

G A M E F A N

NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 12
SATURN EXCLUSIVE!



SCAVENGER'S SCORCHER

INSIDE THIS ISSUE!
PLAYSTATION:
BLOOD OMEN-
LEGACY OF KAIN
WARHAWK
TWISTED METAL
ASSAULT RIGS
VIEWPOINT
DESTRUCTION-
DERBY
LOADED
ROOM



**PLAYSTATION
WORLD EXCLUSIVE!**



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SATURN: AMOK • VF2 • SOLAR ECLIPSE • SKELETON WARRIORS • STEAMGEAR MASH • 3DO: CAPTAIN QUAZAR • SNES: DIDDY'S KONG QUEST • GENESIS: TOY STORY • GARGOYLES • NEO GEO: PULSTAR VIRTUAL BOY: WARIO'S TREASURE HUNT





OWI EXTREME
SATURN
CRYSTAL DYN. • CD
MOBILE COMBAT

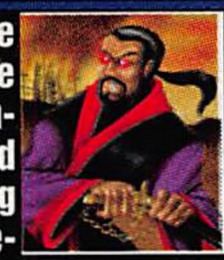
I never really got into the 3DO (too inconsistent and horrid controller) so OWI is new to me. I don't know what all the comparison is about since I'm sure the 3DO could never touch this level of 3-D gameplay. OWI is just pure fun. It's an all out space four-by-four shooting masterpiece with huge levels covered in bril texture maps, enough hills and valleys to make you puke, great music, and even a story mode with purposely cheesy (and very clean) FMV. I recommend it to anyone who enjoys the thrill of off-road racing and the joys of shooting.

G C P M O 90
9 9 8 8 9



OWI gives me flashbacks of the old Jaleco dune buggy arcade game... Yes, these are good memories. OWI Extreme offers solid dune buggy style driving/shooting and some of the best texture-mapped space worlds yet on the Saturn, easily rivaling Solar Eclipse. The gameplay's there with tight control schematics and a nice feel for handling your craft. I also have never played the 3DO version, but I am confident this game's subtitle was well-deserved.

G C P M O 89
9 8 8 8 9



Offworld Interceptor Extreme once again defines Crystal as one of the leaders in 3-D. Pushing the Saturn farther than many other games, OWI serves up seamless 3-D textured landscapes and well-animated, gnarly vehicles. This game is very involving and has much more depth than just a drive n' shoot title, OWI will keep you occupied for many days, not just hours. Take this one for a test spin, but don't get incinerated.

G C P M O 91
9 9 8 8 9



CAPTAIN QUAZAR
3DO
STUDIO 3DO • CD
ISOMETRIC ACTION

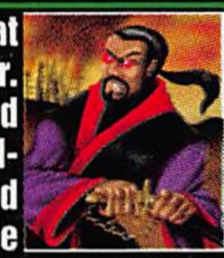
Captain Quazar may seem a tad quirky at first but once you learn to strafe and begin to pile up some missions you begin to see the designers' vision. This is a huge isometric adventure meant to make you explore and explore and explore. The graphics are among the best I've seen on the system, and quite frankly, it's nice to see something hand drawn and action-oriented on the 3DO. Maybe this is what they should have been doing all along.

G C P M O 88
9 7 8 8 9



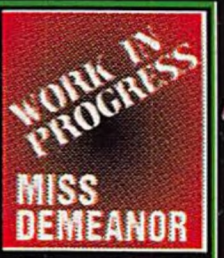
The first time I saw this game at E3, I almost fell on the floor. Isometric action, insanely cool and creative original characters, hand-drawn art, bitchin' explosions and weapons, all on... 3DO? YES! The finished game is almost everything I wanted. I don't mind the control, because the perspective is worth it. I am elated the design is so right-on, and lil' things like humorous facial expression for the Cap'n made it in. All this and two-player simul. What more could you want?

G C P M O 89
9 8 8 8 10



I'd love to give CQ higher than an 85, but lack of play control really hurts a game like this. The music is wild, especially the opening rap. The graphics are stylish and funny, too (those tombstones over vanquished foes are just too much). The classic good vs. evil storyline is played out wonderfully in Quazar and the game's long enough to sooth even the most savage beast. Too bad the ammo's limited and aiming is a pain, otherwise this would be an awesome title.

G C P M O 85
9 7 8 9 9



KILLING TIME
3DO
STUDIO 3DO • CD
3-D ADVENTURE

Killing Time is one of those games that draws you in with its storyline. Problem is, I just don't like the theme. I'm more into futuristic stuff. So, what I'm left with is framey 3-D and just OK control. On another system, where all KT's graphic power could be silky smooth, I'd be lovin' it, but all the complex textures and characters bog down the system creating some annoying steering problems. KT's a great effort on a weak 3-D system. An M2 version is needed.

G C P M O 80
8 6 8 9 9



Killing Time is one of the best games I've ever played on the 3DO. The storyline is very involving, the music is great, and the graphics are decent, but the gameplay, more than anything, really sucks you in. I found myself playing KT for hours on end. There're some puzzles scattered throughout each level that range from easy to brain-busting, plus hidden rooms aplenty. There's a ton of cool, annoying enemies, and as much challenge as you could possibly want. The control is a little vague, but other than that, Killing Time is choice.

G C P M O 89
7 6 8 9 8



How hard can it be to do good control in a Doom-style game? One tap of the D-pad and you've turned 270 degrees, gah. You will get used to the control, but the action's pretty generic as well. At least the levels show a lot of variety, and there's a pretty deep storyline. Music's good too. Still, if you want a new twist on Doom for your 3DO, try Space Hulk, or, to a lesser extent, Immercenary.

G C P M O 72
6 3 5 8 5



BC RACERS
3DO
US GOLD/CORE • CD
DRIVING

BC Racers was and is a great Sega CD and 32X game, but the 3DO version is really a stinker. Bumba-dida-bumba-dida, it just lumbers along soooo framey and slow it hurts. I know BC has big trackside sprites but I can't believe how much they bog the system. Our disc did say "complete" but I'm starting to wonder. If it is, this game's got big problems. Too bad, it's a cool one.

G C P M O 59
8 4 4 7 7



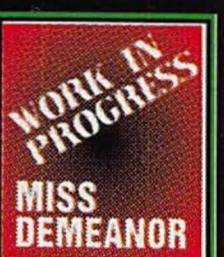
After seeing Core do amazing things for the Sega CD and the 32X, I was a little disappointed with BC Racers for the 3DO. There are lots of different tracks to race and the prehistoric characters are the coolest, but visually this game could have been better. Not only are the graphics pixelly, but the scaling was pretty chunky. The control is OK, but sometimes it's so hard to see what's going on, you can't react fast enough. This is not a bad game by any means, but it's not up to the high standards I expect from Core.

G C P M O 74
7 7 7 8 7



When I first heard about BC Racers, I was really interested. Oh my, was I disappointed. Static backgrounds that are bad imitations of the Flintstones and MAJOR slow-down destroy what should have been a fun 3DO game. The theme and characters showed a great deal of promise, but somehow it just wasn't executed the way it should have been. What a shame.

G C P M O 67
7 6 6 6 8



TOY STORY
GENESIS
DISNEY • 32 MEG CART.
PLATFORM

Wow, rendered power and line scrolling levels on the Genesis. What's next, flyin' dogs? Toy Story goes from platform/puzzle to RC car driving, to 3-D corridor, to 3-D driving. How, I do not know. The only problems are that some of it seems out of place, there are no continues (and it's hard) and most levels contain puzzle or timing elements. That aside, TS is thoroughly enjoyable, controls very well and, if you've got the time, super deep. The music is pretty good but a tad hokey. I just can't believe the graphics, they make it a must buy.

G C P M O 89
9 8 9 7 9



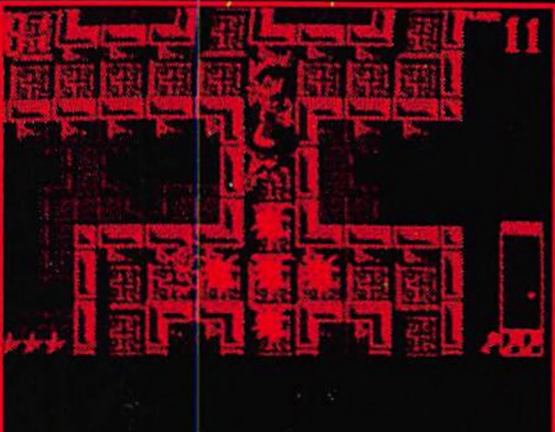
Toy Story has the most unbelievable graphics I've ever seen on the Genesis. I was totally blown away by the Clockwork Knight-like line-scrolling levels, 3-D Doom-style sequences and the gorgeous SGI graphics. Being that this is a non-violent game targeted for kids, I don't understand why Disney chose to make TS so difficult. It's HARD! The game play is a little basic and the music is only OK, but overall TS is still one of the best Genesis action games this year.

G C P M O 87
10 8 7 7 9



In some ways, Toy Story is a work of genius. Mainly of course the rendered graphics and scrolls left my jaw squarely in my shoelaces. It's just not possible, I'm still in denial. The game play is fun, and while I'd take Rescue Rangers (NES) over this game, the four perspectives are very cool. On the other hand, in two ways Toy Story is a work of lunacy. First, the music...it must be put to sleep, now. Second, no continues...how will ten-year-olds stand a chance? Still a good game, I gotta see this movie!

G C P M O 85
10 8 7 6 9



JACK BROS.
VIRTUAL BOY
ATLUS • 8 MEG CART.
TOP VIEW ACTION

Did anyone play Maze Hunter 3-D with the 3-D Sega goggles? If you did, you've probably been waiting for a game that brings back that incredible feeling of depth. We'll Jack Bros. comes close. In 3-D, it of course excels, with multiple platforms to play on and then jump down to. The gameplay is a little slow, but very addicting and full of play mechanics. Magic spells pop out above your character creating a 3-D visual feast, and the multiple characters give the game good replayability.

G C P M O 90
9 8 8 8 8



Take a little bit of Bomber Man, a lot of any top view action game, throw in amazing (and I do mean amazing) depth, kooky tunes and wacky Halloween characters, and you've got yourself one fantastic Virtual Boy game. Jumping down from platform to platform... the coolest. Vast gameplay, a great theme and overall quality design make Jack Bros. my number one VB game so far.

G C P M O 88
8 8 9 8 8



Yes, I play games. Especially since the VB came out. I really like this thing! OK, first of all, Jack Bros. has cool little monster dudes in it. Right there I'm lovin' it. Secondly, it incorporates shades of Bomber Man and I love to blow stuff up. Just ask around. Now throw in a heapin' helpin' of 3-D as only the Virtual Boy can and you've got yourself a game that'll leave you with VB goggle prints in your face. Very cool.

G C P M O 89
9 8 8 8 8



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



Virtual Boy
presents
more games from

the third dimension. stick your

head in virtual boy
and you won't be
the same when you
pull it out. The
action comes at you from



places you've never dreamed of.
see things you've never
seen before like Red Alarm,[™]



Telebomber,[™] Galactic Pinball,[™]

Wario Land,[™] and included with every
Virtual Boy, Mario's Tennis,[™]

and more titles to come.



Jump into the third dimension
and see what it feels like
to be inside the game.

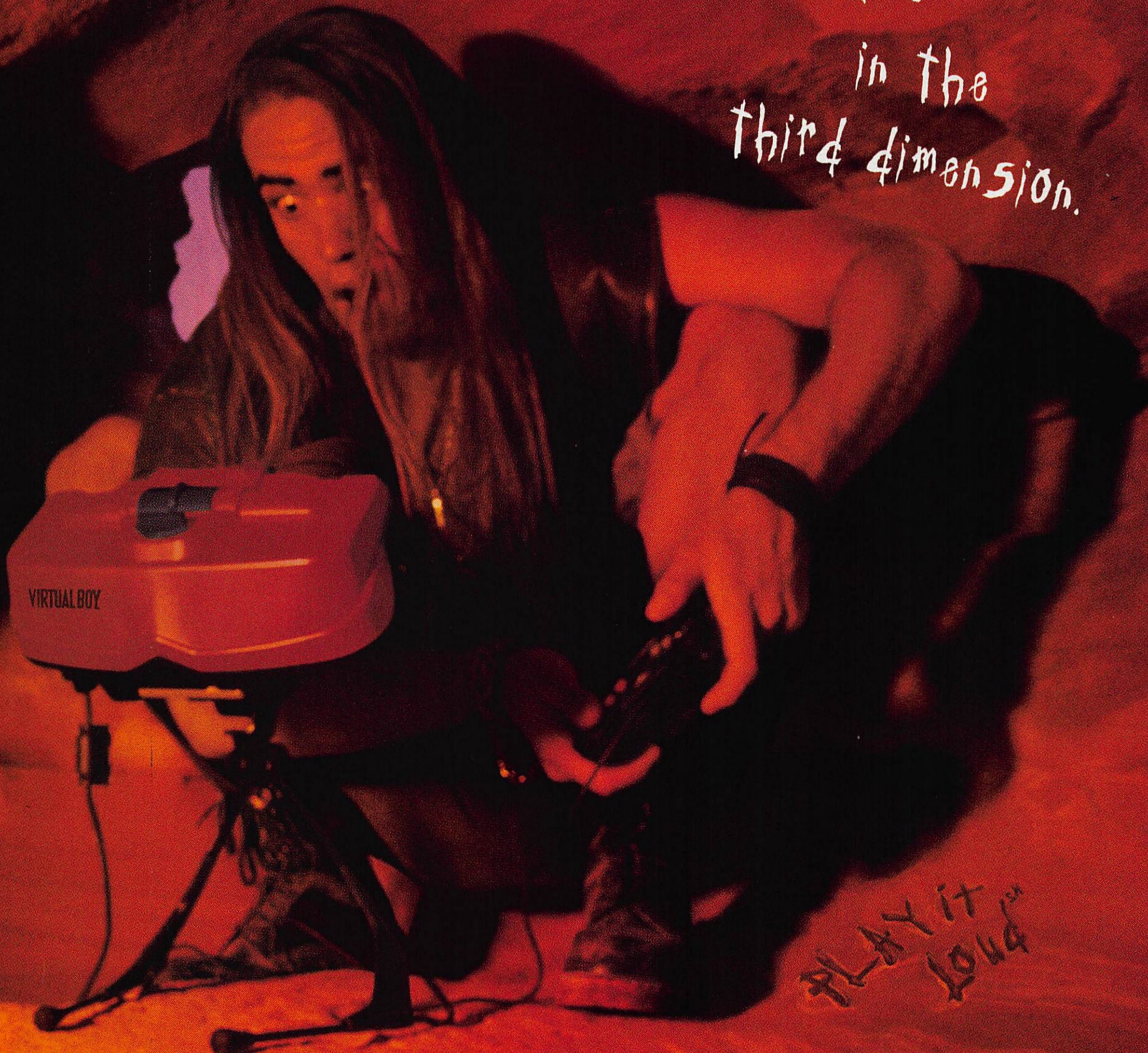


AOL keyword: NOA
www.nintendo.com

KIDS TO ADULTS
AGES 8+

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

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



PLAY it
LOUD™

Virtual Boy™

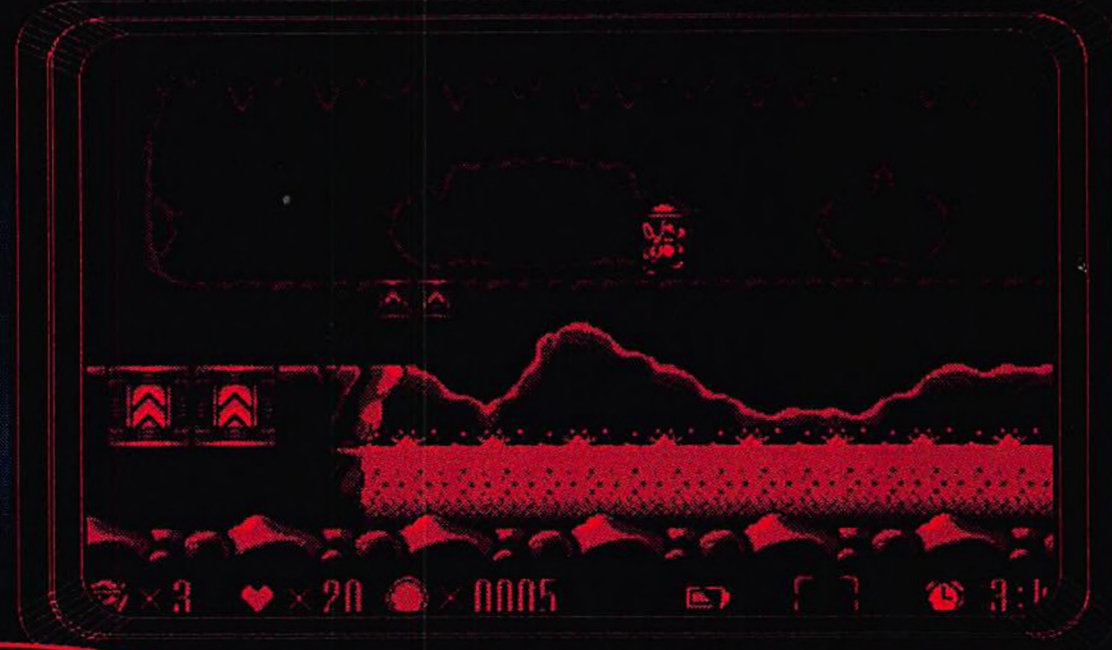
A 3-D game for a 3-D world.



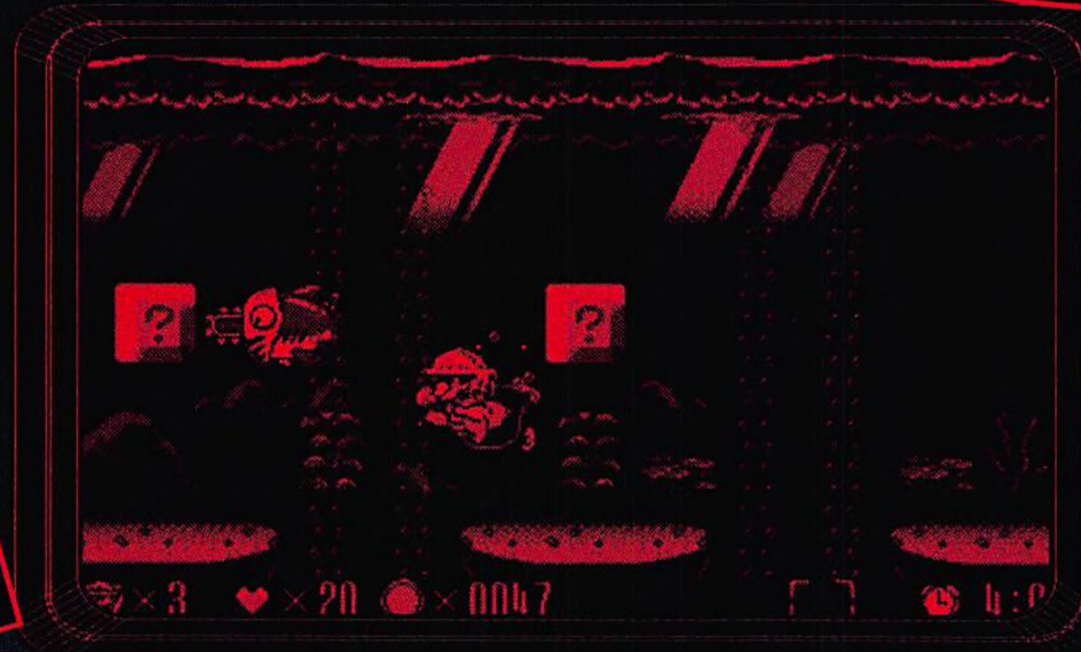
VIRTUAL BOY



PANIC BOMBER



WARIO'S TREASURE HUNT

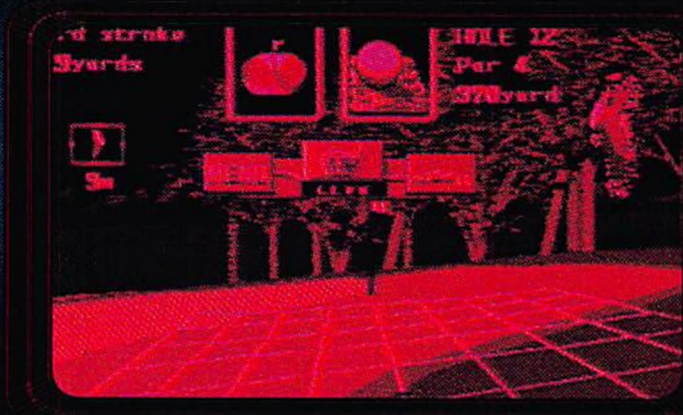
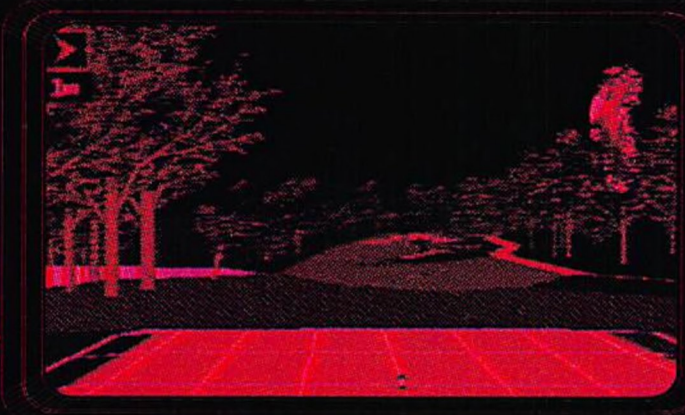


Wario's Treasure Hunt is the single most eagerly anticipated Virtual Boy game. The reason is obvious... WTH is a Nintendo bred action/platformer. But of course, this is Virtual Boy, so along with the ingenious gameplay, catchy tunes, and brilliantly-shaded red and

black bit-map graphics, you get to jump in and out of the two layers of background. This play mechanic, reminiscent of Top Hunter on the Neo-Geo, is what makes Wario's Treasure Hunt look and play so great. We'll review Wario's Treasure Hunt next month.



Personally, I've seen enough puzzle games to last me a lifetime. But after gazing at Panic Bomber I believe I can play one more. Insane depth and cool characters make all the difference! Click on the auto-pause with this one.



T&E VR GOLF

While it may not be the most diverse Golf game around, with its singular course, T&E's Virtual Golf has one thing that no other golf simulation has... true 3-D gameplay. One needs to only stand behind a bunker peering forward through the trees to know the power of the VB. And

don't forget, T&E are the kings of golf simulations so you know the AI and options are all dialed in perfectly.

Screen shots don't do this one justice, folks. If you know a golfing fanatic, trust me, T&E's Virtual Golf will hook 'em instantly.