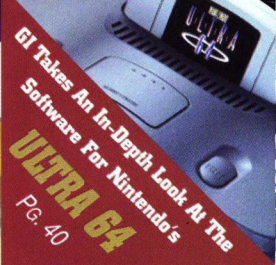


NINTENDO • SEGA • ATARI • 3DO • SONY • SNK • ARCADES



February 1996  
Vol. VI • Issue 2 • #34

# Game Informer<sup>TM</sup> MAGAZINE

**Descent**  
Explodes Onto  
Your PlayStation

**Ridge Racer  
Revolution**  
The Next Step In The  
Evolution Of Driving Games

**Plus:**  
Super Mario RPG, Street Fighter  
Alpha, X-Men: Children of the Atom,  
and The 1995 Games of the Year

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**Ultimate  
Mortal  
Kombat 3**  
Nothing Has Prepared  
You For This Pg. 49





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MAGAZINE

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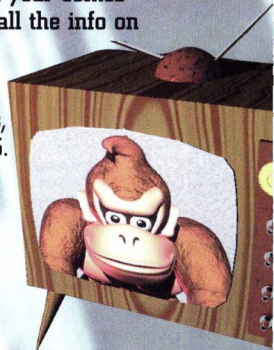
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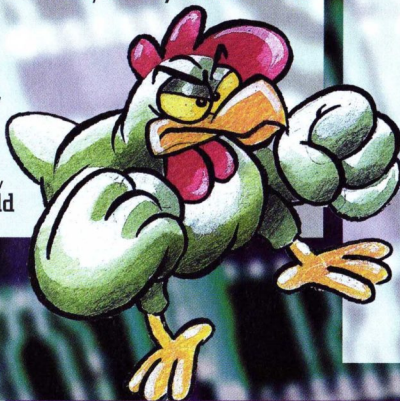
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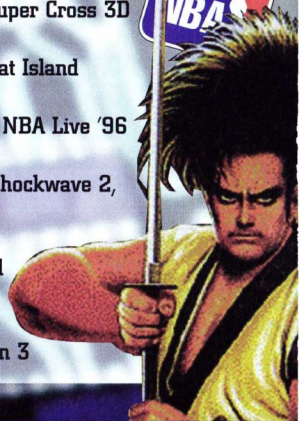
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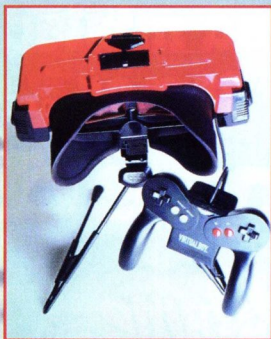
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## A TALE OF TWO SYSTEMS

Great mag! I don't know how to tell you how nice it is to pick up a magazine that doesn't suck up to every review they do. I received a 32X last Christmas and was extremely disappointed after months of wading through a sea of terrible games, at least until Virtua Fighter came out in early October. The Saturn and PlayStation are both totally cool systems, but also are totally out of my price range! For a while there, I was stuck in the mud. The next thing I knew was that I was looking at a beautiful Virtual Boy in the pages of your Game Informer.

I tried Mario's Dream Tennis at a local store and the game and system are excellent! Although I am definitely going to sell my Genesis and 32X, I am still worried about Virtual Boy for one reason. I'm not trying to dis' the 32X, but there is no sign of 32-bit quality in most of its games. The 32X's publicity and attention are drawn away by the ultimate powers of the PS-X and Saturn.

So what I'm trying to say is...do you think the Virtual Boy could possibly go through the same downfall the 32X went through? Also, could you please list a couple of Virtual Boy's cool games for me to get my hand's on?!

**Andy Margolis**  
Northbrook, IL

*I can certainly understand your disappointment with the 32X. From the start it has been under fire for its lack of good titles and it doesn't seem like anything is going to change anytime soon. As matter of fact, since Sega CD is now history, I would put 32X next on the video game system chopping*

block, simply because nobody wants to make games for it!

Speaking of chopping blocks, that just might be the fate of the Virtual Boy. While it is a pretty cool piece of hardware, third party developers aren't really that interested in supporting it. Plus, Nintendo's library of games thus far have not been very impressive. If you really want a Virtual Boy, go for it, but my advice to you is to wait and make sure that there will be software support for the Virtual Boy in the future, because I would hate for you to go through the same experience you went through with your 32X!

Well, either way here's a list of some cool Virtual Boy titles, or at least the ones that I think are all right: Mario's Dream Tennis, Wario Land, and Red Alarm. Sorry there's not many, but that's the reason why things look so bleak for the Virtual Boy. Let's hope the outlook gets better, otherwise it could be chop-city for the VB!

## A 5-HIT ULTRA COMBO...HMMM...QUESTION?

I have a couple of questions to ask so let's get right to it. The most important one to me is why is it taking Nintendo so long to produce the Nintendo Ultra 64 (NU64)? In your March '95 and January '96 issue you said there were 105 people working on the Ultra 64, yet it still is running behind schedule. I can't think of any reason why it is taking Nintendo so long!

Also, I heard a rumor that Leisure Suit Larry may be coming out on the NU64 and I was wondering if this was true? Plus, is Shigeru Miyamoto working on any more games for the Ultra 64 other than Pilotwings? And finally, is Spectrum Holobyte's Top Gun for the Ultra going to be anything like Top Gun on the NES?

**David Verret**  
Baytown, TX

*The reason it is taking Nintendo (and Silicon Graphics) so long to produce the Ultra 64 is that they were having problems with the Reality Co-Processor. Nintendo gave Silicon Graphics a list of requirements for the Ultra 64. It had to do this...it had to do that... AND it also has to come in under the \$250 price*

tag. So right off the bat things weren't going too well for those 105 guys working on the Ultra. If you read last issue's article about the Ultra, you'll see that there are a number of features built-in into this processor. If one of these doesn't work, then they've got to keep redesigning it until it does. Well at least now it's done, or at least that's what Nintendo says.

As far software goes, I don't think Leisure Suit Larry (LSL) fits into the Nintendo family of software. Right now Nintendo is basically demanding that third parties give them exclusive titles - and LSL doesn't fall into that category. But hey, maybe someday!

Shigeru Miyamoto is a busy man, but what exactly he's doing is a mystery. Since he is the head of Nintendo of Japan's (NOJ) software development he basically has say in just about any software that comes out of NOJ. However, he has stated that his main projects are Super Mario 64, Pilotwings, and StarFox 64.

And no, I'm sorry to tell you that Top Gun for Ultra will be much different than the NES version. It's actually based on the PC version Spectrum put out late last year!

## WHERE DOES FIRE COME FROM?

I was reading the December 1995 issue and I noticed that your preview of Breath of Fire 2 (BOF2) stated that it was made by Capcom. I peeked into another magazine's ad, and it also said it was made by Capcom. We all know the original Breath of Fire is made by Square Soft, but BOF2 is made by Capcom. What's going on here?!

**"Boy of Destiny"**  
Oregon City, OR

*Sorry to tell you this, Boy of Destiny, but we don't all know Breath of Fire 1 was made by Square Soft. In actuality, it was only published by Square Soft. Capcom did all the programming of both Breath 1 and 2. So here is how the story goes. Capcom released the game in Japan, but then decides against releasing it here in the states. Enter Square Soft. They thought the game was good enough to publish here in the states so they*





## What's Your Virtual Handicap?



- **Size:** 8 Megabit
- **Style:** 1-Player Golf
- **Special Features:** 1 Course With 18 Holes, Create Up to Seven of Your Own Players, Storage of Both Course and Individual Records, 47 Challenging Foes in Tournament and Stroke Play, 3D Directional Radar and Wind
- **Created by:** T & E Soft for Nintendo
- **Available:** Now for Virtual Boy

▶ **THE BOTTOM LINE** **6.75**

If you were to play nine holes through infra-red vision you might be able to recreate the lovely red experience featured in Virtual Boy's first golf title – Golf. Okay, so the title isn't that exiting, and well... the gameplay doesn't harbor anything revolutionary. But how can you deny the thrill of stroking birdies and eagles on the greens (pardon, the reds) of your own virtual golf course?

T & E Soft and Nintendo have teamed up to bring this popular lazy Sunday experience to all Virtual Boy owners. Eighteen holes filled with nasty bunkers and rolling rivers are brought to life with enthralling 3D effects and intense golf action. Up to seven human players can be created and tracked through Tournament and Stroke Play. Accompanying you through the greens are 47 difficult virtual competitors who are set on making sure that the only chance you have of winning is being the caddy for the number one man.

Golf games have always gone over big on almost every platform. This is no exception for Virtual Boy. This is a great title that any lazy gamer needs to get his fix.

	Andy	Paul	Rick	Reiner
<b>Concept:</b>	7.5	7.5	5	7
<b>Graphics:</b>	5	8	7	7.25
<b>Sound:</b>	5	7	7	6.75
<b>Playability:</b>	7	9	5	8
<b>Entertainment:</b>	5	8.5	5	7
<b>Overall:</b>	6	8	5.75	7.25

**ANDY, THE GAME HOMBRE**

"The interface for this Golf game is fantastic, however it doesn't really use the 3D capabilities of the Virtual Boy to make it any better than any other golf game."

**PAUL, THE PRO PLAYER**

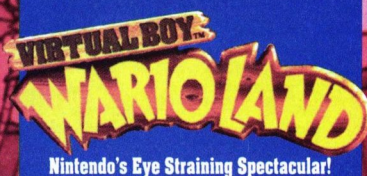
"This game really gives you the 3D effect. The terrain looks great and the control is excellent. As it stands now this is my favorite VB game."

**RICK, THE VIDEO RANGER**

"I'm just beginning to be a big video golf fan and I have to say that Virtual Boy golf has discouraged me in this regard. Even with the 3D qualities of this game I found it hard to determine the break in the greens. This game just doesn't work for me."

**REINER, THE RAGING GAMER**

"Keep in mind that there probably won't be that many golf titles for the Virtual Boy and T & E Soft's Golf may just be the best offering. The entire game is coated in red and black, and you can imagine how tiring this becomes. However, with accurate and simplistic control you may just be able to overlook the Mars effect and have some fun."



Nintendo's Eye Straining Spectacular!

Instinctively Nintendo followed their familiar trail of software development by flooding the Virtual Boy with the ever popular Mario spin-off titles. The latest spin and technically the most impressive Virtual Boy title yet features the bad boy bully of the Mario universe, Wario.

Wario Land utilizes the full capabilities of the Virtual Boy by integrating a playable

foreground and background into the mix. Instead of being a basic run from left to right action/platform game, Nintendo has made it possible to jump into the background and interact within. Thus, with the standard Marioesque gameplay and difficult level puzzles, players can now experience a brand new style of action within a 3D environment.

Once again, Nintendo has packed Wario Land with tons of hidden tricks, bonuses, and magical items. Wario basically harbors the same standard moves and special moves as Mario. He can stomp, grab, and throw enemies, grow with the help of a magical onion, and shoot fireballs with the whiff of a mystical flower.

The Virtual Boy library is slowly growing, and with the addition of a game like Wario Land, Nintendo may be able to create a fascinating collection of instant classics for the hungry 3D gamers. Wario Land is definitely a game that cannot be missed by Mario fans and Virtual Boy players.

	Andy	Paul	Rick	Reiner
<b>Concept:</b>	8.5	8	7.5	8.25
<b>Graphics:</b>	8.75	7.75	7	8
<b>Sound:</b>	8	7	9	7.75
<b>Playability:</b>	8.5	8.5	8	8
<b>Entertainment:</b>	8.5	7.75	7	7.25
<b>Overall:</b>	8.0	7.5	7.5	7.75

- **Size:** 8 Megabit
- **Style:** 1-Player 3D Action/Platform
- **Special Features:** 3 Save Slots, Challenging Bonus Stages, Multiple Helmet Attacks, Gameplay In Both Foreground and Background, and Onion Power-Ups
- **Created by:** by Nintendo
- **Available:** Now for Virtual Boy

▶ **THE BOTTOM LINE** **7.75****ANDY, THE GAME HOMBRE**

"Definitely the best game yet for the Virtual Boy! Wario Land has all the features that make for a great action game mixed with cool 3D graphics."

**PAUL, THE PRO PLAYER**

"Wow! I had fun with this game, but most of it seems like it could have been done on the SNES. This is far better than Mario Clash."

**REINER, THE RAGING GAMER**

"This is by far the best Virtual Boy title yet. It plays just like the 16-bit Mario's with a few 3D additions to spare. Gameplay not only consists of foreground battles, but background as well. This is a cool idea that should be explored more thoroughly in future Virtual Boy titles."

**RICK, THE VIDEO RANGER**

"I'm not much of a VB fan but, Wario Land took advantage of the capabilities to make one pretty entertaining gaming experience. The play control is very smooth and has a few more options than it's NES counterparts. The best part of this game is the sound. I could swear that I heard things whizzing by my head."

