

NINTENDO • SEGA • ATARI • 3DO • SONY • SNK • ARCADES

Game InformerTM

MAGAZINE



First PICS OF
DKC 2: DIDDY'S
KONG QUEST
Pg. 30

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**The Adventures of
Batman & Robin**
Two-Player Insanity!

Judge Dredd
**It's Time To Take The Law
Into Your Own Hands**

Plus:
**Earthworm Jim 2, Triple
Play Baseball '95, and News
From The Electronic
Entertainment Expo**

\$3.95 Canada \$4.95 U.S. \$2.50
July 1995



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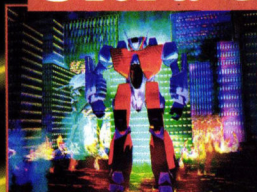
**Prepare
yourself for
Chrono
Trigger**





Nintendo

Ultra 64



Robotech - Gametek

The biggest news from **Nintendo** came a week before the **E3** had even started. **Nintendo's** announcement on the delay of the **Ultra 64** disappointed some attendees who were expecting a hands on view of the 64-bit machine at the **E3**. (See *What's Hot*, page 48.) Well, we now can at least share with you what the **U64** will look like and tell you to expect the machine next April. Nintendo's focus for the rest of '95 will be launching the 32-bit **Virtual Boy** and titles for the **SNES** and **Game Boy**.

SNES



Killer Instinct



Killer Instinct
- Rare/Nintendo



Killer Instinct



Earthworm Jim 2
- Playmates



Mortal Kombat 3 - Williams



Donkey Kong Country 2
- Rare/Nintendo



Chrono Trigger - Square Soft

Killer Instinct and Donkey Kong Country 2 are the titles that **Nintendo** is banking on. Their exhibit was dominated by *KI*, complete with dancing girls and a giant animated cougar head. The game, developed by Rare, features the same **Advanced Computer Modeling (ACM)** used in *Donkey Kong Country*. **Nintendo** is convinced that *Killer Instinct* will outsell *DKC* and estimates it will sell 4 million copies of the game. We'll see about that. Speaking of *Donkey Kong Country*, the sequel to the most popular game of 1994 stars Diddy Kong and his girlfriend, Dixie. (See page 30 for a full preview.) *Donkey Kong Country 2: Diddy's Kong Quest* will come home in November and looks even more impressive than the first.

Game Boy



Centipede/Millipede



Missile Command/Asteroids



Defender/Joust

Experience yesterday's games today with Nintendo's 2-in-1 Game Boy Arcade Classics series.

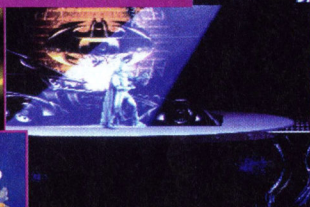


Galaga/Galaxian

The **Virtual Boy's** launch has been set for August 14 with a MSRP of \$179.95. **Nintendo** said that there should be 5-10 titles available at that time including a new 3D Mario game, *Mario Clash*. The **Game Informer** Staff is still withholding most of our opinions concerning the **Virtual Boy** until we get one into the office. But we can tell you that a pinball game and a *Dr. Mario* style game are not going to cut it in a "completely immersive 3D environment."

Nintendo is holding the big guns until 1996 and believes the 16 million **SNES** owners in the U.S. are still eager for games. Their vision may hold true. Otherwise, we may see an early introduction of the **Ultra 64** if the **Saturn** and **PlayStation** start flying off the shelves.

SNES



Batman Forever - Acclaim



Spot Goes to Hollywood - Virgin



Doom - Williams

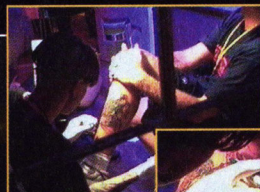


Look for Virtual Boy on August 14th.

Virtual Boy

Play It Loud...And Wear It Forever

If you wandered behind the *Killer* display you would've discovered a tattoo parlor. Although they did have the lick-on variety representing all of the *KI* characters, there was actually the permanent variety as well. **Nintendo** hired a professional tattoo artist to forever engrave *Killer Instinct* characters onto hired bodies. Too bad we couldn't get the Game Hombre to go through with B. Orchid on his butt.



Sega



Sega Acres is the place to be.

Sega had by far the biggest and best booth at the show; no dancing girls, no mystical theater, just games. **Sega Acres**, as **Sega** liked to call it, was filled to the hilt with **Saturn**, **Genesis**, **32X**, **Game Gear**, and **Sega CD** games; plus an assortment of arcade machines including **VF2** and **Sega Rally**. Everywhere you went there was something new to see and play.

The **Saturn**, which had its surprise debut on May 11 (see *What's Hot!*, Page 48), ate up a large portion of the booth and with good reason. The **Saturn** had a nice assortment of launch and "in progress" titles, but since all the third parties were counting on a September release, **Sega** may be the only company filling the software gap until then. This is good for **Sega**, but it's a shame for the consumer because all the really good games from the likes of **Crystal Dynamics**, **Interplay**, **GameTek**, and **Electronic Arts** won't be coming out until this Fall.



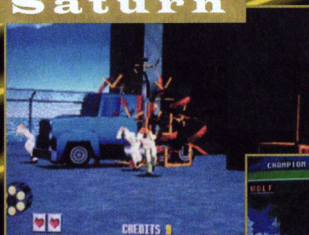
NBA Action

NHL All-Star
Hockey '96Frank Thomas Big
Hurt - Acclaim

Saturn

3D Baseball - Crystal
Dynamics

NFL Primetime Football



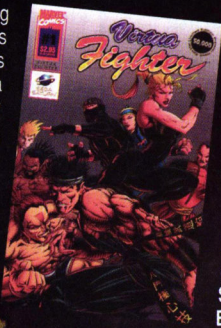
Virtual Cop



Virtual Fighter 2

A Virtua Comic

Virtua Fighter has joined the ranks of *Street Fighter* and *Mortal Kombat* in making the transformation from fighting game to comic. **Malibu Comics** and **Marvel Comics** bring you the story of eight fighters who've shed their polygons and seek to perfect a fighting style. The premier will hit the stores soon, and be on the lookout for the special textured limited edition cover. *Virtua Fighter* comic carries a \$2.95 cover price.



A Rare Deal for Nintendo

The UK-based game development house, **Rare**, finally cashed in on the years of work that brought us *BattleToads*, *Killer Instinct* and *Donkey Kong Country*. **Nintendo** announced that they have taken a stake in **Rare** by making a multi-million dollar investment. The investment gives **Nintendo** a 25% chunk of the **Rare** action and marks the first time **Nintendo** has invested in a development house outside of Japan. The extra **Rare** cash will expand the staff of **Rare's** development team from 84 to 250 over the next two years as they continue to develop games for the SNES, Game Boy, Ultra 64 and Virtual Boy consoles.

Book of Doom

Based on the game that is often imitated but never duplicated *Doom: Knee-Deep in the Dead* is a novel authored by Dafydd Ab Hugh and Brad Linaweaver. Published by **Pocket Star Books**, the book will appear in stores in August and it will be interesting to see how a story will evolve from the simple *Doom* premise. *Doom: Knee-Deep in the Dead* has a \$4.99 cover price.



FLOW...DATA FLOW...DATA FI
DATA FLOW...DATA FLOW...DA

NINTENDO DEBUTS THE NINTENDO POWER SOURCE ON AOL

Nintendo has joined the ranks of companies going on-line. The **Nintendo Power Source** is an on-line version of **Nintendo's** video game magazine and offers a wide variety of **Nintendo** related information. It appears in the video games area of **America On-Line**. **Nintendo** simultaneously launched a "home page" on the **World Wide Web** with the same **Nintendo**-related stuff. To access **Nintendo** on **America On-Line** use the keyword "NINTENDO." The **World Wide Web** @ www.nintendo.com.

EARTHWORM JIM CARTOON

Everyone's favorite earthworm, **Jim**, is set to appear in his own cartoon series. The **Earthworm Jim** cartoon is scheduled to appear on the **WB Television** affiliates on September 9th. Stay tuned for more info and pics of **EWJ**.

INTERPLAY CREATES NEW DIVISION

Interplay Productions formed a new development division to create games based on **TSR's** *Advanced Dungeons & Dragons* role-playing board games. Over 50 programmers, artists and designers will work toward releasing their first **AD&D** game sometime this fall.

NEW 32X HARDWARE PACKS

The **32X Doom Pack** and **Star Wars Pack** have been introduced. The new 32X hardware packs include one of the two games as well as a \$20 rebate coupon. The packs sell for a MSRP of \$169.99.

STRANGE LA SIGHTING

On a recent visit to Los Angeles, California, **Game Informer** staffer **Reiner** viewed a man scaling the exterior of the Nakatomi Plaza. Reaching the pinnacle of the 30 story tower the man exclaimed, "My Kung Fu is WEAK!" Seems the guy had his butt handed to him in a game of *Tekken*.

DID YOU BUY A SATURN?

If you did, make sure you fill out the product registration card. Customers who do will receive a playable game sample of *Panzer Dragoon* and a music sampler CD. Neat!

Interplay Acquires Shiny

Interplay Productions announced the acquisition of *Earthworm Jim* creators, **Shiny Entertainment**. **Interplay** plans to keep the **Shiny** label intact and will help **Shiny** move into other forms of media. "We spent a great deal of time building not only our software but **Shiny** itself into the company that it is, and that same care went into our decision to become part of **Interplay**," said **Shiny** President **David Perry**. "We are very pleased to join **Interplay** and continue to bring quality entertainment to gamers worldwide."



Todd McFarlane's Spawn on SNES

Acclaim Entertainment has obtained the rights to produce a **Super Nintendo** game based upon **Todd McFarlane's** comic book, *Spawn*. Undeniably the hottest comic book around, *Spawn* is the flagship of the **Image Comics** line. It has also "spawned" an awesome line of action figures produced by **McFarlane's Todd Toys**. Hopefully, for the sake of *Spawn* fans, **Acclaim** will devote more care to the *Spawn* license after their disappointing work on *Spider-Man* and *X-Men*. The game is scheduled for release late this year. A *Spawn* game for the **Sony PS-X** is also scheduled to be published by **Sony Imagesoft**.

