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9 OUT OF 10
PSYCHOLOGISTS

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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

The dawn of a new era is upon us, fellow gamers. Place your hands on the magazine, feel the joy in your hearts, and sing out hallelujah! The Nintendo 64 is finally here!

Okay, so we're being a little facetious with that hallelujah. After all, not everybody is as unimpressed of Nintendo as they were before all the N64 delays and before the dramatic drops in the prices of the 32-bit systems. The N64's \$200 price tag just isn't as attractive as it was when PlayStations and Saturns were still \$299 to \$399 (not \$199, which they've been since May) and 3DOs cost \$399 (not \$179, as they do now). Plus, the system is launching with no pack-in game and only three available titles at \$70 each. Are you as excited now as you were last spring?

You should be—if only because of what the N64 brings to bear. The arrival of the N64 can only bode well for gamers, especially the thousands of eager buyers who have written enthusiastic letters to us. For one thing, because the N64 is a remarkable system

with remarkable games, it has spurred the competition to work harder to please gamers. The PlayStation and Saturn wouldn't have dropped to \$199 if the N64 hadn't been looming on the horizon. Sony and Sega will also work to keep their game prices lower than Nintendo's, since CD-based games are typically less expensive to produce than cartridge games, an obvious advantage the companies have over Nintendo. As reader "Michael C." warns us in his adjacent letter, by next year N64 game prices will probably have inched upward toward triple digits. And you thought Resident Evil was scary!

Now that the N64 is here, we advise everyone to test the system and games for themselves, read GamePro for some expert opinions, drop into our online chat room to see what current N64 owners think, and watch as the Big Three companies slug it out for your video game dollars. You're in command now because your buying decisions will steer the industry into the future. The new dawn is lighting up a video game landscape that suddenly looks very different, so sit back and enjoy the view. The fun is just beginning.

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

IT'S HEEEEERE

Despite all the N64 talk concerning delays, the supposedly tantalizing \$200 price tag, and the great-looking games, there hasn't been too much attention paid to the one thing that I think is of utmost importance: the price of the games. In your Inside Scoop section (see "ProNews," July), you informed us that the Japanese games coming out for the N64 will cost around \$95 each. I think some of the readers waiting for the N64 should be made aware of what exactly they are getting themselves into. It's horrible to know that some less-fortunate readers will invest \$200 in this new system but won't be able to afford the games.

"Michael C."
Internet

Captain Cameron replies:

Good point! It's true that the Japanese N64 launched on June 23 with no pack-in and three \$95 games; the U.S. system also lacks a pack-in, but its games are around \$70. See our adjacent editorial for more on the N64 launch.

GAMES 'N' GEAR

I have a PlayStation and my friend has a Saturn. We're wondering what the very first games were for each system.

"The Curious Cat That Didn't Die"
Philadelphia, PA

Doctor Devon replies:

My, how time flies. When the \$399 Saturn made its debut in May 1995, its pack-in game was Virtua Fighter; Panzer

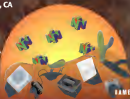
Dragon, Daytona USA, Pebble Beach Golf Links, WorldWide Soccer, and Clockwork Knight were available almost immediately. The \$299 PlayStation debuted in September 1995 without a pack-in game, but ESPN Extreme Games, Katak: The DNA Imperative, Battle Arena Toshinden, Power Serve Tennis, The Raiden Project, NBA Jam TE, Ridge Racer, Novastorm, Off-World Interceptor Extreme, PGA Tour '96, Rayman, Street Fighter: The Movie, X-Coe, Total Eclipse Turbo, and Air Combat were all available within a few weeks. A month later, a \$349 PlayStation with Ridge Racer packed in became available.

In your review of Ultimate MK 3 for the Saturn (see ProReview, July), Major Mike criticized Kitana's "weak" rabbit attack. I think that the rabbit attack is perfect for two reasons. First, it makes perfect sense that Kitana turns into a rabbit: rabbit, bunny, playmate...you get the idea. Second, the idea of a killer rabbit has been used successfully before. In the movie Monty Python and the Holy Grail, a killer rabbit attacked King Arthur, and look how well that movie turned out! So give the rabbit a chance. By using a rabbit, UMK 3 alludes to history and enlightens us all.

"Trelane79"
Internet

Major Mike replies:

You consider Monty Python history? The only way Monty Python and the Holy Grail relates to history is that the movie happens to have set its jokes in medieval times. Even



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so, the gamer who hasn't seen the movie probably won't understand the joke behind the *Animality*. If the *Animality* refers to the movie (and we're not convinced it does), why not go all out with the joke and have the rabbit take the opponent's head off completely, as in the movie, rather than claw her victim to death as they go offscreen?

I've played Resident Evil for a while, is Capcom going to make a sequel?

"Jimaster" internet

Tommy Glide replies:

Yep, the company's working on RE 2 for the PlayStation as we speak. It won't be out until mid-1997, though. No word on RE for other systems.

READER REPORT

Now that the Nintendo 64 is finally here, we have one simple question: Was it worth the wait? If you already own an N64, consider Nintendo's long, frustrating delays, think about how happy you are with the machine and the games they finally delivered, then send your yes or no answer to the address given below. We'll show the final tally in an upcoming Reader Report.



Andrew Rubin, Syosset, NY

What's with all of these new games that are trying to score the wits out of you, like Resident Evil and D? Are games supposed to be good only if they have demons or zombies or something terrifying in them? What happened to normal games?



CELEBRITY CIRCLE

Chris Morris of Elk Grove, California, is one of many Schwarzenegger fans who enjoys the Terminator video games. Chris wants Arnold's address. Here it is, baby:

Arnold Schwarzenegger
c/o Leo Pitt
International Creative Management
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Beverly Hills, CA 90211



Art Attack

Pick of the Month



Ygnacio Abreu, Elizabeth, NJ



Robert DeJesus
Green Point, WI



Samuel Diaz
Flushing, NY



Victor Watts
Spartan, GA



Kefael Altamirano
Evansville, IN

Whaddaya Think?

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BUYERS BEWARE



By The Watch Dog

October? OCTOBER!?! Man, have I been buried in the doghouse or what? This month we address your Halloween horrors with answers to Genesis, Double Switch, and Discworld questions.

Q: My local software store told me that Sega is going to stop making games for Sega Genesis and Sega CD. Is this true? I don't know why Sega would stop making games for these systems. These systems are still good for those of us

who don't have a ton of money for the better things in life. Plus the number of Saturn owners does not exceed the number of Saturn owners. Does the Watch Dog think that Sega is making a big mistake by ceasing to create games for Genesis and Sega CD?

Jeff Zeminski, Internet



Gen-extinct?

A: So says a representative from Sega: Sega understands that there are millions of Genesis owners out there, which is why we continue to support the Genesis with titles like Vectorman 2, Sonic Blast, and World Series Baseball '96. We also have third-party support for such titles as Madden '97. Sega has no plans to extend the Sega CD library (which already has over 200 titles).

Q: I recently purchased Double Switch for the Saturn. At the end of Act I and Act II, the game asks you to remove the CD and insert the second CD. When I open the CD door, the CD is still spinning. If I'm not mistaken, I heard that opening the CD door while the CD is spinning might damage your unit. Will this damage my system?



Spin City

jporth, Internet

A: A representative from Digital Pictures answers: It's still spinning because it's reading the disc. Stopping the CD while it's spinning shouldn't be a problem.

A: Todd at Sega's Customer Service answers: Although you should wait for the disc to stop spinning before placing a different game CD in the Saturn (such as swapping Black Fire for Gun Griffon), it's alright to stop the disc if you're swapping discs on a multiple-CD game like Double Switch.

Q: I purchased Discworld a while back and I could never get it to save. I tried everything but I kept getting the "Save Error" message. There is nothing wrong with the memory card. Is there something wrong with the game itself?

Fear's Ally, Internet



Memory lapse?

A: A representative from Sony Customer Support states: We haven't encountered a save problem with Discworld. If, however, the game continues to be problematic for you, package it up and send it to the address below via registered mail or a service like UPS or Federal Express:

SCEA
Consumer Service
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San Mateo, CA 94402

Be sure to enclose in the package a copy of the sales receipt and a letter with your name, address, phone number, and a brief description of the problem. We'll replace the game immediately.

Q: There's a problem with my Genesis! It powers up fine but every time I so much as wiggle it, it turns off. My friend has the same problem. I think the new Genesis (Genesis Type II) has something wrong with it. What's wrong?

A: First things first: Don't wiggle your Genesis. Second: It sounds like a loose power cord connection, which is even more serious. A short in the wiring is a potential fire hazard. Call Sega's customer service department at 1-800-872-7342 (USA-SEGA).

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PRO NEWS

October 1996

Sega's President Resigns, New Team Quickly in Place

The man who successfully led Sega into a colossal 16-bit war with Nintendo is leaving. Tom Kalinske, president and CEO of Sega of America (SOA), announced his resignation on July 15. The 52-year-old executive, who guided Sega to a 50 percent market share in the \$4 billion-a-year video game industry, will be staying on with SOA until September 30. Also leaving SOA are Hayao Nakayama and David Rosen, formerly chairman and co-chairman of Sega of America, respectively.

SOA acted quickly to appoint a new team at the top. Shoichiro Irimajiri is the new chairman and CEO. He also retains his current



Out with the old: Sega's top exec, Tom Kalinske, says it's "Game Over" for him.



In with the new: It's "Press Start" for Shoichiro Irimajiri, formerly of the helm of Honda.

position as executive vice president of Sega Enterprises, which is Sega of America's parent company. Irimajiri, formerly the president and CEO of Honda of America, has been actively involved in the company's North American business since coming to Sega in 1993.

Joining Irimajiri at the helm of SOA's corporate structure is Bernard Stolar, previously a top Sony Computer Entertainment America exec who was instrumental in launching the PlayStation. Stolar is now SOA's executive vice president in charge of product development and third-party business. Others receiving promotions include Ted Hoff, who was until last March a top decision-maker at Atari and is now SOA's executive vice president, sales and marketing, Kazufumi Miyazawa, the new chief financial officer, and Makoto Kazushio, now the vice president, business planning and operations. This new team is responsible for Sega's business in North America.

Kalinske is leaving Sega after six years of steering Sega through a volatile chapter in video game history. He is credited with aggressively leading Sega to a brief stay as the number-one video game company in 1993—above archrival Nintendo. Sega's transition from 16-bit to 32-bit hardware has been rocky, however, and in the fiscal year that ended this past March the company posted a loss of \$170 million over the previous year's results in the U.S.

Kalinske's next job will be at Education Technology LLC (ETLLC), a start-up education-based investment firm formed by Lawrence Ellison (the chairman of Oracle Corp. and a friend of Kalinske's) and Michael Milken (the infamous junk-bond impresario and convicted felon). ETLLC hopes to bring advanced technology to schools and worker-training programs, satisfying what Kalinske says is a "new demand for cradle-to-grave learning in order to give everyone the skills and competencies they need to remain competitive.... The goal is to meet the education needs of people over their entire lifetimes—from ages 2 to 80."

Sega tried to put a customarily positive spin on the sudden changes at the top, though the company's explanations still left gaping holes. All sources within Sega maintained the party line when discussing the moves, leaving GamePro with these consensus answers to the most-asked questions:

- Kalinske wasn't forced out, in fact, he will continue to be a part of the company by staying on indefinitely as a member of the board of directors.

Inside Scoop

Contrary to what we were previously told, *Mortal Kombat Trilogy* for the PlayStation and Nintendo 64 will have Johnny Cage as a fighter. The addition of Cage to the MK Trilogy lineup gives the game every fighter from every past MK game.

Add the *Vic Tokai* software company to Nintendo's list of companies making games for the Nintendo 64. *Vic Tokai's* fighting game, *Dark Rift*, has been approved and should be coming to the N64 next year. And Interplay just announced that *ClayFighter 3* for the N64 will be out next year.

Expect to hear about new games from DreamWorks Interactive next year. That's when *DWI*—the company that's headed by Steven Spielberg and Miramax—plans to introduce software for the Saturn, PlayStation, and Nintendo 64. One of the first titles is expected to be based on *The Lost World*, the movie sequel to *Jurassic Park*. In addition, *DWI* plans to make five unspecified PC games next year.

Inside sources say that Matsushita is taking a "wait and see" strategy with its 64-bit M2 system. Even though there are no immediate plans for the machine, the company continues to develop new revs of the internal hardware, and M2 software is still in development as well.

Philips is about to formally call it quits for the CD-i. In July the *Wall Street Journal* reported that the company had lost \$1 billion on the beleaguered system since its 1991 launch. The *WSJ* called the CD-i a "marketing nightmare" in the U.S., although Philips maintained that it had sold 200,000 units and would soon be integrating the system into a new digital video disc player.



PROJECT

OVERKILL

IT'S READY-ARE YOU?



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- The moves were not in response to the Saturn's disappointing sales, even though the PlayStation is winning the 32-bit sales war by at least a two-to-one margin.
- Sega spokespersons were confident the company is "on the right track because we've got a favorable product lineup for Christmas, we've met all our sales goals for the Saturn, and we're positioned to have a great holiday sales season."
- The new executive management team is going to be more aggressive than ever in challenging Sony and next-gen newcomer Nintendo.
- It's purely a coincidence that Kohnke is leaving the same day the Nintendo 64 comes out; his new job happens to start October 1.

JVC=DOA?

It's been a summer for company shakeups. Like Atari (see "ProNews," May), Acclaim (see "ProNews," July), and Crystal Dynamics (see "ProNews," September), JVC is undergoing some fundamental upheavals that leave its future as a game-making force in doubt. Over the summer, all of the company's marketing and public relations staff were let go as the company began a major internal restructuring. An inside source still on the job at JVC said the company may be moving away from creating console games, though it still hopes to release the PlayStation games *Deadly Skies* and *Impact Racing* next year.

In its heyday, JVC published award-winning 16-bit games by LucasArts, among them *Rebel Assault* for the Sega CD and the *Super Star Wars* trilogy, *Ghost Patrol*, and *Indiana Jones' Greatest Adventures* for the SNES. This year, however, the company has been bogged down by delays and cancellations—the aforementioned *Deadly Skies* and *Impact Racing*, plus the combat/action game *Varum's Forces* and the RPG *Splix Realities*, were all originally announced for 1995 release. *Center Ring Boxing*, an indifferently received game for the Saturn that came out in early 1996, so far stands as the company's last console hurrah.

New PC and DVD Coming

Matsushita Electric Industrial has announced that it will begin marketing \$500 personal computers in Japan by the end of the year. The new machines will enable users to plug into standard TV sets and surf the Internet. Users will also be able to play video games on TV screens, according to Matsushita president Yochi Morishita.

Matsushita's new computer will rival the Pippin Atomik, a PC sold by Japan's Bandai in cooperation with Apple Computer of the United States. The Pippin Atomik has been available since

March and also sells for about \$500, which is half of what the cheapest PCs commonly sell for in Japan.

This past summer Sony unveiled prototypes of its first DVD (digital video disc) player in several U.S. cities. The new DVDs hold 4.7 gigabytes of digital info on each side (seven times more than traditional music CDs). This makes it possible to put the high-quality video and audio of a full-length movie on a CD. That movie can then be shown on any TV.

Expected to be one of the hottest next-gen products of the decade, the DVD player will cost between \$500 and \$700. Toshiba, one of the companies that contributed to the DVD technology, predicts global sales of more than 100 million units by the year 2000. Once the new machine launches this winter, Sony will support it with an extensive collection of movies; plans for interactive software are already in the works.



The Sony DVD player should be available this Christmas.

ID4 Goes 32-Bit

To the delight of movie fans and UFO watchers everywhere, Fox Interactive has begun working on an action/adventure video game based on the hit movie *Independence Day*. ID4 will come out for the PlayStation, Saturn, and Windows 95 CD-ROM in late 1997 or early 1998. So far the game looks like it will be a behind-the-ship shooter.

Hopefully the game will improve on Fox Interactive's spotty track record: The company's previous titles include *The Hard Trilogy*, *The Tick*, and *The Pagemaster*. A sneak peek of the new ID4 game is being shown on the *Inside Independence Day* CD-ROM, a Windows/Mac

disc that gives a behind-the-scenes look at the record-setting movie. **B**



Inside Independence Day shows you storyboards, sketches, and movie clips from the blockbuster movie. For more info, check out the Fox Interactive Web site at <http://www.foxinteractive.com>.



Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword "GAMING" to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online site at <http://www.gamepro.com>.



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The Gameplay

NIGHTS SCREAMS ALONG AT BANISHEE ITS ADAPTIVE SPEED MANAGEMENT GAMEPLAY AND BREATHTHROUGH TO REPLICATE THE TRUE SENSATIONS OF FLIGHT. SEQUENCES, ITS OVER TWENTY TRACKING IN REAL TIME, AND ITS OMNIPRESENT



The New 3D CONTROL PAD

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The Introduction

There's more, of course. But the rest is up to you. So kick off your melting shoes. Say your prayers. And fly. No way you'll sleep. But you'll have worked good dreams.

NIGHTS

THE NEW 3D CONTROL PAD

ONLY ON



SEGA SATURN



GAMEPRO ONLINE

The Best of GamePro Online

By The Net Net

GamePro magazine races along on America Online (keyword: **gamepro**) and the World Wide Web (<http://www.gamepro.com>) every minute of every day. For anyone who's yet to boldly go into cyberspace, here's a sample of what's happening in our cyberworlds.

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AOL Glossary of America Online Terms

Club Car—Did you know that AOL has its own chat room for subscribers? It's called the Club Car, and you can reach it via either of these keywords: **discover** or **orientation**

America Online Gets New Games

AOL



Gunslinger II, one of the fantasy games found on AOL's Games Channel

Online gamers will be excited to know that America Online has launched a new series of online games. AOL's Games Channel (keyword: **games**) has something for everybody—warlike fighter pilots, chess masters, and dragon slayers.

Air-combat fans will want to jump right into the cockpit of *Air Warrior*. This new multiplayer flight sim presents heavy bombers (B-17s), nimble fighters (P-51s), and three war environments (WW I, WW II, and the Korean War) for some high-flying dogfight action. One extra feature that should appeal to novices is some air space reserved for newcomers so that experienced aces won't immediately blow rookies out of the sky.

For a more restrained competition, try matching wits against other gamers in *Trivial Pursuit Interactive*, which poses the kind of brain-teasing questions that have made *Trivial Pursuit* one of the world's most successful board games. New games begin every 15 minutes.

These two games join an AOL lineup that includes casino card games, crossword puzzles, checkers, chess, and murder mysteries. The AOL Games Channel also provides game hints and chat rooms.

If you've yet to visit GamePro Online on America Online, here's what you're missing: Chat rooms where you can talk with other gamers and GamePro editors, message boards filled with info and opinions, a File Vault of FAQs, an Archive of back issues of GamePro magazine, guest conferences with industry leaders, and Hot News posted daily.

WEB

AOL and Web News

AOL



The Total Entertainment Network invites gamers to play by downloading through the company's online marketplace cover.

- The Total Entertainment Network (TEN) is up and running, which means that Duke Nukem 3D, Warcraft, Terminal Velocity, and other multiplayer games are now available at its World Wide Web site (<http://www.ten.net>). TEN has the rights to more than 20 games and enables gamers to compete coast to coast.
- It's been big on every other system, and it helped launch the Game Boy, so why shouldn't Tetris be on the World Wide Web? Look for the classic puzzle game to come to the Web this year with a new feature: multiplayer competitions. The Tetris Company will organize competitions by age group, Little League style.
- On the World Wide Web, GamePro Online (<http://www.gamepro.com>) received more than 1 million hits in its first month of existence (a "hit" is called everytime a user accesses a Web site). What makes this number especially impressive is that the site still wasn't complete until two months after its May debut. The library and pages from some of the individual editors (such as Scary Larry) had yet to be posted when GamePro Online reached the 1 million mark. Visitors to GamePro Online can find news posted daily, pages created by GamePro editors, Web links to many other related sites, and more.



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ACTIVISION



By The Lab Rat

Every Halloween someone steals the lab's pumpkin, so this year we've charged it with six thousand volts of electricity. Now that nobody can get near it without frying, let's check out the lab's newest treats.

ASCII's Arcade Vengeance

The gamers over at ASCII finally clued their designers in to the fact that arcade joysticks haven't had a big ball on the end of them since Pac-Man. Obviously, the designers took these suggestions seriously with the ASCII Saturn Stick. Not only does this slick black beauty offer a modern arcade stick molding for fighting games, but the switching in the base also feels like real arcade quality. Like past ASCII controllers, however, the average-sized buttons are laid out at a slight angle.

When put to the test with Street Fighter Alpha, this stick

ASCII Saturn Stick



Systems: Saturn

Features: Best arcade-style joystick in town

Available: October

Price: \$44.95

Contacts: Local gaming

performed well. It was easier to whip off Alpha Counters and Alpha Specials than with a normal control pad. While it's

not an arcade-perfect controller, for Saturn owners it's the best stick out there.

Going Psycho?

Multiple-system owners may go psycho over the Psychopad K.O. from ACT Laboratory Ltd. This arcade-style controller is similar to many others we've seen; it has a sturdy metal bottom, wide plastic base, and average-size ball-top joystick and buttons. But (and this is a big but), it comes with three adapter cords, making it compatible with the PlayStation, Saturn, and Super NES!

Like Norman Bates, this psycho also sticks it to you with...er...numerous extras. Look for adjustable-speed auto-fire, slo-mo, and a huge programming feature that enables you to store 12 programmed combinations (up to 10 movements in each). Also, a handy but tiny flip switch reverses the direction of your programmed sequences in the event that you jump over your opponent and want to use your programmed moves from the opposite side.

After several rounds of Mortal Combat II testing, this stick handled fairly well.

With Sub Zero's special moves programmed in, it was easy and fun to freeze the heck out of opponents with the touch

Psychopad K.O.



Systems: SNES, Saturn, and PlayStation

Features: Programmability, slo-mo, adjustable-speed auto-fire, and solid design

Price: \$59.96

Available: Now

Contacts: Local toy/gaming stores or ACT Labs at

of a button. For those gamers who want a good programmable stick for more than one system, this is easily the choice.

Sega's Analog Nights

Not to be shown up by the N64 and PlayStation, Sega has released the Saturn 3D Analog Controller, bringing precision control to its 32-bit machine.

With a unique yet comfortable design, this round black controller looks like a wide hockey puck with fins. You get the standard six-button inter-

face, but two triggers underneath the pad replace the top Left and Right shift buttons. The standard digital directional pad or the new analog directional pad that rests just above it are both equally easy to manipulate. The cord detaches from the base of the controller for some unannounced future peripheral (we're thinking Internet). This is a problem already, though, as the cord may slide out while you're playing (yikes!) due to the weak design of the cord/controller interface.

This new pad comes bundled with the 3D game Nights (see ProReview, this issue) and is also sold sep-

arately. This controller is backwards compatible with all Saturn analog games, meaning you can use it with Daytona Racing, Sega Rally, Panzer Dragoon, and so on. While it felt a little squishy with Panzer, it worked great with Nights, and it will work with upcoming 3D games like Bubsy 3D and Sonic X-Treme. Anyone interested in 3D gaming will inevitably need an analog control pad, but unless you plan to get Nights right away, you can hold off on this one until more games come out. ☐

Saturn 3D Analog Controller



Systems: Saturn

Features: Six-button controller with analog and digital control pads

Price: \$39, \$69.99 bundled with Nights

Available: Now

Contacts: Local toy/gaming stores

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Jeff Holzhaus
Westport, IN
7.42 minutes

John Sites
Ohio
7.95 minutes

Lawrence Andrews
Hermiston, OR
8.03 minutes

George Powell
Glen Burnie, MD
8.32 minutes

GRAND PRIZE WINNER

Anthony Cornell
Billerica, MA
2.38 minutes

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and Reptile from MK2. 3 modes of play. Selectable ending sequences.
And the ability to play as Rain and Noob Saibot. Watch your back.

It's Heeeeeere!

THE NINTENDO 64 FINALLY MAKES ITS U.S. DEBUT.

After years of promises and delays, the Nintendo 64 finally makes its North American debut on September 30. Record sales in Japan, a waiting list of pre-orders in the U.S., and one of the biggest marketing blitzes in history ensure that the new system will get off to a running start. For Nintendo, the future's so bright, it's gotta wear shades!

That bright future contrasts with the N64's murky past. Nintendo has a hit-and-miss record as far as promises for the N64 go. At least Nintendo got the price right: As promised 1,134 days ago, the



Nintendo's finally ready to take a big bite out of retailers' shelf space with the N64. One of the key games coming for Christmas is Acclaim's *Turok: Dinosaur Hunter*.

price is indeed under \$250 (at \$199.95, it's under by fifty bucks). But Nintendo got the pack-in game wrong: Despite rumors that Super Mario 64 or Plotwings 64 would come with the system, there is no

pack-in game, so having a great new game to play on your \$200 system will cost you an extra \$69.95 (Mario's suggested retail price).

Even worse is the paucity of launch titles. As recently as

four months ago Nintendo claimed seven games would be ready on September 30: Super Mario 64, Plotwings 64, WaveRace 64, Body Harvest, TetrisPhear, Star Wars: Shadows of the Empire, and

To Buy or Not To Buy

We asked our editors this question: Given the facts about the N64 launch (\$200 price, no pack-in, only three \$70 games available), should gamers buy the system now, should they wait to buy it, or should they buy a different system? Here are their answers.

Alr Hendrix: "Definitely buy one now, if money is no object; but if you have a PlayStation and don't mind waiting, patience now may pay off later."

Black Widow: "Mario 64 is amazing, and the games slated for year-end release are solid. If you can afford it, it's worth being the first one on your block to have an N64."

Bro' Buzz: "Buy one as soon as you can, because there are great games coming and there'll be a mad rush for the system at Christmas."

Braided Lee: "Buy it, because we've waited five years for a true sequel to Super Mario World; if you loved that game, you'll love Super Mario 64."

Captain Cameron: "Buy it now. You don't want to miss out on the biggest thing Nintendo's done since they launched the SNES five years ago."

Scary Larry: "You might not be able to get an N64 for months, so get one now if you can; the first dozen N64 games will be worth your whole PlayStation library."

Cruis'n USA. Actually, only Mario, Pinotwings, and possibly Cruis'n are debuting with the system.

Still, the system has had the whole video game world buzzing since its debut at the Japanese Shoshinkai show last November. It's also the system that's received the most pre-release exposure: the N64 and its games have been on more magazine covers in 1996 than Cindy Crawford. GamePro itself has featured the N64 prominently on five covers (March '95, June '95, March '96, September '96, and October '96). Not bad for a system that only came out within the last month.

The Tale of the Sale

The easiest way to predict how successful the Nintendo 64's U.S. launch will be is to examine the system's Japanese launch. The Japanese system isn't compatible, but the sales fig-



The launch lineup: Pinotwings, Super Mario 64, and maybe Cruis'n USA

ures should be comparable. When the N64 came out in Japan on June 23, it was basically not buyable. That's because virtually every one of the 300,000 units released that day had already been sold via pre-orders. The few stores that did have unreserved N64s to sell were greeted that first morning by long lines of eager gamers who had camped out overnight. Unreserved systems sold out within minutes. Ultimately, all 300,000 systems sold out the very first day they became available.

Nintendo made another 200,000 available later in the week, but those were also gobbled up by pre-orders.

Thus, of the 500,000 units sold in Japan within the first week, virtually none ever made it to a store shelf. Ultimately, Nintendo sold 1.5 million units during the three months of summer.

Similar numbers are expected in the U.S. Nintendo plans a gradual rollout of 500,000 units across the

country from September 30 through to the holidays. This three-month allocation of a fixed number of systems should help sustain interest; at least that's Nintendo's hope. Come January 1997, another 500,000 systems will be trickled out through to March. Basically, Nintendo will be selling a half-million systems every three months. If the lessons from Japan apply in the U.S., there will be far more buyers than there will be systems for the first months. ■

Let the Games Begin!

Here are the latest scheduled release dates for Nintendo 64 games. Note that Sierra On-Line's Red Baron is no longer coming to the N64, since new titles have been added, and some of the long-awaited titles have shifted around on the schedule to leave a big hole in October.

All info is subject to change, unfortunately. An * denotes a new release date or a revised title.

Expected Date	Title	Developer
September 30	Cruis'n USA—revamped	Williams
September 30	Pinotwings 64	Nintendo
September 30	Super Mario 64	Nintendo
November	Star Corps	Rise
*November	Killer Instinct 64	Rise
*November	Mortal Kombat Trilogy	Williams
*November	NBA Hang Time	Williams
*November	TetrisPhox	Nintendo
*November	Wormface 64	Nintendo
November	Wayne Gretzky's 3D Hockey	Williams
*December	Body Harvest	DMA Design
December	Buggie Boogie	Angel Studios
December	GoldenEye 007	Rise
December	Ken Griffey Jr. Baseball	Nintendo
December	Rhy's Air Ride	NAL Studios
December	Monster Dink	Miniscap
December	Shadows of the Empire	LucasArts
*December	Star Fox 64	Nintendo
*December	Super Mario Kart R	Nintendo
December	Turok: Dinosaur Hunter	Acclaim
*January '97	Robotech: Crystal Divers	GenieTek
*January '97	War Gods	Williams
February '97	Frank Boy	Vigra
*March '97	Mission: Impossible	Buena
April '97	Doom 64	Williams
*April '97	FFA Soccer '97	EA Sports

Sony's and Sega's Strategies

So how are Sony and Sega countering the N64 juggernaut? By touting the one thing Nintendo can't yet offer: a large number of games.



Sony's throwing more than 100 new PlayStation titles into the ring this year. After the resounding spring success of Resident Evil, Crash Bandicoot and Final Doom are ready to dominate the holidays. Other top games include Tomb Raider (shown here), Twisted Metal 2, and Duke Nukem 3D.



Sega doesn't have as many prospective titles as Sony, but it'll still have more out this year than Nintendo. Exclusive arcade conversions like Virtua Cop 2 and Virtua Fighter 3, plus the Saturn's first Sonic game (Sonic X-Treme), lead the charge. An Internet connection via the new Net Link (shown here) and a well-received analog controller for Nights could also steal some of Nintendo's thunder.

Cover Feature

YOUR FAVORITE



The Game Names

Updates on some of the key games expected in the first big wave of N64 releases.

Mortal Kombat Trilogy is one of the N64's most tantalizing titles. With all the fighters from MKII and Ultimate MK3 (including Rain and Noob Saibot), and several new fighters, plus a few hidden characters, this is the biggest MK yet. Expect the usual wild range of fatalities, Babalities, and Friendships.

Acclaim's been undergoing major company restructuring lately (see "ProNews," July), but insiders insist that Turok is still a priority. Time-traveling gamers will go back to prehistory for some first-person shooting at polygonal bionic dinosaurs—the "bri-no-saurs" created by the evil Campaigner. Your weapons include a bow and arrow, a futuristic "tek bow," guns, and grenades. Staying true to the game's comic book origins, the plot is carried through nine levels divided into three chapters: The Plot Revealed, The Ancient Ruins, and The Lost Land.



When aliens invade the Hedron Universe, the only Hedron to escape capture is Freak Boy. You play as this unusual polygonal hero in an effort to vanquish over 50 kinds of bestial aliens and restore the Hedrons to their home dimension.



NOVEMBER

Mortal Kombat Trilogy

(By Williams)



More than 70 new Kombat Kodes, new voices, backgrounds that break to reveal several new levels, and an Aggressor mode that rewards the attack-

ing player bring freshness to the fighting and make this perhaps the definitive MK experience.



ence. It's been hard to peg this game on the calendar; after slipping to a November release, MK Trilogy now seems likely for October.

DECEMBER

Turok: Dinosaur Hunter

(By Virgin)

the atmospheric 3D worlds created by Iguana, Acclaim's programming studio. Turok is probably a Christmas release.



What puts the freak in Freak Boy is his ability to absorb the objects he finds into his head, chest, or feet to get an almost endless assortment of new powers. Freak Boy's constant morphing adds interesting action/adventure gameplay possibilities and makes proper

weapons management a key asset. Burst, Virgin's in-house developer, promises an "edgy" character and more than

25 realistic 3D worlds that can be viewed from literally thousands of angles.

FEBRUARY

Freak Boy

(By Virgin)



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The Cutting Edge Special Report

Nintendo 64

Graphics— —Hardwired

By The Whizz
(Special thanks to Nintendo of America)

If you're trying to understand next-gen graphics, then you're being bombarded by a ton of mind-boggling terminology. Here are definitions to some of the key graphics features hardwired into the Nintendo 64 Reality Co-Processor graphics engine.



Anti-aliasing eliminates the jagged edges of polygons that compose Mario's face.



MIP mapping keeps Mario looking sharp as he moves toward you.

One of the cool things that makes the Nintendo 64 a lean, mean graphics-generating machine is that many complex graphics features are built into it. This means that game developers can juice the speed of the gameplay and still get those eyeball-popping visuals, since they don't have to plug in extra code to access cool effects. Here are some of the features that enhance the graphics capabilities of the N64.

Basic Graphics Lingo

Bitmap—An image represented by pixels, sometimes called "texture"

Pixel—Short for "picture element," this is a single dot on a computer monitor or a TV screen. Onscreen images are composed of pixels

Polygon—The basic 2D element from which 3D objects are constructed. Typically, triangles are used, and sometimes rectangles

Rendering—The process of creating an image on a screen from visual elements such as polygons, textures, or lights, as

opposed to displaying pre-computed graphics and animation. Real-time rendering is what enables a player to move freely in a 3D world such as the one depicted in Super Mario 64

Texel—A pixel within a texture map

Texture mapping—The process of placing a bitmap image (a texture) onto a surface during rendering. For example, to create a brick wall, a photograph of bricks is placed onto a polygon. Texture mapping is the basic tool used to create realistic 3D worlds



Anti-aliasing—A technique used to smooth out the jagged edges of polygons, which you sometimes see in video game graphics. This is accomplished by illuminating pixels along the edge of an image with colors that are a blend of the adjacent colors.

Bilinear interpolation—A technique used to improve the appearance of a textured surface when it's viewed from a given distance by blending the colors of adjacent texels

Dithering—A technique used to enhance image quality by increasing the apparent number of colors beyond those which are actually used to display the image

Environment mapping—A rendering technique used to create realistic-looking reflections on a surface. Reflections are everywhere in the real world, but generating reflections in real-time graphics requires a high-powered CPU

Fog effects—A normal atmospheric effect that is used in games, fog can also be used to show that an object is far away

Gradient shading—Rendering a polygon with smoothly changing color across its face by blending colors evenly between two connecting surfaces.

MIP mapping—MIP is an acronym for a Latin phrase, *multi in partem*, meaning "many parts." This technique improves the appearance of an object's textured surface as it moves into close-up view by computing new textures based upon the distance of an object from you, the viewer. MIP mapping eliminates the pixelated look you sometimes see with objects in close-up views. Doom fans will be amazed at Doom 64 close-ups.

Trilinear interpolation—A rendering technique used to improve the appearance of a textured surface when viewed at a given distance by blending the colors of adjacent surfaces.

Z-buffer—A rendering technique where the distance from the viewer (Z) for each pixel is stored during rendering and used to determine where objects are displayed onscreen as they move in real time. For example, if the handlebars of a moving Star Wars speederbike have already been drawn in a given location onscreen, by comparing the distance from you, the viewer, to the nose of the speederbike to that of the handlebars, the CPU knows that the nose should not be drawn in front of the handle bars. □

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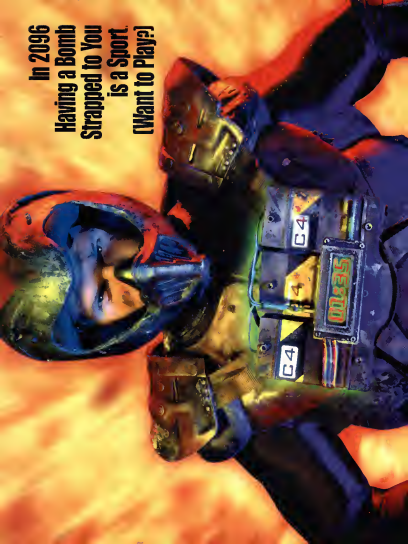
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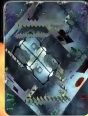
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crystal, objects, and more



ACTIVISION

Special Feature

GamePro visits the inner sanctum of Skywalker Ranch in San Rafael, California, for an exclusive preview of LucasArts' spectacular fall lineup: *Dark Forces* and *Rebel Assault II* for the PlayStation, *Jedi Knight: Dark Forces II* and *X-Wing vs. TIE Fighter* for the PC, and one of the most anticipated games of the year, *Shadows of the Empire* for the Nintendo 64.

By Scary Skywalker

Dark Forces
PlayStation



Dark Forces, a *Doom*-like shooting game that features a vast array of Star Wars enemies, is nearing completion on the PlayStation. Although the graphics were choppy in the version we played, the team at LucasArts is hard at work correcting all the visuals.

Developed by Big Bang Software
Published by LucasArts
Available November

Graphics

LucasArts plans to improve *Dark Forces'* pixelated graphics. Still, as they now appear, the game's graphics are close in quality to *Doom* for the PlayStation. The inclusion of Stormtroopers, Gamorrean guards, and other Empire baddies made the graphics impressive.



Gameplay & Fun Factor

Dark Forces beats *Alien Trilogy* for best licensed *Doom*-clone on a console system. It's more satisfying to plow through Stormtroopers than *Alien*. Everyone who enjoys a good shooter should use the Force.



Control

Although *Dark Forces* in the preview kit set, the frame rate is being adjusted and magnified for speed. Another potential problem could lie with the buttons—the six on the PlayStation controller must handle the many functions available for the PC version, which are executed primarily through a keyboard.



LucasArts cleverly culs familiar images from its movie library for use in its games.



Probe Droid from *The Empire Strikes Back*



Thermal Detonator from *Return of the Jedi*



Imperial Torture Droid from *Star Wars*



Strikes Gold



Rebel Assault II: The Hidden Empire

PlayStation

Special Feature

Fun Factor

The new film footage, the excitement of fighting against the Empire, and the overall quality of the gameplay should make this one of the most exciting Star Wars-related games to date. You'll be a rebel with a cause (and a ship full of fun) with Rebel Assault II.



Developed by Factor 5
Published by LucasArts
Available Winter '98



Remember the original Rebel Assault on the Sega CD less than two years ago? Rebel Assault II: The Hidden Empire will make you forget that choppy debacle. This version is full of exciting cinematic sequences, thundering space battles, and cool shooting sequences.

Graphics

Everything about this game is crisp and clear, right down to the superbly filmed introduction. The battle sequences showcase brilliant explosions, and the rest of the cinematics are strictly Star Wars quality. Rebel II is a treat for the eyes all around.



Gameplay & Control

The fast-moving space battles are smooth and unshuffled by slowdown or breakup. The shooting sequences require dexterity, and the TIE fighter training is intriguing in its accuracy.



6-Wing from Return of the Jedi



Star Destroyer from The Empire Strikes Back



Y-Wing from Star Wars



Special Feature



Jedi Knight: Dark Forces II

PC CD Win 95

This amazing sequel to the original Dark Forces features some truly innovative twists: The ability to harness and use the Force, the inclusion of Lightsabers as weapons, and networking with up to eight people for multiplayer gaming.

Playing again as Kyle Katarn, you must seek out and combat the Dark Jedi, a group of seven knights who are searching for the sacred Jedi banal ground.

From the preview tape we saw, this looks like an exciting and impressive foray into the SW universe. Jedi Knight will take gamers into new worlds, both visually and technologically.



Developed and published by LucasArts
Available Winter '93



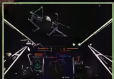
X-Wing vs. Tie Fighter

PC CD

Ever want to pilot an X-Wing and help the rebels save the galaxy? How about donning the helmet of a Stormtrooper and flying into battle against those Rebel Alliance spam? In X-Wing vs. Tie Fighter, you can choose to do either, and you can do it against eight other players in networked combat.

There are 15 missions, over a dozen spacecraft to choose from, and a customizable mission creator that enables you to personalize your campaign against the Empire or the Alliance.

Choose wisely: The Force can be turned to the Dark Side, and you don't want to be on the wrong side of the Lightsaber when it happens.



Developed by Totally Games
Published by LucasArts
Available Winter '93

Shadows of the Empire Update



The star of Shadows is a new character named Dash Rendar, a swashbuckling Han-like figure who's up to his dashing neck in Stormtroopers.

In a new level shown exclusively to GamePro, Dash stands atop a hover train as it speeds from the foreground into the background of a galactic junkyard. As Dash, you leap over obstacles while the train gradually accelerates. Try not to be too distracted by the riled Sand-crawlers, TIE fighters, and Walkers around you.

For driving fans, there's a level that puts Dash in the saddle of a Swoop, sort of a souped-up flying cycle based on the Speeder bikes from Return of the Jedi. Using a behind-the-Swoop view, you race through the streets of Mos Eisley, banging into other bikers so they won't reach Luke first (Luke's hangar at Obi-Wan's old pad is town). You'll also explore the Dune Sea and the Sarlac pits.

Finally, late in the game Dash runs-n-guns his way through the green swamps of the Imperial City. The impressive lighting effects create an eerie atmosphere of creepy tunnels and strange mechanical machinery (the environment is based on an actual sewer in Prague).

All told, Shadows puts you on or in at least five modes of transportation: Dash's own Outrider ship, the Swoop bike, the level-one snowspeeder, a jetpack, and the hover train. Add in the exciting run-n-gun levels, and the NSA will have a game this December that looks, as Darth Vader himself might say, "most impressive."

Proof That Demons Do Exist

In the near future, mankind has conquered dimensional travel but the door we have opened swings both ways. The peaceful city you have grown up in has become a haven for dark creatures from another world— Demons! Now it's up to you and your friends to harness the hidden power within you by entering the fantasy game known as Persona.

You awaken with incredible abilities that you will need to defeat the scores of Demon invaders and cleanse the land of their forces. Converse with them before doing battle to determine your best course of action. Fight them or enlist their aid in your mission. Either way, you are set for the fantasy adventure of a lifetime!

Special Features

- Based on the ultra-popular, mega-hit, Megami Tensei series: first time to hit US shores
- 100+ hours of pulse pounding gameplay
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- Fight your way to one of many endings

Persona



ATLUS

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REVELATIONS

PS3

PlayStation

OVERSEAS PROSPECTS

An International
View on Video Games

Here's a look at two hot Japanese PlayStation imports that may soon be speeding their way to the U.S.!

CoolBoarders



If you want to shred the white waves of an endless winter, be on the lookout for CoolBoarders. Choosing from three runs (beginner, advanced, and expert), you race the clock while navigating some narrow trails loaded to the extreme with obstacles like trees, rocks, and bottomless drifts. Of course, there's plenty of air to catch, and the more radical your moves, the more points you score. The game controls are super tight, and the graphics are also sharp, despite some breakup. Options include being able to pick your board,

style of clothes, and gender. While you can't race against other boarders, the game is still very addicting. Look for it to carve its way to the U.S. sometime this winter.
—Tommy Glade



CoolBoarders (PlayStation)

Developed and published by
SEI System
Available now in Japan

MotorToon 2



Motor Toon Grand Prix 2 follows the wacky cartoon racing tradition set by the likes of Mario Kart and BC Racers. In this sequel (the original Motor Toon never made it to the states), you drive as one of eight crazy characters in five animated worlds where your car actually stretches around corners just like a cartoon car. Power-ups are selected from a spinning wheel (which has everything from bombs to turbo to even a 32-ton weight), so you won't always get what you want. The worlds are graphi-

cally rich, and drivers should look for hidden shortcuts and even hidden characters. Given Motor Toon's current popularity in Japan, it's highly likely this cute racer will be "tooned up" for a U.S. release before Christmas.—Tommy Glade



Motor Toon Grand Prix 2 (PlayStation)

Developed and published by
Sony Computer Entertainment
Available now in Japan





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there



go
here

get it?

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Sneak Previews



Fighting Vipers

Sega Saturn

By Scary Larry



Sega is about to release another smash fighting game along the lines of Virtua Fighter 2. *Fighting Vipers* is almost ready for the Saturn, and it plays as great as its big brother in the arcades.



Control & Gameplay

The game moves at a blistering speed, and it's very addictive, even for novices. If you think the gameplay lacks depth, we found 200-plus moves!



Graphics

A little more than 50 percent finished, the graphics need some further enhancements. The fighters are blocky, but they move with lightning-fast speed. Sega still has some time to clean this up, and if it does, *Fighting Vipers* will be an identical port of the arcade.



Sound

All the sound effects of the arcade version are here—the house music, the techno-rave soundtrack, and all the attendant bells and whistles such as armor clanging off the fighters and the surprisingly satisfying sound of slamming your foes against the fence.



Developed and published by Sega
Available November

50% COMPLETE



Treasures of the Deep

PlayStation 3

By *Air Hordrix*
**GAMEPRO
Exclusive!**


If you've burned out your afterburners in the unfriendly skies of *Agile Warrior* and *Top Gun*, *Treasures of the Deep* splashes down for a fast-paced underwater assault.



Dive Gear



Treasures launches you into James Bond-like underwater combat in attack subs packed to the gills with torpedoes, spear guns, nets, mines, and other equipment. Battling enemy divers and subs, you hunt for treasure in top dive sites across the world, including Antarctica, Mariana's Trench, the Barmer Reef, and the Cuban Coast. If the bad guys don't slow you down, the fearsome fins of hammerhead sharks and stingrays get in your face mask. Back on shore, you can upgrade to snazzier diving equipment and weapons with the money you earn from collecting treasure.

Graphics & Sounds



The visuals shine with realistic detail, sleekly moving undersea life, and a true sensation of 3D depth. Appropriate underwater effects gurgle in the background to respectable shots and explosions. Both the graphics and sounds sport some rough edges at this very early stage, but *Black Ops* has plenty of time to clean them up.



Underwater Action



Treasures' arcade-style shooter gameplay shows serious promise. Stalking enemies through schools of fish and murky trenches imbues the game with a novel feel, and sinking your enemies poses an enjoyable challenge. The controls respond smoothly even when the water's churning with torpedoes.

Developed by Mack Eye Entertainment

Published by Virgin Interactive Entertainment

Available Fall Quarter '07

10% COMPLETE





Soviet Strike

PlayStation

By Slo Mo



Soviet Strike will feature striking cinematics to go with tough-as-nails helicopter combat.



Story Line: Strike Four



EA wants to get back to Strike basics, so Soviet Strike's story line sets up a classic Strike scenario. In its rush to glasnost, the Soviet army (the world's largest) left a lot of nukes just lying around. The Shadow Man, an ex-KGB officer, is busy stockpiling atomic weapons in order to put Commo hard-liners back in power. You once again play a pilot for the ultra-secret U.S. "black ops" group, the Strike Organization.

Guerrilla Gameplay



Strike flies across five locations, which, as in the 16-bit originals, consist of several missions—40 in all. Your chopper's armed with a mean arsenal of hard-boiled high-tech weaponry. You rain destruction on enemy machines from a behind-the-aircraft view or the classic stationary Strike view, where the helicopter rotates around the terrain.



Striking Graphics



Strike's graphics are amped for 32-bit duty, particularly the size of the Strike copter. EA pumped up all the machines, buildings, and characters, including the "little" soldiers, citizens, and agents you must pick up. Explosions in the beta version were absolutely awesome! Strike vets will notice that the Apache gunship here is "strikingly" similar to the Apache in Desert Strike.

Developed and published by
Electronic Arts
Available October

70% COMPLETE



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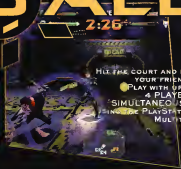


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**Doom**

Saturn

Armed only with quick reflexes and an itchy trigger-finger, you take on the armies of hell! Doom, the legendary corridor shooter, is coming to the Saturn with all the weapons, blood, and intense action you expect

Exclusive
HANDS-ON
Preview

from the Doom name. Huge levels loaded with weapons, traps, and monsters await your every move. This version had only one playable level, and the game's speed was a bit slow. The portization we noticed will probably be closed up by the time this game hits the shelves. —Major Mike



Developed by Rage
Published by GT Interactive
Available October

50% COMPLETE

**Hexen**

Saturn

Based on id's hit sequel to Heretic on the PC, Hexen smashes its way onto the Saturn with first-person action as intense as Doom's. Featuring some RPG elements, Hexen offers you three characters to choose from—fighter, mage, or cleric—and instead of ammo, the power-ups consist of potions and spells. In this exclusive early playable demo, the sound wasn't yet up and running, and at this point, we're hoping Probe will clean

Exclusive
HANDS-ON
Preview

up the pixelated enemies and grainy environments, as well as optimize the game's fairly slow speed.

—Tommy Glade



Developed by Probe
Published by GT Interactive
Available October

50% COMPLETE

**Blood Omen:
Legacy of Kain**

PlayStation

This dark, medieval overhead-action game puts you in the body of a vengeance-seeking vampire. The crimson tide of blood never ends as you cut up hordes of the undead and feed upon innocent villagers. Playing with some RPG elements, you collect spells and new weapons. Despite some slowdown and load-time problems in this early playable

version, the control and graphics are sharp, the cinematics are totally gruesome, and the eerie sound and dialogue are a howl. Angry gamers will surely sink their teeth into this one.

—Tommy Glade



Developed and published by
Crystal Dynamics
Available October

70% COMPLETE



Wipeout XL

PlayStation

Wipeout XL's streaking toward your PlayStation with a hefty haul of impressive refinements and new features. Steering these slick antigravity speed demons is much less difficult, relieving the need to lean on the brakes, and collisions along the rails are much more fair and realistic. But that doesn't mean this sequel got easy. Facing a field of 15 racers, you blast along eight new tracks at a much faster, cleaner clip, taking damage from crashes and enemy fire that only a detour into the pit can repair. Killer new weapons, like an earthquake that buckles the track, jack up the level of aggression, and the sizzling sound effects, excellent new explosions, and other sweet graphical touches scorch the screen.—*Air Hendrix*



Developed and published by
Pygmalion
Available November

80% COMPLETE



Perfect Weapon



PlayStation Saturn

Ever wonder what would happen if Resident Evil met Tekken? Perfect Weapon is a new action-fighting game that features hundreds of real martial arts moves, all executed as you fight dozens of aliens on five fantastic worlds. The graphics are as visually arresting as Resident Evil's, and the worlds are lush and detailed. Although the game played very slowly, ASC assured us that this will be amended in the final version. The moves are based on Tekken's tap-tap-tap system, and you can only learn new moves and combos by progressing through the game. This game could be a hot title this fall.—*Scary Larry*



Developed by Gray Matter
Published by ASC
Available November

50% COMPLETE



**Blast Chamber**

PlayStation

Saturn

PC CD

The phrase "It's a blast" gets literal in this puzzle/action/strategy game. The premise is simple: Grab the crystal in the room and place it in the proper transmitter in a given time period. Otherwise, a bomb strapped to you goes off! Each room has a plethora of booby traps: spikes, fans, rotating platforms, lava, and other obstacles that add to the challenge. The game also has a four-player free-for-all. The game looks great with smoothly rotating rooms and various other effects, and the controls are precise and responsive. Looks like Bomberman may have some competition. —*The Axe Grinder*



Developed by ATD
Published by Activision
Available October

60% COMPLETE

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Test Drive: Off-Road

PlayStation

GamePro
Exclusive

Accolade bursts off the asphalt track with its latest Test Drive, along this racing series off-road. Speedsters choose from

real-life 4x4s like Hummers, Jeep Wranglers, Land Rovers, and Chevys, then skid onto one of 12 obstacle-laden tracks for bone-jarring action

against three opponents. In an intriguing departure, Test Drive doesn't limit you to the track—racers can head off-road through forests and hills to find shortcuts. With already snazzy graphics and sounds recorded from the actual vehicles, this game's a promising prospect. —*Ar Hendrix*



Developed by Eute Systems
Published by Accolade
Available November

70% COMPLETE



Virtua Cop 2

Saturn

The sequel to the best gun game of all time will soon be blasting its way onto the Saturn. Virtua Cop 2 looks great, and the early demo we played was fast and exciting. The shooting takes place in both a camera-pan mode (exactly like the first one) and elongated chase scenes. This game lacks something if you don't own the gun that came with the original Virtua Cop. But more weapons, more areas, and more enemies make for another excellent shooter. —*Scary Larry*



Developed by AM2
Published by Sega
Available November

20% COMPLETE



Area 51

PlayStation

Saturn

The arcade hit comes home in all its trigger-pulling glory! As part of a Special Forces team, one or two players must blast through several stages of aliens, zombies, and toxic waste. Although less than half complete, the Saturn version previewed

here shows that Williams is on the road to a nearly perfect arcade conversion. One small snag: The game doesn't fill the entire screen—it's cropped in on the sides and bottom, though you hardly notice with all the intense shooting and explosions. —*Major Mike*



Developed by Perfect Entertainment
Published by Williams
Available September

40% COMPLETE



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-VideoGames, June 1996

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-VideoGames, June 1996



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PC GAMEPRO

Starcraft **PC CD**

Blizzard is ready to blast into outer space with the real-time strategy warfare it made popular with Warcraft. Starcraft sets up interstellar combat between three ambitious races. You can play as any of the alien societies, each of which has unique abilities and battle units. As the leader of your race, you must set up combat units to gather resources, train soldiers, and wage military campaigns in order to dominate galaxies. Star-

craft can be played head-to-head or with up to eight players across a local area network or Blizzard's battle.net site at <http://www.blizzard.com/bnet/bnet.htm>. The stars are your destination.
—Madd Max

*By Blizzard Entertainment
Available December*



Interstate '76 **PC CD**

Interstate '76 is a wicked automobile combat game where the Road Warrior meets Funky Bitch. In a weird alternate '70s universe, auto vigilantes cruise the highways with tank playing in their 8-tracks and weapons under their hoods. You drive classic '70s muscle cars as you face off with a fierce gang of auto ter-

rorists bent on destroying the largest oil reserve in the U.S. You can drive 25 vehicles armed with racks of customizable weapons systems, which you use to waste bad guys across 25 missions spread throughout the Southwest. Activision's goal is to meld a vehicle combat game with a high-end driving sim, but we can't wait to hear some groovy '70s tunes!
—Madd Max

*By Activision
Available October*

Assassin-2015 PC CD



In this first-person weapons combat game, you play as Jack Butcher, a member of an elite group of government assassins. Something's gone terribly wrong during your current assignment, and now you're in for the fight of your life. Assassin makes first-person gunplay with dramatic cut

scenes, high-res rendered 3D environments, and an unusual army of enemies created with motion-capture technology. The dark business of assassination never looked so good.

—Madd Max

By *Intercept*
Available September

NFL Total Control Football PC CD

NFL Total Control Football places you in total control from either behind the center or behind the GM's desk. You can craft any team by scouting college talent, commanding the draft, negotiating with free agents, and hiring or firing coaches. Then you go head-to-head against



30 NFL teams. You can set up a game plan by using plays for offense, defense, and special teams taken from actual NFL team playbooks or by designing your own.—Madd Max

By *Phillip Media*
Available September

SimCopter PC CD



Maxis takes off with its first flight sim, but it hasn't forgotten its roots. Chopper pilots will chase criminals, fight fires, and perform air rescues. Success comes the right to fly different helicopters, and a Career mode lets you take your pilot

from rookie to top dog. SimCopter flies across 3D cities, or, coolest of all, you can import one of your SimCity 2000 cities, and SimCopter will convert it into a detailed 3D environment so you can patrol its skies.—Madd Max

By *Maxis*
Available November



Shattered Steel PC CD Mac CD

In 2132, space the final frontier is now space the lawless frontier. You're a freelance mercenary looking for an easy buck, but what begins as the routine investigation of a communications breakdown at a remote mining camp turns into an all-out invasion by merciless, human-hating aliens. Shattered

Steel propels you through 70 nonlinear missions across three worlds. You use 3D futuristic weapons, including heat-seeking missiles and smart rockets, to zap 50 types of robotic aliens.—Madd Max

By *Interplay Productions*
Available September



HOT AT THE ARCADES

SOUL EDGE

VERSION II

By **Braided Lee**

Soul Edge Version II continues to slice away the competition. The new upswing juggle attack combos and additional characters sharpen this already cut-throat game.

SHARPENED EDGE

While the graphics engine and core gameplay generally remain the same, Version II updates

the original game with two new fighters, Cervantes De Leon and Hwang Sug Kyung. Originally a boss, Cervantes is a pirate armed with two swords. His powerful double sword attacks and gruesome grab moves will make challengers want to walk the plank rather than oppose him. The other new character, Hwang, is a graceful swordsman who



Hwang shows off his graceful flexibility as he goes in for an attack against Cervantes.



Now players can air juggle their opponent off the playing field for an easy (but cheap) victory.

uses his blade to launch his opponents into the air for several juggle combos.

Graphically, the version has no rough edges. Each torso-wrapped fighter is beautifully rendered using motion-capture techniques that depict breathtakingly awesome de-

tail. Incredible lighting effects, like dawn-to-dusk background lighting, take place during the course of a match. Each character still maintains their enhanced weapon attacks, where a unique glowing trail follows the motion of the weapon.

HEART AND SOUL

As a weapons fighting game, Version II offers several fighting styles, such as the floating combos. During these moves, which are slightly similar to *Tekken*'s juggle combos, each fighter can lift their opponent into the air with an upswing attack, then use the joystick and the vertical attack button to start the juggle combo.

Still intact from the original version is the locking weapons feature. When two players perform the same attack simultaneously, the characters lock their weapons for a brief moment. During this time, players must choose a follow-up attack. When the weapons unlock, players perform their commanded move.

CRITICAL EDGE

Fans of the original *Soul Edge* are sure to enjoy the updated version. The improved juggle combos are exactly what was missing from the first version, and the new fighters add to the already powerful lineup. □



The Guard Impact feature now works for all weapon attacks, which is a modification from the original version.



Li Long demonstrates one of his powerful glow trail attack moves.



There's no escaping Cervantes' massive Critical Edge combo.



Even the old characters sport new moves. Here, *Smoky Mike* tries her juggle attack.



KA-CHING!



PS2

PLAYSTATION 2

PlayStation



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BATTLE PINBALL™

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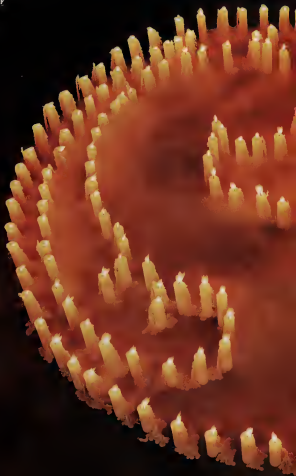
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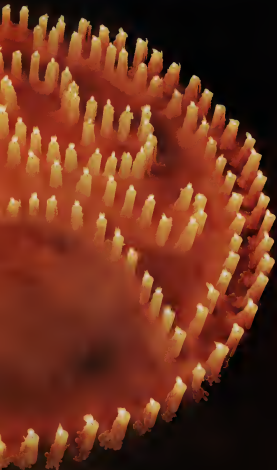
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BANDAI



And on this day, that which was promised will return. For twenty and six shall gather.



On twenty and nine levels of misery, pain, and suffering, and the living will envy the dead.



Super Mario N64

(By Nintendo)

By Scary Larry

666 89
54 megs
Available
September

Action-
adventure
1 player



SUPER MARIO 64



PRO TIP: After completing most of the Sea world, try coaxing the giant eel out of the cave. It has a star attached to its tail.



PRO TIP: The first time you enter this race (the door is in the top hallway, on the right side of the castle), you get a star just for making it to the end. You get another one if you complete the race in under 20 seconds.



PRO TIP: When racing the turtle, walk into the first cave to wrap to the top of the mountains.

Control

S E E You must get used to the analog controller before you venture far into the game. With more than 30 moves at your disposal, you'll do a lot of exploring before you get into real star hunting.

Sound

S E E Audio delights abound! Mario has some pretty heavy voice clips (like "K'e-o me, Mario!" and "Mooooo!"). The greatest cool effects include birds chirping, wings flapping, and rocks breaking.

Graphics

S E E Bubbly comedy, imaginative (and huge) scenes, and delightful effects (like when you become the Chrome Mario) add up to the most visually impressive game of all time.



PRO TIP: Whenever you find yourself low on power, look for the nearest large body of water. It acts as a restorative.



PRO TIP: When racing in the Snow world, leap off the side as soon as you start. If you can catch one of the lower slides, you can reach the bottom well ahead of the time limit. Also, look for a hidden area near the walls of this area.



PRO TIP: After getting two stars in the Mountain level (behind the first door with the star that's to the right on the first floor of the castle), go to the first tree. Climb up the tree, and an owl shoots out. Grab on to the owl to fly high above the level. Let go when you see an errant star.





PRO TIP: To get your very first star, enter the doorway at the far left of the castle (marked with a plain star). Blow Blast the post that Chopz is chained to, and he breaks the fence and releases the star.



PRO TIP: How you can venture into any level with a 1 on the door. Try this door on the far right of the castle hallway.

The world's best-known plumber is back in action, and he's bigger, badder, and bolder than ever. It's the mack-daddy Mario man himself, and this time he's lugger' 64 bits of real power behind him.

Once again, the mustached one has lost his dear Princess Toadstool, and Bowser is behind it all. Mario runs, jumps, climbs, tiptoes, and flies through 15 worlds (each with numerous sub-worlds) that you must visit over and over again to unlock a total of 120 stars. Guarding these stars are the strangest creatures: Big Boo, Bobombs, giant penguins, and more. After a few worlds, you'll take on Bowser, who shows up in three different areas.

Without a doubt, this game sports the best in graphics, sound, and gameplay. With the new compression technology of the N64 and the supersmooth anti-aliasing, mip mapping, and the Z-Buffer (don't ask me—it's Bruised Lee's term), nothing gets blurry, even at low resolution. Although it looks like it's running at 60 frames per second, it's running at only 30!

Like the original Mario for the NES and Super Mario World for the SNES, this is a groundbreaking, fascinating, and totally enjoyable game. You'll play this one over and over again. Crash, Nights, and Sonic can all take a back seat now that Mario's in town. **A**



PRO TIP: The only way to eliminate the piranha plants is to creep up while they're sleeping, then hop them.



PRO TIP: You confront Bowser three times. The trick to eliminating him is to run behind him and grab his tail, then change the camera views while he's captive. Lure him up with the nearest spiked ball, then aim and throw. One hit will do him in, but for the third and final confrontation you need to hit Bowser three times.



PRO TIP: After ten stars, stand on the susurbst in the main hallway and look up to be transported to a flying level. Land on the platform and activate the red switch.

Fear of a Red Hat



PRO TIP: Mario will find three switch markers that lead to three different hats. The first is the flying hat, activated with the red switch.



PRO TIP: The second is the chrome hat, which allows you to walk underwater. The green switch activates it.



PRO TIP: The third is the invisible hat, which lets you take on tough enemies and walk through certain walls. The blue switch activates it.



intendo 64



Pilotwings 64

(By Nintendo)

By Air Hendrix

\$49.95

96 maps

Available September

Shared play

1 player

4 courses

4 control

Multiple views



PRO TIP: In the gyrocopter, fill the gas to increase maneuverability on ascents, but half the brakes for lighter responses on turns and descents.



PRO TIP: To overcome the hang glider's slow steering on this steep descent, immediately steer toward the next ring in line as soon as you're lined up on the one in front of you.



PRO TIP: Land your hang glider perfectly by approaching the target low and fast. Put your feet down a few steps from the center.



PRO TIP: Use your feet to start out of the cannonball to demonstrate your aim and power. Don't fire—base them with the second two shots.



PRO TIP: Check the cones along the coast for stars that take you to the Bird Man flights.



PRO TIP: If you lose control of your trajectory while flying the rocket belt, briefly hover (hit button Z) to stabilize yourself.

PRO TIP: To quickly defeat the giant, start from a high altitude and dive in fast. When you're close, let loose a few shots, then climb back up.

A familiar friend from the glory days of the SNES returns to help launch the Nintendo 64 with dazzling graphics and captivating gameplay. Pilotwings 64's stunt-flying action lines up three cool craft on your runway: a hang glider, a rocket belt, and a gyrocopter. You have to earn your way into the cannonball, skydiving, jumble hopper, and Bird Man courses by winning a silver medal or better in the primary venues.

To secure top marks, you must execute exact landings, whiz through precariously placed rings, and peg bull's-eye targets with rockets. This spectacular game delivers furious fun not in the form of frenzied action, but rather in the joy of realistic flight and the white-knuckle challenge of precision flying. **G**



Control

You definitely won't need a pilot's license to master these outstandingly responsive controls. The slick analog joystick handles the a-dress, supplying smooth, realistic maneuvering.



Fun Factor

Pilotwings 64's methodical, strategic gameplay isn't instant hardcore action games for more than a few days. However, this immensely addictive stunt-flying game will permanently engage anyone who loves flight-based action and a fierce challenge.



Graphics

Breathtaking 3D terrain and gorgeously smooth animation will fulfill all year flying dreams. The low flow in these postcard-perfect graphics is the smattering of quirky, simplistic visuals, such as the cheery whales and the not-looking giant.



Sound

Each aircraft hums with impressively realistic sound effects, and the landscapes are packed with details like landing traffic and crashing waves. The repetitive music and birdy voices, however, quickly grow old.

PILOTWINGS 64

Daddy's Little Girl is Out to Save the World.

In the year 2058, Earth's no place for a lady. Alien pods have turned every living thing into hideous mutations.

One young woman, herself part alien, is Earth's last hope. Aided by her scientist father, her body is altered, transforming her into a harbinger of destruction.

Daddy's little girl doesn't cook, but she'll fry, bake or roast any enemy she sees. 'Cause in this world, you don't take prisoners... you eat them for lunch.

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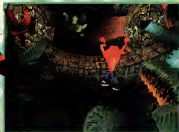


Crash Bandicoot

(By Sony Computer Entertainment America)

By **Tommy Gild**

Price not available
36 levels
3D camera view
Available September
Adventure
Basic controls, platform, puzzles
1 player



PRO TIP: There's no time limit so be patient, and always look before you leap. Obstacles hide many pits, and platforms that wiggle indicate they are only sturdy for a second.

CRASH BANDICOOT

This year's most highly anticipated PlayStation adventure has finally arrived. Crash Bandicoot lives up to its hype by delivering true 3D gaming with high-quality production to boot.

Bouncing Bandicoot!

As in other platform-hopping adventures, your goal here is to save your girlfriend (Shawna) from the clutches of a madman (Dr. Neo Cortex). As the title character Crash (a bandicoot is a rat-like Australian marsupial), you must clear 30 greatly varying levels. From the jungle to the ancient ruins to Cortex's mechanized lair, Crash's gameplay is familiar territory. Other than a one-level ride on the back of a boar, the action's all jumping and spinning attacks.

The levels get continually tougher, but numerous free lives are found in plain sight of your path and are also earned in bonus rounds. In order to uncover all of the



PRO TIP: Collect three tik-mask power-ups, and you'll become invincible for a short time.

game, players will need to complete the levels without dying and by smashing all the crates. The game subsequently rewards you with colored gems that act as stairways to hidden areas found in the previous levels.

Undoubtedly Crash will have mass appeal, but the game isn't perfect. Trying to



Look for a secret passage at the top of the level in the Native Fortress area.

The path runs behind the normal path and allows you to skirt enemies.

judge distances from the mostly static view behind Crash is one of the game's main flaws. Crash also lacks some of the diversity and innovative next-gen qualities found in Sega's Nights and Nintendo's Mario 64. This is most evident with Crash's boss characters whose patterns are easy to recognize.

Overall, Crash's light-hearted, wacky tone and brilliant eye-candy will have players bounding over obstacles and crushing crates for days on end. PlayStation platform fans should make like a bandit for this Bandicoot.



PRO TIP: When spin-kicking crates on small platforms, be sure you're standing still before hitting the spin attack button, or you may spin right off.



PRO TIP: In the Cortex Power level, jump to the right and bounce off the wall to avoid the spiked robots.



PRO TIP: Smashing all the boxes without dying will give you a "perfect" screen and a gem.

CRASH BANDICOOT



Extra items are usually found in abundance near the end of levels.

Graphics

5.0 Lush, clean, colorful textures provide the most stunning scenery in a 3D-bit game to date. Some polygon enemies are frame-locking, but effects like steam and fire set new visual standards. Crash's death animations land a Warner Brothers fair.

Fun Factor

4.0 Although the gameplay isn't revolutionary, the cool look of each new level drives you onward. This pretty platform game proves the PlayStation can deliver a smooth, enjoyable 3D adventure.

Control

4.0 With only a spin attack and a jump, Crash's controls are simple. The tight directional-pad control borders on hyper-sensitive—which is necessary to navigate the more difficult 3D environments.

Sound

4.0 Excellent sound effects include the splash of Crash falling in the water and the shriek and flutter of bats. The characters have little to say, however, and the subtle, unobtrusive music may cease off as silly to some.



PRO TIP: When outrunning the boulders, try to run in as straight a line as possible. Follow trails of fruit as they guide you around obstacles.

DR. NEO'S BONUS ROUND

In this puzzle-solving level, collect three Dr. Neo Cortex boxes. One is in a crate you must head-butt in the beginning of the level, one is in a cluster of dynamited boxes in the middle, and the third is by the exit warp.



One at a time, and you'll be back in the doctor's difficult boxes soon when you meet cross crates of TNT!

BOSS BAD BOYS

Papu Papa



PRO TIP: Don't use spin attacks against Papu Papa. Jump on his head after he swings and release you with his club.

Ripper Roo



PRO TIP: To defeat Ripper Roo, first dodge him by moving between the front three cubes. When he approaches from the back, activate the nearby TNT and move away.

LAYSTATION



Jumping Flash 2

(By Sony Computer Entertainment)

By Major Mike

Price not available

First-person shooter

Available now

1 player

6 worlds

Jumping Flash 2



PRO TIP: Save your special weapons for bosses such as the giant spider. You can easily defeat most of these end-of-world menaces by jumping on their heads while you're firing.



PRO TIP: Throughout the game, one-ups and other items can frequently be found underwater.



PRO TIP: You can defeat enemies by jumping on them. The higher the jump, however, the more damage you inflict.

Graphics

These string-like stars in dark underwater depths, the landscapes are very atmospheric. There's also an alien-like view when you get close to objects, and the fully rendered characters are awesome.

Sound

The design team has to go, but most of the music selections are excellent and well chosen (especially in the early stages). Some of the explosions could be combined up a bit, though.

Control

The jumps are executed perfectly, but things get a little awkward when you look up and down in the stages.



PRO TIP: If you finish the game, you can continue playing. The levels are almost the same, but the Muu Muus are in different locations.

Fun Factor

The only unfortunate aspect about the game is that it's too easy. If you played the first game, chances are you'll find this to be one thing: It's a blast while it lasts, though.



PRO TIP: Having trouble locating the Muu Muus? Jump to the highest area in a level and look around to find their location.

One of the early sleeper PlayStation titles, Jumping Flash was more than another corridor shooter—it was also challenged you to strategically jump and find items. JF2 adds some awesome new elements like underwater travel and the ability to ride different objects, including a flatbed train car, conveyor belts, and an awesome roller coaster that speeds you around the screen. The interface is still the same, but a few new weapons have been added to your arsenal.

This time, you're pitted against Captain Kabuki, a big phallic destroyer of planets who—oh, who cares about the story. The objective is to hop from world to world and save the Muu Muus before time runs out.

The only real quibble with JF2 is that it's too short: Six worlds simply aren't enough. However, upon finishing the game the first time, another version opens up—Two Faces of Baron Aloha. The worlds this time are a little different, and some of the Muu Muus have been moved.

JF2 is a sequel worthy of its predecessor. It's not just a jumping flash in the pan. **B**

PRO TIP: Whenever you see the Baron's face on any of the structures, shoot it. There is usually a plethora of goodies behind it.



As in the first game, excellent characterics are sprinkled between the worlds.

Reach out and crush someone.

Coming soon.



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FORMULA 1, THE GAME. START YOUR PLAYSTATION.

Project Horned Owl

By *The Gun Nut*



PRO TIP: Be careful when using the charged shot—it packs a powerful punch, but drains your ammunition.

One of the first PlayStation "gun" games, Project Horned Owl is pretty lame. Granted, point-and-shoot games aren't the deepest genre around, but Owl grows stale after the first stage or so, with wave after



PRO TIP: When the screen fills with enemies, go for the running yellow robots first; they fire missiles and machine guns.



wave of the same dull enemies. You blast your way through city streets, underground tunnels, and factories—with an obnoxious on-screen colleague screaming orders the entire time. Thankfully, she can be silenced in the game options.

The dull cinematic cut scenes do little to enhance the laboring action, and the over-

all graphics are bland—mostly consisting of gray walls and running yellow robots. No skill is required to down the bosses; you just need to conserve your smart bombs.

This game is a rental for the curious, but those itchy trigger-fingers who crave shooting will have to wait.

Project Horned Owl
My Sony Computer Entertainment

Graphics	Sound	Control	Fun Factor	Value
1.0	2.0	3.0	4.0	5.0

Price not available
Available now
Shocking
3 players

Fun factor
Playstyle notes: Low
CRB rating: Poor

SPACE HULK: Vengeance of the Blood Angels

By *Air Hobbies*

Space Hulk feels like a port of an outdated PC game, and unsurprisingly, it is. This Hulk trips over a stuffy combination of strategy and Doom-style shooting.

If you can decipher the unnecessarily complex controls and story line, you'll learn that you play as a space marine battling a vicious species of parasitic predators. In terms



PRO TIP: Use the handy map to locate oncoming enemies and shoot ahead into the darkness to eliminate the threat before it arrives.

of gameplay, that means you run a squad of marines, sending them off to perform tasks like guarding, torching rooms, and so on. All 43 missions feel the same after a while, and neither the shooting nor the strategic planning ever be-



PRO TIP: If an enemy gets in close, pound Button \square to block and then eviscerate them.

come engaging. Likewise, the clean but repetitive graphics and unremarkable sounds never involve you.

If strategy games are your bread and butter, Space Hulk might be worth a rental. Otherwise, blast this Hulk deep into outer space.

Space Hulk: Vengeance of the Blood Angels
by Electronic Arts

Graphics	Sound	Control	Fun Factor	Value
2.0	2.0	2.0	2.0	2.0

Price not available
Available now
1 player
10 missions

Fun factor notes
Playstyle notes: Medium
CRB rating: Poor

Sim City 2000

By *Mayor Scary*



PRO TIP: Build power plants (especially the nuclear plants) far from the city limits to avoid industrial mishaps.

Although this version of the old sim classic offers some new perks, like a 3D limo ride through your finished metropol, and new responsibilities such as choosing prison loca-



PRO TIP: Zonings are expensive. Try to build roads around zoneszons terrain, or level the terrain before you build.



tions, the slow pace and confusing icon-driven interface will try even the patience of Sim-maniacs who love the original game.

Newer features also mean more planning: Now you lay down water lines, post power

lines, zone neighborhoods before building them, and decide whether or not you want a grade school, high school, or university on your block.

The lame music and audio effects don't add much to the community. It's a pity this city-builder couldn't build a better world to live in.

Sim City 2000
by Maxis

Graphics	Sound	Control	Fun Factor	Value
2.0	2.0	2.0	2.0	2.0

Price not available
Available now
1 player

Playstyle notes
Playstyle notes: Medium
CRB rating: Fair
No AI/ML



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*2010 got the best news station closer around the world...
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The Daily Deal*





Nights
(By Sega)

By Stacy Larr

Price not available

Action-adventure

Available now

8 stages

2 players

Multiple views



NIGHTS

into dreams ...

Sega has done it again, making a Saturn-only game that makes it worth buying the system (Ian Griffin, reviewed last issue, and the upcoming *Three Dirty Dwarves* are also pleasant surprises). For those who thought the PlayStation was all that and a bag of chips, get ready for the boldest Saturn adventure of all.

Nights is a one-player flying game unlike anything anyone's done before—and certainly a showcase for the power of the next-gen systems. You play as either Claris or Eliot, two dreaming children who are being threatened by Wizeman the Wicked. Wizeman uses the Nightmares, his troop of

flying nightmares, to wreak havoc in the dream worlds.

Claris and Eliot transform into *Nights*, an aerial acrobat who helps them gather 20 blue spheres in each round and then deposit them into the Ideya Capture machines. This in turn allows you to collect four orbs—the orbs of Purity, Wisdom, Hope, and Intelligence. After every four rounds, you fight a boss—some of which are the most imaginative bosses ever, including a card-throwing evil jester and an opera-singer fat lady.

But even the bosses can't compare to the dreamlike ease with which you float through the levels. Each

imaginative level is filled with air drafts, skill rings, water fountains and more, adding to the game's diversity and depth. You even jet through water levels and snowboard through ice levels.

Nights is probably the most original game from Sega since *VF2*. And for fans of fantasy action games, *Nights* can't be beat. This one is certainly a dream come true. **D**



Reala



PHOTO: To defeat Reala, fly into her headfirst using the *Crill Blast*. If you hit her successfully, she'll ricochet into one of the rocks surrounding her throne. Once all the rocks are destroyed, Reala's downfall will soon follow.

Jackie



PHOTO: Jackie is tricky. You must destroy the cape he's wearing while avoiding the cards he throws. Once the cape drops off, continually attack him.

Gulpo



PHOTO: Steer into the fish around the tank Gulpo is in. The fish will shoot you into Gulpo, and you'll damage him. If Gulpo disappears, try moving up and down until you see him. There are fish on three levels.



PRO TIP: Looping around enemies destroys them.



PRO TIP: Be careful when flying by the Elevator in the Stick Canyon level: Large elevators descend and you lose time.



PRO TIP: Turn on all the switches around the altar in the Mystic Forest and you can enter a hidden area.



Check each level carefully, and grab every gold chip and power-up. If you don't score a "D" or better, you can't progress to the final stages.



PRO TIP: If time runs out and you fall, walk to the nearest Ideya Chamber and deposit the spheres. If you have the orb when you run out of time, run to the Dream Tower.



PRO TIP: Don't always follow the set path. Fly above and below the flight lines to see different areas and collect more spheres.



PRO TIP: Some areas, like the walls in the Soft Museum, must be charged head-on. You also must charge the rings on the floors in this area to obtain the blue spheres.



Graphics

4.5 Although beautiful and imaginative, the graphics are cheap in places and break up to others. You'll barely notice, though, as you soar through these gorgeous environments.



Sound

5.0 Sega takes advantage of the GB with crystal-clear music and a ton of sound effects. The music isn't fancy techno, but it does help fuel the game with a relaxed feel.



Control

5.0 Flying using the analog joystick is a breeze. The looseness of the directional pad makes the flying seem more intuitive. Be better for speed and another for acrobatics also simplifies things.



Fun Factor

5.0 You could spend a lot of time with Nights and never realize it. It's fun, enjoyable, and impressive. Nights will exhaust and enthrall even the most jaded gamers.

Puffy



PRO TIP: Grab this dubious diva and throw her against the walls. She'll crash through and eventually slam into the final wall. If some parts of the walls don't crumble, try going higher or lower.

Clauz



PRO TIP: The trick to defeating Clauz is letting him light the Moose Firecrackers, then spinning with a Drift Hill into the lit firecracker. If you hesitate, the firecracker will launch into you, taking five seconds off the meter.

Gillwing



PRO TIP: To defeat Gillwing, continually slam his head into the ground. Grab him below the lips, or from directly above his head. As you persevere, his body gets shorter and shorter, which indicates he's losing power.

Quity, intense, and already a year old on the PlayStation, *Loaded* blasts its way onto the Saturn. From a top-down view, you must escape 15 levels by pumping absurd amounts of ammo into hordes of enemies ranging from giant scorpions to straightjacketed lunatics. You have your choice of six anti-heroes, including a flame-throwing man in a dress. With wide-ranging levels and a simultaneous two-player mode, this wacked-out shooter will intrigue and more than satisfy most gamers. **B**

Loaded

(By *Intelligence*)

By *Tammy Glide*

Price not available
Shooter
Available October
2 players
15 levels
Overhead view



PRO TIP: In the first level, never rush into battle in the big open rooms. Instead, attack the smaller rooms off to the sides first. You'll find needed health and weapon power-ups.



PRO TIP: In the level five compound, use your strafe button to keep the giant dogs in front of you when they attack.



PRO TIP: In the level seven graveyard, the zombies move slowly, but it takes a lot of shots to down them. Kill them from a safe distance.

Sound



4.0 Hardcore fans by the semi-famous *Band Pop Will Eat Itself* read out the words, which recede with the crackle of gunfire, along with the subsequent splattering sounds of your victims.

SATURN



Grid Runner

(By *Virgin Interactive*)

By *Tammy Glide*

Price not available
Available October
Action
2 players
48 levels
Overhead view



PRO TIP: Build platforms to get around obstacles and speed kickers that will send you in an unwanted direction.



PRO TIP: In the first level of *Cross*, the four flags you need are in the four corners. You can navigate easily enough without the teleporters, but practice using them anyway.

Graphics



4.0 A wide variety of colorful mazes and bonus rounds make for a solid 3D stage. The rendered characters are interesting but not breathtaking, and, as usual, the graphics aren't as sharp as the PlayStation version's.

Control



4.5 The light, smooth control enables players to really run for their lives. Using your character's diverse abilities, you can develop your own gameplay style.

Mixing Capture the Flag with Tag, *Grid Runner* drops you into 48 progressively difficult outer-space mazes where you must collect flags while avoiding being tagged by nemeses like Lethotep the lizard man. If you're tagged "it," you can't collect flags until you tag your opponent. Your ability to build platforms, shoot, lay

mines, and so on augments the game's simple objectives. Blending thrill-of-the-chase action with maze-navigation strategy, *Grid Runner's* great as either a one-player or head-to-head game. **B**



PRO TIP: When an opponent is hot on your tail, drop lots of mines, then teleport to throw them off.

Sound



4.0 While the overall sound quality is good, there could be more variety. Fasty techspeak provides the heebie-jeebies for the sci-fi blinks and zap sounds.

Fun Factor



4.0 With fleet feet, *Grid Runner* rushes back to the basics of good gameplay. Two players can spend hours in the ever-changing mazes of intense head-to-head battle.

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-K. Lee, Gamefan Magazine



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-Nintendo Power Magazine



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THE 16-BIT GAMER'S SURVIVAL GUIDE

Super NES

ProReview

Power Rangers Zeo Battle Racers

By The Feature Creature

The Rangers have tanked in popularity in the last year; this lame racer has them completely out of gas.

Running on Empty

Lots of options do not a great racing game make. Power Rangers Zeo has an impressive list of features, but the execution is so weak you won't be around long enough to try out everything. You choose from six Rangers, Cog, and King

Mondo, each riding a bizarre armed vehicle. Single players race against seven opponents, try a solo Time Trial, or go one-on-one against the computer. The five two-player modes include a Demolition Derby-style Bumper Chase and a 99-second Blaster Master mode. Take first place at the Pro level on all five tracks, and you'll access a secret character.

Sound fun? It isn't, mostly because of the game's annoying split screen. Even the one-player races are shown via a

split-screen, with one half giving you a view on a big rear-view mirror that takes up so much space your front view gets shorthanded. The backgrounds shimmer as if you were racing on water.

Stiff controls leave this game running way behind Super Mario Kart, and feeble sounds fail to generate any excitement. In every way, this game leaves the Power Rangers stranded by the highway.



PRO TIP: For a quick lead, let your opponent jump ahead from the starting line, then nail him with a homing Blaster shot.



PRO TIP: Cut across corners to get a better firing angle on your opponent.



PRO TIP: The blue and pink Rangers' Rover Crafts have the highest acceleration, making them good vehicles for tighter tracks.



PRO TIP: The rectangular Dity Circuit track is so simple, a clear getaway is especially important.



PRO TIP: Make sure opponents are within range before wasting valuable Blaster shots on them.

Power Rangers Zeo Battle Racers By Number

Engine	Trail	Sound	The Power	Controls
1.0	0.0	0.0	0.0	0.0

Price not available
4 tracks
Feeling
Available now
2 players

3 tracks
Instant the race: slow
Really nice: Medium
1200 rating: 400
to 600

16-BIT HALL OF FAME

You Gotta Have These!

In July we asked you to name your favorite 16-bit sports games. Madden NFL '96 for the SNES was the top vote-getter. Here are the next five in alphabetical order:

- Ken Griffey Jr.'s Winning Run (SNES)
- NBA Jam TE (SNES)
- NHL '95 (Genesis)
- NHL '96 (SNES)
- Tecmo Super Bowl (SNES)



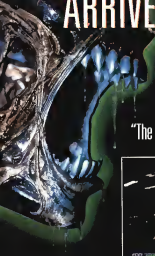
The editors gave Madden NFL '96 a 5.0 FunFactor in December '95.

For Halloween, the Hall of Fame directors (that's us) turn our attention to great chills from 16-bit history. What are some of the best 16-bit games to play on a dark Halloween night when you're there for the scare? Think of sci-fi monster mashers like Aliens 3, creepy adventures like Castlevania Bloodlines, and splatterfests like the Splatterhouse games. Even groovy ghouls like Zombies Ate My Neighbors qualify. Send in the name of your one favorite scare-o-rama and the 16-bit system it's for to the following address.

Hall of Fame Monsters
GamePro Magazine
P.O. Box 5828
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You can also e-mail us at comments.gamepro@lftw.com. We'll post the results in a future issue.

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is fantastic."

-Video Games

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-Next Generation



"The 3D engine
is first rate."

-Next Generation

"...a real winner!"

-ESM



for a sneak peek check out Alien Trilogy at
<http://www.acclaimnbn.com>

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SHORTNES
Preview

MARVEL SUPER HEROES IN WAR OF THE GEMS

Unfortunately, October may be haunted by a disappointing new Final Fight-style game from Capcom: *Marvel Super Heroes in War of the Gems*. You do get interesting stats (did you know The Hulk weighs almost as much as Spider-Man, Captain America, and Wolverine combined?). And yes, you get big Marvel



men with individual moves (Captain America throws his mighty shield, for instance) to use against dozens of adversaries like Dr. Doom and Blackheart.

What you don't get is sophisticated beat-em-up action. In the preview version, the action seemed pretty routine, especially if you played the similar *X-Men: Mutant Apocalypse*, and the controls relied on just two buttons. The backgrounds were very flat, lacking any parallax enhance-



ments to bring the stages to life. So far *War of the Gems* looks and plays like a 1993 game trying to squeak by in 1996. Capcom says *War of the Gems* may very well be the company's last hurrah on the SNES. Let's hope not. We'll have a review in an upcoming issue. —The Feature Creature

ASK THE PROS

I can't get to the Waterfall of Wishing in *Legend of Zelda* for the SNES. Near Zora's Waterfall are signs saying it's near, but I still can't reach it.

Danny Grassa
West Paterson, NJ

You need the flippers to swim into the waterfalls. From the magic shop, go right one

screen, up two screens, then walk into the shallow water (it's the light blue water, not the dark blue). Follow the shallow water up to the right and down to the lowest path. A big beast will emerge; pay him 500 rupees to get the flippers. Then swim into the different waterfalls near Zora's Waterfall to find the Waterfall of Wishing.



Nintendo's striking gold with its latest strategy releases of classic games. The company is restocking stores with *The Legend of Zelda*, *SmCity*, *Super Mario All-Stars*, *Super Mario Kart*, and *Tetris 2*, each for under \$40 (though careful shoppers might find even cheaper versions in discount bins). Here's how we rated the games when we first played them:

The Legend of Zelda by Nintendo
(revisited August '92)

Graphics	Sound	Control	Fun Factor	Value

SmCity by Nintendo
(revisited January '92)

Graphics	Sound	Control	Fun Factor	Value

Super Mario All-Stars by Nintendo
(revisited November '92)

Graphics	Sound	Control	Fun Factor	Value

Super Mario Kart by Nintendo
(revisited December '92)

Graphics	Sound	Control	Fun Factor	Value

Tetris 2 by Nintendo
(revisited November '94)

Graphics	Sound	Control	Fun Factor	Value

Ultimate MK3!

Fortunately, the SNES and Genesis may welcome big new additions to the *Mortal Kombat* family this month: *Ultimate MK3!* (we'll have previews and reviews in upcoming issues). The one sure note this Halloween is the eagerly awaited new *Sonic* game from Sega, *Sonic Blast*, which is now coming in November or December instead of October. But there are lots of good sports games coming out this month as shown in the list below.

October's 16-Bit Releases

- *College Football USA '97* by EA Sports (Genesis) (See "Sports Pages" this issue for the ProReview)
- *Gearheads* by Philips (SNES)
- *Madden '97* by EA Sports (SNES, Genesis) (See "Sports Pages" this issue for the SNES ProReview)
- *Marvel Super Heroes in War of the Gems* by Capcom (SNES)
- *NHL '97* by EA Sports (Genesis)
- *Triple Play Gold* by EA Sports (Genesis) (See "Sports Pages" this issue for the ProReview)
- *Ultimate MK3* by Williams (SNES, Genesis)
- *War 3010: The Revolution* by Advanced Productions (SNES)



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SEGA SATURN



Ubi Soft

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SPORTS PAGES



Madden NFL '97

PlayStation Saturn

By Johnny Rutledge



Control



The most influential and successful football game of all time finally makes its way onto the PlayStation and Saturn, and judging by the early previews, it was well worth the wait. Both versions are equally excellent and impressive, scoring touchdowns after touchdowns on their way to the Super Bowl.

Outstanding player control has always been a trademark of the Madden series, and the trend continues on the 32-bit field with every move of the NFL at your disposal. You can still-aim or spin away from a vicious tackler. Jump for passes, use speed bursts and dives to gain first downs, or lateral to a streaking wideout for the ultimate surprise score.



Developed by EA Sports
 Entertainment
 Published by EA Sports
 Available September
90% COMPLETE

More than 100 teams, including fully updated '97 lineups and every team to ever play in the Super Bowl, are included. Madden '97 delivers trades, salary caps, over 200 plays, and a create-a-player option to help fill your team's weak spots. Ten authentic penalties and on-the-field refs enhance the realism. Exhibition, Season, Playoffs, Super Bowl, and Pro Bowl modes enhance the options.

Graphics



All 30 NFL stadiums are fully rendered, and actual players were digitized to capture all the wickedly wild hits and high-stepping antics of today's athletes. Pro Bowl details, like players flipping head over heels after a low hit and the Ken Norton punching-bag touchdown celebration, add all the realism gridiron fans love and desire. Even Madden, Sasserell, and James Brown are included in full-motion video clips to discuss the details of each game.



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NFL Legends Football '97

PlayStation Saturn PC CD

Accolade returns to the gridiron with a fresh take on the football formula. Legends enables you to kick off in 1932, 1950, 1968, and 1996. The rules and play mechanics conform to the era you're playing in, which means you have four styles of football to master. To create that time-warps sensation, Legends' playbooks, uniforms, and fully rendered real-life stadiums change to match each year. All the '96 NFL players report for duty, along with 1200 real historical players. Managerial types can run drafts, trade, and manage careers over multiple seasons.—*Air Hender*



Developed by Saffire
Published by Spent Accolade
Available November

60% COMPLETE



NFL Full Contact

PlayStation

Konami's looking to cap off a fairly successful sports season with Full Contact. The budding begins in Exhibition, Playoff, or Super Bowl modes with all the NFL teams and players. More than 60 behavioral attributes model each player's on-field presence, which Konami



says will help it deliver tough, realistic gridiron gameplay.—*Air Hender*



Developed by Sabes Abinick
Published by Konami
Available September

90% COMPLETE



NCAA GameBreaker PlayStation

Using the engine made famous in last year's NFL GameDay, NCAA GameBreaker reprises a successful formula. Smooth, speedy gameplay and a full roster of all 110 Division One college teams (including national faves like Notre Dame, UCLA, and Cal) round out this solid title. But the game will impress you only if you're a fan of college sports—regular football fanatics will find the game identical to last year's acclaimed GameDay as there are no new features beyond faster, cleaner graphics. Although GameBreaker has the usual differences with college play (no two-minute warning and plays like the Wishbone), so far this season's Madden clearly outshines it.—*Scary Larry*



Developed and published by
Sony Computer Entertainment
Available September

80% COMPLETE



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KONAMI



NFL Quarterback Club '97 Saturn

Saturn

QB Club has been totally redesigned for '97 as Acclaim prepares to do gridiron battle with Madden and NFL '97. All 30 NFL teams and more than 75 hidden teams (including Team GamePool) are included, along with over 500 new plays. Innovative options let you substitute any player at any position, giving you the opportunity to kick field goals with Marino. It's too early in the preseason to tell for sure,

but QB Club '97 definitely looks as if it's on the right track.

—Johnny Ballgame



Developed by Acclaim
Published by Acclaim
Entertainment
Available September

80% COMPLETE

Later This Season...



MVP College Football '96



Tecmo Super Bowl

A slew of other competitors with upcoming football titles weren't ready to go public with their games just yet, including heavy-hitter Sony, which is hard at work on NFL GameDay '97 for a November release on the PlayStation. Details on this

hot prospect are impossible to come by, but we'll update you as soon as we can. Sega Sports is also plugging away on NFL '97 for November.

News Deion no longer head lines this series, and Genesis gamers are out of luck—it's only for the Saturn. More college ball from Data East—MVP College Football '96 is on track for October on the PlayStation and Saturn (see "Sports Pages," June). And finally, Tecmo's wrapping up trademark football frenzy for a fall release of Tecmo Super Bowl on the PlayStation and Saturn (see "Sports Pages," August).—*Al Hestrix*



Madden NFL '97

By Johnny Ballgame

Super NES

Although Madden '97 brings some new features to the SNES field, it's plagued by an easy A.L., a loss of plays, and slightly slower gameplay than last season. While it's still a good game, it's definitely a step down from '96's All-Pro performance.

Madden Miscues

You can choose from more than 50 teams ranging from current teams to the all-time greats. There's a new play-calling interface loaded with more than 400 plays, but Maddenites will notice the loss of significant plays like the wildzone, run and shoot, and 46 defense. Multiple skill levels have been added, but computer defenders still fall for the same plays all game long.

With all the moves of the NFL at your fingertips, including stiff arms and spins, multi-player competition is a blast. The new iso-cam lets you play as any player on the field, which adds to the two-player fun as you can watch up wide receiver



versus cornerback and see who's truly the best.

Players appear short and pudgy compared to last year's, and the throwing and kicking animations look awkward. Signs like "Captain Comback Jr." hanging in the background of stadiums provide nice, detailed touches, though.

All the grunts, whistles, and Fox theme music are the same, along with a crowd that chants "Defense!" for their hometown favorites. But Madden's voice is almost unrecognizable, which will disappoint his fans.

Memories

Madden '97 fails to live up to the groundbreaking season it had last year. Stick with '96 for the best football action on the SNES. ■

Madden NFL '97 by EA Sports

Analysis	Sound	Control	Interface	Challenges
3.0	2.0	4.0	4.0	3.0
EA G1	EA G1	EA G1	EA G1	EA G1
12 mpeg	12 mpeg	12 mpeg	12 mpeg	12 mpeg
Available	Available	Available	Available	Available
Football	Football	Football	Football	Football

Madden Tips



PRO TIP: The FB Screen is a great short pass play that often turns into big yardage.



PRO TIP: Use the HB Toss Pass to throw off the defense when it expects a run.



PRO TIP: On sweeps and tosses, run parallel to the line until a hole opens up, then burst through for a long-yardage gain.

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Bottom of the 9th

By Air Henders

Saturn

Konami strides into the Saturn stadium with an impressively exact port of its PlayStation baseball game (see "Sports Pages," May). Unfortunately, that means that this Bottom of the 9th hits the field with both the flaws (spiky graphics and tricky controls) and high points (excellent gameplay) of the original.

Pulls Up for a Single

Like its PlayStation counterpart, BOT9 stacks **baseball** with all the major-league players...from somewhere late in the '95 season. Yup, even Devon Sanders still plays for the Giants, which was fine on the PlayStation because that game came out well before the '96 season. Are current rosters too much to ask?

The game's other features remain solid: two All-Star teams, complete stats, trades, and Exhibition, Training, and Season modes. Although the unusual controls represent pitching and hitting with remarkable depth and realism, they're so seriously tough to learn.



PRO TIP: When hitting, watch the catcher's **exit** for an early jump on the pitch's placement.

Once mastered, though, BOT9 scores with macous, realistic action that will reel in baseball fans—especially those who have tired of World Series' flashy slogfest.

Sacrifices Sound

Graphically, BOT9 grounds **you** with a confusing, over-saturated scenery and a chunky PlayStation look. The players, however, move fluidly, and the stadium jugs a strong 3D feel. No problems with the solid sounds: Dodge effects complement the detailed, accurate commentary from the announcer and the ump.

With such a mixed bag of strong and weak features, gamers should definitely rent BOT9 first to see if its quirks suit their tastes. But with hot prospects like 3D Baseball lurking around the corner, BOT9 will likely come up short in this year's percent race. ■



PRO TIP: With one out, get a man to second by **doubling** or **stealing**. Use a sacrifice bunt to send him to third, then set for a home hit to drive him in.



PRO TIP: On the mound, **pitch** as far away from where the batter's center is waiting as it's better for them to connect.

Bottom of the 9th by Konami



Price not available. Includes PlayStation 2 patch.
 Heavy value. High score rating. MSRP in Adult.
 2 players



College Football USA '97

By Johnny Rodriguez

Genesis

College Football USA '97 fills the coliseum with the best amateur athletics money can buy. Unfortunately, though some new features have been added to enhance last year's excellent game, this year's version is mostly a rebash.

Everyone and Their Grandmother

One hundred sixteen official collegiate teams are represented, including Stanford, the Fighting Irish of Notre Dame, and all your favorite Nebraska fellows. New features include a create-a-player option, overtime games, and the ability to make your own schedule.

Where EA academically excels is in true-to-life gameplay. Teams are ranked during the season by performance and toughness of opponent in order to give you added incentive to pile up points late in the game. The computer picks an MVP and even keeps track of the all-time records for longest pass, run, punt, and so on. Players dive and hurdle over tacklers,

authentic plays like the Washbone are in every playbook, and there are complete stats and substitutions for every position.

On the field, the players look exactly like last season's—no new animations or graphics. The large, smooth sprites move effortlessly and quickly across the screen, but some improvement would have been nice. As for sounds, all the same cheers, jeps, and whistles from the original game fill the background, and while they're also nothing new, they're still effective.

Two-Time Heisman Winner

Football fans new to the Genesis should buy College Football when it hits the stores. Owners of last year's game, however, might want to rent it first to make sure the slight changes are worth the price of admission. ■

College Football USA '97 by EA Sports



MSRP: \$49.99
 Heavy value. High score rating. MSRP in Adult.
 2 players



College Football Tips

PRO TIP: When you see defenders blitzing up the middle, pitch the ball to one of your running backs to exploit the open hole.



PRO TIP: When you can't find any receivers open, let your QB run for the first down.



PRO TIP: The Washbone works well to confuse the defense on two-point conversions because there are too many options to defend.

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NBA Live '97

By Johnny Holcomb

PlayStation

Saturn

GAMEPRO EXCLUSIVE

Talkin' 8-B-Ball

Recently, GamePro spoke with Tammie Williams Jr., the associate producer of NBA Live '97, to discuss where EA Sports has taken this year's edition of its classic hoops game.

GamePro: What's going to set Live '97 apart from the other basketball games on the market today?

Tammie Williams: Everybody's chasing the same dream of using motion-capture and 3D technology, but in Live, gameplay and realism are the key factors. We pay attention to every detail, ensuring the highest quality. It's like we shrunk the NBA down and put it in a box.

GP: Can you tell us about the improvements in Live's graphics?

TW: We got Mitch Richmond and Tyus Edney to do motion capture, and we were able to copy all the moves of the NBA players. The game will run at 30 frames per second, using fully rendered on-the-fly players. It looks fabulous—it literally blows us away every day.



Tammie Williams (left), Live's associate producer, and Mitch Richmond at work on Live '97 in EA's motion-capture studio.



Richmond takes it to the hole under the glare of EA's camera.



NBA Live's back to stem the tide of the competition. New graphics and improved gameplay promise to win back the basketball championship for EA.



Developed and published by
EA Sports
Available Now

50% COMPLETE

Stats



Live '97 will provide more data than '96, tracking every stat possible.

The revamped version will offer multiple-game injuries, custom teams, and a create-a-player feature that's so in-depth, you'll see the last name of your player on the back of his jersey. EA's also working to expand players' one-on-one moves with improved dunks and shots, and is even trying to find a way to include illegal defense.





NBA Live '97

Genesis

Super NES

Live's reign on the 16-bit

courts has never been questioned, and this unfinished version of NBA Live '97 only strengthens that domination. Along with "of course" additions like updated rosters and a constant onscreen scoreboard, hoopsters will find faster, smoother graphics and fresh new animations for dunks, spins, and so on. If that doesn't get your ball dribbling, check this out: EA Sports expanded the roster of modes to include two-on-two and three-on-three halfcourt action, the three-point competition, and the shootout competition. These killer new modes inject Live '97 with a sweet arcade feel and impressive depth, but Live's trademark outstanding gameplay and features remain unchanged. Keep



GAMEPRO EXCLUSIVE

your eye on this ball—it's warming up to be the monster dunk of the fall.

—Air Bender



Developed and published by EA Sports
Available November

70% COMPLETE



EA Sports is planning to link the SNES version (right) event-matched with the Genesis.

NICE PUNCH.

Unfortunately, he has an iron jaw (and a rocket launcher).

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World Series Baseball II

Saturn

It's true to set your sights on the fences—Sega Sports is clambering out of the Saturn dugout with World Series Baseball II. At this early stage of the game, the main improvement seems to be the inclusion of all 28 big-league stadiums, minor-league players that can be brought up to the pros, and the '58 expansion teams, which you fill by creating your own players. Otherwise, this unfinished preview version differs only slightly from the original. Granted, these stadiums rock with superb arcade-style gameplay, responsive controls, all the major-league players, and other snazzy touches. But where are the trades, drafts, custom players, historical teams, and other hot features that would've helped this sequel shine? Sega has plenty of time before its Opening Day, so hopefully it'll correct these shortcomings before stellar Saturn rookies like 3D Baseball take the pennant.—*Ar Hendrix*



Developed and published
By Sega Sports
Available September

30% COMPLETE



Andreotti Racing '97

PlayStation

With EA Sports' customary class and quality, Andreotti Racing peels out on the PlayStation with adrenaline-filled Indy and stock car action. This early version sizzles with just the right blend of heated arcade-style gameplay and realists' options. In Exhibition or Career mode, the green flag drops, and 18 real-life tracks from around the world. Before each race, you tune your tires, front air dam, rear spoiler, and gear ratio, and the sophisticated controls perfectly reflect each racer's adjustment. But Andreotti's definitely not one of those policy, detail-choked sims. Whining demands test driving, smart strategy, and fierce bump-and-grind bullying. Sharp graphics, thumping sounds, and careers from the Andreotti family complete this sweet package.—*Ar Hendrix*



Developed by Streetcraft Studios
Published by EA Sports
Available September

80% COMPLETE





Dream Team Basketball

PlayStation Saturn

The latest in EA's Olympics series, Dream Team Basketball pits the gods of the NBA against 31 international teams in Exhibition or Olympic Tournament action. The U.S. team sports such stars as Shaq, Olajuwon, Pippen, and Barkley, all of whom shine with signature moves like no-look passes, gorilla dunks, cross-overs, and finger rolls. On the court, rendered 3D graphics and motion-captured animations are accompanied by a play-by-play commentator. Hoopsters are already scoring with top-notch titles like *Shoot Out* and *Love '96*, so if this Dream Team hopes to secure a gold medal, it needs to hit the court with Shaq-like domination. —*Air Hendrix*



Developed by Angel Productions
Published by EA
Available September

60% COMPLETE



Grand Slam '97

PlayStation Saturn

PC CD

Formerly known as *The Show*, Grand Slam steps up to the plate with all the major-league players and stadiums, trades, and decent motion-captured graphics. But the control set-up is where Grand Slam may stand out. Pitching and batting involve wind-up meters that require you to peg the power, accuracy, and timing "of the pitch or swing. It's an interesting approach, but the field's already packed with top titles, so the true tale will be told in the hands-on gameplay. Stay tuned.—*Air Hendrix*



Developed by Bunt
Published by Virgin Interactive Entertainment
Available October

80% COMPLETE



VR Golf

PlayStation



Borrowing heavily from *PGA Tour '96*, VR Golf tees off on two courses with a complete set of clubs, modes, custom players, and other golfing standards. The tight gameplay and copycat controls will be a breeze for PGA pros, but VR Golf really distinguishes itself graphically. Although the motion-captured

golfers are pretty ordinary, these courses shine with an immersive 3D feel and towering camera angles. Golfers should keep an eye on this intriguing rookie. —*Air Hendrix*

Developed by Emerald Interactive
Published by VR Sports
Available October

80% COMPLETE



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97

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ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES + OCTOBER '96



PlayStation

By Sir Scary Larry

Every role-playing gamer with a PlayStation has been waiting for a title to come along and lead the field in next-generation RPGs. The wait continues, as Sony releases *Beyond the Beyond*, a lame and predictable RPG.

Be Yawned

Looking suspiciously similar to *Shining Wisdom* on the Saturn and the *Shining Force* series on the Genesis, *Beyond the Beyond* does nothing for those hungry for a meaty RPG. Lacking any 32-bit refinements, *Beyond the Beyond* seems like a waste of time.

In BTB, you play a young knight who must prove he is



PRO TIP: The game doesn't start in the manual mode. During the tough battles (caves, dungeons, and so on), you should turn the battle screen to "Manual" so some allies will use magic while others use attacks.

Beyond the Beyond
By Sony Computer Entertainment

Graphics	Sound	Gameplay	Value	Overall
3.0	3.0	3.0	3.0	3.0

Price not available
Available on
RPG
7 player

PlayStation
CD-ROM
16 Ages

Beyond The Beyond



PRO TIP: When you fight the soldiers to get the key to save Edward, don't use any magic spells: It's a given that Samson will wipe out the competition for you.



PRO TIP: If you miss one of the puzzles in the treehouse, walk out of the room and then back in. The puzzle will reset.

worthy of saving the kingdom. He also faces a bigger challenge—proving to his father that he's a man, not a boy.

Without venturing too far into the game, you pick up some needed allies like Annie (a healer), Samson (a strong man), and Edward (the young prince who is taken from his throne and nearly executed). You also get the standard array of weapons (Short Sword, Rods, and so on), armor, and magic spells—none of which has any of the impact or visual imagination of other pop-



PRO TIP: After solving the first puzzle, a pastor will come out and congratulate you. Talk to him and save your game; otherwise, you'll have to solve it all over again if you die in battle.



PRO TIP: When you get to the cottage in the woods (the one with the wolf in front), walk east and you'll enter a giant treehouse.

ular RPGs like the *Final Fantasy* series. *Super Mario RPG* had better-looking spells than this, and that's a 16-bit game!

U R Not Satisfied

The graphics also have some glaring imperfections, like extremely pixelated fight scenes, simply illustrated and boring enemies, and dull backgrounds. Spend a minute in the Treehouse level and you'll know what I mean.

The sounds don't even take advantage of the CD technology. RPG-rock is a new type of



PRO TIP: *Beyond the Beyond*, the *Tumble Rabbits* aren't as tame as before, and they inflict massive damage.



PRO TIP: Don't count on Samson saving you *Beyond* behind when he joins your party later in the game. He's cursed, and may or may not fight.

music that sounds like it's from the Olympic ceremonies) dominates this game, but it's tepid and uninspiring.

The controls are even a problem. The main character doesn't always go where you're maneuvering him, and the menus are thoughtless and cumbersome. Also, the turn-based combat system throws monsters at your every footstep.

Beyond Lame

Like most RPGs, even the bad ones get you hooked, and you may find yourself giving a hoot about the events in this game. With all the attendant hype surrounding this product, you'll wonder: why Sony made gamers wait so long for such a mediocre title. ☹

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A sneak peek at upcoming games for RPG fans!

Suikoden PlayStation



A popular RPG in Japan, Suikoden charges you to put together an army strong enough to overthrow the Red Moon Empire. Of course, the road to success is littered with obstacles, such as disobedient troops, an obsti-

nate father, and assassinations in the ranks. The battles go down one on one, party versus party, or army versus army. The usual supply of spells and weapons helps you out. You must also manage details like hiring weapon designers, ensuring adequate supplies, cutting deals with farmers for food, and so on. —*Air Hendrix*



Developed and published by
Koei
Available Fourth Quarter '95



Snatcher was one of the best games to grace the Sega CD, and now Konami's back with Policenauts, a prequel to Snatcher that takes place in a space colony 37 years earlier, in the year 2010. You play as a cop who disappears during a space walk. Twenty-five years later, you are miraculously rescued and return to Earth to hook up with your old buds and unlock the mys-

POLICENAUTS Saturn



tery of the space colony. This graphic adventure unfolds in nine acts as you gather clues, speak with other characters, and battle enemies via an interface much like Snatcher's. —*Air Hendrix*



Developed and published by
Konami
Available Fourth Quarter '95

REVELATIONS *Persona* PlayStation

PlayStation

This sci-fi RPG tells a complex tale involving a scientist's device for travel between dimensions. The gadget endangers the life of a friend by tapping into her dreams, and you must travel between dimensions to save her and deactivate the device. Like Atlus's other RPG, Devil Summoner (see "Role-Player's Realm," May)—which has been delayed until 1997—Revelations features unique



gameplay mechanics, such as conversations with monsters before fights and monsters that you can summon to fight at your side. An intriguing prospect. —*Air Hendrix*



Developed and published by
Atlus
Available December

30% COMPLETE

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Friends like these,
who needs **Enemies**.

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Use your ghostly skills to solve complex puzzles, find secret passageways and hidden clues, and locate the lost pieces of the dismantled Laserus Machine. Based on the hit movie, including some of the great 3-D animation, special effects and hilarious gags, CASPER is a challenging adventure for you, your family and your friends! Just remember to choose your friends carefully!

Play in the dark.
If you dare.

CASPER

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Interplay

BY GAMERS. FOR GAMERS.™



SUPER MARIO 64

Got a Nintendo 64? Got Super Mario 64? Got no idea what you're doing? Then have no fear—*GamePro's* got you covered. This is the first of many installments of the hottest platform game to date. In this strategy guide you learn Mario's most essential moves, how and when to use the different camera views, what the stars and coins are for, and you get a complete breakdown of the first two courses.

By *Bruised Lee*

MARIO BASICS

The goal of the game is to defeat Bowser (of course) and save the Princess (again). Here are the basic fundamentals you need to know to complete your mission.

Stars



There are 15 main courses (not including hidden levels), with 6 main stars in each one. The more stars you collect, the more locations you can enter. There are 120 stars total, but you need only 70 to finish the game. You can find the other 50 at your own risk.

The Coin Star

Each course has a Coin Star you can collect if you find 100 coins in the course. The best way to achieve this is to go back to a course once you've collected the six stars. Before you start the course, though, move the control stick to the right and set it on the sixth star. This star usually has the entire course open so you can locate more coins. The game has three types of coins (see "The Coins" sidebar).



Mastering the Different Camera Angles

Before you start running around like a mad plumber, you need to get accustomed to the different camera views. In most courses you must constantly change the camera angles on the fly to help you complete the level and find hidden items. Here's how the different camera angles work. You change angles by tapping the yellow arrow buttons on the controller.

Camera Angles



Tap the yellow Up arrow to stop Mario from moving, then use the control stick to look around. To play in this view, tap the Right trigger button.



Tap the yellow Left arrow to swing the camera to the right.



This is the camera angle you start with.



Tap the yellow Right arrow to swing the camera to the left.

Tap the yellow Down arrow to get this angle. This is one of the best views because it gives a panorama of what's around you.



The Coins

Yellow Coin



Worth one coin and easily found in the course.

Red Coin



Worth two coins. There are eight red coins in each level (usually hidden). Collect all eight, and you get a star.

Blue Coin



Worth five coins. Reveal these coins by activating a switch or destroying certain enemies.

The Switches

The red, green, and blue boxes are activated by similarly colored switches. The switches are located in hidden levels. The first switch you need to activate is the red switch. When activated, all the colored boxes become solid so you can hit them. The red boxes give you the ability to fly; the green ones turn you metallic (so you can walk underwater); and the blue ones turn you invincible (allowing you to walk through certain walls). We'll uncover their locations in a future installment.

Using the Views

Here are some examples of when you should use the different camera views.



Playing the game in 3D is difficult when judging jumps and grabbing objects.



By changing the camera view, you can make the game 2D. This makes it easier to time your jumps and to see objects.

The Looking Feature

The looking feature is an essential part of the game. When you enter a level, you see only a small section of the area. Use the look feature to glance up, down, and all around to find out what's really there. Instances where the look feature is vital:



Always use the look feature when standing by the edge of a platform...



...so you can see whether there's a platform below you.

Mario's Got the Moves!

Mario can perform over 30 moves. Here are some key moves that can help you advance to some hard-to-reach locations.

Backflip



Press and hold Button Z, then tap Button A. The backflip is a good way to reach a higher location if you're on a small ledge.

Long Jump



While running, hold Button Z and quickly tap Button A. This allows you to jump great distances and gives you a burst of speed.

Turnaround Backflip



While running, tap the control stick in the opposite direction and tap Button A. Use this move to reach high ledges behind you.

Wall Kickoff



Jump at a wall while running toward it, just before you hit the wall, tap Button A again to spring off. This effective move can get you to those really high, out-of-reach locations.

Triple Jump



Tap Button A three times to execute the triple jump. With each jump, Mario soars higher. When you have the flying hat, do a triple jump to initiate flight.

The Courses

Players can become easily lost when jumping from course to course, grabbing random stars. The easiest way to avoid confusion is to stay in one course until you collect all seven stars, then move on to the next one. Each course has a warp that takes you to a different location in the level. The warps are best used as shortcuts. The following pages show the location of each warp and all the stars.



Course One

The dirt path is designed to keep you from getting lost and it leads to the first two stars. However, exploring is the key to find everything in the course.



When you enter the castle, run up the small set of stairs to the left. Inside the room, jump through the picture to start the course.

Course One Warp



Go inside the first hole you come across when running up the hill. The warp is a shortcut to the top of the hill.

Star One



At the start of the level, follow the path up and to the left of the fence. Run through the hole in the gate, then head to the right.



Jump past the rolling balls to get back onto the path that leads up the hill. Use the warp to reach the top of the hill faster.



Star Two



At the start of the level, you find a turtle that wants to race you to the top of the hill. When racing the turtle, follow the path again.



Use the warp to reach the top faster. Your reward for winning is the second star.



Sub-Boss



When going against the boss, run behind him and pick him up by using Button B.



Press B again to throw him, but don't toss him off the hill—it doesn't register as a hit. It takes three hits to destroy the boss. When he's defeated, you're rewarded with the first star.



Star Three



Talk to the red bomb guys to open up the cannons in the level. Take the path over the first bridge, then jump over the fence and head toward the small gray hill. There is a cannon on top.



Go inside the cannon and point the crosshair up at the floating section of land. Be sure the crosshair is exactly at the point shown here, then fire. On the land section, jump up and hit the yellow box. The third star is inside.



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Star Four

Here are the locations of the eight coins in the level (two coins are located in the same area). Collecting them all earns you the fourth star.



Star Five

Note: To obtain the fifth star, activate the red switch so Mario can fly.



Shoot yourself out of the cannon to reach the floating platform the same way you found the third star. Then hit the red block and fly toward the ring of coins that appears in the air.



Collect all five coins in the center of the ring. This gives you the fifth star.



Red Switch

You first need ten stars to get to the red switch. You may want to grab the sixth star and 100 coins (to get the Coin Star). Then start Course Two to reach ten stars.



After getting ten stars, stand in the center of the light reflecting in the main castle room. Face the stars and use the looking feature to look up into the light.



You're transported to a hidden level where Mario can fly. Follow the trail of coins and grab all eight red coins for a star. Then fly toward the platforms in the center of the level.



Jump on the red switch to activate it, and grab the star. Now go back to Course One for the fifth star.

Star Six



Directly off the dirt path is a huge black Chomp chained to a wooden post. Jump on top of the post and perform Mario's sit attack to smash the post into the ground.



Once the post is smashed completely into the ground, the Chomp breaks through the bars.



On the other side of the bars is the sixth star. Now go back and collect 100 coins for the Coin Star. Off to Course Two!

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Course Two

There are no set boundaries in the remaining courses. Watch your jumps, because it's possible to fall into oblivion. While there's no path to guide you here, there are some arrows to point you in the right direction.

Course Two Warp



When you enter the castle, go through the door labeled "1" on the right. Once inside, jump through the picture.



The level warp is in the corner (on the second level) just past the huge blue boulder and the green box. The warp takes you to almost the top of the level.

Star One



At the start of the level, double-jump to the second level. Run up the incline and go to the right past the two sleeping plants.



Ride the rotating platform to get to the other section of the level. Keep following the arrows that lead you past the two stone men. Jump on the rising platform and go to the top of the level.



Sub-Boss



Here you face off against the second sub-boss.



When the boss is about to fall on you, run to the right or left, then quickly jump up, and perform Mario's sit attack. It takes three hits to destroy this boss. Once he's defeated, you get the first star.



Star Two



Return to the top of the course again. This time there's a tall tower in place of the boss. If you run behind the tower and punch it, you'll find a one-up inside.



The goal is to jump up the platform of stairs until you reach the top. At the top of the tower is the second star.



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Star Three



Double-jump again up to the second level, but run straight past the water.



Talk to the red bomb to open up the cannon, then jump in the cannon.



Aim the crosshair exactly at the point shown here and fire. You should hit the back pillar.



Slide down the pole and get the third star.

Star Four

Here are the locations of the eight coins in the level. Collect them all and you get the fourth star. To get the last coin suspended in air, you need to use the owl. To get the owl, climb the very first tree at the start of the course, then jump and hold onto the owl for a free ride.



Star Five



Climb the first tree in the level, and shake out the owl.



Jump up and grab the owl for a ride to the top of the course.



Move the owl directly over the cage suspended in air. Let go of the owl and grab the star inside the cage.



Star Six



Head back to the cannon and jump inside for a painful ride.



Aim the crosshair at the second corner ledge to the right (it's on the same side as the sleeping plant).



Shooting Mario at the corner breaks off a piece of the ledge, revealing the sixth star. Now go back and collect 100 coins for the Coin Star.



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THE FIGHTER'S EDGE

Tournament-Winning Combos and Strategies



By **Bruised Lee**
(Special thanks to Ben and Dan)

In the third and final installment of Tekken 2, we show you how to perform the best combos, special moves, linking moves, and throws for the last of the boss characters.

Basic Arts

Learn these essential basic skills before you enter the tournament. The following moves are universal for each fighter.

How to Run

You can make each fighter run by tapping \rightarrow , \leftarrow . If your opponent is far away and you run toward them, you'll perform a head-kick. Running when you're close to an opponent tackles them.

Tackle Attacks

From a running tackle, score extra hits by tapping LP, RP, LP, RP.
Note: To perform Yoshinori's Tackle Attack, tap RP.

Moves While Running

Each fighter can perform these special moves while running toward an opponent.

Run Over Your Enemy

You can damage an opponent on the ground by running toward them.

Get Up and Fight

When your fighter is knocked down during a match, there are several ways to recover offensively and defensively.

Roll to the Side

Rolling to the side is a new recovery move. While on the ground, tap LP.

Low-Kick Recovery

While on the ground, tap LK.

High-Kick Recovery

While on the ground, tap RK.

Roll Forward

While on the ground, tap \rightarrow .

Roll Backwards

While on the ground, tap \leftarrow . Players can chain together recovery moves. For example, while on the ground, tap LP to roll to the side, then tap \rightarrow to roll forward, or tap \leftarrow to roll backwards.

Lunge-Forward Recovery

Tap \leftarrow and as soon as your character starts to move, tap \rightarrow (LP RK). Use this tactic when an opponent is running in or just starting a move.

Lunge Backwards-and-Forward Recovery

Tap \leftarrow and as soon as your character starts to move, tap \rightarrow (LP RP). Use this tactic when an opponent is running in or just starting a move.

Super Moves

Super moves take a few seconds to execute and leave you open to attack. If a super move connects, however, it inflicts massive damage. These moves are shown on the following pages.

Note: Not all the fighters have super moves.

Counter Throws

Counter a throw with a throw. If timed correctly, the two throws will cancel each other. Then you can perform another throw, special move, or combo.

Counter Moves

New to the Tekken series is the ability to counter incoming moves. These moves are shown on the following pages.

Note: Not all fighters have counter moves.

How to Play as the Bosses and Hidden Fighters

The game difficulty or number of rounds you fight doesn't affect how you reach the bosses and hidden fighters. You don't even have to win each fight with a perfect victory. The quickest way to get to the bosses is to set the difficulty to "Easy," the game time to 20 seconds, and the number of rounds to one.

To play as any of the sub-bosses: Finish the game with each of the top main fighters and without switching characters during play. Each time you beat the game with a different character, you get a new sub-boss.

To play as the hidden character

Kazuya: you must beat the game

with a sub-boss and without switching characters during play.

To play as Devil and Angel: you must finish the game with Kazuya and without switching characters.

To play as Alex or Roger: you must first have all the sub-bosses, Kazuya, Devil, and Angel loaded on your memory card. Then start a normal game and during the third match on the final round, you must make a comeback victory with less than five percent of your health. Accomplish this, and Alex or Roger will step in and challenge you to a fight. After the fight, return to the character lineup. Alex and Roger are now selectable fighters!

Controller Legend



LK = Left Kick
LP = Left Punch
RK = Right Kick
RP = Right Punch

Hold = Move the joystick in one smooth, continuous motion.

Charge = Hold the direction or button indicated for the time indicated.

[] = Execute commands in parallel simultaneously.

Note: All controllers are described under the assumption that your character is facing to the right. If they're facing left, reverse any Forward and Away commands.

Throws = Red

Likars = Blue

Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

Anna

Hip Toss When in close, tap (RP RK)

Arm Flip When in close, tap (LP LK)

Elbow Smash When in close, tap $\frac{1}{2}$, hold (\times LP RP)

Shoulder Toss When in close, hold \rightarrow , tap (LP LK)

Behind Grab When behind opponent, tap (LP LK) or (RP RK)

Face Smash to Over the Shoulder Arm Breaker Motion \downarrow $\frac{1}{2}$ \rightarrow (LP RP), quickly tap LK, RK, LK, (LP RP)

Face Smash to Double Arm Breaker Motion \downarrow $\frac{1}{2}$ \rightarrow (LP RP), quickly tap LP, LK, RP, LP, LK, LP, RK, (LP RP), (LP RP)

Face Smash to Ground Arm Breaker Motion \downarrow $\frac{1}{2}$ \rightarrow (LP RP), quickly tap LP, LK, RP, LP, RP, LP, LK, RK, (LP RP)

Face Smash to Arm Breaker to Arm Take-down Motion \downarrow $\frac{1}{2}$ \rightarrow (LP RP), quickly tap LP, LK, RK, (LP RP), tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)

Face Smash to Arm Breaker to Overhead Throw Motion \downarrow $\frac{1}{2}$ \rightarrow (LP RP), quickly tap LP, LK, RP, LP, tap RP, LK, (LP RP), (LK, RK), (LP RP)

Counter Tap ($\frac{1}{2}$ RP LK) or ($\frac{1}{2}$ LP RK)

Slap Punch Hold \leftarrow , tap LP

Arm Tap Hold \downarrow , tap (\times RP)

Wanka Strike Hold \downarrow , motion $\frac{1}{2}$ \rightarrow RP

Slab Punch Hold \downarrow , motion $\frac{1}{2}$ \rightarrow LP

Wrist Thrust Tap \rightarrow , ($\frac{1}{2}$ LP RP)

Flip Kick Tap \rightarrow , ($\frac{1}{2}$ RK)

Low Flip Kick Charge \downarrow for one second, tap ($\frac{1}{2}$ RK)

Awie Tap $\frac{1}{2}$ to flip toward your opponent, tap $\frac{1}{2}$ to flip away

High Flip Kick Charge \downarrow for one second, hold ($\frac{1}{2}$ RK)

Awie Hold $\frac{1}{2}$ to flip toward your opponent, hold $\frac{1}{2}$ to flip away

Dive Attack While running, tap (LP RP)

Dive Kick While running, tap RK

Hard Pounce Tap ($\frac{1}{2}$ RP) or ($\frac{1}{2}$ RP)

Super Chop Tap ($\frac{1}{2}$ LP RP)

Super Crunch Tap ($\frac{1}{2}$ LP RP)

Devil and Angel

Double Kick Hold When in close, tap (LP LK)

Hip Toss When in close, tap (RP RK)

Head Butt When in close, tap \rightarrow , ($\frac{1}{2}$ LP RP)

Behind Grab When behind enemy, tap (LP LK) or (RP RK)

Slam Punch While rising, tap RP

Sweep Kick Motion \rightarrow \downarrow $\frac{1}{2}$ RK, tap RK

Linging Uppercut Tap \rightarrow , \downarrow , hold $\frac{1}{2}$, tap RP

Charging Uppercut Tap \rightarrow , \downarrow , hold $\frac{1}{2}$, tap LP

Humiliate Sweep Kicks Tap ($\frac{1}{2}$ RK, RK, RK)

Front Flip Tap RK, LK

Axe Kick Tap \rightarrow , ($\frac{1}{2}$ LK)

Snip Kick Tap ($\frac{1}{2}$ RK)

Spinning Backhand Tap ($\frac{1}{2}$ RP)

Jumping Spin Kick Tap ($\frac{1}{2}$ RK) or ($\frac{1}{2}$ RK)

Dive Kick While running, tap RK

Hard Pounce Tap ($\frac{1}{2}$ RP) or ($\frac{1}{2}$ RP)

Super Ground Laser Tap (LP RP)

Super Air Laser Tap (LK RK)

Bruce

Knee Bash When in close, tap (LP LK)

Head Lock to Knee Bash When in close, tap (RP RK)

Behind Grab When behind opponent, tap (LP LK) or (RP RK)

Headlock to Knee Bash Throw Tap \rightarrow , motion \downarrow $\frac{1}{2}$ (LP RP RK), quickly tap (LP RP), (LP RP), (LP RP)

Headlock to Multi-Knee Bashes to Super Knee Thrust Tap \rightarrow , motion \downarrow $\frac{1}{2}$ (LP RP RK), quickly tap LK, (LP RP LK), tap LP, LK, (LP RP RK), RP, RK, LP, (LP RP LK)

Fling Elbow Tap (LP RP)

Spinning Back Elbow Tap ($\frac{1}{2}$ LP RP)

Back Flip Tap \leftarrow , \leftarrow , (LK RK)

Back Flip to Charging Kick Tap \leftarrow , \leftarrow , (LK RK), LK

Charging Snap Kick Tap \rightarrow , ($\frac{1}{2}$ RK)

Charging Wheel Kick Tap \rightarrow , ($\frac{1}{2}$ LK)

Sweep Kick Tap ($\frac{1}{2}$ LK)

Sweep Kick to Uppercut Tap ($\frac{1}{2}$ LK), LP

Dive Kick While running, tap RK

Hard Pounce Tap ($\frac{1}{2}$ RP) or ($\frac{1}{2}$ RP)

Super Back Elbow Tap ($\frac{1}{2}$ RP LK)

Kuma

Back Breaker When in close, tap (RP RK)

Lunch Time Hold \rightarrow , tap (RP RK)

Tackle Attack When in close, tap (LP LK)

Overhead Swipe Tap ($\frac{1}{2}$ LP RP)

Hand Trip Tap \leftarrow , ($\frac{1}{2}$ RP LK)

Forward Roll Tap ($\frac{1}{2}$ LP RP), motion 300 degree starting from \rightarrow

The Step Tap \rightarrow ($\frac{1}{2}$ LP RP)

Overhead Pounce Tap (LP RP)

Upward Bash While rising, tap (LP RP)

Bit Attack Tap ($\frac{1}{2}$ LK RK)

Bit Attack to Hand Slap Tap (\downarrow LK RK), LP, RP, LP RP

Windmill Attack Hold \downarrow , tap ($\frac{1}{2}$ LP), RP, LP

Dive Attack While running, tap (LP RP)

Ground Dive While running, tap (LK RK)

Hard Pounce Tap ($\frac{1}{2}$ RP) or ($\frac{1}{2}$ RP)

Move List Color Key: The color key below indicates the type of move.

Throws = Red

Linkers = Blue

Counter Moves = Purple

Special Moves = Green

Super Moves = Blue

Ganryu

Hip Press	When in close, tap (L,P LK)
Hip Press	When in close, tap (RP RK)
Overhead Throw	When in close, tap (→ RP RK)
Ground Press	Tap →, (→ RP LK)
Behind Grab	When behind opponent, tap (LP LK) or (RP RK)
Palm Trip	Tap (× RP LK)
Sumo Clap	Tap →, (→ RP LP)
Charging Uppercut	Motion → × ↓ × LP
Sumo Overhead	Tap (L,P RP)
Sumo Dance	Tap (↓ RP), (RP, RP)
Sumo Palm Punch	Motion → × ↓ × RP
Sit Press	Tap (↑ LK RK)
Sit Attack	Tap (↓ LK RK)
Rising Face Bash	While rising, tap (L,RP)

Double-Hand Uppercut	Hold ↓, tap (L,P RP)
Same Stomp	Tap (↓ RK)
Rising Face Bash	While rising, tap (L,P RP)
Dive Attack	While running, tap (L,P RP)
Hard Pounce	Tap (↑ RP) or (↑ RP)
Super Charge	Tap (→ LP RP)

Roger and Alex

Head-Butt	When in close, tap (L,P LK)
Power Bomb	When in close, tap (RP RK)
Power Slam	When in close, motion ↓ × → LP
DOT	Tap ×, ×, (L,RP)
Frankenslammer	Tap (× LK RK)
Mind Sweeper	Motion → × × ↓ × → LP
Tombstone Pile Driver	Tap ×, (→ LP RP)
Behind Grab	When behind enemy, tap (L,P LK) or (RP RK)

Uppercut	Motion → ↓ × LP
Lunging Drop Kick	Tap (LX RK)
Charging Uppercut	Tap →, (→ RP)
Stun Punch	Tap →, →, RP
Overhead Slam	Tap (→ LP RP)
All Kicks	Tap (↓ LK RK), RK, RK
Elbow Drop	Tap (× LP)
Elbow Strike	Tap (× RP)
Tail Take-down	Tap (× LK)
Kick Fury	Tap (→ LK RK), LK, RK, LK, RK
Shoulder Drop	Tap (↑ RP RP RK)
Forward Dive Attack	Tap →, (→ LP RP)
Dive Attack	While running, tap (L,P RP)
Hard Pounce	Tap (↑ RP) or (↑ RP)
Knee Hard Pounce	Tap (↑ LK RK)
Super Windup Punch	Tap (→ LP)

KUMA



killer combos

Four-Hit Uppercut Juggle-Punch Combo



Tap (× RP) Tap (→ LP) Tap (→ LP) Tap (↑ LK RK)

Six-Hit Juggle-Punch Combo



Tap (→ LP) Tap LP Tap LP Tap (→ LP) Tap LP Tap LP

ten-hit combo

Note: You can start this ten-hit combo by tapping ×.



Tap (↓ RP) Tap LP Tap LP Tap LP Tap RP Tap LP Tap RP Tap LP Tap (LP RP) Tap (LP RP)

ANNA

Bone-Crushing Linkers

Similar to Nina, Anna has the same linking moves, except for those that start with a Leg Grab. The moves are all performed the same way (see "The Fighter's Edge," August). Additionally, Anna has two original linkers of her own, to pull them off, you must tap the buttons as fast as possible. You should be finished tapping all the buttons when Anna is about halfway through the linking combo.

Face Smack to Arm Breaker to Overhead Throw



Metron + 3 → (LP RP)



Quickly tap LP, LK, RK, LP



Tap RP, LK, (LP RP), (LK RK), (LP RP)

Face Smash to Arm Breaker to Arm Takedown

This linking combo allows you to break the same arm twice. Try to finish tapping the buttons as Anna performs the first arm-breaking move.



Metron + 3 → (LP RP)

Quickly tap (LP LK), RK, (LP RP)



Tap (LP RP), RK, LK, (LP RP), (LP RP), (LP RP)

killer combos

Six-Hit Flip-Kick Juggle Combo



Hold 4, tap (2 RK)



Tap LP



Tap (2 RK)



Tap (4 RK)



Tap LP



Run In, tap (4 LK)

Four-Hit Stun-Punch Combo



Hold 4, metron 3 → LP



Tap (4 LK)



Tap RK



Tap →, (2 RK)

Five-Hit Uppercut-Juggle Combo



Tap (3 RP)



Tap LP



Tap LP



Tap RP



Tap LK

Three-Hit Double Flip-Kick Combo



Hold 4, tap (2 RK)



Hold 4, tap LP



Tap (2 RK)

Six-Hit Super Uppercut-Juggle Combo



Tap (3 RP)



Tap LP



Tap (2 RK)



Tap (4 RK)



Tap LP



Tap →, (2 RK)

ten-hit combo

Note: You can start this ten-hit combo by tapping 3.



Tap LP



Tap RP



Tap LP



Tap RP



Tap LK



Tap LK



Tap RP



Tap LP



Tap RP

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DEVIL

Note: Angel has the same moves and combos as Devil.



killer combos

Five-Hit Uppercut-Juggle Combo



Motion → ↓ ↘
RP



Tap LP



Tap LP



Tap LP



Tap RP

Five-Hit Laser-Juggle Combo



Tap (LP RP)



Run in, tap LP



Tap LP



Tap RP



Tap RP

Five-Hit Flip-Kick Combo



Tap (↘ RP)



Walk in, tap RP



Tap LP



Tap RP



Tap RK, LK

Four-Hit Super Uppercut Combo



Motion → ↓ ↘
RP



Tap (↓ LP)



Tap RK



Tap RK, LK

Four-Hit Uppercut to Kick Combo



Tap (↘ RP)



Tap LP



Motion → ↓ ↘
RK



Tap RK

ten-hit combo



Tap →, (↘ RP) Tap LP Tap RP Tap RP Tap LK Tap RK Tap RK Tap LP Tap RP Tap LP

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BRUCE

Bone-Crushing Linkers

Bruce has two linking combos out of his Head Kick to Knee Bash Grab above, timing for both consists of tapping the buttons as fast as possible

Headlock to Multi-Knee Bashes to Super Knee Thrust

This linking combo allows you to deliver several Knee Bashes to an opponent. Try to finish tapping the buttons as Bruce performs the second Knee Bash



Tap →, motion ↓ + (LP RP RK)



Quickly tap LK, (LP RP LK)



Tap →, motion ↓ + (LP RP RK)



Quickly tap (LP RP), (LP RP), (LP RP)



Tap LP, LK, (LP RP RK)



Tap RP, RK, LP, (LP RP LK)

Five-Hit Sweep-Kick Uppercut Combo



Tap (↘ LP)



Tap RP



Walk in, tap LP



Tap (↘ LK)



Tap LP

Five-Hit Uppercut-Juggle Combo



Tap (↘ RP)



Tap LP



Tap LP



Tap RP



Tap RK

Six-Hit Super Juggle-Kick Combo



Tap (↘ LP)



Tap RP



Tap LP



Tap LP



Tap RK



Tap LK

killer
combos

GANRYU

**killer
combos**



Three-Hit Super Uppercut Combo



Motion ← ↓ ↓
½ LP



Motion ← ↓ ↓
½ PP



Tap (↑ LK RK)

Five-Hit Sumo-Stomp Combo



Motion ← ↓ ↓
½ LP



Tap (↓ RK)



Tap (½ RP)



Tap RP



Tap (½ RP)



Tap (½ RP)

Four-Hit Sumo-Juggle Combo



Tap (½ RP)



Tap RP



Tap RP



Tap LP



Tap RP



Tap (½ LK RK)

Six-Hit Uppercut-Juggle Combo

ROGER

Five-Hit Kick-Juggle Combo



Tap (½ RK)



Tap LP



Tap →, (→ LP)



Tap RP



Tap (½ LK RK)

Four-Hit Uppercut-Juggle Combo



Hold ↓, tap
(½ RP)



Tap LP



Tap (½ RK)



Tap (↓ LK RK)

*Note: Also see the
same moves and
combo as Roger*

Five-Hit Super Kick-Juggle Combo



Tap (½ RK)



Tap LP



Tap RP



Tap →, (→ RP)



Tap (↓ LK RK)

**killer
combos**

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PlayStation

Battle Arena Toshinden 2

Play as Uranus, Master, Sho, and Vermilion



Play as Uranus and Master: At the title screen, as the words move in from the left and right, quickly **press R1, L2, X, L1, R2, O** on Controller One. You'll hear a sound if you did the trick correctly, and the cursor will turn blue. Go to the fighter-select screen and put the cursor over the "7" box at the top. **Press and hold Select**, and you can cycle through the fighters. The bosses Uranus and Master are now added to the lineup of playable characters.



Play as Sho and Vermilion: First, enter the code to play as Uranus and Master. At the title screen, as the words move in from the left and right, quickly **press O, R2, L1, X, L2, R1** on Controller Two. You'll hear a sound if you did the trick correctly, and the cursor will turn red. Go to the fighter-select screen and put the cursor over the "7" box at the top. **Press and hold Select**, and you can cycle through the fighters. The hidden bosses Sho and Vermilion are now added to the lineup of playable characters.

Aaron Lush
Internet

Saturn

Battle Arena Toshinden Remix

Play as Gaia, Sho, and Cupido



At the title screen, while the words "Press Start Button" are flashing, **press Up, Down, X, B, A, Y, C, Z, Start**. Now, on the far right of the fighter-select screen, the two bosses Gaia and Sho are selectable. To select Cupido, put the cursor over Sho, **press and hold Up**, and **press X**. Cupido should appear and is playable. *Note: You can play as the bosses in every mode except Story mode.*

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Playstation

Tecmo World Golf

Metallic Character, Move Cup Position on the Green, Move Ball During Game, and Change the Wind Direction



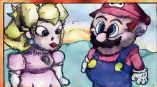
Metallic character: Select the Customize Player mode and enter the name **X.M.A.R.C.H.** (there is no space between the first initial and the last name). Then pick Bob Taylor for your golfer. Start a game, and during the Now Loading screen, **press Left, Up, Right, Down, R1**. When the game starts, you'll have a shiny, metallic golfer.

Move cup position on the green: During a game, go into the Options and highlight Function. Select Time, and change the clock to 15:14:38. Then **simultaneously press Δ and \square** . Now you can move the cup anywhere on the green.

Move ball during the game: During a game, go into the Options, and highlight Function. Select Time, and change the clock to 08:19:56. Then **simultaneously press Δ and \times** . Now you can move the ball anywhere.

Change the wind direction: During a game, go into the Options, and highlight Function. Select Time, and change the clock to 12:34:56. Then **simultaneously press \square and Δ** . Now you can change the wind direction.

Brian Hoisko
Torrance, CA



Scott Loucks
Borger, TX

Saturn

Guardian Heroes

99 Continues in Normal and Hard Modes



At the title screen, select Options, then choose the DIP Switch option. Set the difficulty to Easy and then start a game. Reset the game by **simultaneously pressing A, B, C, and Start**. When you return to the title screen, you'll see the words "Stage 1 Continue 99" under the word "Load." Go back into the DIP switch settings and set the difficulty to Normal or Hard. Return to the title screen and select Load. When you start the game, you have 99 continues on the higher skill settings.

Saturn (Game Shark)

Frank Thomas "Big Hurt" Baseball

First, enter the master code **F600914C305**
B6002800000

160a0ba80590 Player One always wins
160a0ba80005 Player Two always wins

Iron Storm

First, enter the master code **F600914 C305**
B6002800 0000

1603BC02 FFFF Infinite cash

Road Rash

First, enter the master code **F600914C305**
B60028000000

1607407e222E Infinite cash
160740740709 Have infinite bike

Wing Arms

First, enter the master code: **F600914 C305**
B6002800 0000

16065936 0035 Infinite armor
16065932 0064 Infinite missiles



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Saturn

X-Men: Children of the Atom

Play as Akuma and Choose Shortcut Mode



Play as Akuma

For Player One: Put the cursor on Spiral for three seconds. Then move the cursor over the following fighters in this order without stopping: Silver Samurai, Psylocke, Colossus, Iceman, Colossus, Cyclops, Wolverine, Omega Red, and Silver Samurai again. Let the cursor rest for three seconds on Silver Samurai, then **simultaneously** press **A, C, and Z**. Akuma drops down.

For Player Two: Put the cursor on Storm for three seconds. Then move the cursor over the following fighters in this order without stopping: Cyclops, Colossus, Iceman, Sentinel, Omega Red, Wolverine, Psylocke, Silver Samurai, and Spiral. Let the cursor rest for three seconds on Spiral, then **simultaneously** press **A, C, and Z**. Akuma drops down.



Shortcut Mode

To take a shortcut between matches that almost completely eliminates the load times, get to the Result screen after a match. At the screen, highlight Continue, and press and hold the **top L and R buttons**. While holding the buttons, press Start. This takes you to a Shortcut screen where you can switch fighters, change the handicap, and select the stage.

Playstation

Skeleton Warriors

Super Sword, Infinite Heartstones, and Level Select



Pause the game and enter any of the following:

Super sword: Press **O, Left, Down, Δ, Right, O, Up, Δ**.

Infinite heartstones: Press **Left, Up, ×, □, Up, Down, □**.

Level select: Press **Δ, O, O, Left, O, Up, Down**. When you run out of lives, select Options at the title screen. You'll see a level-select option at the top of the menu.



Byron Ziegler
Syracuse, UT

3DO

Captain Quazar

Replenish Health and Ammo



When you are very low on health, pause the game and press **L, R, L, R, L, R**. Unpause the game and your health and ammo will be maxed out.

3DO

Killing Time

Map-Coordinate Code, 100 Percent Health, 75 Percent Health, and Code Combinations



First, enter this master cheat code (the code won't work on a previously saved game): Select **New Game** at the title screen and enter the name **EVONGRAJ** (Professor Hargrove's name spelled backwards). Select a difficulty level, highlight **OK**, and **press A**. Now you can enter any of the cheats below.

Map-coordinate code: Enter a starting location code followed by the letter **"O"** and **press A**. The game will start with text in the lower left corner of the screen that describes the location of your character (for example, ". ATQ"). The coordinates are displayed as "USER: 000, 000, 000, 000, 000."

The first number: The player's X (left to right) coordinate on the map

The third number: The player's Y (up to down) coordinate on the map.

The fourth number: The horizontal direction the player is facing from 0 to 255, with 0 being east.

The fifth number: The vertical direction (up and down) the player is facing.

100 percent health code: Enter a starting location code followed by the letters **"V"** or **"X"** (for example, ". ATX") and **press A**. The game will start with your character's health at 100 percent.

75 percent health: Enter a location code followed by the letter **"W"** (for example: ". ATW") and **press A**. The game will start with your character's health at 75 percent.

Code combinations: You can combine any of the codes for a variety of options. For example, **". . .AT1123ABCX"** starts the game in *Atlic Memories: Short But Sweet* with invincibility, three keys, three winged vessels, and the flamethrower. You can add up to 13 additional code letters or numbers after the location code.

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Playstation

Triple Play '97

Super Pitcher and Batter



Super pitcher: Select Custom Player, and enter the name **Jon Spencer**. When you start a game and substitute this player, you'll have a super pitcher who throws 159 mph pitches.

Super batter: Select Custom Player, and enter the name **Eric Klies**. When you start a game and substitute this player, you'll have a super batter.

Saturn

Earthworm Jim 2

Nine Lives, 100 Percent Energy, Plasma Gun, and Three-Finger Gun



Start a game and pause it. Then press any of the following:
Nine lives: Press Y, A, Right, Down, Down, A, Left, Right.
100 percent energy: Press Left, A, Z, Y, Down, A, Y, Down.
Plasma gun: Press C, A, Right, Right, Up, Down, Up, Left.
Three-finger gun: Press Down, A, Up, B, Right, Right, C, Right.

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swat.gamepro@itw.com

Saturn

Black Fire

Watch All Video Sequences



At the title screen when the words "Press Start Button" are flashing, press Z, A, Z, A, B, A, B, Y, C, A, C, A. The game will show all the video sequences. Press Start to skip any video sequence.

PlayStation (Game Shark)

Darkstalkers

800cd1a00090

Player One has infinite health

800ed5140090

Player Two has infinite health

NBA Shoot Out

80096e040000

Away team scores 0

800b4e680000

Home team scores 0

80096e080000

Home team scores 0

8004e6400000

Resident Evil

800c51e00060

Infinite health

800c8784ff0a

Rocket Launcher in first position

800c8784ff0e

Flamethrower in first position

Shell Shock

80087c1e0300

Infinite armor

800855ba0004

Railcorder

800855ba0004

Air support

Top Gun

801cfec00064

Infinite AGM missiles

801cfec00064

Infinite MIRV missiles

801cf0b00064

Infinite saffires

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