

Game Informer



Lunar: Eternal Blue

The Last Of The Great
RPG's For Sega CD

Yoshi's Island: Super Mario World 2

Nintendo's 16-Bit
Secret Revealed!

Plus:

Chrono Trigger, Comix Zone,
Astal, Wing Commander III,
Doom, And A Hands-On Look
At Virtual Boy

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August 1995



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Letter From the Editor

BY ANDREW McNAMARA

Stupidity

I can only think of a few things in this world that are more ridiculous than a company that sees itself as a self-sustained entity. Unfortunately for both you and me, these companies do exist and in this issue of Game Informer they touched us all, and for no good reason but their vanity.

Originally, the cover of this issue of Game Informer was going to be graced with Chrono Trigger, a well-designed RPG for the Super NES that will keep gamers up late dreaming of Chrono and his adventures through time. However, the artwork created for the game was done by a well-known Japanese artist known as Akira Tomiyama. This man is famous in Japan for such artistic feats as Dragon Ball Z and Chrono Trigger — the hottest game right now in Japan. In his ride to glory, however, he managed to forget the little people.

He and his company refused us the rights to use his artwork on the cover because they felt that any magazine that featured Akira Tomiyama artwork on the cover would instantly be worth quadruple its original cover value. They even went as far as to say that it would be traded on the black market because his artwork is so sought after in Japan.

All I have to say is "yeah, right!". Who is this guy, and how does he get his head through doorways? I know everyone should have a little ego, but this? This is approaching pure insanity. And the worst part is, he gets away with it.

All right, I know I am whining but I just cannot get over the fact that anyone would have climbed so high that he would have completely lost touch with reality. Of course, I wish I could say that this is all his own fault, but there is another culprit in this travesty of justice.

Japanese game publishers have managed to gain control of the media in Japan to the point that Japanese mags rely completely on these video game giants for almost all their information, or in other words, their very livelihoods. So when the word came down that GI would be running Chrono on the cover, they simply insisted that the matter be stopped immediately because, to them, game magazine covers only serve the magazine itself and do nothing for the products.

Of course, this is malarkey. When GI puts a game on the cover, it's a form of flattery because we like the game and we think it would look cool on the cover. So we rallied and came back crying "Freedom of the press" and "Remember the Alamo" (wait wrong letter?) to see if we could slay this vicious monster that was keeping Chrono off our cover.

Unfortunately, the monster was too large. We lost the battle after two simple phone calls; one from them that simply stated that if we decided to use their artwork, they would sue us for infringing on their copyright. The second phone call was to our lawyers that stated that even if we were right, it would cost us tens of thousands of dollars to stand up for our constitutional right to freedom of the press. Confusing, but it all means one thing; even with laws that protect the people, the companies with the money still rule the world.

It's too bad though. It was a cool cover. Of course, it's Chrono Trigger and Square Soft that really lose out from the whole thing, because we just went out and offered the cover to Working Designs and their epic RPG Lunar: Eternal Blue and it was gone just like that. So apparently, his head doesn't fit through doorways, because if it did he may have finally gone outside and seen what was really going on in the real world. Indeed, everybody wants to be on the front cover of Game Informer Magazine! ■

The Reviewers "Gamers with a Grudge"



Andy

The Game Hombre

"All right, I think I've finally got this one figured out; Reiner the guy with the blue hair and Soni's the guy with the blue...hair...wait... I think I got it all wrong again. Or wait... maybe I didn't get it wrong... maybe they're one in the same. Either that or Reiner's been invaded by an evil flesh-eating Soni that took over his body just to work at a video game magazine. Ahhhh well, who cares? I guess I don't really have much to tell you this month other than that Tekken is still the best fighter on the planet."

The Pro Player



Paul

"Finally there's a Super Mario World 2 on the horizon. It blows away DKC 2, in my opinion. Be sure to give the Virtual Boy a look at Blockbuster this month. It's a great way to save yourself some cash. I've given the VB a couple of tries and I'm not sure too sure about it. It's not something I would take on the bus and I'm still trying to figure how I could play it in the car without getting a stiff neck. I would want to pan it before it comes out, but here goes. I don't like it."



Reiner

The Raging Gamer

"Odd. For some reason or another, I feel as if I'm not one with myself anymore. There seems to be an evil presence in my head. Maybe all this has to do with that night Andy invited me over to his castle. He brought me down to his dungeon and hooked me up to this strange machine. However, I wasn't the only one involved, there was this blue furry dude hooked up on the other end. He told me strange stories of pinball machines and evil robot doctors. Oh well, maybe it's just the flu."

The Video Ranger



Rick

"Greetings gamers! There is so much going on in the world of video games that it's getting hard to keep things straight anymore. The Saturn is off to a great start, the PlayStation is coming soon, and the Ultra 64 is delayed until next year. There is no surprise on the Nintendo situation. Remember the Nintendo CD? I do!"

Reviews & Ratings

Games are rated in six categories and on a scale from 1 to 10

• Concept	10 = A Classic	5 = Average
• Graphics	8 = Excellent	4 = Weak
• Sound	8 = Very Good	3 = Yawner
• Playability	7 = Good	2 = AVOID
• Entertainment	6 = Fair	1 = Terrible
• Overall Rating		

Review sidebars are color coded:

Sega Genesis	Sega 32X
Super NES	Game Boy
Sega CD	Game Gear
Atari Jaguar	Sega Saturn
3DO	Sony-PS-X

The release dates listed in these pages are those currently available at the time the Game Informer goes into production and are subject to change.

Nintendo has two trump cards they seem to be saving for the end of the game. One of them is the mysterious **Ultra 64** which they are allegedly

which, when put on a desktop, puts the unit at just about eye level. Taller people will find themselves crouching over a lot which may lead to a sore

VIRTUAL BOY

releasing next April.

The other is the **Virtual Boy**, which they are releasing (or have released) on August 14, 1995.

Nintendo is staking a lot on this **Virtual Boy** unit, and they finally brought one over for us to play. Whenever we get our



What the Heck is That Thing?

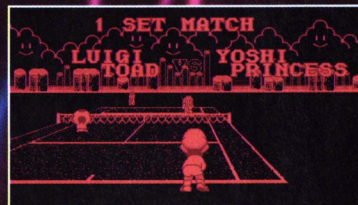
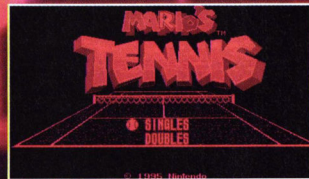
hands on something new, the first thing we do is play it to death. Then, we like to pass on the information to our readers, so get ready to see the **Virtual Boy** and four of its first games.

The unit itself looks a lot like a fancy ViewMaster. It sits upon a tripod

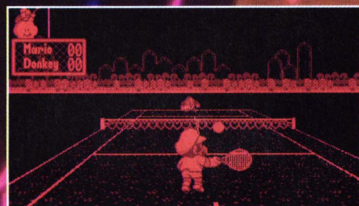
back after extensive playing. It may take a bit of arranging to get the thing at the right level, but it can be done. The outside of the unit is not what makes this thing tick, however. The magic unfolds when you put your eyes up the "screens."

The two eye-holes each present a different image. The result is that the **Virtual Boy** takes advantage of the human capacity for binocular vision. What this means is that instead of seeing a flat image, you see a truly three dimensional game, where

(Continued on page 38)



Luigi and Toad vs. Yoshi and the Princess - a serious mixed doubles match.



Looks like a nice, easy return.



So much pinball, so little time.



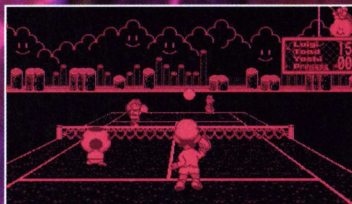
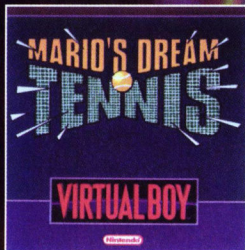
MARIO'S DREAM TENNIS

A good sports game never hurt any system, and *Tennis* is a fine member of the Virtual Boy's game library. You play the game from one end of the court, and the other end actually seems far away, just like in real tennis. The two buttons are used for either a regular shot or a lob, and hopefully they will add various spins when the game is finally complete. The players you can choose from are some old Nintendo favorites, featuring the likes of Mario, Donkey Kong Jr., and Yoshi.

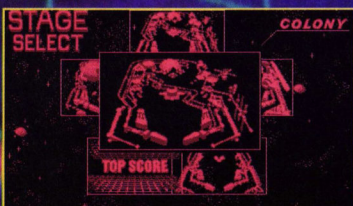
This game can be played as singles or doubles, and it seems like a game that could incorporate a two or more player link feature quite easily. The 3D effect allows them to angle the court so that it looks like you're seeing it from the ground while you still have a great feel for where the ball is. It would be nice to see the characters diving for the ball, which they currently don't do. Other than that, *Tennis* could shape up into a fine Virtual Boy title.



Having both players this close to the net isn't good strategy.



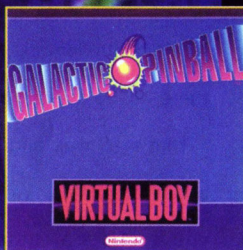
Don't let this one get past you, or you'll never win Wimbledon.



Choose from four different pinball games.



The planet in the upper left has a moving hole target that is tough to hit.



GALACTIC PINBALL

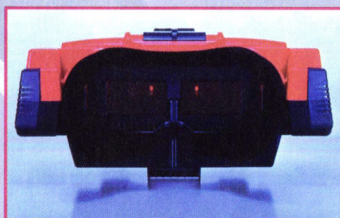
Video pinball has always been sort of a disappointment, since you had to work on a flat surface. The Virtual Boy, however, doesn't have that limitation. Because of the three dimensional capabilities, it is much easier to simulate the feel and action of genuine pinball. Each game has ramps, and some have jumps and other interesting targets. Since it is video pinball, the playing field can change during play. For instance, when you hit all the drop targets in one of the games, a ramp that previously dropped out in the middle of the table extends and drops your ball out into the power bumpers. If you keep hitting the drop targets, the ramp gets longer and is worth more points every time you hit it.

This game is not one pinball game, but four! You've got Alien, Cosmic, UFO, and Colony to choose from, and each has their own unique features. While each of the games is fairly simple, fans of pinball may find themselves getting addicted to these video pinball games much more than any video pinball game that currently exists.

(Continued from page 36)

objects realistically move forwards and backwards in your field of vision. This is the first video game unit that works in true 3D. That makes this a revolutionary machine. What is even more revolutionary is the way they went about creating that effect.

You may have noticed that we put the word "screens" in quotes in a previous paragraph. That is because you aren't actually looking at a screen. What you are see-



Look through these goggles to enter a three dimensional world.

ing is a reflection of a single line of LEDs (Light Emitting Diodes – very small lights that can be turned on and off.) To make the image that appears in each eye, these lights are reflected off a mirror that vibrates back and forth very quickly. By timing the power on the line of LEDs with the vibrating of the mirror and focusing it with a lens, you can create an image that the eye sees as a solid line or shape. By creating slightly different images for each eye, you can create a true 3D effect. Wow! That's some serious technology. The amazing thing is, it works.

The controller for the **Virtual Boy** is

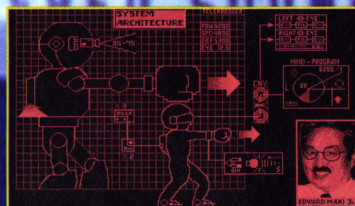
another point of interest. Because you'll be maneuvering in three dimensions, a single directional pad just doesn't hack it. The **VB's** controller has a directional pad for each thumb. There are also two trigger buttons, one for each pointer finger. In

addition, there is a Select button and a Start button as well as 'A' and 'B' buttons. The whole unit is powered by six AA batteries which fit into the back of the

controller. There will be an adapter so you can plug it into an electrical plug, but when that will be available and how much it will cost has not yet been disclosed to us.

The headset unit is where the volume control is located, and it has a headphone jack so you can play without annoying your neighbors. Finally, there is a "link" port right next to the controller plug, so in the future there will be two-player capability.

That's all well and good, but what about the games? We're going to give you a chance to see those too. Remember, the pictures won't look 3D, but trust us, the games will. ■

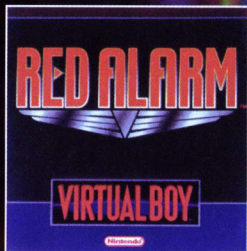


Crack!!! Right in the kisser.

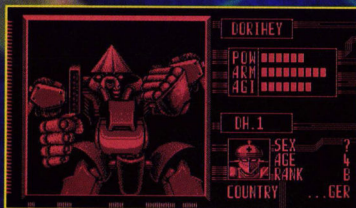
RED ALARM

Red Alarm is the Virtual Boy's answer to *Star Fox*. You control a ship that travels through an enemy base. One of your directional pads controls your turning and up and down angle, and the other does a quick move straight to the left, right, up, or down. You can speed up, slow down, and even go in reverse with the use of your 'A' and 'B' buttons. You have either a standard laser bullet gun, or a missile sort of weapon which locks onto enemies when you put them in your sights. You can collect powerups that will give you more missile attacks, better guns and shields, and even an improved engine.

While this game is made up almost completely of red lines, it creates a three dimensional world that is quite believable. The fact that you can go in reverse and turn completely around makes you feel like you're really in control of your ship. When a lot of things are on the screen at once, things can get a little confusing, but that's probably a lot like real life. We only got to play the first level of this game, but it seems to have promise.



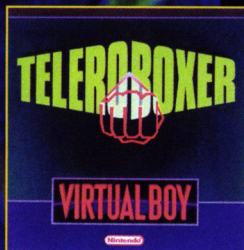
Looks like you put 'em down for the count.



Here's your chance to size up the competition.



Block her punch, then counter with a right hook.



TELEROBOXER

This game is basically a three dimensional version of *Punch Out!!*. You are in control of a robotic boxer, and he is fighting against someone else's robotic boxer. You control your boxer's movement with the control pad. Each of the directional pads controls a hand, and the trigger buttons make them punch. By moving your hands around, you can get off different kinds of punches. For example, if you push right on both directional pads and then push the right punch button, you'll swing at your opponent with a right hook. There are also high and low jabs and uppercuts.

Like in *Punch Out!!*, you'll be able to beat the first few opponents without much problem. After that, however, you're going to have to watch for warning signs about where and when they will punch. The only way to land a punch in the later rounds is to block and then use an appropriate counter punch to knock the sense out of your opponent.

The 3D effect really comes into play with this game. The opponents' punches get right in your face. One of the opponents has a drill attack that you can almost feel twisting into the skin between your eyes. Controlling two directional pads does take some getting used to, and the easily frustrated may get annoyed by this game.

WHAT'S HOT!

News & Rumors From the Video Game Industry

Test-Drive Nintendo's Virtual Boy at Blockbuster Video

Nintendo, Blockbuster Video and NBC-TV have joined forces for the launch of Nintendo's 32-bit Virtual Boy (VB) on August 14. The launch promotion will consist of VB rentals from Blockbuster and a 20 second TV spot tied into NBC's fall TV programming. Beginning in August, Nintendo will supply 20,000 Virtual Boy units along with 36,000 game cartridges to Blockbuster Video stores nationwide. Between August and mid-December, players can rent the VB and two games for two days for \$9.99 and then receive a \$10 off coupon for the VB. The Blockbuster/ Virtual Boy rental program will be supported by an NBC-TV sweepstakes with \$200,000 in prizes available. Visit the Blockbuster location nearest you for a chance to try the new Virtual Boy. This is another perfect opportunity to try before you buy.

**BLOCKBUSTER
VIDEO**



Sega Channel Previews Rage!

Players lucky enough to have the Sega Channel piped into their homes will get a chance to demo a hot new game for the Genesis. Time Warner Interactive's *Primal Rage* will be featured in August in the Sega Channel's Test Drive section. Plus, on August 25 (Rage Day), a full version will be available to play for no additional cost. A fine opportunity to try before you buy.



Mortal Kombat Hits The Big Screen August 18th

Prepare yourself for the ultimate Kombat film. New Line Cinema's action-adventure epic *Mortal Kombat* will be released nationwide on August 18th. From what we've seen of the film through photos and video promos, *Mortal Kombat* is a special effects giant. With a PG-13 rating, don't expect to see as much carnage and spine-pulling as in the actual video game. Rest assured, though,

with a line-up of top actors and experienced producers, *Mortal Kombat* should entertain a wide array of video game fans.

If you just can't get enough *Mortal Kombat*, check out the World Wide Web home page setup for the release of the movie @ <http://www.mortalkombat.com/kombatbegins>. Behind-the-scenes footage, interviews, photos and lots of other info can be accessed with the help of a PC and modem.

