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NEXT GENERATION VIDEO GAME MAGAZINE

VOLUME 3 • ISSUE 7

GAMEFAN GOES INSIDE NINTENDO'S
VIRTUAL BOY
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STREET FIGHTER ALPHA

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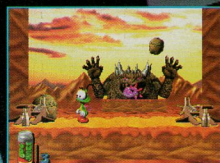
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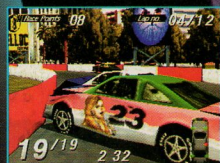
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VIRTUAL BOY



The Virtual Boy Makes It's GameFan Debut.
GameFan goes where no magazine has gone before. Read all about it in our exclusive special report
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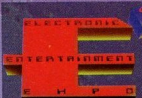


COVER STORY

COME JOIN US AS WE IMMERSE OURSELVES IN NINTENDO'S NEW VIRTUAL BOY FOR THE FIRST TIME. GAMEFAN TAKES YOU UP CLOSE AND PERSONAL INTO GUMPEI YOKOI'S AMAZING 3D GAME SYSTEM



GAMEFAN Cover Art By:
Terry Wolfinger



SONY PLAYSTATION

Accolade:
Hardball 5
Star Control III
Bubsy III

Acclaim:
Batman Forever
NFL Quarterback Club '96
Judge Dredd
Frank Thomas 'Big Hurt' Baseball
Revolution X
WWF WrestleMania
NBA Jam TE
Mortal Kombat II

Crystal Dynamics:
GEX
Total Eclipse
Off-World Interceptor
Legacy of Kain
Blazing Dragons
Solar Eclipse
3D Baseball '95

Electronic Arts:
Wing Commander III
PGA Tour Golf '96
Syndicate Wars
Shredfest
Psychic Detective
Viewpoint
Reboot
FIFA Soccer '96
Road Rash
Shock Wave

Interplay:
Decent
Cyberia
Waterworld
Rock & Roll Racing
Casper

Konami:
NBA Basketball
Suikoden
3-D Soccer
Policenauts
Parodius
Major League
BaseBall
NFL Football
Project: Over Kill
3-D Golf
Castlevania

LucasArts:
BallBlazer
Mindscape: V MAX
The Raven Project
The Warhammer
Harbinger

Names:
Ridge Racer
Tekken
CyberSled
Air Combat
Starblade Alpha

Psygnosis:
WipeOut
Destruction Derby
PowerSports Soccer

Parasite
Sentient
G. Police
Novastorm
Assault Rigs
Krazy Ivan
Myst
Discworld
3D Lemmings
Sony Computer Ent.:
Toshinden
Mortal Kombat 3
Razor Wing
Kileak The DNA
Imperative
Jumping Flash
Sony Imagesoft:
Twisted Metal
WarHawk
ESPN Extreme
Virus
Johnny Mnemonic

Strategic Simulations:
Panzer General
Advanced D&D
Slayer

Time Warner:
Primal Rage

Virgin:
Spot Goes to Hollywood
Agile Warrior: F-11X
Converse Hardcore
Hoops
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The 11th Hour

SEGA SATURN

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Virtua Fighter 2
Panzer Dragoon
Daytona USA
Virtua Cop
NFL All-Star Hockey
Prime Time NFL
Football
NBA Action
World Wide Soccer
Grand Slam Baseball
Pebble Beach Golf
Links
Congo The Movie
Clock Work Knight
BUG!
Free Runner
Black Fire
Ghen War

Acclaim:
Alien Trilogy
Big Hurt Baseball
Mortal Kombat II
NBA Jam: TE
Revolution X

Activision:
Return to Zork
Shanghai Triple
Threat

Atlas:
Canyon Racer

Capcom:
Dark Stalkers
Street Fighter The

'95 NEXT GENERATION SOFTWARE LISTING

Movie
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Dragons of the Square
Table
Legacy of Kain
Off-World Interceptor
3-D Baseball '95
The Horde
Solar Eclipse
Gex

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Defcon 5
Minnesota Fats Pool
Dark Sun
Creature Shock

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Caesar's Gambling
Casper
Cyberia
Decent
Alone in the Dark II
Virtual Pool

JVC:
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Deadly Skies
Racing Dynamics
Spill Realities
Varuna's Forces

KOEI:
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Konami:
Castlevania
Parodius

Maxis:
SimCity 2000

Namco:
Cybersled

Ocean:
Waterworld

Playmates:
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Supercross
Skeleton Warriors

ReadySoft:
Brain Dead 13
Dragon's Lair II

SCI:
Kingdom O' Magic
Sunsoft:

Myst
Time Warner:
Primal Rage
Virtua Racing

UBI Soft:
RayMan

US Gold:
Shellshock
Thunderhawk II

Velocity:
Jet Ski Race

Virgin:
The 11th Hour
Spot Goes To Hollywood
Planet Pinball

GENESIS 32X

Sega:
Virtua Fighter
Spiderman Web of

Fire
Prime Time NFL
Football
World Series
Baseball
NBA Action
Ratchet and Bolt
X-Men
32 Xtreme
Kolibri
VR Troopers

Acclaim:
NFL Quarterback Club '96
WWF Raw
Batman Forever
Big Hurt Baseball
Judge Dredd
Revolution X

Activision:
Pitfall: The Mayan Adv.
Electronic Arts:
FIFA '96
Toughman Contest
Gametek:
Brutal: Above the Claw

Interplay:
Blackthorne
Caesar's Gambling
Casper
C2: Judgement Clay
Starfleet Academy

Ocean:
Waterworld

Time Warner:
Primal Rage
T-Mek
UBI Soft:
Street Racer
Rayman
U.S. Gold:
BC Racers
Soulstar
Shellshock
Virtual Golf

Virgin:
The Adv. of Hollywood
Spot

3DO

Absolute:
Penn & Teller's
Smoke and Mirrors

Activision:
Return to Zork
American Laser

Games:
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Space Pirates
Fast Draw Showdown
The Last Bounty
Hunter
McKenzie & Co.
Shoot Out at Old
Tucson
Mazer

Ray Channel:
PO'ed

Art Data:
Doom
Doom II
Chess Wars

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Mirage
Cerebre: Eye Spy
Crystal Dynamics:
Slam 'N' Jam '95
Crystal Oasis:
Rad the Rock Hopper

Data East:
Virtuoso

Domark:
Flying Nightmares
Absolute Zero

Electronic Dreams:
Death Mask

ElectroMedia:
Wonder Lust

Electronic Arts:
NHL '96
Foes of All
Magic Carpet
Space Hulk
Shred Fest
Syndicate
Psychic Detective
Shock Wave II

Elite:
Powerslide

Interplay:
Kingdom: The Far
Reaches
Alone in the Dark II
Cyberia
Casper
Waterworld
C2: Judgement Clay
Lost Vikings II
Rock and Roll Racing

J.C. Research:
The Perfect General

JVC:
Varuna's Forces
Deadly Skies
LG Software
(GoldStar):
Primal Rage
Firewolves

Defcon 5:
Incoming
Firewall
Fire & Ice

L3 Interactive:
Real-Line: An
Interactive Learning
Cube
The Ultimate
Fighting Style

Magnet Interactive
Studies:
IceBreaker

Meta-Design:
In Your Face

MicroProse:
Dragon Lore

Origin Systems:
Wing Commander III
Prowler

Panasonic Software:
The Daedalus
Encounter
B.I.O.S. Fear
CyberDillo
Strahl

The D
Ballz
Psygnosis:
Lemmings
Chronicles
Discworld

Ready Soft:
Dragon's Lair II
Space Ace
BrainDead 13
Robinson's Requiem

Rocket Science:
Loadstar
Cadillacs &
Dinosaurs
Wingnuts

RunandGun!:
Duelin' Firemen!
Strategic Simulations:
Panzer General
AD&D Deathkeep
Studio 3D:
Zhadnost: The
People's Party
Killing Time
BladeForce
BattleSport
Captain Quasar
Phoenix 3
Planet Strike
Starfighter

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Dreamer

Virgin:
The 11th Hour
Lost Eden
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Teleroboxer
Galactic Pinball
Red Alarm
Wario Cruise
3D Driving
Mario Clash
Mario's Dream
Tennis

Atlas:
Devil Busters
Bullet-Proof
Software:
Tetris V
Face Ball
Coconuts Japan:
Space Skush
Proteus Zone
Sunday's Point
Intercept

J-Wing:
Chiki Chiki LaBo

Heoto:
Virtual Battleball
Hudson Soft:
3D Bomberman
Vertical Force

Keimco:
Virtual Baseball
Ocean:
Waterworld
Pack-in Video:
Virtual Fishing

VIRTUAL BOY

GameFan Editor

in Chief, Dave

Halverson takes

Nintendo's hot

new Virtual Boy

for a spin (and

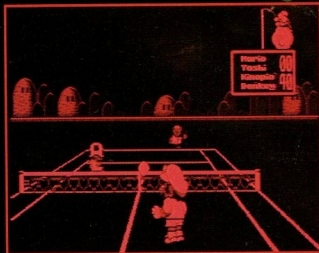
vice-versa).

So what type of hardware creates these intricate virtual worlds?

A custom 32-bit RISC (Reduced-Instruction-Set Computing) architecture with NEC's 20MHz, 32-bit V-810 chip at the helm. This chip is a slightly less powerful version of the CPU used in NEC's new PC-FX home system. The actual LED, or light-emitting diode, display was designed by the Waltham, Massachusetts-based Reflection Technologies, Inc., a leader in the world of miniaturized display products. The Virtual Boy's sound hardware is a much improved version of Nintendo's stereophonic

8-bit FM music system, but the VB is accentuated with the ability to play PCM samples. The system has three external inputs: the AC power adapter jack, the link-up cable input and a controller port. Speaking of the VB's controller, it's a joy to both hold and behold - the streamlined, elegant double-grip pad is very comfortable and the inclusion of two cross-keys and two additional buttons on the rear of the unit - making for six in all - is quite an evolution towards 3D control in the design of the familiar game pad.

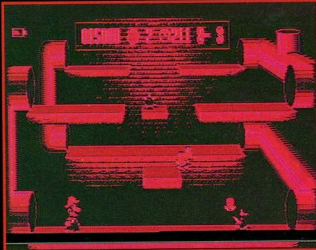




Mario's Dream Tennis

Since the announcement of Nintendo's groundbreaking 3D game machine, the Virtual Boy, the critics have been anything but kind. Truth is, no one really knows what this great little system is all about. Now, GameFan will shed some light on Mr. Gumpel Yokoi's vision of the future. The Virtual Boy creates a sort of inner sanctum for the game player. The sharp red and black color scheme coupled with the intense 3D environment give you a keen sense of immersion. For the first time ever you feel like you're actually IN the game. Not like the slogans have said in the past, but actually IN the environment. It's hard to explain. Try to imagine strapping a tiny room on to your head that's thirty feet long.

Contrary to what you may have heard or imagined, based on what you've read, VR Boy graphics are not all wire frame. Indeed some are, but for the most part the visuals are comprised of 32-bit, bit-mapped images. The level of detail obtainable through this medium astounds me. It was hard to imagine detailed red and black graphics before I played the VR Boy. But after sampling the seven launch titles, I can tell you first hand, you will be amazed at how sharp and detailed the graphics are. These effects are obtained mostly through clever shading and of course, good art.



Mario Clash

The Virtual Boy sound reminds me of a Game Boy on steroids, with one additional channel for samples. It's not exactly SNES quality, but it's gamey and sort of catchy in a Nintendo sort of way, if you know what I mean. The speech and sound



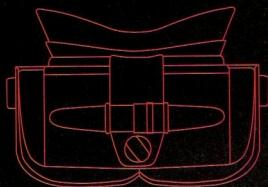
Teleroboxer

day that the Virtual Boy is released I will be the first in line. To my surprise everyone in our office, right down to the toughest critics, loved this lil' red ultimate toy. In fact, once they sat down and stuck their face in, it was hard to pry them away!

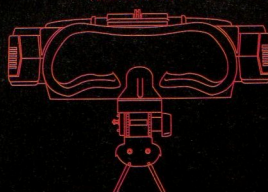
The Virtual Boy creates a sort of inner sanctum for the game player

With any 3D device there's always the question "Will it give me a blazin' migraine?" The answer is absolutely not. Even after extended play I felt no side effects whatsoever. Of course readjusting to the real world takes a minute or two after an intense 3D battle, but no pain is involved. The VR Boy has two adjustments on the top of the unit so you can tailor the screens to your personal comfort level.

In closing I'd like to quote that famous GameFan law: "Never judge a system until it has had a year to prove itself". And never judge based on first looks. Game development doesn't happen overnight, especially when new hardware is involved. Of course once the Virtual Boy is released, all the critics who are cutting it down now will jump on the old band wagon, foot inserted neatly in mouth. Hey, that's the way it's always been, and the way it will probably always be.

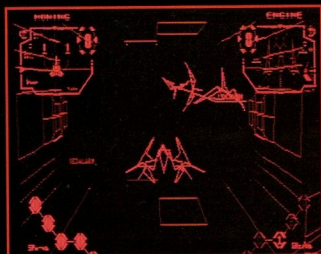


VIRTUAL BOY



effects are sharp and clear.

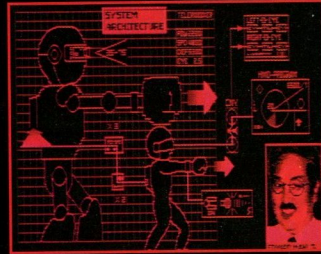
I was lucky enough to spend some quality time with a unit, here at GF and I walked away totally convinced, The



Red Alarm

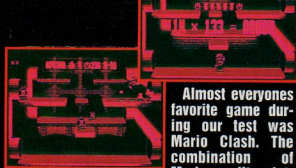
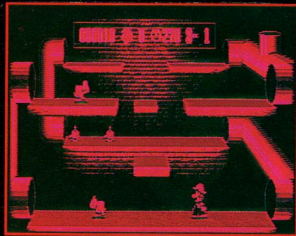


Galactic Pinball



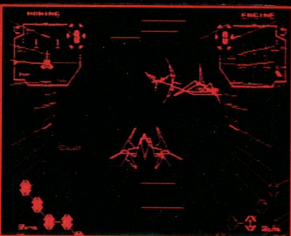
Teleroboxer

Mario Clash



Almost everyone's favorite game during our test was Mario Clash. The combination of Mario quality platforming and 3 dimensional gameplay is a perfect marriage. In Mario Clash you (as Mario) have the ability to travel through pipes up, down, into and out of the environment. The goal is to hop a koopa, grab his shell and hurl it either towards or away from yourself at the bouncing enemies, once to stun 'em and a second time to smash 'em. The gameplay is rather simple but the intensity really picks up as more and more enemies appear, from ghosts and spines to flying goombas. The addictability factor here is at an all-time high, and the 3D effect is stunning! Screen shots will never do this game justice, you've gotta' try it!

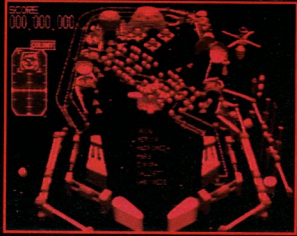
Red Alarm



Poking ones face into a game of Red Alarm, the first thing you'll realize is that you have never really played a 3D shooter before. Looking from behind the ship is one thing, but feeling the amazing depth all around you is another. You use the A and B buttons on the controller to speed up and slow down (you can even stop or fly in reverse) and the button on the backside of the controller to fire. All the while you can steer anywhere in the environment, forward or backward. The graphics are detailed wireframes depicting enemy crafts, huge robots, and walls that come alive with faces stretching out right at you! The music and voice in Red Alarm are high quality, rounding out the game's features. This fantastic shooting game should be available at system launch this August. At that time we'll have an in-depth review. See you then!

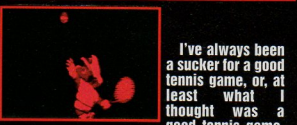
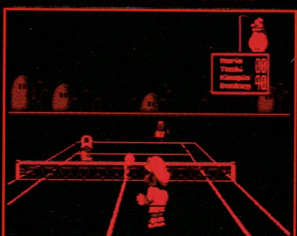


Galactic Pinball



Nintendo's own Galactic Pinball takes pinball to a whole new level. Of course, everything is in deep 3D but the game itself is loaded with many unique gameplay options as well. For instance, some power-ups will allow you to spin and shoot while piloting a small hover craft above the surface. Levels include Alien, UFO, Cosmic and Colony. Get ready for an entirely new pinball experience!

Mario's Dream Tennis

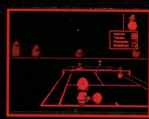


I've always been a sucker for a good tennis game, or, at least what I thought was a good tennis game.

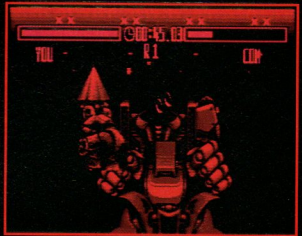
Never have I been more immersed in a sports game then I was in Mario's Dream Tennis on the Virtual Boy.

Let me paint you a picture. Imagine you are a shoulder height camera floating just behind Mario on a real time, real depth, actual tennis court. The effect is nothing short of astounding! Playing this game makes me think of what someone could do with a football game, and this actually scares me. I'm tellin' ya' there's nothing like three dimensional sports... nothing.

The version of MDT I played featured a doubles match: me (Mario) and Yoshi against Donkey Kong Jr. and Toad. I played back and let Yoshi handle the net most of the time, and I gotta' tell ya', this thing is just too cool. You are going to love this game!



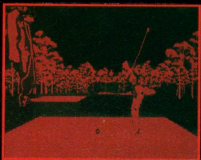
Teleroboxer



Among the initial releases for the Virtual Boy is Teleroboxer, obviously one of the first projects for the new hardware. While Telero doesn't feature the stunning depth

showcased in Mario Clash and Red Alarm, it does have depth in the gameplay dept. TB is much like a 3D version of Super Punch-Out with futuristic characters. The 3D effects come into play with the fighter's fists. As they punch, fists come right at you. There are a wide variety of special punches and enough strategy to keep you hooked for hours. An excellent link-up game!

VR Golf



T&E's VR Golf has all the features the big boys have, including the digi-

tized characters and options o'plenty. Before you swing you can adjust your stance, direction, and pick your club. Then the fun really starts. Once you drive that lil' sucker down the green, no matter where your ball lies, you will get a sense of depth. All of the hills, bunkers, and trees are layered as they would be if you were actually standing right there! Three dimensional graphics give golfing sim's a whole new angle. The preview version we tested wasn't quite complete, but this game shows great promise, especially if you're a fan of the T&E tradition of golf sims. We'll have more on VR Golf as the game progresses.