!

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LONG LIVE SUPER NES!

INSIDE TRACK



Most of the characters have the ability to launch a guaranteed two-hit combo just by connecting with a fierce jumping kick to the head of the opposing character and then by a quick follow-up fierce low sweeping kick. These will cause a large amount of damage for a standard attack. Because they are not special attacks, the transition period is minimal and you are not committed to the attack, thus giving the enemy a free hit afterward.

heavy punch and kick. Besides the standard attacks, each of the characters have four unique special moves, one of which is the trade move that is acquired when you beat your opponent.

The most appealing aspect of Voltage Fighter Gowcaizer is the ability to select not only the character you want to

"Besides the Trade Move Feature, VFG has little to offer in uniqueness."



play, but also whom you wish to fight against. This adds an aspect that is different than the standard work-your-way-up-the-predetermined-ladder-of-enemies as in most fighting games. You can now select the order of who you wish to fight and when.

The downfall to VFG is that the graphics are grainier than expected for a NeoGeo game. The backgrounds are also stagnant and barely seem to move at all during the course of the battle. While the fighters are extremely pixelated and blocky in appearance, they move swiftly around the screen. One uplifting feature of VFG is the

arcade-style thrash music that plays in the background of each of the levels. A rock soundtrack like this keeps your adrenaline pumping as you attempt to defeat the computer or a friend in



Two-player Mode. Voltage Fighter Gowcaizer as a whole falls into the category of typical fighting titles that have nothing to offer in the way of originality, besides new characters and the trade move feature. ▼



Even the poses of the characters are reminiscent of SF moves.

Die HUMAN Scum.

DOOM TROOPERS

We of the alien race, Dark Legion, will not rest until all traces of humanity have been purged from the universe.

That means you. Take on the role of a Doomtrooper, one of only two existing warriors left to fight us. Death and destruction surround you as you make your feeble attempt to stop us. Dare to play hero. But if you do be prepared to die.



MUTANT CHRONICLES

SUPER NINTENDO
ENTERTAINMENT SYSTEM

This official rating is your assurance that the game meets the highest quality standards for content and playability. For more information on the rating system, visit www.esrb.org.



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AERO FIGHTERS 3

Aviation Shooter Lands on Home Systems

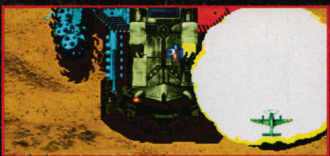


Aero Fighters 3, SNK's aviation shooter, is coming to its home system. This title allows you to choose between 10 different aircraft, each of which has its own custom weapons and special attacks. The planes are divided into groups of two from five separate countries: U.S., Japan, Russia, Germany and Great Britain. Each of the plots has a unique reason

behind his/her desire to complete the mission at hand. Completing the mission with each character will unveil a new story every time, consequently multiplying replay value ten-fold.

Aero Fighters' design follows all-too-common top-down perspective throughout the levels. All the planes are the same size on the screen and control in the same manner. The only difference is their weapons and special attack. There are, of course, the floating power-ups that give your weapon more juice by adding either a one-level

upgrade with the normal bonus or a full power charge that is found less frequently. Special

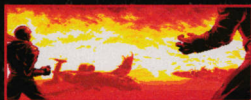


Some special weapons are more forgiving than others, causing damage to a larger area of the screen.

Weapons bonuses can also be found to add to your arsenal.

The graphics are fair at best and don't uphold the standard Neo-Geo visuals. Slowdown is another great concern, when

there are too many objects on the screen at the same time. The story line is a cheap attempt at giving the player a longer game by having them replay the eight levels over again with only minor changes to the Bosses and enemies. It's the cheap programming tactics like this that try to make Aero Fighters 3 something great, but in reality make it come up short in playability. ▼



RELEASE DATE	DIFFICULTY	
December	Variable	
PUBLISHER	PLAYERS	
SNK	1 or 2	
SIZE	THEME	% DONE
100+Meg	Shooter	100%

IT BLEEDS ACID.

IT CAN READ YOUR MIND.

IT IS A BORN KILLER.

IT IS THE LEAST OF YOUR WORRIES.

ALIENS™

A COMIC BOOK ADVENTURE

IN SPACE, EVIL WEARS MANY FACES.



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Finally, baseball with



Nice screen shot, huh?



Cool 3D Graphics

Abbbb, yes. The boys of summer. Leaning in. Taking their cuts. And blasting you out of the park with those long, foul floaters they get from stadium food. Pbew-ee. Good thing there's Virtual League Baseball™ — with big

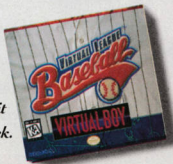
league pitching, slugging and fielding in bigger-than-life 3D. You can choose from 18





out the chili dog farts.

world-class teams. Set your own pitching rotation. Pick your DH. And play Single Game, All Star or Pennant Race modes. Catch this, too: It's the only ball game good enough to play in the Virtual Boy ball park. So don't just sit there waiting to burp. Slide into the store, and give it a crack.



KEMCO

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Cutthroat Island



"The wide variety of stages separates CI from the rest!"

Become a Swashbuckling Heroine

Journey back to a time where black flags bearing skulls and crossbones were flown over pirate ships. These swashbucklers were forever searching for adventure, gold and maps to hidden treasure. One of the world's most dangerous pirates, Dawg Brown, terrorized the Caribbean in search of the three map pieces of the

legendary Cutthroat Island. Morgan Adams, the notorious female pirate, was given a piece of the map by her dying father. She was told that Dawg Brown would stop at nothing to get his hands on that piece. However, Morgan was also seeking the map to the treasure. In Cutthroat Island, play as the lady pirate, captain of the ship Morning Star, Morgan Adams. Begin your journey to locate the three map pieces in a prison on Jamaica.

CI is a standard slash-and-kick, side-scrolling adventure game. Battle your way through stages of evil swashbucklers on your search for

the three map pieces. CI is not the standard Game Gear action game, however. Besides using your rapier, pick up throwing knives and pistols to reach enemies that are farther away. These can only be used once to inflict some quick damage. Afterward, you must resort to the blade. You can also jump on tables in the tavern and fight like the pirates in the movies.

Besides sword slashing, the stages force you to ride on top of vehicles and other unexpected actions. The cart stage has you racing a wooden cart downhill while jumping over rocks and into enemies. You can



Pick up projectiles to give yourself a range advantage against pirates.



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Acclaim	1	
SIZE	THEME	% DONE
4-Meg	Action	100%

also ride atop a horse-drawn carriage while jumping and ducking to avoid the flagpoles extending from buildings.

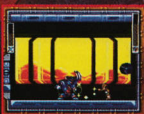
As a whole, Cutthroat Island is a remarkable Game Gear title that is more than just a walk-and-swing adventure. Get a tight grip on your cutlass and prepare to battle as you search for maps and treasure in a pirate's world. ▼

THIS ONE IS TOTALLY INFECTIOUS!

The utopia of Bopper Town has been invaded by a killer virus. This virus, however, only infects robots and turns them into renegade Mavericks. Now Mega Man X and the Maverick Hunter Units must find the source of this outbreak before they too succumb to the deadly robotic disease.

Features

- Twice as many secret items to collect than any previous Mega Man title!
- Locate the 4 hidden pieces of the Robot Ride Armor to build an awesome attack vehicle!
- Play as either Mega Man X or his Maverick Hunter partner Zero!
- Every element of game play has been enhanced — Amazing 3D effects, longer levels, more detailed graphics and faster playability!



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GameGear



Sonic Labyrinth

Rodent Pinball on the Go



Grab 100 rings in bonus stages to earn an extra hedgehog.

The diabolical Dr. Robotnik has tricked Sonic into putting on a pair of his specially made shoes that were designed to slow Sonic's running capability. But Sonic remembers that he can still use his Super Spin Dash to move swiftly about. Moving around mostly in ball shape, Sonic finds himself in a pinball-based labyrinth where he must search for the Chaos Emeralds to release the cursed shoes from his hedgehog feet.

Your duty as Sonic is to complete the four zones with three levels in each by gathering three keys in each and getting to the exit before time runs out. Because your running ability is impaired, you will

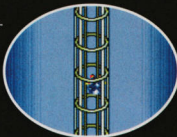
have to rocket about the screen in ball form smashing enemies and avoiding the traps and the white goo meant to stop you in your tracks. The levels are detailed, featuring colorful

layouts and multiple stages filled with pinball items. Control is touchy having the classic 3-D grid game problem with straight being diagonal and vice-versa. The game does allow you to choose which direction you wish to be represented by, leaving little customization for you to worry about.

The sound remains a typical Game Gear release offering little to accent the poor sound characteristics associated with the music capability. Sonic Labyrinth removed all

of the blue rodent's running speed and inadvertently destroyed all of the enjoyable gameplay expected from the fast-action hero. Players who enjoy pinball games may be impressed by SL but Sonic fans who are expecting a great Sonic title need to take a closer look. ▼

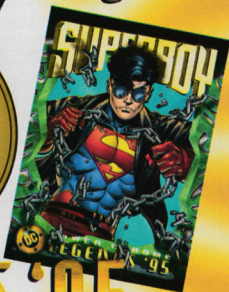
RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	PLAYERS	
Sega	1	
SIZE	THEME	% DONE
4-Meg	Pinball	100%



When you battle this horned Boss, be sure to stay away from his fast-moving arms that break free and track you down.

More Power Than Ever...

POWER CHROME™



LEGENDS '95

Premiere Edition

Sky
Box™

ON SALE
NOW!!

Super-Premium Chromium Trading Cards.

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Right about now you
may want to press
the pray button.

OR YOUR EJECTION SEAT

Strap into ThunderStrike 2. True 3-D environments. 37 incredibly realistic missions in real-time, first person perspective, that reflect today's world conflicts. Rotate your viewing position 180 degrees. Your control panels and multi function monitors light up just like a real gunrunning in South America
So go ahead, start praying.

THUNDER
STRIKE



Fluid cinematic animation makes ThunderStrike 2 feel more like a movie than a game.



Monitor combat situations outside your copter in 360 rotation.



Prioritize targets, engage radar, activate weapons and hold on.



U.S. GOLD



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

BUT HEY, YOU'RE A MERCENARY. YOU'RE USED TO THIS STUFF.

You've joined Da Wardenz. Big-time, highly trained armed forces specialists saving the world from injustice, corruption and global terrorism with the help of one very bad boy: a fully armored, sophisticated M-13 Predator Battletank. Sure, war is hell. But at least your hip-hop soundtrack of San star and rapper William

SHELLSHOCK

kickin' to the awesome Francisco 49er football "Bar None" Floyd.



Command the deadly M-13 Predator Battletank across 3D mapped and textured terrains in real-time, first-person.



25 terrifying, covert worldwide missions can get down and dirty. Thank God you've got choppers and bombers.

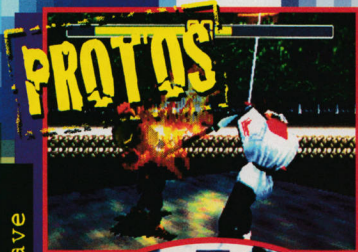


2 player head-to-head play or multiplayer network in the PC version—up to 8 players wage war.



U.S. GOLD






TOSHINDEN REMIX

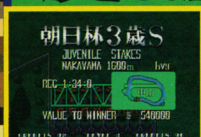
To compete with Sony, Sega has come up with a sequel of sorts to Toshinden. Subtitled Remix, this game looks similar to the PlayStation version. It is unknown whether or not Sega has decided to add fighters or moves, but at least Saturn players can now try

out this fighting feast.

The original Toshinden wowed players with its awesome 3-D visuals and intense gameplay. If you haven't tried it, this is your chance to play one of the hottest fighting games.

SYSTEM	RELEASE DATE
	January
PUBLISHER	THEME
Sega	Fighting
PLAYERS	SIZE
1 or 2	CD-ROM
	% DONE
	N/A

STAKES WINNER



One of the strangest games you're likely to see on the Neo-Geo is Stakes Winner. This is possibly the first horse-racing game to ever hit U.S. arcades.

Pick from eight different horses. Each one has separate statistics for speed, stamina and strength. As the game progresses, your horse will get stronger through training. As you train your colt, he'll increase in value, too.

There are several different tracks and lots of opposition. You control your horse by using your reins and whip.

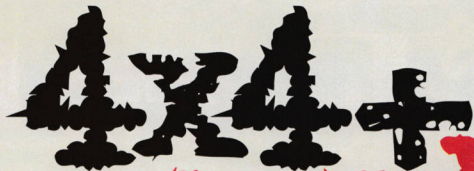
Stakes Winner is a far cry from the slew of fighting games on the Neo. If you are looking for something different, this cart definitely fits the bill.



US Fighter

SPD: ★★★★★
STM: ★★★
STR: ★★★

SYSTEM	RELEASE DATE
	Now
PUBLISHER	THEME
SNK	Racing
PLAYERS	SIZE
1 or 2	100-Meg
	% DONE
	100%



anarchy

= canyon shredding

kill fest.



It's 26 levels of car-to-car combat. Customize buffed monster-stompers with trick engines and air-grabbing jump jets.



Hate cheesy acting? Watch two trash-talkin' jerks rip on the gratuitous video.

With our unique, head-to-head 2 player game, grind a pal's ego into the asphalt. It's cruel. But there ain't no 2nd place.



Get a load of **Off-world Interceptor Extreme™**, the chaotic death-capade featuring wicked 4x4s and a blood-thirsty arsenal. Red-line across the galaxy's most intense, **32-bit** texture-mapped terrain, switching on the fly between **cockpit** and chase view. Careful, though. Grabbing **massive air** could crush a kidney. Or two.



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PROTOS



The Castlevania series has long been Konami's flagship series. The excellent gameplay and wonderful graphics throughout the years have won players over. The series finally goes 32-Bit with the latest incarnation on the

way to the PlayStation. One look at the graphics, and it is easy to see how exciting this game is. Look for more info as it hits.



DRAacula X

Konami of Japan



1st Qtr. '96

Adv. 1



CD-ROM N/A

CHAOS CONTROL



There was an excellent full-motion video shooter awhile back on the CD-I. Now that the CD-I is relatively dead, it will instead be making rounds on the PlayStation instead. The gameplay is simple,

duplicating the action of games like Nova Storm and Microcosm. You guide a cursor over computer graphics video. Enemies appear and fire at you. When you let an enemy get by,

you take damage. The PlayStation translation will most likely contain the same excellent video footage and nonstop action as the original CD-I version. This game might just hit the States.

Virgin of Japan



December

Shoot. 1



CD-ROM N/A

TOSHINDEN 2



Toshinden 2 is one of the most anticipated fighting games. **EGM** sheds a bit of light on what this game will be like. Toshinden 2 offers up each of the original characters with all-new moves. In addition to the older cast, Gaia has stripped off his armor and is now playable. Three new fighters including a new girl named Tracy have been added as well.

In addition, Toshinden 2 has been improved over the original game in terms of graphics. For example, the lighting effects on the rooftop levels are spectacular to see.

PUBLISHER

SYSTEM

RELEASE DATE

Takara



1st Qtr. '96

Fighting 1 or 2

CD-ROM

N/A

KING: THE SPIRITS



Atlus has been busy working on a new racing game for overseas. It's called King: the Spirits, and it looks really impressive.

This game was done in the same style as Ridge Racer, and the graphics are comparable. Players have a choice of tracks, as well as several cars. Even better, it is possible to tune up and upgrade your car for peak performance.

Yet another cool feature King: the Spirits has is a two-player simultaneous mode.

Unlike most games of this type that are split horizontally, this one is cut vertically. That way you can go head to head right next to each other. It will be nice to see this game translated to the U.S.

SYSTEM

RELEASE DATE



Now-Japan

OVERSEAS

Racing

Atlus of Japan

CD-ROM

PLAYERS

% DONE

1 or 2

100%

PIONEER ANIMATION NEW RELEASE!

On October 24th, fall becomes a much cooler season!



All artwork © 1991 Pioneer Entertainment (USA) L.P.

Enter another world with Tenchi and the girls in this new "Pretty Sammy" Special!

This time they're in the magic world of Juraihelm, where Tsunami is nominated to be the next queen. She hires Sasami to be her mystical "Magical Girl" to help her prepare for the crown. But nothing can be that simple when Ryoko and Ayeka are involved — especially when they're fighting over Tenchi. When a rival magical girl changes them into monsters, their battle becomes deadly — and it's up to Sasami to become PRETTY SAMMY to preserve love and peace in the world!

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THE MAGNIFICENT WORLD
Volume Two!

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The Art of Entertainment

PROTOS

Another PC game is making its way over to the PlayStation. Cyberia is a top-notch shooter loaded with CG cinemas and intense action.

Cyberia is a fantastic flight simulation that pits you against terrorist forces. Fly your plane through Asia, looking for a doomsday weapon. The bulk of the action



Fly your stealth fighter to enemy targets, and destroy your objectives.

consists of flying your plane through swarms of enemy planes. Shoot down all of the opposition amid a series of dogfights. The action is broken up with cinematic displays that enhance the story line.

It's also available for the 3DO and Saturn.



SYSTEM	RELEASE DATE
Multiple Platforms	January
	THEME
	Simul.
PUBLISHER	SIZE
Interplay	CD-ROM
PLAYERS	% DONE
1	N/A

CYBERIA



this game puts you in the cockpit of a special assault craft.

You will engage the enemy in a variety of terrains and caverns. What makes Descent so unique, not to mention difficult, is the fact that you can be attacked from any side. The perspective is subject to your position. You can go up, down or even diagonally. Enemies will rely on quick hit-and-runs, making use of the 3-D world.

To be frank, there aren't any shots of it in action, so there can't be an accurate comparison to the computer game.

However, the pictures look good, and we'll be keeping you up-to-date with the latest on this game.

The most popular PC action game since Doom will finally be reaching console players for the first time.

Scheduled for the PlayStation,

PUBLISHER	SYSTEM	RELEASE DATE	
Interplay	Multiple Platforms	March	
THEME		SIZE	% COMPLETE
Shooter	1	CD-ROM	N/A

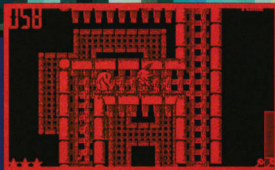


Sometimes there are hidden caches of power-ups. These can really save your hide.

Descent

Next Wave

JACK BROS.

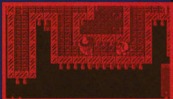


Traverse through the many levels in this game.

Jack Bros. is an interesting maze game for the Virtual Boy. There are 90 levels of adventure, each with a specific theme. Some of them include a maze of anatomy, a mechanical castle and a cave.

The Jack brothers have only a few minutes to escape each maze, leaving them little time to battle the various monsters and traps set in their path.

This game is fast-paced and loaded with levels to explore.



PUBLISHER		SYSTEM	RELEASE DATE	
Atlus		VIRTUAL BOY	Now	
THEME	PLAYERS	SIZE	% COMPLETE	
Puzzle	1	8-Meg	N/A	



PROTOS

lets you do just that.

Cyberdillo is a first-person action game that arms you with plungers instead of guns. The enemies are cute-looking creatures that follow you through the rooms.

Cyberdillo looks rather weak visually, with large pixels and few colors. However, you might enjoy its zany theme.

Think of it as a game along the lines of a non-hopping Jumping Flash.



Have you ever wanted the chance to become an armadillo? Well, Cyberdillo

CYBERDILLO

PUBLISHER		SYSTEM	RELEASE DATE	
Panasonic		3DO	December	
THEME	PLAYERS	SIZE	% COMPLETE	
Adv.	1	CD-ROM	50%	

When I find E.U.B.
I'll be performing
a little number
called "Death
ShriII in E Minor."
I hope he enjoys it
the first time because
nobody gets to
hear it twice.



For 1 or 2 Players



3D Morphing Terrain

"A thoroughly enjoyable splatterfest. Now!"

— Game Players

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LOADED



Interplay
BY GAMERS. FOR GAMERS.™

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WEAPON OF CHOICE: Nail Flail
SUPER WEAPON: Sonic Blast
KILLER TIP: Use speed to grab power ups.
light armor vulnerable in heavy conflict.

PROTOS SHOCKWAVE ASSAULT

Next Wave

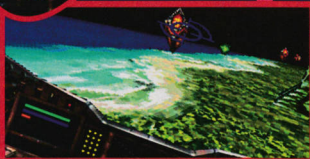


Electronic Arts' popular 3DO sci-fi series will be making an appearance on the PlayStation. It is unknown if this will be a whole new game or a combination of the earlier titles.

However, the odds are in favor of this version featuring smoother graphics and better cinema quality. The earlier Shockwave games put

you in control of a fighter. Your missions consisted primarily of hunting down aliens and picking up shield power-ups. These games sported texture-mapped polygons that made for some cool graphics. The intense action that the Shockwave series had endeared it to fans.

It'll be interesting to see what Electronic Arts has done with this game. We'll keep you up to date.



PUBLISHER		SYSTEM	RELEASE DATE	
Electronic Arts		PlayStation	December	
THEME	PLAYERS		SIZE	% COMPLETE
Sim.	1	CD-ROM	N/A	



Battle Sport can be a lot of fun if you compete against a friend.

Battle Sport is what you get when you combine sports action with a science-fiction theme. In this bizarre 3DO game, play as a hover car. Your objective is to navigate a ball into a goal. To make it challenging, you can

have a second player participate as the opposition. Yup, there's a split-screen that shows both players at once. The graphics are okay, with a bit of pixelization. Yet, as with most games of this type, they can be a lot of fun.



PUBLISHER		SYSTEM	RELEASE DATE	
Studio 3DO		3DO	Now	
THEME	PLAYERS		SIZE	% COMPLETE
Action	1 or 2	CD-ROM	N/A	

Psychic Detective



Solve a mystery using your mental powers.

We just received a few pics of Psychic Detective, so here's a first look at it. This game appears to be primarily composed of full-motion video sequences. There's some sort of mystery that has to be solved, and you have to question a host of suspects. How the interface works or what the story line consists of is unknown as of yet. It's a very early sneak peek of this game.

SYSTEM		RELEASE DATE	
Multiple Platforms		December	
PUBLISHER		THEME	
Electronic Arts		Adv.	
PLAYERS		SIZE	
1		CD-ROM	
		% DONE	
		N/A	

HI-OCTANE

Next Wave



PROTOS



Hi-Octane is a racer similar to Wipeout. You can pilot one of six hovercrafts in series of races that take place in a variety of climates.

There are six tracks, each with its own secret paths and short cuts. The competition is tough, and finding little paths away from the main road provides opportunities to speed past enemies. If little tricks don't work, you can use weapons against the other guys. There are boosters that speed you up, too.

To bring the action alive, there are several different perspectives, ranging from a cockpit view to a vantage point behind your hovercraft. Playing with each mode keeps things a little different each time you play. You might have played Hi-Octane before now on the PC. The versions for the PlayStation and Saturn should be even

smoother and faster. Racing fans should check this game out, because it looks hot.



SYSTEM	RELEASE DATE
 PlayStation	November
PUBLISHER	THEME
Electronic Arts	Racing
PLAYERS	SIZE
1	CD-ROM
% DONE	
	N/A

Cap-n-hand S

"Prepare for complete testosterone pumping mayhem."
— Diehard Game Fan

When I find F.U.B.
I'm gonna plunder
his liver and
pump his
scurvy
belly full o' gunshot...



Create Huge Explosions!



15 Enormous
Levels To Explore

just after I
make him
swap the deck
with his tongue.

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BY GAMERS. FOR GAMERS.™

KILLER TIP: Fire up double shotguns and keep enemies at bay with long range attack.

PROTOS

Next Wave



Cinema sequences show how well the battle is going for your forces. Victory will rely on your tactics.



IRON STORM

Iron Storm is a 32-Bit war simulation. Taking control of the armies involved during WWII, you must devise tactics and guide your forces to victory.

The gameplay is basic war sim style with you moving units on a hexagonal map.

When two units of opposing sides meet,

combat will take place via cool little cinemas.

Iron Storm features not only ground combat, but aerial strikes and naval missions. The sheer number of options at your disposal put you in complete command.

As you can tell by the graphics, these are a step above what we're used to seeing. This game would

be a good choice for war buffs.



SYSTEM		RELEASE DATE	
		1st Qtr. '96	
PUBLISHER		THEME	
Work. Designs		Sim.	
PLAYERS		SIZE	
1 or 2		CD-ROM	
		% DONE	
		N/A	



SNOW JOB

One of the latest titles for the 3DO, Snow Job is a mystery set in New York. The main

character is Assistant District Attorney Lara Calabreeze. It seems as though someone has a death wish for her. What do the players have to do? Figure which one of the 20 suspects wants her six feet under.

The gameplay is rather sketchy. It is known that you travel from location to location questioning everyone and everything. Full-motion video plays a large part, as most of the story is played

out this way. Snow Job has a lot of similarities to the old Turbo CD-ROM game Sherlock Holmes.



The graphics look good so far, and it'll be interesting to see how this one turns out. FMV games aren't all that popular, but it could win players over with its generous use of female characters.

SYSTEM		RELEASE DATE	
		December	
PUBLISHER		THEME	
Studio 3DO		Adv.	
PLAYERS		SIZE	
1		CD-ROM	
		% DONE	
		N/A	

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- 3 What is the secret hint or code in the NFL GameDay game screen in the NFL GameDay/NHL Face Off ad???
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NFL GAME DAY™

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SONY



No Purchase Necessary. One entry per person. To enter, find the secret messages that appear in Sony Computer Entertainment America ("Sony") ads throughout the magazine, send name, age, address, phone number, and secret messages on a postcard to Sony Computer Entertainment America, 919 East Hillside Boulevard, 2nd Floor, Foster City, CA 94404. Hidden messages can also be obtained by calling (415) 655-6000 between November 19 - December 29, 1995. All entries must be received no later than December 19, 1995. Sony is not responsible for late or lost mail. 1 Grand Prize, approximate retail value of \$2,000. 10 2nd Prizes, approximate retail value \$600. 10 each. 10 3rd Prizes, approximate retail value \$40. 10 each. 20 3rd Prizes, approximate retail value \$15. 10 each. Winners will be determined by a random drawing from all valid entries received by Sony, whose decisions are final. Drawing to be held on or about December 28, 1995. Grand prize winner shall be notified by telephone. All other winners shall receive prizes by mail. Sony reserves the right to substitute prize of equal value if prize is unavailable. Prizes are non-transferable and no substitutions are allowed. The odds of winning will be determined by number of valid entries received. Sweepstakes open to residents of United States only. Pattern of any prize notification an undeliverable will result in discontinuation and an alternate winner will be selected. Winners may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 7 days of receipt or forfeit prize. If the winner is a minor, then prize will be awarded to parent or legal guardian. By acceptance of prize, winners agree to the use of their names and/or likenesses for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of Sony and its respective affiliates and their families are not eligible. Neither Sony nor its respective affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize. To obtain list of winners, send a stamped, self-addressed envelope to New Year's Eve in NY, Winners, 919 E. Hillside Boulevard, 2nd Floor, Foster City, CA 94404. Requests for winners list must be received by December 21, 1995. Allow 4 weeks for delivery of winners list. Void where prohibited or restricted by law. Sony is a registered trademark of Sony Corporation. PlayStation and PlayStation logos are trademarks of Sony Computer Entertainment Inc. You Are Not Ready and all game titles are trademarks of and ©1995 Sony Interactive Entertainment Inc. unless noted below. NFL and GameDay are registered trademarks of the National Football League. Officially licensed product of the NFL Players and NFL Properties. NFL team names, logos, helmet design and uniform designs are registered trademarks of the team indicated. NHL is a registered trademark and Face Off is a trademark of the NHL. Officially licensed product of the National Hockey League Players Association and the NHL. © 1995 NHLPA.™ and ® designate trademarks of licensor and are used under license. All NHL team logos and other marks depicted are the property of the NHL and the respective teams and may not be reproduced without the prior written consent of NHL Enterprises, Inc. © 1995 Sony Interactive Entertainment, Inc.

PROTOS



U.S. Gold is currently working on a flight simulator for the Saturn called Thunder Strike II. You take control of an attack chopper for several missions that span the world. Unlike many similar games, the scenarios are based on actual situations.

Thunder Strike II does a lot with the Saturn hardware. The graphics are very realistic, with little of the pop-up that plagues many Sega titles. The looks are crisp, although they appear to be

machine gun ammo. You can view your chopper from any angle, giving you the edge in combat. The chopper controls well, feeling just like the real



Equip your helicopter with a variety of weapons.

thing. The action is fast and precise.

In addition, Thunder Strike II offers voice and computer-graphic cinemas. Overall, this is one of the best-looking flight sims to grace the Saturn system.

SYSTEM		RELEASE DATE
		December
THEME		Sim.
PUBLISHER	SIZE	
U.S. Gold	CD-ROM	
PLAYERS	% DONE	
1	55%	

digitized models. The overall effect is impressive.

Your chopper has lock-on missiles, rockets and an unlimited supply of

Thunder Strike II



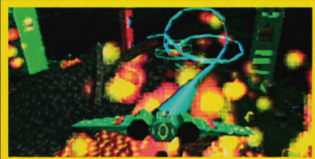
Fantasy Pinball gives you several different playing fields to choose from.

Fantasy Pinball


PUBLISHER		STEM	RELEASE DATE	
U.S. Gold			December	
THEME	PLAYERS		SIZE	% COMPLETE
Pinball	1		CD-ROM	55%

STARFIGHTER

Attention joystick jockeys, a brand-new flight sim/action game is on its way to the 3DO. Take the throttle of starfighter and set off against an armada of enemies. The fighter has an assortment of armaments ranging from ATG missiles to mines. You power-up whenever you blow something up! You also have the capacity to change your perspectives. This could be fun...



Your Whip Laser does massive damage to just about everything!

PUBLISHER		SYSTEM	RELEASE DATE	
Studio 3DO			Now	
THEME	PLAYERS		SIZE	% COMPLETE
Sim.	1	3DO	CD-ROM	80%

Fantasy Pinball is the first of its kind for the Saturn. It offers four different playing fields, each modeled to look just like a real pinball machine.

There are all sorts of ways to rack up points, from Jackpots to fast-paced Multi-Ball runs. Each "machine" has its own strategies and secrets. Even better, there are little cinemas that appear when you score a major bonus. This one's a lot of fun.

Build it. And they will come. Then you can kill them.

Critically acclaimed by everyone and their grandmother. Maybe it's the cool 3D characters or texture-mapped backgrounds. Maybe not.



You're overrun by mobs of ravenous Hordlings, each blessed with huge, colon-blasting appetites.

35 minutes of video explains how piss-boy Chauncey saves the King and is rewarded with the old man's Grimthwacker (It's a sword).



Forget about fields of dreams. With **The Horde™**, it's more like little slaughter-house on the prairie. See, we've injected arcade-style, belly-slitting fun into that sleepy-ass commune you call home. And between digging death pits and hiring archers, enjoy some serious, gut-popping swordplay. 'Cause man, these neighbors really bite!



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PROTOS



Grab power-ups for (what else?) extra power. There's a multishot gun and a grappling hook that allows your cables to stick to ceilings.



1-P 1234567 **TIME 129** 2-P 1234567
WORLD HI 1234567



4567 **TIME 056** 2-P 1234567
WORLD HI 1234567

BUSTER BROTHERS COLLECTION

Capcom will be bringing the Buster Brothers Collection to the PlayStation. You might recall seeing this game on the Super NES and PC engine in the past.

The object is simple, but the gameplay is addictive. The point of the game is to burst bubbles that bounce around the screen. When you strike a large bubble, it'll spin into two smaller ones. One hit from one of these babies, and you'll lose a life.

After a few rounds, you'll start finding power-ups that

let you do all sorts of nifty things. Multiple shots, bullets and even a time freeze round out some of the goodies you'll pick up.

As the name infers, you can find the two incarnations of Buster Brothers. Each offers unique challenges, as even the best player will find himself surrounded by bubbles on all sides. The graphics look good, and the game is a lot of fun.

It's nice to see a game of this type on the PlayStation, isn't it?

PUBLISHER	SYSTEM	RELEASE DATE
Capcom	 PlayStation	1st Qtr. '96
THEME	PLAYERS	SIZE % COMPLETE
Puzzle	1 or 2	CD-ROM 35%



4567 **TIME 096** 2-P 1234567
WORLD HI 1234567

Next Wave

HP 034
MP 030

KS



HP 034
MP 030




PROTOS

HP 029
MP 030

NY



SYSTEM	RELEASE DATE
 PlayStation	December
PUBLISHER	THEME
Ascii	RPG
PLAYERS	SIZE
1	CD-ROM
	% DONE
	80%

King's Field 2 is a first-person adventure/RPG due out for the PlayStation from Atlus. This is one of the best games of this type. The world is realistic, right down to the swells in the water.

Unlike many games of this type, you aren't bound

to one plane or stuck indoors. For example, you can go outside and climb the stairs of a narrow spire. It'll give you a good vantage point to see all around.

To help you out, you can look up or down. This is particularly useful when

fighting things like slimes who are low to the ground. The whole game scrolls smoothly, having a surreal effect.

This is one of those games that is just perfect for those rainy days. Turn the

lights off and get totally absorbed. Doom fanatics might be disappointed that the action isn't super-intense. However, you'll jump when a skeleton leaps out at you with a cleaver.

KING'S FIELD 2

ALL Turbo
-games
-accessories

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PROTOS

Open Ice



"NBA Jam on ice." This is what the new Midway two-on-two hockey game is being called. Basketball in the arcades was nothing before Jam, and Ice is going to do the same for hockey. The game has all kinds of super shots, ranging from full flips to a shadow shot and even a "pool cue" slap shot between the legs of the goalie! All 26 NHL teams are here, with surprise players as well, like designer Jack Haeger's son, a couple of the cheerleaders and more! It is also possible

to break the glass that guards the spectators from the ice, not unlike breaking the backboard in Jam! Catch the follow-up coverage in the next **EGM**.

SYSTEM	RELEASE DATE
Arcade Scene	Now
	THEME
	Sports
PUBLISHER	SIZE
Midway	N/A
PLAYERS	% DONE
1-4	100%

POWER INSTINCT 3



The Power Instinct series has gone relatively unnoticed in the arcades since the first one came out several years ago. Now the third is out, and the gameplay is basically the same. In Power Instinct 2, there were 13 characters,

four of which could transform into other characters by sucking life from their opponents. In part 3, a couple of the "transformable" characters have been separated from their counterparts and have a couple new moves too. Atlas still has a problem capturing a 100-percent playable fighting game engine; however, the strange assortment of people you fight with and the animation are strangely appealing and may be worth checking out! Perhaps the coolest part of the third PI is the fact that you can now play as one of the judges! He's one of the best characters in the game. If you're sick of the same old SF or MK fighting engine, PI3 is for you!



SYSTEM	RELEASE DATE
Arcade Scene	Now
	THEME
	Fighting
PUBLISHER	SIZE
Atlus	N/A
PLAYERS	% DONE
1 or 2	100%

PLAYER	POS.	SHOTS	GOALS	ASSTS.
HAWERCHUK, DALE	C	###	/	///
CICCARELLI, DINO	R	///	//	/
YZERMAN, STEVE	C	////	///	//
VANBIESBROUCK, JOHN G				
KRAVTSCHOUK, IGOR	D	##	///	///
FEDOROV, SERGEI	C	###	/	//
BRIND'AMOUR, ROD	C	### III	//	/
DESJARDINS, ERIC	D	######	/	###
DAMPHOUSSE, VINCENT	L	///	//	/
YASHIN, ALEXEI	C	///	///	///
DAIGLE, ALEXANDRE	C	###	//	###
NEDEV, PETR	C	///	//	///
BONK, RADEK	C	///	/	###
MAKAROV, SERGEI	R	###	/	///
OZOLINSH, SANDIS	D	### II	/	///
SMUTZ, JOHN	C	///	///	/

MORE CONSONANTS THAN
ANY OTHER ARCADE GAME IN HISTORY.

OPEN ICE is packed with real NHL® players (even the one's you can't pronounce). And each plays at his real NHL® skating, passing, shooting, and checking ability level — just like in real life. It's wide open two-on-two hockey for the fastest, most realistic action ever seen in an arcade sports game.



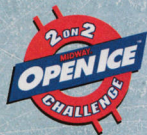
He's on fire!



Sharpen your skills!



Big Save!



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ONLY IN
ARCADES

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PROTOS

Prepare yourself for the cutting edge of modern combat flight simulators with Euro Fighter 2000! Pilot one of the most sophisticated fighters in varied missions



ranging from combat air to strategic ground strikes! Some of the more powerful features of the game include a fully realistic environment that includes hundreds of geographical locations, covering an area of over 4 mil-

lion square kilometers; the fastest, most detailed 3-D world you have ever seen in a flight simulation and a network feature that

allows up to eight people to engage in combat at the same time. Some of the world's leading aeronautical engineers along with the airplane's manufacturers, British Aerospace, contributed to the flight model of the game. This is one of the most accurate and realistic flight sims. A flight simulator is only as good as the enemies that it provides, and EF 2000 has an incredible artificial intelligence, much like a high-end war simulation, which not only adds as much realism as possible to your cam-

paigns but also makes sure that the fight will never be the same.



EF2000 sports some of the most detailed graphics seen in a fighter sim. It's absolutely breathtaking.



Euro Fighter 2000

SYSTEM	RELEASE DATE
PC and Compatibles	Now THEME
PUBLISHER Ocean	SIZE CD-ROM
PLAYERS 1-8	% DONE 100%

INTO THE VOID



Into The Void is a strategy-based game for the PC. What sets this apart from other building games is the futuristic environment. As ruler of your planet, some of the duties you need to perform to become the emperor include exploring the galaxy for remote star systems, colonizing new worlds and building new starships.

The game is played in "turns," meaning there are two phases to the game: plotting and action. In the plotting stage, you have the ability to make all the required decisions as a ruler, such as giving orders to your fleets, material transactions and diplomatic actions. Once you make all the decisions for the turn, you will enter the action phase. This is the part of the game where

your moves are executed, and you'll find out exactly how your decisions—right or wrong—have affected the game.

Features of the game include three modes of play: Single, Network or E-Mail. In the single game, you can decide whether you want the universe to be small, medium or large. Other options include the ability to set the number of computer players from one to 10.

SYSTEM	RELEASE DATE
PC and Compatibles	January THEME
PUBLISHER Playmates Int.	SIZE CD-ROM
PLAYERS 1-10	% DONE 80%



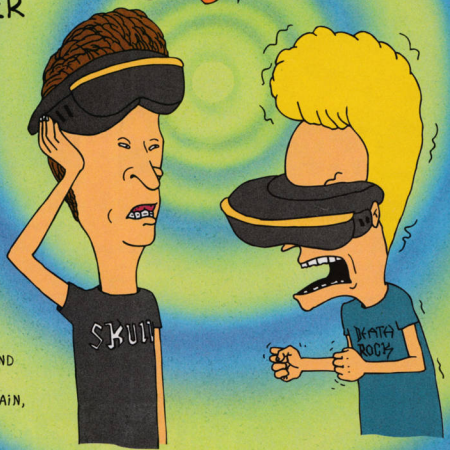
BEAVIS AND BUTT-HEAD™



LIKE, MAKE YOUR COMPUTER AS SMART AS US.

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IF YOU'RE LIKE, "DAMMIT, MY COMPUTER'S NOT KICKING ENOUGH BUTT AGAIN!" PLAY OUR GAME. IT'S SPOSED TO BE "A CD-ROM ADVENTURE GAME" OR SOMETHING. BUT IT'S REALLY JUST ME AND BEAVIS BEING COOL. AND, LIKE, IT'S NOT IN SPACE OR WHATEVER. IT'S JUST A NORMAL DAY--YOU KNOW, LIKE DRIVING A TANK AND BUSTING OUT OF JAIL AND STUFF. THOUGH I GUESS THERE IS SPACE, IF YOU COUNT BEAVIS'S BRAIN, HUH HUH HUH.



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- ALL NEW ANIMATION FROM MTV ANIMATION STUDIOS.
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NO VUSSY RACE-CARE FOR US. ONLY COOL VEHICLES, THANK YOU.



WE'RE KICKIN' IT WITH OUR GOOD FRIENDS. THEN WE'LL BE THEIR SLAVES.



WE, LIKE, SHOW OFF OUR NATURAL ACTING TALENT. HUH HUH. TALENT.

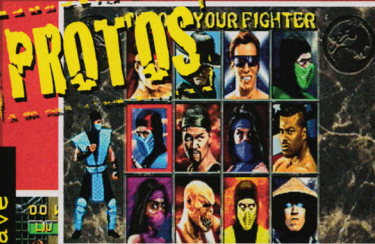


LIKE THEY SAY IN THAT OZZY MOVIE, "THERE'S NO PLACE LIKE HOME." UNLESS IT SUCKS.

FOR MORE INFORMATION, CALL 1-800-467-2537

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MORTAL KOMBAT



Sub-Zero still has his mask on in this version. Don't double ice!

Mortal Kombat II is even closer to completion! The arcade hit comes home with all the fatalities and friendships intact. The characters are large like the coin-op and the music is exactly the same. This is the best translation of MKII anywhere!

This game shows off what the Saturn can do. The game plays perfectly. All the neck kicks and combos you cheated your friends

with before are at your disposal.

Hopefully, you know that MK is a fighting game with gruesome finishing moves and digitized characters. Each martial artist has his or her own supply of special attacks and tricky combos.

Saturn owners should not miss this perfect translation. This is as close to the arcade as you can get!

SYSTEM	RELEASE DATE
	November
	THEME
	Fighting
	SIZE
Acclaim	CD-ROM
PLAYERS	% DONE
1 or 2	60%



PUBLISHER		SYSTEM	RELEASE DATE
Acclaim			Nov/Dec.
THEME	PLAYERS		SIZE
Shooter	1 or 2	CD-ROM	90%

Acclaim will be releasing this intense shooter for the PlayStation. Jupiter Strike is a cross between Panzer Dragoon and StarFox. It is primarily a shooter, with you flying through waves of enemy ships. One interesting point is that you can lock on groups of targets and let loose a stream of deadly

missiles. (Think Panzer!) Jupiter Strike is fast-paced and very detailed.

For a change of pace, play from either behind your ship, a la StarFox, or from inside the cockpit. No matter what you pick, you're in for a tough fight. Huge Bosses and plenty of enemies make this game *hard*!



Next Wave

BC RACERS

PROTOS



Virgin's famous cave dude known as Chuck Rock, returns once again for another adventure. BC Racers is more or less a 3DO version of Mario Kart. You have your choice of several different bikes, each with its own ratings for speed, attack and acceleration.

The characters compete for a chance to win a prized motorcycle. The many races take place in several locales. Some are a

simple lap around a cave city, while others are complex and twisted, complete with hairpin turns.

The 3DO doesn't seem to handle the scaling too well. The game is surprisingly choppy. Hopefully, this is because it is an early copy. There are a few nice effects, though. One of the races takes place in a graveyard, and your bike has a headlight that brightens the way. It is a neat transparency effect.

The gameplay is simple. One button is for the gas,

Choose from a variety of racers, each with his or her own special characteristics.

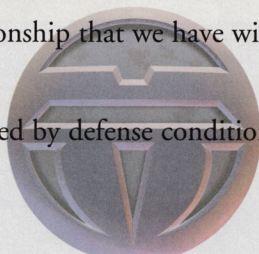
another for the brake. The third is for bopping your opponents over the head. Each bike you choose has a sidecar with a partner who helps out with the fighting.

BC Racers will be appearing on the 3DO soon.

SYSTEM	RELEASE DATE
	Now
	THEME
	Racing
PUBLISHER	SIZE
LG Electronics	CD-ROM
PLAYERS	% DONE
1	100%

Time is a relationship that we have with the universe...

Peace is measured by defense conditions...



DEFCON
5™

PROTOS



Midway's popular arcade game Revolution X is on its way to several systems. Like the coin-op, Revolution X is a shoot-'em-up game. Your object is to go from stage to stage blasting away at any enemy that moves. Music is your weapon. You'll fire flaming CDs and laserdiscs at the oppressive armies of evil.

Revolution X has some interesting points. First, you can choose which paths to follow on some of the levels. These can help you find the members of the band

Aerosmith who are captured. Find them all, and you'll get a special ending. Second, you can destroy almost everything! This lets you get bonus points and secret weapons. The levels range from a

SYSTEM	RELEASE DATE
Multiple Platforms	December
	THEME
	Shooter
PUBLISHER	SIZE
Acclaim	16-Meg
PLAYERS	% DONE
1	95%



REVOLUTION X



nightclub to a raid on a laboratory that transforms women into hideous mutants. The last Boss will remind you of Smash TV. It's one of those Bosses that won't die until you blow every single limb off.

Revolution X looks like it will be a close translation no matter what system you own. (Pictured above are

the Super NES, PlayStation and Genesis versions.) It is unknown whether or not the game will use a gun, or just the controller at this point.

With music from Aerosmith and nonstop shooting action, Revolution X looks like it will really rock your video game system. More info coming soon!

Next Wave

PROTOS

FOX HUNT

Capcom's first full-motion video game is even closer to completion. Fox Hunt plays out more like a movie than a game.

The plot is a campy spy thriller with you starring as a secret agent. You'll come up against threatening foes like the KGB and the CIA.

There are 10 possible endings and multiple

conclusions to each situation. The humor is reminiscent of the old TV series *Get Smart*. Fox Hunt is loaded with special effects that were done with models and blue matting.

Fox Hunt looks like it'll be loads of laughs, but how it plays is questionable. It's available for the PlayStation and Saturn.



Take on both the KGB and the CIA. Fox Hunt offers 10 different endings. It's a whodunit that's different each time you play.

PUBLISHER

SYSTEM

RELEASE DATE

Capcom

January

THEME PLAYERS

Multiple Platforms

SIZE % COMPLETE

Adv.

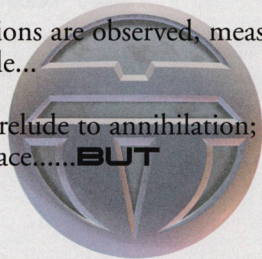
1

CD-ROM

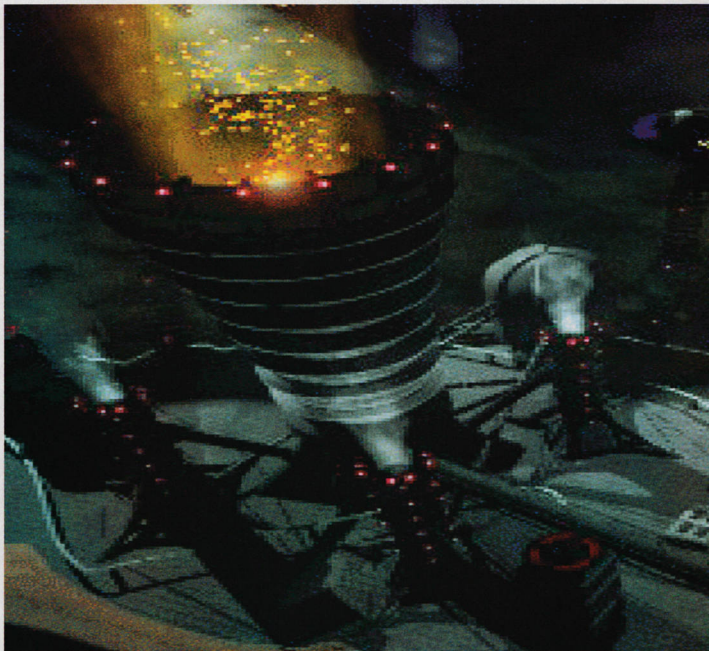
80%

Defense conditions are observed, measured, and often predictable...

Defcon 1 is a prelude to annihilation; Defcon 5 a mandate for peace.....**BUT**



DEFCON 5™



PEACE HAS

“An original space adventure combining strategy, action, and shooting game genres.”

— EGM

Human outposts in space are cheap targets for alien invaders, and the Tyron Corporation has cashed in on the defense systems they created to protect them. The fact that there has never



been documented proof of alien existence has not stopped them from making billions from humanity's fear of the unknown. An unsuspecting technician on a remote mining site discovers a deadly plot launched by the Tyron Corporation to ensure its monopoly on lucrative government defense contracts. Now considered a threat, the

DEFCON 5™



A PRICE ...

technician has the Tyron Corporation's undivided attention. With the full might of the corporation on his back, the technician races against time to get the word out before the corporation gets him.

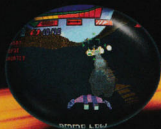
Call 1-800-771-3772 for information on Game Rating.

DEFCON 5 is available on multiple platforms including:
PC CD-ROM, Sega Saturn, Sony PlayStation and 3DO.

- Immerse yourself in futuristic graphics beyond belief.
- Play from a defensive perspective — your best offense is your defense.
- Surround yourself with high-end, digitized sounds.
- Take a two-week sabbatical to finish this game.

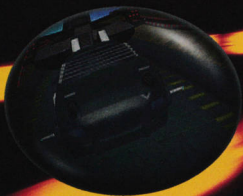


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***"If your opponent doesn't
kill you, the road will!"***





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What's next?

It's the asphalt-melting, head-to-head

(split screen) combat race game with mini guns.

Missile launchers. And a track that morphs in real

time to create crevices, barriers, and curves.

Just hop in your hovercraft (6 to choose from)

and hit the road (9 to choose from).

But beware. It'll hit back.

HI

OCTANE

THE TRACK FIGHTS BACK

PLAYSTATION

SEGA SATURN

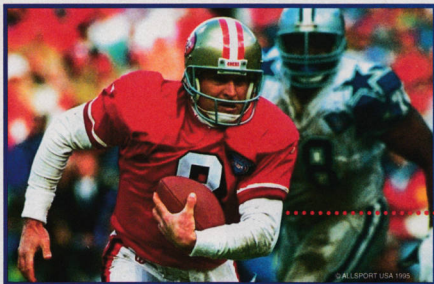
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<http://www.ra.com/bullfrog.html> (for more information)



Team EgM

STEVE YOUNG OF THE 49ers TALKS ABOUT THE TEAM



There's no stopping the hottest team in gaming from bringing you the newest games and interviews with sports' hottest stars. Happy holidays from Team EgM.

This year saw some of gaming's dynasties recapture past glories. With the new 32-Bit systems and everyone using SGI computers to render their sports images, there may be parody on the 32-Bit systems.

What that means is this: The games will look the same, but the telling factor will be how many features each game has and how realistic the gameplay will be.

If you're looking to put some sports games under your favorite gamer's tree this holiday season, the Sega Genesis is still the sports system of choice in the 16-Bit arena. The Saturn has some great sports titles with Sega Rally, World Series Baseball and NHL-All Star Hockey. Sega also has NBA

All-Star Basketball in the works for the Saturn and it looks great.

Turning to the PlayStation, Xtreme Games is a very good sports title, so is PGA Tour '96 from EA Sports. NFL GameDay from Sony is also great, but the big question mark is Madden '96 and NHL Hockey for the PlayStation. We haven't seen or played much of those titles but in talking to EA Sports officials, the games that are in production are coming along quite nicely.

One thing is for sure: If you love sports gaming, you know that you can count on Team EgM to have interviews with the top stars and all the info on the hottest games. ★



• EXCLUSIVE INTERVIEW

SAN FRANCISCO 49ers' STEVE YOUNG

• PREVIEWS

NBA IN THE ZONE (PSX)
MADDEN '96 (GAME BOY)
GOAL STORM (PSX)
NHL HOCKEY '96 (GAME BOY)
SEGA RALLY (SATURN)
FIFA SOCCER '96 (PSX)
COLLEGE FOOTBALL NATIONAL CHAMPIONSHIP (GENESIS)
WORLD SERIES BASEBALL (SATURN)

• BOX SCORE

QUARTERBACK ATTACK (SATURN)
NHL ALL-STAR HOCKEY (SATURN)
WAYNE GRETZKY & THE NHLPA ALL-STARS (SUPER NES)
WWF WRESTLEMANIA (PSX)

• INSIDE LOOK

BIG BASS WORLD CHAMPIONSHIP (PSX)
NFL FULL CONTACT (SATURN/PSX)
VR SOCCER (PSX)
BOXER'S ROAD (PSX)



Sega Rally for the Saturn (above) looks awesome and plays great. FIFA '96 for the PlayStation, left.

What's Your Dream Play?

Name:

Stacey Flaherty

Age:

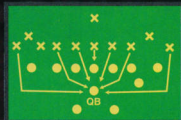
Sixty two

Favorite Football Position:

Frontline Tackle

Dream Play:

Goodnight QB



Ever scream at the TV because your team's coach called a stupid play? Ever been frustrated because your team wasn't executing plays correctly? Well, let's see if you can do any better! In Emmitt Smith Football™ not only can you call your own plays, you can create them! With the easy to use "Play Editor," your dream plays can be designed and practiced against the computer. Once you've mastered that ultimate "QB RIPPER," save it on the earthide and use it to annihilate your unsuspecting friends! Wouldn't that be a dream come true?



KIDS TO ADULTS



AGES 6+

SUPER NINTENDO
ENTERTAINMENT SYSTEM

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JVC MUSICAL INDUSTRIES, INC.



SUPER NINTENDO
ENTERTAINMENT SYSTEM



In The Zone

Replays are a key feature of this game. Use your favorite player and make your own highlight film.

Konami's taking it to the hardwood, and is pulling out all of the stops. If you enjoy taking it to the hoop hard with all of your favorite NBA teams and the league's top dunkers, shooters and defensive players, this game has it all. Detailed uniforms, logos and special players' appearances make this the most realistic basketball game title to date.

If you own a PlayStation, In The Zone will be waiting for you some time this month.

Konami gave us this 85 percent playable version to try out. The game features some outstanding graphics work with texture-mapped polygons and incredibly fast movement—an early favorite in the race for the best 32-Bit basketball game.



But as you know, EA Sports and several other companies will have something to say about that. It



seems as though every company has sports titles in development.

Another exciting feature is the multiple perspectives from which you can view the field of play.

Instant replays are a key element, and the players are easy to control and maneuver through the paint. During the replay, the camera angle will change, giving you the best angle to view a dramatic dunk or an in-your-face defensive play.

If you enjoy basketball and are looking to add a game to your PlayStation

RELEASE DATE	DIFFICULTY	
December	Easy	
PUBLISHER	SIZE	
Konami	CD-ROM	
PLAYERS	THEME	% DONE
1 or 2	B-ball	85%

collection, you won't be disappointed with NBA In The Zone. ★

"...most realistic basketball game title to date."

POSITION COMPARISON

Robert Pack	Kevin Johnson
(NUBGETS, \$14, PG)	(SUNS, \$7, PG)
418 (107%)	417 (100%)
87 (10%)	415 (100%)
0/0 (0%)	0/0 (0%)
0	16

Check your match-ups on the hard court. All of the game's top stars have been included.



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Serious Fun!

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*The most realistic Bass
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 Game ever! Developed
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 1995 BASS Angler of
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*Welcome to Mark
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 only angler ever to win both the BASS Master's Classic
 and the BASS Angler of the Year in the same year.
 Different from Fishing Simulation Games of the past,
 the fish cannot be seen until they bite, a level of real-
 ism never experienced before!*

*Join Mark Davis for a fishing experience you'll never
 forget as his digitized voice utters words of excite-
 ment or despair. Whether you are an amateur or a
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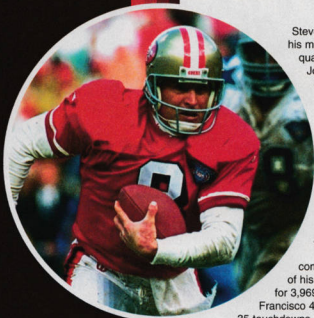
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FACE to FACE

with 49ers' STEVE YOUNG



Steve Young has made his mark in the NFL—no quarterback (including Joe Montana) has ever led the NFL in passing for more than two consecutive seasons. His current streak stands at four, highlighted with a Super Bowl win against the San Diego Chargers at Joe Robbie stadium, 49-26 last year.

In 1994, Young completed 70 percent of his passes and threw for 3,969 yards and a San Francisco 49ers club record of 35 touchdowns. As a result, the 49ers led the league in yards per pass attempt with a 7.46 yards per pass ratio followed by the Cowboys and the Pittsburgh Steelers; the Chargers were in seventh place. But what you might not know about Steve Young is that he was also the 26th leading rusher in the NFL with a 5.1 yards per carry average. He beat a majority of the running backs in the league.

Things have been going much better for Young since Super Bowl XXIX when he threw a Super Bowl record six touchdown passes and his 325 yards accounted for 70 percent of the 49ers' offense. But what you might not know is he also led all rushers with his five carries for 49 yards.

Young wears number eight, and when interviewed, he often jokes he's the eighth wonder of the world, not because of his number, but because he's a 33-year-old single Mormon.

He would like another Super Bowl ring, but the Cowboys and the other teams in the league may have something else in mind for Young.

Steve Young is one of the game's greatest quarterbacks and he appears in Acclaim's many versions of Quarterback Club of which Young is a charter member. Recently we interviewed the world's greatest quarterback and the only QB in the NFL with a law degree who wants to be a prosecutor at the end of his playing career.

TEAM EGM: With all of your great performances, including slaying the Dallas Dragon in the NFC championship, what was your greatest accomplishment of last year?

STEVE YOUNG: Beating Dallas was incredible. But under the circumstances,

with what winning the Super Bowl meant to the 49ers, I'd have to say I will always remember my performance in Super Bowl XXIX as my best performance.

How important is John Taylor to the 49ers' offensive scheme?

John is really important. Having him means that the defense can't overload on one side. He gives us a lot more options on offense with his many talents. He's definitely an asset to our team.

How much of a loss was Rickey Watters to the 49ers? What's your take on the situation?

STEVE YOUNG: Rickey's a great player, but Derek Lovelle has played very well and I'm confident he will be able to step up and help us accomplish our goals this season.

Coming up through the ranks what players did you look up to?

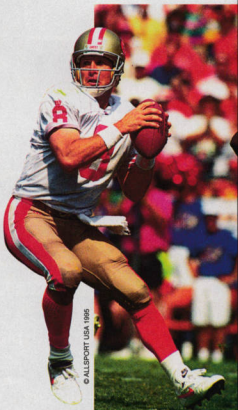
Phil Simms and Joe Montana. At BYU Jim McMahon taught me how to play quarterback. We were the same size and threw pretty much the same way. If Jim hadn't been there, maybe I would have played defensive back. Joe Montana took me to the next level. I was a decent quarterback and Joe taught me how to become a great quarterback.

What activities do you enjoy outside of football?

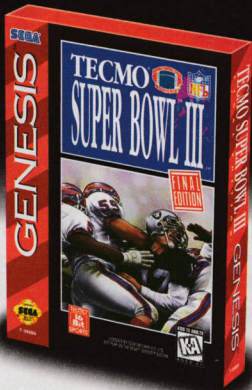
Skiing, golfing, mountain bike riding, reading books. But growing up my favorite video game was Zaxxon in the arcades. ★



Quarterback Club '96



THE WORD IS OUT



THE FINAL EDITION

The waiting is over. Tecmo Super Bowl III, The Final Edition is here! And, according to *Nintendo Power* magazine, "... it looks like a winner." Word on the street is that this could well be the best football game - maybe even the best *sports* game - to ever come down the pike.

WANT REAL ACTION?

Just get a load of these features: ■ New Free Agency System ■ Real NFL players, with photos ■ New NFL expansion teams,

Carolina and Jacksonville ■ New Power-up Cinema Screens ■ New player rosters ■ New game schedules ■ New plays ■ New player moves ■ New field patterns, and ■ New sound effects.

WANT SUPER REAL ACTION?

Then check out Tecmo's new and exclusive, unique Superstar feature. Can't find the player you need in the free agency market? Well, with Tecmo Super Bowl III you can create your own superstar! Then watch him mature and improve over the season

into the future. Awesome.

BUT, A WORD - OR WORDS - OF WARNING Gamers have been reserving their copies of Tecmo Super Bowl III for a couple of months now, and the response has been tremendous. Which means that when this hits the shelves, demand will be strong and supplies may well be limited. So, if you don't want to hear "Sorry, we're out," better move NOW to get yours. You don't want to miss goin' to the Super Bowl, do you?



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To get your character name here, you need to go buy an XBand at your favorite video game store and subscribe to the XBand network to be eligible.

Madden NFL '95-Genesis



NEW DADDY!!!
Kansas City, MO
89



G.O.D.
Fremont, CA
82



EBONY DRAGON
Inglewood, CA
61



MS. G STRING
Franklin Square, NY
48



RAYDAWG
Willardsburg, VA
48

NHL '95-Genesis



++(HYDRO)++
Brea, CA
388



MR. HOCKEY*
Flushing, NY
218



Hunts Point Mob
Bronx, NY
204



MAD FISHERMAN
Middle Village, NY
208



Mr. Magnificent
Brooklyn, NY
162

NBA Jam-Genesis



Big Daddy Cool!!!
Brooklyn, NY
80



READ MY INFO!!!!!!!
Los Angeles, CA
72



SLICK LADY!!!
Bronx, NY
65



Judge!!!
Long Island City, NY
64



the HARD TARGET
Yuma, AZ
48

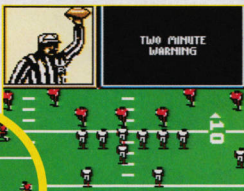


Top 5 Scores

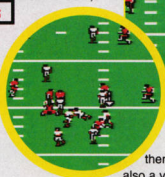


RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
T*HQ	8-Bit	
PLAYERS	THEME	% DONE
1 or 2	Football	100%

are Game Boy quality, but the gameplay is very good. If your gamer has a Game Gear,



If you're looking for a game to take on those long road trips or are looking to get your favorite world traveler something to pass the time during those long airport layovers, T*HQ has put Madden '96 into Game Boy form. The game plays just like its big brother versions on the Super NES or the Genesis. The graphics as you might expect



there is also a version of Madden '96 for that portable from T*HQ as well. This miniature version of Madden includes a brand-

new playbook and some specific blocking techniques. The game also has a wide view of play and crisp player animations. T*HQ has done a good job making Madden '96 portable and therefore should be a hit with portable gamers everywhere. ★



All of the new NFL rules and actual teams (without their logos) are in this version.



All of your favorite Madden plays have been simplified to fit on the Game Boy.

Madden '96

PLAYSTATION

GOAL STORM



If you enjoyed the fast-paced, in-your-face soccer action of Konami's earlier Super NES soccer title International Superstar Soccer, you'll be glad to know that Goal Storm has all of those incredible

features and then some packed into this soccer simulation for the PlayStation.

The game features true 3-D polygon player animations and multiple camera angles that change the view of the field of play.



You can change camera angles to get varying views of the field of play.

You will be able to change your offensive and defensive formations to keep the game close or protect a one-goal lead.



Konami used a high-tech motion-capture technique to capture the movements of actual soccer players.

They wanted a realistic look and feel for die-hard soccer fans and they have succeeded. If this game is a sample of things to come, PlayStation users will have some hard choices to make. ★

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	SIZE	
Konami	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Soccer	65%

NHL HOCKEY '96



He shoots, he scores—die-hard hockey fans will enjoy this portable hockey game.

drop-passes and fake shots. Defenders can sprawl out to block those blistering drives from the point.

T'HQ has reworked the player animations, and they have improved the graphic quality and the speed that the puck moves around the miniature ice surface.

If you have a gamer on the go, they won't be disappointed adding this game to their collection. If you want color

Actual team names and logos are in, but actual player rosters are not.

Team Roster		
Player	Rating	Overall
LD 38 Keith Jackson	45	
MD 39 Tony Williams	43	
LN 27 James Hayes	47	
LD 28 Lennox Roach	47	
MD 41 Hugh Rileu	45	

The puck stops here. If you're itching to play a portable hockey game, Game Boy has one.

T'HQ has NHL Hockey '96 for you to take to the ice with. The game has a Season Mode, complete with season stats and team stats. Individual player rankings can be checked in six different



categories. All-new player controls have been added to this year's game, including



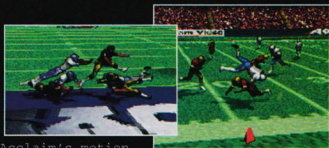
portable action, T'HQ also offers a Game Gear version of NHL Hockey '96.

This game has an NHL league license, but not an NHL player's license. ★

RELEASE DATE	DIFFICULTY	
November	Easy	
PUBLISHER	SIZE	
T'HQ	8-Bit	
PLAYERS	THEME	% DONE
1	Hockey	100%

to those who say they've got the stuff,
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Super NES™ Genesis™ Game Boy™ Game Gear™ Saturn™ PlayStation™ PC-CD ROM



*Saturn™, PlayStation™ and PC-CD ROM

†Exclusive to Super NES™ and Genesis™

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SEGA
SEGA RALLY
 CHAMPIONSHIP
 1995

ACCELERATE
 TO THE NEXT LEVEL

SATURN



One of the most anticipated racing titles since Daytona is burning rubber in the arcades and soon it will be available on the Sega Saturn.

If fast-action racing games are what you enjoy, then Sega Rally Championship has plenty of high-speed driving excitement.

It's a direct port of the highly acclaimed arcade racer.

Sega Rally features an Arcade Mode, a Practice Mode, a Championship Mode and a Racing Mode. You can even make some technical changes to your car's setup to make your car faster on the various terrains on which you are

Sega Rally Championship features instant replays and voice-over commentary giving track warnings and updated track conditions.



required to race. There are three different courses: a desert course, a



RELEASE DATE	DIFFICULTY
December	Moderate
PUBLISHER SIZE	
Sega	CD-ROM
PLAYERS THEME % DONE	
1	Racing 75%

Four different driving views of the race-track allow you to see where your competition is at all times.



forest course and a mountain course. There are four different viewpoints that you can race from: inside the car, outside the car and two other Daytona-like views of the racecourse, allowing you to see where your opponents are. This game is much

smoother than Daytona. This is the way that Daytona should have been done. This game is a keeper and Saturn owners will be burning rubber to get their hands on this incredible racing game. ★



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Store Purchased _____

Game System Owned (Circle All that Apply): Super NES, Genesis,

Game Boy, Game Gear, Sega Saturn, Sony Playstation,

3DO, Nintendo Virtual Boy, Sega Nomad

OFFER EXPIRES 2.29.96

FIFA '96 Soccer

FIFA Soccer is back with a vengeance and is better than ever on the PlayStation. This year's FIFA features over 3,800 real world-class players from 12 international leagues.

This time around EA Sports combined SGI-rendered player graphics and animation with a professionally designed computer intelligence. FIFA '96 for the PlayStation takes over where the 16-Bit FIFA franchise left off.

FIFA '96 uses Virtual

TEAM STRATEGY



Stadium technology and unlimited camera angles to bring the 3-D stadiums to life. Each team in FIFA has its own attributes on offense and defense. The EA Sports team successfully made each team the mirror image of its real-life soccer counterpart.

So much in fact, that each player's trademark move from Romario's surgical shot to the top corner to his phenomenal ball control to freeze the defense has been captured in FIFA for the PlayStation.



Video footage from World Cup USA '94 and video footage of great goals from around the soccer world have been included in FIFA '96.

Real-time commentary is included, with over 19,000 phrases of play-by-play provided by John Motson.

All-new moves (including the crossover fake, the dummy and the nutmeg) and detailed set plays can be called during any play stoppage.

The sound effects are incredible and chants for the 12 international leagues have been added in real-time Dolby Surround Sound.

This year multiple skill levels have been added to give



Set plays can be executed on offense and defense in FIFA '96.

Unlimited camera angles allow you to view the field of play from virtually any camera angle imaginable.



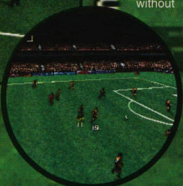
the experienced soccer fan a challenge and at the same time giving the soccer novice a way to compete without

having a lopsided score in favor of the computerized AI.

You can also set up a variety of offensive and defensive formations this year to get a quick goal in the late going or protect a one-goal lead.

You may even notice that FIFA '96 has readable jersey numbers on all of the players.

This game is a keeper, and soccer fans will be single kicking their way into the FIFA '96 record books. ★



Each team is like the real team it represents with potent offenses and defenses.

RELEASE DATE	DIFFICULTY	
December	Moderate	
PUBLISHER	SIZE	
EA Sports	CD-ROM	
PLAYERS	THEME	% DONE
1-8	Soccer	90%

How would you design the perfect boxer?



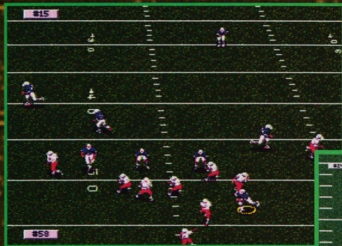
CENTER RING ★ BOXING ★

Think of the most fearsome fighter imaginable. More machine than man. Born to be the undisputed Heavyweight Champion of the world. Did we say born? How about built? In Center Ring Boxing™ create your own original boxer...height, weight, even the color of your trunks. Train mercilessly to build speed, power and stamina. Then, box the socks off every challenger in your way. With devastating combos, hooks and uppercuts you might just earn that title shot. But hopefully, you'll look better than this!

college football

national championship

GENESIS



You will be able to speed burst, stiff arm, spin and dive your way to the National Championship.

league option so that up to 32 people can compete in league or tournament play. During league play, stats are tracked and you will be able to see how the players on your team compare with the league leaders.

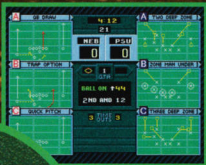
A record book will track your best achievements in 19 different categories.

Sega's taking to the college gridiron for the second time. This year they have 32 of college football's top powerhouses. The schedules have been adjusted to reflect the 1994 season, both in school selection and team attributes.

Among those schools included in this year's version are Alabama, Arizona, Auburn, Boston College, BYU, California, Clemson, Colorado, Colorado State, Michigan and Notre Dame, just to name a few.

There are four different types of game-play modes. You can play an exhibition

game between any two teams. In the divisional challenge, you can play an 11-game season, striving to make the playoffs. The four divisional winners and four wild-card teams make the playoffs. In this mode, you can either use the



New plays and formations including the all-new wishbone formation have been added.



default divisions or create your own. As well, there is the race to be number one. You can create your own schedule and compete in a 12-game season in which your goal is to end the season ranked number one. After the season is over, the top eight teams compete in a playoff.

The Tournament Mode allows you to compete in a four-team, eight-team, 16-team or 32-team tournament to determine a national champion. Sega offers a multiplayer



The powerhouses of college football make spectacular plays and score flamboyant goals wearing their respective schools' colors.



RELEASE DATE	DIFFICULTY	
January	Moderate	
PUBLISHER		SIZE
Sega Sports		CD-ROM
PLAYERS	THEME	% DONE
1-8	Soccer	60%

Speed isn't
all you'll need.



IMPACT RACING

A sharp eye and a quick trigger finger will be needed to survive these race courses. Race at breakneck speed and fight back with a powerful array of weapons including guided missiles and a firewall to barbecue any enemies on your tail. A radar system helps you swerve away from sneaky land mines and incoming missiles closing in fast. Destroy enough cars, and you'll race in the psychotic bonus track, a humongous kill-fest that rewards you for how vicious you are.



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SEGA SATURN



Team and individual stats are tracked in a number of different categories, plus league leaders are tracked in World Series.

SATURN

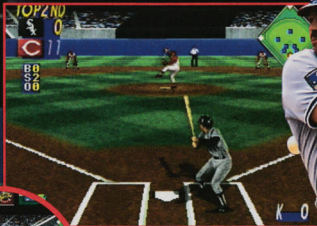
Sega's going for the fence and they can take a long slow trot around the bases as they've hit a clutch home run at a critical time for the Saturn.

This game is a conversion of the Sega of Japan classic Greatest 9.

It has been Americanized and a Major League Player's Association and a Major League Baseball license have been added. All 28 teams complete with the actual player rosters have been included. This game came together much quicker than Sega expected.

It features ultra-realistic renderings of baseball's most famous ballparks.

Gamers can swing for the



RELEASE DATE	DIFFICULTY	
November	Moderate	
PUBLISHER	SIZE	
Sega Sports	CD-ROM	
PLAYERS	THEME	% DONE
2	Baseball	100%

fence in a Home Run Derby. On an All-Star team take part in season play with 13-, 26- and 162-game seasons complete with playoffs to determine a World Series champion.

Each player is announced when he comes up to bat and actual player photos of your favorite big leaguers are in the game.

Large player sprites and excellent animations will make this game hard to beat on the Saturn. It looks like

Sega might be able

to regain the glory of their past World Series Baseball titles. This game covers all the bases. ★



World Series BASEBALL



Five different camera angles including a low, medium, high, random and Chase Mode will allow you to follow the ball as it is blasted out of the infield.

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Box Score

WWF WRESTLEMANIA • PLAYSTATION • ACCLAIM

Acclaim and Williams have come down off the top rope with authority. They have turned out the lights on anyone thinking of making a wrestling title for the PlayStation. This game has some hilarious power moves and combos that will have

opponents long into the night. **GET THIS GAME!**

Video
Cowboy

9.0



While still trying to find the coin slot on the PlayStation, WWF is one exciting game. All of the moves and combos are here and easier to initiate.

As far as sounds go, this rocks your woofers and has off-the-wall commentary and crowd reaction. WWF is a complete wrestling game with all of the fixings.

Dindo
Perez

9.0

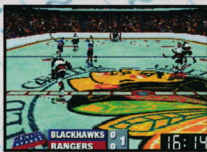
NHL ALL-STAR HOCKEY • SATURN • SEGA SPORTS

Excellent and highly detailed rinks make this game a possible keeper for die-hard hockey fans. NHL All-Star Hockey has a couple of problems and the player animations could have been better. It is also hard to score on your

opponent. But the computerized AI has little trouble with bulging the twine on you.

Video
Cowboy

7.5



It's one of the best-looking hockey games around in the sense of rink detail and players' authentic team jerseys. However, playability is its downfall. Controlling players' movements is sluggish and it's hard to get used to the different camera angles. A great game in the making but needs some improvements.

Dindo
Perez

7.5

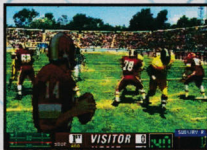
QUARTERBACK ATTACK • SATURN • DIGITAL PICTURES

Quarterback Attack is a unique game that will have you coming back for more. Play as the QB calling the plays, and reading the defenses. This game has gotten a bad rap. In order to do a review you have to play the game.

This game plays well, is a novel approach and the bottom line is it's fun to play. I like it!

Video
Cowboy

7.5



I've never been fond of full-motion video as an element for a game but this title caught my interest. The Inside the QB Helmet cam is a nice touch as well as other unique perspectives. For once in your life, you can be the quarterback and see how it really works in the big game with a real football environment.

Dindo
Perez

7.0

WAYNE GRETZKY & THE NHL PA ALL-STARS • SUPER NES • TIME WARNER INT.

The Great One is back and this game offers some unique gameplay features including fighting. Gretzky had a hand in the design of this game and it shows. The game is fairly solid, but it is still pretty hard to score and the AI could have been improved. If you enjoy hockey, give this one a rent or two first!

Video
Cowboy

7.0



This game never got on the ice for me. For one thing, the unrealistic player animations such as checks and skating ability weren't pleasing to see.

Plus, controlling players took a bit to get used to. Scoring against the CPU is challenging, giving the game more replay value, but it takes more than this for a sure keeper.

Dindo
Perez

6.5

BRAIN DEAD 13™

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TA DIE
FOR!



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Starring Fritz in a bizarre comedy-horror-action-adventure.

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inside Look

Big Bass World Champ.

PSX • Hot-B



Get ready to drop a line in on the PlayStation.

Get ready for another fishing extravaganza, this time for the PlayStation. Hank Parker is back to help you land the big one. He teams up with *Bassin' Magazine*, Berkley rods and reels and Hummingbird fish finders. You put all of the top fishing gear to use in this game. You can even customize your own lake in this version and stock it with whatever type of freshwater fish you like, including pike, walleye, bass and a number of other species. You'll also be competing in a number of progressive bass tourneys.

NFL Full Contact

Saturn/PSX • Konami



Konami's kicking its sports line off in a big way.

Konami is executing their game plan to perfection, by using advanced motion-capture and SGI graphics to render its player and stadium animations in hopes of making the ultimate football game for both the Saturn and the PlayStation. To help reach this goal, they have acquired both the NFL and the NFL Player's Association licenses.

Players' stats will be tracked in a number of different categories and Konami is hoping to deliver some bone-jarring hits to the plans of the other big-time sports game developers.

Boxer's Road

PSX • New (Japan)



No one has claimed this game for the U.S. yet?

This polygon-based boxing game is getting a lot of attention in Japan. All of the reviews of this game that we've seen in the Japanese press haven't listed a score of less than nine out of 10.

Customize your boxers and start weight training to get more firepower behind their punches. You can even put your boxer on a diet to watch his calorie intake.

This game also features a dozen different views that make this game very unique and a lot of fun to play even with the hard-to-read Japanese text.

VR Soccer

PSX • Interplay



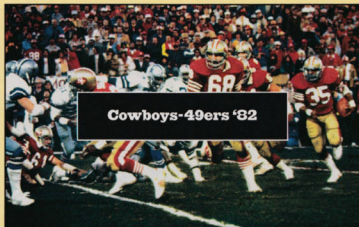
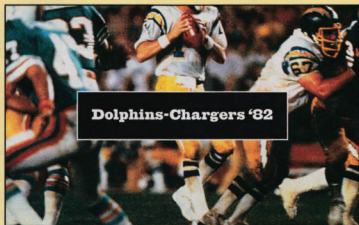
Many different camera angles will be included.

It seems everyone is trying to break into the lucrative sports-gaming genre. Interplay has developed the VR line of sports products and they are taking to the pitch with VR Soccer.

They're hoping to make a realistic polygon-based soccer simulation that will keep gamers busy long into the night. There's no word yet on how many different types of features the game will have, as it is very early in its development.

But we wanted to give you a quick look at what you might expect from VR Soccer.

The greatest football games of all time.





Tons of new offensive plays and defensive formations. The kind that could only come from the mind of Madden.



As you step under the punt you smell the bad breath of the special teams guy comin' down on you. No problem. Call fair catch.



Can't go through 'em. Can't go around 'em. Go over 'em. The way Barry Sanders would. And listen to the pads crack below you thanks to ear-drum banging sound effects sampled from the actual field.

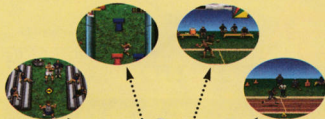


You get the real teams on the field, and in the booth. In addition to the man himself, we bring you the rest of the broadcast team. Pat Summerall and Lesley Visser.



We put the players' numbers on their jerseys this year. So you know where to look for the license of the truck (Barn Morris) that just ran you over.

The new Combine option is a game within the game. Create yourself. Go through a battery of NFL skill tests (with scouts watching). And pray you make it on draft day.



This is not a game. It's a monument to the NFL. A gold standard authored by the man himself, John Madden. The ultimate judge. Kicks off soon on Sega® Genesis™, Super NES™, Game Gear™ and Game Boy™. To order, visit your local retailer or call 1-800-245-4525. Or see us at <http://www.ea.com/easports.html>



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LETTER OF THE MONTH

Does Blood and Success Go Hand In Hand?

Dear EGM,

I don't quite understand the appeal of some super-violent, super-gory and super-hyped fighting games. Would Mortal Kombat have been so successful without the excessive blood in the game? I honestly don't know the answer to this question. It seems some gamers like to see "blood" in those games. Some say it looks cool. Cool? Yes it was cool for the first few hits, then you've got to realize, "What kind of person am I to imagine hitting a person (or creature) so much that he/she bleeds 200 percent of his/her blood?" Is it more fun for you seeing people bleed? If it is, maybe what the opposition to violent games is saying is correct. (I said maybe!) And if it's not more fun, maybe it is more "realistic." No, losing 200 percent of your blood, dying (basically) and getting back up for the next round is not even close to realistic. Ironically, they're screaming every time they lose so much blood. (Isn't that annoying?) Oh the joy of making someone bleed and scream, and the amputations are just the icing on the cake! Fighting games aren't meant to be realistic at all. What if a future company made a virtual-reality game with super-duper real graphics (like in the movie *Virtuosity*) in which the gamers actually use a weapon to make their opponent die? (Please don't say that would be cool.)

Don't feel like I am picking on Mortal Kombat. Killer Instinct is super crappy because it has too many automatic combos. Automatic combos suck! One should work for one's combos. I do agree that it has nice graphics, but

what's the point of nice graphics if the game-play sucks? Oh, and there is Primal Rage, which was fun for about three games and then became a support (you know, elbow and back support) for people watching the game next to it. Oh, since you guys seem to like printing your **EGM** in super-bold face print, I'll mention it a few times, just in case this letter gets printed.

EGM is cool, not gory games. I wish **EGM** mags were thicker. I wish **EGM** would extend my subscription for free.

**Hugh Ha
via the
Internet**

You have to realize that some companies use an excessive

amount of blood because gamers do think blood is cool...at least that was the case for MK. Granted it was and is a great fighting game, but it was also one of the first fighting games that used a prominent amount of blood and gore. Bottom line, some companies will continue to produce games with blood and guts in an attempt to set new standards of gaming just like the original Mortal Kombat did. For now, Hugh, you must sit back and chill, because there is nothing you can do about all the blood and gore. Your Acclaim Dual Turbo Joysticks are on the way!



The Next-Generation System Wars

Dear EGM,

First, I would like to say that **EGM** is looking better all the time! Keep up the good work. Second, you posted a message on the NUKE page that needed some correcting. The author of the message was wrong about the Saturn. He stated that it was not the 32-Bit choice. I disagree with this. It is up to the gamer to decide and will be decided by the games, not the hardware. He (Vegabros) also stated that there was no I/O port for the Saturn—this is false! The Saturn has a few ports that are connected directly to the 32-Bit bus. Third, he stated that the Sony is cheaper! *False.* I paid \$299 for my Sony with no game. Next, I had to buy a game at \$59. Then I had to buy a memory card at \$25 for a total of \$380. That's only a difference of \$20. The Saturn comes with memory and Sega is also sending me VF Remix for free! That's another 60 bucks! So if you take that into consideration, the Saturn is cheaper! I'm not saying that Sony is not as good. I think they are both great systems. The software will decide, though!

Steve Holdorf
Orlando, FL

Dear EGM,

I would just like to voice my opinion about the Sony PlayStation and the Sega Saturn. I am very disappointed with both systems. To me, neither machine represents the "next level" of gaming. I am happier with my Super NES and the very good games the system has. All the PSX and Saturn look like to me are gimmick machines that don't offer any real substance in their



• Players on the Net say that the Saturn can display more polygons than the PlayStation.

games, just eye candy. My opinion might change though. If the games do start to get better, then I might consider looking at the systems again. If not, then I think the support for these machines might slowly die. By the way, I have played both machines and virtually every game that's available for both systems. I work at a rental store and the demand for them has been minimal. People just don't care. Anyway, just thought I'd voice my opinion.

Mike Forst
via the Internet

Dear EGM,

I want to clear up some info that I recently read while cruisin' on the Net. I'm a proud owner of the Sega Saturn and am very pleased to hear that Saturn's tech specs are not as far behind the PlayStation as I had thought. According to some sources on the Net, the Saturn may have slightly more power in the amount of polygons that can be displayed because of its superior throughput power. The PlayStation is capable of calculating more polygons per second than the Saturn, but doesn't have the power to show them. My question to you is the information accurate?

Tom Flynn
San Diego, CA

Dear EGM,

I finally get to write a letter to **EGM** the easy way! I've been itching to do this since the early Saturn release. Anyway, I'm kinda shocked at the attention to the PSX. Never before has a company come into the corporation market and said, "Move over!" Are they doing it right or are they bribing the companies for distribution and hype? Or was it simply the right place at the right time? I have no answers. Maybe they did have a game plan after all. Games like Battle Arena Toshinden and Tekken not only show off the cool graphics, but also have fantastic gameplay. Yet, I remain skeptical because those two can't hold the company.

Richard Knight
via the Internet

Dear EGM,

I would like to applaud Sony (I know, I know... "it's soooooo grrreat!" *schmoozing sound here*) for their entrance into

the console gaming market. I purchased my PlayStation the first day it was available and haven't regretted the hole in my wallet since. It's a damn fine machine that has *unbelievable* promise and should provide a myriad of gaming possibilities for the home market.

At this point, I would like to offer a loud "You Blew It!" to Sega. Saturn? More like Jaguar. There's nothing wrong with its marketing strategy, other than, oh yeah, uh...what are we gonna put in this thing? They release the thing in May with four or five titles available. Okay! It's October and there are...eight. Whoa Momma! I personally think that they picked a poor game to launch with the console. VF just isn't going to draw the interest (or the bucks) like any of the MK games. They should have waited for the third-party developers to finish with more titles before going to market. (I know some of you are saying, "Duh!?! No kidding!" and I'm certain some of those individuals are [were] wearing white shirts at Sega.) I would wager that a great many PlayStation were purchased with the knowledge of a near-perfect translation of MK3 looming for that system (but this is just speculation on my part).

Lastly, I'd like to comment on Nintendo's wait-and-see-what-the-other-guy's-got policy. While it may have worked for them in the 16-Bit wars with Sega, I believe it will bite them in the end with Sony...but that's a topic for another letter.

Gregory Nelson
via the Internet



• Nintendo's wait-and-see policy might've worked with Sega, but will it work with Sony?

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THE LATEST ON 3DO's M2

The very latest updates, pictures and the inside scoop on where 3DO is going in the future!

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EGM's TOP TENS

What are the hottest new games to cross the **EGM** editors' desks this month? What games do you and your pals think are the best? We have the answers with this exclusive listing of the most incredible softs available for any format—chosen by the editors of **EGM** and you—the wired-in readers of the biggest and best video game magazine on the face of the planet!

EGM EDITORS



1
Twisted Metal
PlayStation • SCE



2
Warhawk
PlayStation • SCE



3
Loaded
PlayStation • Intersplay



4
Captain Quazar
300 • Studio 300



5
Wolfenstein 3D
300 • Intersplay



6
Sega Rally
Saturn • Sega



7
Donkey Kong Country 2
Super NES • Nintendo



8
Vectorman
Genesis • Sega



9
Chrono Trigger
Super NES • Square Soft



10
Bug!
Saturn • Sega

EGM READERS



1
BA: Teshinden
PlayStation • Takara



2
Ridge Racer
PlayStation • Namco



3
Chrono Trigger
Super NES • Square Soft



4
NBA Jam: TE
PlayStation • Acclaim



5
Madden '96
Genesis • Electronic Arts



6
Killer Instinct
Super NES • Nintendo



7
VF Remix
Saturn • Sega



8
Slam 'n Jam '95
300 • Crystal Dynamics



9
World Heroes Perfect
Neo-Geo • SNK



10
Daytona USA
Saturn • Sega

Keep Your Carts

Dear EGM,

I figured that since I was going to buy an Ultra 64 that I would no longer need my Genesis, until I saw something in your news section: the Sega Nomad. But before I buy it, I need to know a few things. First, will the graphics be the same as a Genesis hooked up to a standard TV or will they be lower quality? Second is the control. Will it be as responsive as the Genesis or will it be slow like Game Gear? These are just some things I would like to know before buying a Nomad. If you have anything you think I should know before purchasing this system, please tell me.

**Christopher Johns
Houston, TX**

By the time this goes to press, the Nomad should be in stores. The screen of the portable 16-bit powerhouse is high resolution, and unlike the Game Gear, it controls better and has six buttons instead of two. You can still get rid of your Genesis (use it as a planter, bookends or whatever), but if you plan on getting the Nomad, keep the carts.

Are Carts Dead?

Dear EGM,

For the past year I have noticed the switch of CNK in producing its new titles in CD formats instead of on cartridges, my guess to cut down on game costs to compete on the market, especially with the new 32-bit systems arriving and possibly breaking the 330-Meg barrier on its new games. As an owner of the original cartridge-based Neo-Geo unit, am I out of luck for the great new games such as King of Fighters '95 and World Heroes Perfect, which several vendors that I talked to told me that the



• The Nomad can play any Sega Genesis cartridge. Is this the end for Game Gear?

LET YOUR VOTE BE HEARD! You can contact **EGM** directly and record your vote for the hottest new and upcoming games by logging onto the **NUKE** Internet Interface at www.nuke.com on the World Wide Web or just send a postcard with your fave game!



PSYCHO LETTER OF THE MONTH

Now for that part of the show where the truly insane get a chance to shine. This month's letter comes from Sean Salisbury with a tempting offer to join a roach-worshipping temple.

Dear **EGM** (except Andrew Baran),
I, High Priest of the Temple of the

210,791⁸¹ Coming of the Great Warrior Cockroach Bob, have decided to bestow on the entire **EGM** staff (except that Baran fellow) an offer to join our most sacred temple. As members, you would have to obey our rules, of course. You'd have to attend the daily roach-worship sessions, and pray to the living saint, Leonardo DiCaprio at least once a week.

Every day we gather in the courtyard and spend several hours listening to Nine Inch Nails contemplating the connection between Trent Reznor and our savior, Bob. We then retire to our personal suites at the Ramada for some marathon sessions of Chrono Trigger. After that, we all go to our private movie house to screen several anime films. Then we have Italian food for dinner and fight crime...damn! I blew my cover. It's really me, Captain Calzone again. I really must admit to being ashamed by my actions here, but I need a new **EGM** T-shirt and the only way I could get one is to write in again, but I doubted that you'd print two letters from the same food-based superhero, so I lied. I'm so sorry, it's so unsuperheroic and I don't know how I'll explain it to Sheep Boy. You see, it's his birthday in a few weeks and I don't have a thing to give him. Money's been tight in the superhero business lately and I was hoping you'd come through again for an old friend. All poor Sheep Boy wants in this whole world is a brand-spanking-new **EGM** In Your Face T-shirt. Please come through for me and I can assure you the world will be a safer place since a happy sidekick is a productive sidekick.

In case you are wondering about Artichoke Lad, well he's on special assignment and I can't talk about it now, but suffice to say that the people at Sony just might suddenly decide to give Polygon Man his job back. We superheroes stick together.

That's just about wraps it up as I think I hear the Human Cow at the door...

Super heroically (and a bit sheepishly),
Captain Calzone

P.S. Contrary to published reports, Barney is not dead and is living in a secret hideout in the Alps plotting his revenge.



You are a true Psycho, Sean. Your T-Shirt is in the mail.



I'm not a virgin, but I play one on TV!

How much for your little girls?



Are Carts Dead? (cont.)

new titles are only available on CD? I am a loyal subscriber of **EGM**. How come I was never informed of this permanent switch? Have I missed an article or possibly skipped an issue? Naw...

Seth McGeary
Springfield, IL

No, you did not skip an issue or miss an article, you were misinformed. The vendors you spoke with were wrong. According to SNK, all arcade games will be made and distributed in this order: arcade, cartridge and lastly, CD. Certain games not made specifically for the arcade might go directly to CD, but all arcade games will go to cartridge. When you purchase you K of F '95 or World Heroes Perfect, tell the vendors they were wrong and put them in a choke hold until they say they were sorry for misinforming you.

DID COMPANIES FORGET 3DO OWNERS?

Dear **EGM**,

I am an avid sports game fan. I'm a 27-year-old computer specialist who enjoys embarrassing my friends and co-workers in both computer sports games and on my console at home. I own a Panasonic 3DO system and I am wondering: Why is it that there are not more sports titles for the 3DO? I have Slam & Jam '95 (excellent), FIFA '95, and John Madden Football. Crystal Dynamics is advertising what is the most visually spectacular baseball game I have ever seen, based on still shots. EA Sports has brought out upgrades of Madden and FIFA, and has hockey, college football, etc. for other consoles, but not the 3DO. Has the software companies given up on the 3DO?

Prasad Doddanna
via the Internet

There is good news, Prasad. Electronic Arts is currently working on Foes of Ali and NHL '98 for the 3DO platform. Digital Pictures is also

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DID COMPANIES FORGET 3DO OWNERS? (cont.)

working on a sports title called Quarterback Attack. So don't worry, companies did not forget about all the 3DO wonders out there.

IS THERE A MCGYVER IN THE HOUSE?

Dear EGM,

This is my first ever e-mail to your mag. With the inevitability of high-tech gaming consoles making the 16-Bit platforms outdated, many gamers (myself included) are concerned about dwindling support for the Super NES and Genesis. In particular, I have been on the lookout for a Super NES game converter, that would allow old 8-Bit games to be played on the 16-Bit console. I would like a converter since my 8-Bit console is all but destroyed. Following your mag's advice, I bought an RGB cable from Redmond Cable Company for my Super NES (a very worthwhile purchase) along with the Commodore monitor. If there were a converter available, I could play 8-Bit games in RGB Mode! I remember seeing

a short article about such a converter in EGM but have not seen its appearance in stores. With the lack of developers' support for the Super NES, I don't foresee such a converter being released in the future. So, my main question is: Has such a peripheral ever been available to the public? If so, which company makes it and what's their phone number?

Thomas Jones
Boston, MA

There once was a company that developed a converter to play NES games on Super NES, but due to lack of public interest in the product, it never made it to the store shelves. But look on the bright side, if you're friends with McCyver, I'm sure he could make one with dish soap and a gum wrapper.

WHAT'S THE DEAL WITH THE M2?

Dear EGM,

I've recently read that the support for 3DO has gone down a lot in the past year. I am considering buying a 3DO and M2 and I want to know if they will have a lot of third-party support. Do companies like Konami, Capcom, Accolade, Acclaim, etc., plan to

support it? Also, I realize that companies who support 3DO like EA support it but don't put out very many games like they do for Genesis and Super NES. Is the M2 gonna have support from large companies or are they going to stick to the Nintendo, Sony and Sega? Also, do you know how much the add-on is going to cost? I've heard \$200, but then I've also heard \$300. How much will the stand-alone cost (the one with both the 3DO and M2 combined)?

Shane Miller
via the Internet

Unconfirmed reports say that there is not a lot of third-party support yet for the M2. Speaking speculatively, the pricing of the M2 add-on will be anywhere from \$199-249 and the stand-alone will be somewhat higher. The reason it will be so cheap is the fact that it will be going head to head against Nintendo's Ultra 64. Overall, who knows what the plans are for the M2. Only time will tell.

.....
This month's letters section has been completed by Roach Desmond. The letters you see here are indeed actual. You would be surprised at what gets sent to us. Please refrain from sending us animals, live or dead. Also, money sent to our staff is greatly appreciated. Keep it in small unmarked bills...

EGM LETTER ART

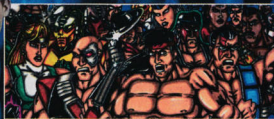
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Christopher Wells • Athens, GA

Mom always said, "Olaf, eat your fries first!"



WINNER!

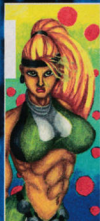
This killer compilation of fighters was brought to us by Ryan Markley of St. Paul, MN. Nice artwork. Your prize is on its way, Ryan!



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Nintendo

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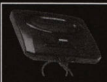
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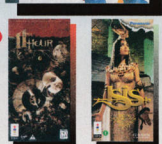


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