

Star Wars



Ultra 64

Street Fighter Zero



Sega Saturn

Virtua Cop



Sega Saturn

Samurai Shodown 3



Neo-Geo

NHL FaceOff



Playstation

NUMBER
78

YOUR GUIDE TO:

Ultra 64 • PlayStation
Saturn • Super NES
Genesis • 32X • 3DO
Jaguar • CDi
Neo-Geo • Game Boy
Game Gear

ELECTRONIC GAMING MONTHLY

PHOTOS FROM JAPAN

ULTRA 64™

GAME SCREEN DEBUT!

New
PlayStation Games

- **Revolution X**
- **Defcon 5**
- **X-Com**
- **Warriors of Fate**
- **Resident Evil**
- **Johnny Bazzokatone**

Your #1
SOURCE
For the LATEST NEWS,
GAME REVIEWS and TIPS!


Complete
12-Page Guide
To All New
64-Bit Games:

- Zelda 64**
- Pilot Wings 64**
- StarFox 64**
- Wave Race 64**
- Super Mario Kart R**
- And Much More!**

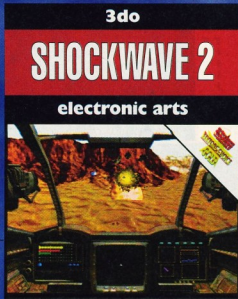
TM and © are trademarks of Nintendo America, Inc.



January, 1996
\$4.99/\$6.50 Canada



0 70992 37371 0



3do	
SHOCKWAVE 2	
electronic arts	
category:	release date:
Action	Now
challenge:	back-up:
Moderate	Battery

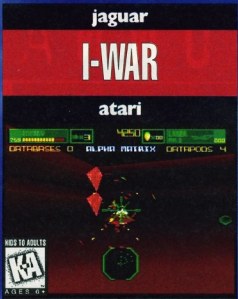
If you thought the first Shockwave was cool, you should see the sequel. Shockwave 2 offers different types of missions, an interactive story and new ships. The video quality is good, and the action is excellent. The gameplay varies with the type of mission. I hate being a turret. The graphics are outstanding, with detailed texture maps. This game is fun to play, which makes it a winner in my book. Shockwave 2 is worth purchasing if you own a 3DO system.

There are a lot of games that look like Shockwave 2, but what sets this title apart from all the rest of the meaningless seek-and-destroy shooters is you never know what you will be in for at the beginning of each level. Add a compelling story line, and you end up with a game that will be tough to put down. Major enhancements have been made from the original Shockwave to make this a worthwhile addition to your collection of 3DO games.

Fans of the first Shockwave, rejoice! Shockwave 2 is twice as fun. Unlike Shockwave in which you had only one vehicle, you now have three, all with their own attributes. The story line of Shockwave 2 is interesting and makes you feel as if you are an actual part of the game. The video used in the cinemas is surprisingly clear for the 3DO. Fans of Shockwave will definitely find Shockwave 2 just as exciting and fun, if not more so than the original. Pick it up!

With two more craft for you to control over the original, Shockwave 2 has little trouble sucking you into the plot. Before you know it you are knee deep in a mission and fighting for your life. The cinemas are possibly the best yet for any game and are well worth working your tail off just to see. Keeping the video out of the action and the reverse is the best designed feature to keep the player's interest for a long time instead of just blasting poor enemies on a video background.

Best Feature:	Two More Craft
Worst Feature:	The Turret Mission
Time To Complete:	Medium
Also Try:	Shockwave



jaguar	
I-WAR	
atari	
category:	release date:
Action	Now
challenge:	back-up:
Adjustable	Memory Card

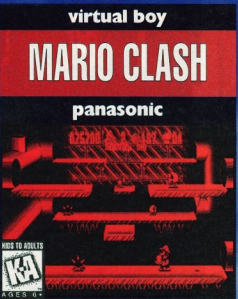
I-War is nothing more than a combination of Cyber Sled and Cybermorph. You enter a polygon arena, shoot bad guys and collect pods. The graphics are the same dimly dark polygons the Jaguar seems to reproduce so well. The scrolling is smooth, but the gameplay isn't really gripping. The enemies are not detailed at all, and you really don't tell the difference between an opponent and what is an icon. Jaguar owners now have another poor game to gripe about.

I-War is simply a polygon game where your main goal is to cruise around, shoot some shapes in each level and then find the exit. The shaded-polygon graphics aren't the best in the world, but that's not even the problem. The problem is excitement; there is none. Even the bonus levels in the game will put you to sleep. I-War is simply nothing more than a graphically enhanced version of the old Atari 2600 game, Combat. Could this be a game that's not even worth a rental?

Great, more dark pastel-colored polygons and a weak attempt at a game. The object of the game is to roam through and pick up pods and protect yourself from the enemy. The problem is that I couldn't tell what were the pods and what were the enemy. The music isn't all that bad, but the voice sounds as if it was from Speak and Spell. This is just another one of those games that would be good if it came out a couple years ago, but in this day and age, it is just bad.

I know mech games are popular, but why am I hunting out viruses on the Net? The control is swift and the levels have some originality, but the basic 16-bit graphics and the barely adequate sound make I-WAR fall horribly. Some fun can be found within, but many will find it too easy to die. There is simply not enough visually or gameplay-wise to make it excel. The enemies are mostly small and simplistic. Sorry, but I-War for this system (or any system), just isn't impressive at all.

Best Feature:	Nut'n'Honey
Worst Feature:	You Name It
Time To Complete:	Do The Math
Also Try:	Assault Rigs-PS



virtual boy	
MARIO CLASH	
panasonic	
category:	release date:
Action	Now
challenge:	back-up:
Hard	Password

Think of Mario Clash as a sequel to the original Mario Brothers game. The gameplay is relatively simple, and the use of 3-D replaces the multiple platforms levels. The two levels are more of a gimmick than anything else. The gameplay is a little too loose for my taste. I kept having Mario jump over his target instead of on it. If you want a basic platform game, Mario Clash is decent, but most players will probably become bored with it. MC is okay, but nothing really outstanding.

Mario Clash is a perfect example of a game that utilizes the potential of the Virtual Boy to a "T." Not only is the game highly addictive, but the levels have a nice three-dimensional feel to them. The two reasons that will make this game a winner are: it's the same principle as the original Mario Bros., so most every body will be familiar with the basics of the game, and it is simply a fun game to play. It is a nice spin-off of the original with an added twist.

This game is quite similar to the original Mario Brothers. Its control is loose and I kept finding myself getting killed because I jumped either too short or directly over the enemy. After playing for a while, Mario Clash became quite boring, repetitive and frustrating because of the control. Younger gamers might find this game enjoyable and fun, but veterans who want a game other than one to just pass the time, look elsewhere. It's just too boring.

This is the type of game that the Virtual Boy does best. The graphics are clear and have little trouble bringing a true 3-D feel to the player. It is easy to find yourself pulling your head out of the visor as you dodge the turtle shells that Mario threw at an opponent and missed. The control is swift, giving you useable control over your character. It has good sound, graphics and control. These are all the makings of a great game that owners of a VB should try.

Best Feature:	Visual Clarity
Worst Feature:	Redundant
Time To Complete:	Medium
Also Try:	Mario Brothers