

THE GORESCORE

Industry News You Can Trust

If the games industry were a horse race, the odds-on favorite would be Sony.

Sega led the gate early, but now Sony shows an early lead with 3DO still out in front.... Who will win, you ask? Well, if you read on you, may find out.

BATTLE ARENA TOSHINDEN FOR SEGA SATURN?

Yes, the rumors are true. *Battle Arena Toshinden*, Takara's incredible 3-D beat-'em-up, which until recently, was only available on the PlayStation, will now be coming to the Sega Saturn. The Saturn version of *Toshinden* will feature an extra character and is being labelled by Takara as "version 1.5" because of some of the noticeable improvements in the way that the game plays. The Saturn version could well end up being far superior to the PlayStation title. It's strange that Sofia, which has been widely associated with Sony's PlayStation from its compelling ad campaign, will now be manipulatable using a Saturn controller. The release date for the Saturn version of *Toshinden* will be December 26th. *Toshinden 2* was also recently announced for the PlayStation and the early pics I saw didn't look much different from the first game. Look for pictures and info in the next issue of VG.

VIRGIN GEARS UP FOR ULTRA 64 DEVELOPMENT

Virgin is hard at work on an Ultra 64 title that is so secretive that employees working on the project are said to be strangely silent while mingling with their co-workers. *Stacker* is a 3-D puzzle game for the Ultra 64 that should make *Tetris* look as primitive as jacks. (Y'know, that game with a tiny rubber ball and those metal Sputnik-looking things. Go ask your dad.) The Virgin title should be available upon release of Nintendo's 64-bit system—whenever that date comes around.

ULTRA MARIO FOR ULTRA 64

In other Ultra 64 news, *Ultra Mario* is now the first officially announced title for the Ultra 64 in Japan. The price of the game,

when translated from the yen, is about \$115 U.S. dollars. (Yikes!) What does that mean about the price of Ultra games in the U.S.? Obviously they'll be high, but over one hundred dollars? That's outrageous! But you know what they say: Never underestimate Nintendo. The Big N's greatest threat at this time seems to be Sony. The electronics mega-giant has already been telling some stores that they will drop the price of the PlayStation when Ultra debuts. That means that there could be a PlayStation priced from \$249-199. Sounds like a deal to me. And with software under 50 bucks at discount outlets, the PlayStation may well dominate. (Isn't that what Sofia was planning all along?)

SINGING THE VIRTUAL BLUES

The Virtual Boy seems to be singing the Virtual Blues. The mono-colored, 3-D vector-graphics game system has received a lukewarm reception from the press (VG included) and isn't exactly breaking sales records at game stores. The Japanese game press, normally very favorable to anything with the words "Nintendo" on it, has been calling the platform Virtual Dog. They've even called the launch of the Virtual Boy the "quiet launch" because Japanese gamers don't even know that it's out there. The system has already been priced lower, to 9900 Yen, which is just over a hundred US dollars. Here in the States, stores are calling it "Virtual Mark Down." Hey, maybe you'll be able to get one cheap after Christmas. What does your magic eightball say? "My sources say YES."

TALK TO THE GORE-MAN

If you would like to discuss news in the world of gaming or just want to pass along a little rumor then contact me via America On-Line. I can be reached at gorescore@aol.com. Until next issue, go buy a Sega Saturn. Why? Because Sofia says so.

—Chris Gore
Editor-in-Chief



GORE'S INDUSTRY MOOD METER

Special mascot edition. Get ready...set...they're off! The 32-bit platforms have arrived but where are all the potential mascots? VG gives you the lowdown on the mascot war.



MARIO

Cooler than ever! We never knew you looked so good in 3-D! *Mario RPG* should be a hit and *Ultra Mario* will help sell Nintendo's Ultra 64 in '96.



SONIA

It seems that the leather-clad one has no allegiance to Sony and is now in bed with Sega. Hmmmm? Maybe what Sony needs is the robot rabbit from *Jumping Flash* to hop into the job as its new representative. (Hey, Sony. Next time, lock in the exclusive before you start branding your system with a character in your ads.)



SONIC

Has anyone seen that blue hedgehog lately? (Look for his picture soon on milk cartons everywhere.) The Saturn could use some help from the little guy.



CAPTAIN QUAZAR

The giant-jawed hero will add some much-needed muscle to 3DO's software line-up. Could this super space cop save the system? Stay tuned....



PONG

The newly renamed "Jaguar 64" could definitely use some help from a mascot. Maybe Atari will get it together and give some personality to the game that created the industry. Then again, maybe not.

HIDDEN ITEMS



If you see your weapons "lock on" to a wall or obstacle when there are no enemies in the area, chances are you've found one of the game's hidden bonus items—just shoot at the spot where your weapons have locked and they will appear. Called the "Bowwow Bonus" and "Mirow Bonus," they look like a dog's face and cat's face, respectively. Look for them in every stage; they're worth 5,000 points each.

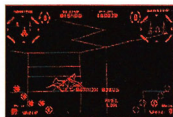
There are lots of other hidden secrets in *Red Alarm*. Try flying through the first few tunnels in Stage 2, then return to the beginning of the stage; you'll find a family of scavenging dinosaurs. Don't shoot the mother! Other invisible items won't appear until you shoot them; unlike the dog and cat bonuses, your weapons won't lock on to these mysterious items. Can you find the hidden Nintendo hardware in the first stage?



When your weapons mysteriously "lock on" to an empty space...



...odds are there's a hidden bonus item waiting to be shot.

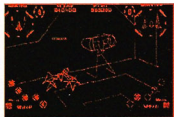


Fly through the icon for a 5,000-point bonus!

Can you find the secret Game Boy in Stage 1?



There's a Virtual Boy hidden in the same room.



Look for the controller directly across from it.



Hidden Versus Mode

Choose the password option from the title screen and enter the password as follows:

1415/5585/7823/6251

When all of the numbers/faces are in place, hold the L and R buttons on top of Controller 1 and press **START**. You'll be whisked away to a top-secret Versus Mode screen, where you can play as Bass or Mega Man in a *Street Fighter*-style arena for two players!



Enter the password shown here, then hold L+R and press **START**.



Mega Man's Leg Breaker: ↓↓+B



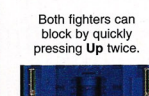
Play as Mega Man or Bass in a two-player "Versus Mode" contest!



Bass' Buster Kick: →↓↓+Y



Mega Man's Arrow Slasher: ↓↓→+Y



Both fighters can block by quickly pressing **Up** twice.



Bass' Sonic Crasher: (while jumping) →→+Y

