

NINTENDO • SEGA • SONY • 3DO • PC • ARCADES • CODES • STRATEGIES • CLASSICS

STRATEGY GUIDES FOR
TOMB RAIDER
&
MORTAL KOMBAT TRILOGY

Pg. 53

Game Informer

MAGAZINE



STAR WARS: SHADOWS OF THE EMPIRE

A Complete Breakdown of the
N64's Epic Space Opera

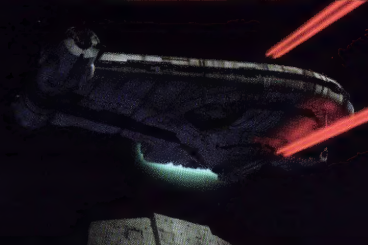
PLUS:

Codename: Tenka • NBA: In the Zone 2 • Dragon Force • Virtual On
FIFA Soccer 97 • KI Gold • Robotron X • Cruis'n USA • Mario Kart 64

\$3.95 Canada \$4.95 UK £2.50



January 1997
Vol. VII • Issue 1 • #45



Evil may rule the galaxy,
but with N64[®], you've got

the universe under your thumb...

literally.

Star Wars: Shadows of the Empire.[™]

The only saga on any screen

with the firepower to create

full-motion 360-degree freedom,

battle after battle,

in 5 different modes of combat.

Proving once and for all

who the real force is.



CHANGE THE SYSTEM[™]

NINTENDO 64

Star Wars: Shadows of the Empire[™] and © 1996 Lucasfilm Ltd. Licensed exclusively to Nintendo.
™ and © are trademarks of Nintendo of America Inc. © 1996 Nintendo of America Inc.

They'll be armed with the
dark side of the Force.

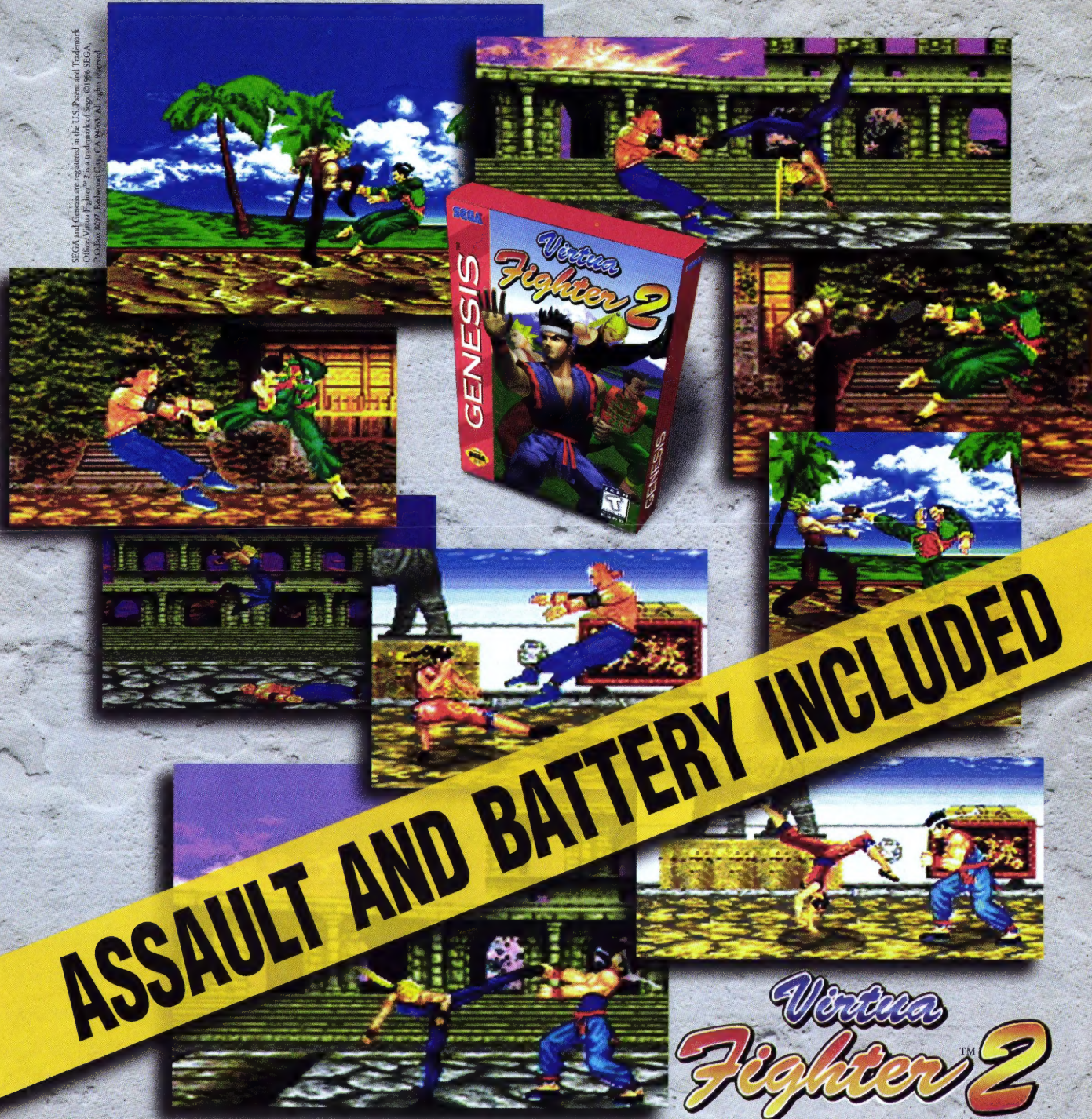
Fortunately, you've got a rotating thumb.



AOL@keyword:NOA
www.nintendo.com



SEGA and Genesis are registered in the U.S. Patent and Trademark Office. Virtua Fighter™ 2 is a trademark of Sega. ©1996 SEGA. P.O. Box 8297, Redwood City, CA 94069. All rights reserved.



ASSAULT AND BATTERY INCLUDED

Virtua
Fighter™ 2

Now you can experience true arcade fighting in the comfort of your own home. Virtua Fighter™ 2 has come to Genesis. Play as any of the eight original Virtua Fighter characters, and be sure to play dirty. Try Sarah's killer Scissor Kick. Akira's stunning Palm of Doom. Or Wolf's surprising Tiger Drive. It isn't always pretty. But it's always pretty ugly.



SEGA®
GENESIS®

www.sega.com

1-900-200-SEGA Learn SEGA game secrets from the masters. Call Now.
U.S.: 1-900-200-SEGA \$35/line (weekend), \$3.50/min (intl. May be. If we have passed permission.
©1996 Sega Corp. Sega of America
Canada: 1-800-431-3225 (U.S. \$1.50/min (weekend/peak))



Features

10 Cover Story:
Star Wars – Shadows of the Empire
 N64 owners sit back and get ready to get blown away! Shadows of the Empire has come to the N64 and Game Informer has got all the right info that will lead even the strongest Jedi through this treacherous journey.

53 Play to Perfection:
Tomb Raider
 In November we got you started and now it's time to finish the job. This GI strategy guide will lead you through levels 7 to 15.

56 Play to Perfection:
Mortal Kombat Trilogy
 Looking for all the right moves? Well, GI has got them in our Mortal Kombat Trilogy super-list for Nintendo 64 and Sony PlayStation.



Departments

4 Letter from the Editor
 Star Wars rules the universe.

6 Dear Game Informer
 GI readers from across the globe interact with Game Informer.

8 Envelope Art
 You can't win if you don't enter GI's monthly envelope art contest.

16 GI News
 New PlayStation in Japan, sources of PS-X problems, Manga to release new series, and tons-o-fun with Name That Game!, Trivia, Comics, and GI's Top Ten.

46 Game Informer PC
 GI reviews Eradicator, Nemesis and War Wind as well as PC news from the Matrix.

52 Arcade Brigade
 GI test drives San Francisco Rush from Atari Games.

58 Secret Access
 Tips from our readers and the infamous Game Genie/Game Shark Swap Shop.



Reviews & Previews

20 Nintendo 64
 Kl Gold, Cruis'n USA, Mario Kart 64

26 PlayStation
 Final Fantasy VII, Soul Blade, Codename: Tenka, Cool Boarders, NBA: In the Zone 2, FIFA Soccer 97

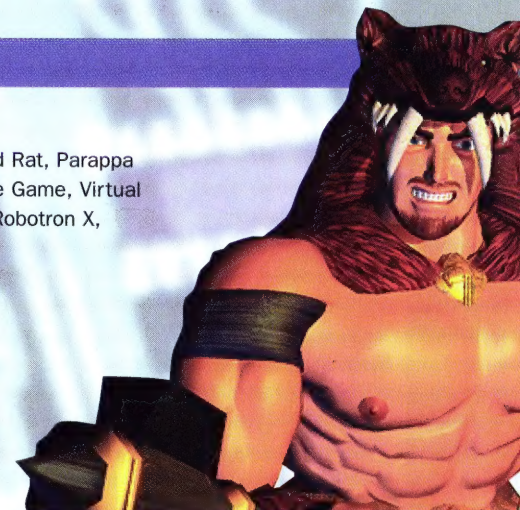
40 Saturn
 Dragon Force, Virtual On, Daytona CCE

At a Glance

48 PlayStation
 Warhammer: Shadow of the Horned Rat, Parappa the Rapper, Independence Day: The Game, Virtual Pool, Arc the Lad II, Ten Pin Alley, Robotron X, League of Pain

PlayStation & Saturn
 TNN Motor Sports Hardcore 4x4

Saturn
 Sonic 3D Blast, Crimewave, Toshinden URA



Letter From the Editor

By Andrew McNamara

Star Wars Rules the Universe

While I know that this letter should be about how great video games are, or how upset I am with the industry, I decided I would much rather talk about Star Wars this month. Mostly because I'm a huge Star Wars fanatic and also because I'm hyped for the special edition movies that begin later this month. At a recent press event, all the talk amongst the industry's journalists was about how *Shadows of the Empire* was such a disappointment. Just about everybody sported a frown whenever it was brought up and I found it rather disturbing. The plain and simple fact is

that if you're a Star Wars fan, you'll think this game is amazing. Yes, it may be a little short, and it may even be a little easy, but it just doesn't matter once you climb into that snowspeeder and tackle an AT-AT with a tow-cable, or go toe-to-toe with Boba Fett and come out on top.

Well anyway, just make sure you check out this game if you own an N64. Hey wait a second...if you own an N64 you don't really have much choice (sorry, but I just couldn't pass it up). Also, make sure you check out *Secret Access*, it's chock full of some hearty codes this month.

"You know what? My nickname is kind of lame. I mean it's cool and all when people send me letters that say, 'Greetings oh exalted one', but I'm surprised Lucas hasn't sued me yet. Besides, I'm really more of an early Star Wars whining snot-nosed Luke than a cyborg handed bad boy of the force. In truth, my favorite characters in Star Wars are the woman who says, 'Stand by Ion Control,' and the A-Wing pilot that says, 'Whaaaaaaa!' as he rams into the Super Star Destroyer. But I couldn't exactly call myself Erik, the 'PC Ion Cannon Girl' or 'PC Guy who says Whaaaaaaa!' now could I? Oh well..."

-Erik
The PC Jedi

"Living in the eternal domain of interactive supremacy has stagnated my efforts to better my pixelated life. This high end gaming substitute is plump full of all the required food groups; action, RPG's, fighting, and sports. This is more than my prehistoric brain can handle. So, for the first time since birth, I've decided to venture from my web and travel into the womb of the lump on America's butt—poetry. Oh sacred Bandicoot, you are the one we seek, but then, at times, you're no better than a stinky boot. ... Thank you,

-Reiner,
The Raging Gamer

"The debate is still raging, and the talk of the town is that EA is going to take home the video hockey Stanley Cup. I'd like to hear what you have to say. It was great having Pat in the office. My experience with video games is inextricably linked to Pat's, even way back to the old days of Great Games on Transit Road. As for the other magazines yawning at *Shadows of the Empire*... Where did you spend your childhood, buddy? Watching *Love Boat* and reading Archie comics?"

-Jon,
The Greedy Gamer

"It's too bad that Weezer turned down our job offers. Pat could really play games, but I think he wanted way too much money and he drank that awful diet soda. Yuck. Even though *GameDay '97* was a few weeks late, I think that most of you will agree that it completely rocks. We came up a little short in getting a finished copy to review in this issue, but from as much as I've played the near complete copy, I can tell you that it annihilates Madden. Here's to another year of phenomenal sports gaming. Later."

-Paul,
The Game Professor

"Since I didn't complain in my letter this month, I thought I should say something obnoxious in my blurb. For instance, did you know that once again Nintendo is controlling what you see? Recently, thanks to a bone-head decision by another magazine (I won't name any names, but it rhymes with dish pan), Nintendo changed their policy on how many pictures of their games we could take. So from now on every magazine can only take thirty pictures of any Nintendo game before it gets released. Thanks, brain-boys! Way to give Nintendo an excuse to tighten their already iron grip on their products."

-Andy,
The Game Hombre

Game Informer

MAGAZINE

January Issue 1997
Volume VII • Number 1 • Issue #45

Richard A. Cihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Senior Associate Editor

Andrew Reiner
Erik Reppen
Jon Storm
Associate Editors

Thomas Blustin
Art Director
Graphic Design

Timothy J. Laurie
Production Director
Graphic Design

Curtis Fung
Production Assistant
Graphic Design

Ryan MacDonald
West Coast Correspondent

Sarah Anderson
Gia Garbinsky
Copy Editors

Terrie Maley
Circulation / Marketing Manager
(612) 946-7274

Advertising Sales

Kimberley Thompson-Benike
National Advertising Sales Director
10120 W. 76th Street
Eden Prairie, MN 55344-3728
(612) 946-8159
Fax (612) 946-8155

Tony Sureau

West Coast Advertising Sales
11531 197th Southeast
Snohomish, WA 98290
(360) 668-7978
Fax: (360) 668-9350

Manufactured and printed
in the United States of America

Game Informer Magazine (ISSN 1057-8392) is published monthly at a subscription price of \$19.98 per year, five trial issues for \$9.98 by Sunrise Publications®, 10120 West 76th Street, Eden Prairie, MN 55344, (612) 946-7245 or FAX (612) 946-8155. Periodicals postage paid at Hopkins, MN, and additional mailing offices.

SUBSCRIBERS POSTMASTER: Send address changes to *Game Informer Magazine*, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

The Editor welcomes company product information for all video games. Such materials should be addressed to: Editor, *Game Informer Magazine*, 10120 W. 76th Street, Eden Prairie, MN 55344. Editorial phone and FAX numbers are noted above. Unsolicited manuscripts cannot be returned or acknowledged.

Entire contents copyright 1997, *Game Informer Magazine*. All rights reserved; reproduction in whole or in part without permission is prohibited. *Game Informer* is a trademark of FUNCO, Inc.

Products named in these pages are trade names, or trademarks, of their respective companies.

For subscription inquiries please write or call:

Game Informer Magazine
10120 West 76th Street
Eden Prairie, MN 55344
(612) 946-7266
Attn: Customer Service

PUBLISHER LIABILITY FOR ERROR

The publisher shall not be liable for slight changes or typographical errors that do not lessen the value of an advertisement. The publisher's liability for other errors or omissions in connection with an advertisement is limited to republication of the advertisement in any subsequent issue or the refund of any monies paid for the advertisement.

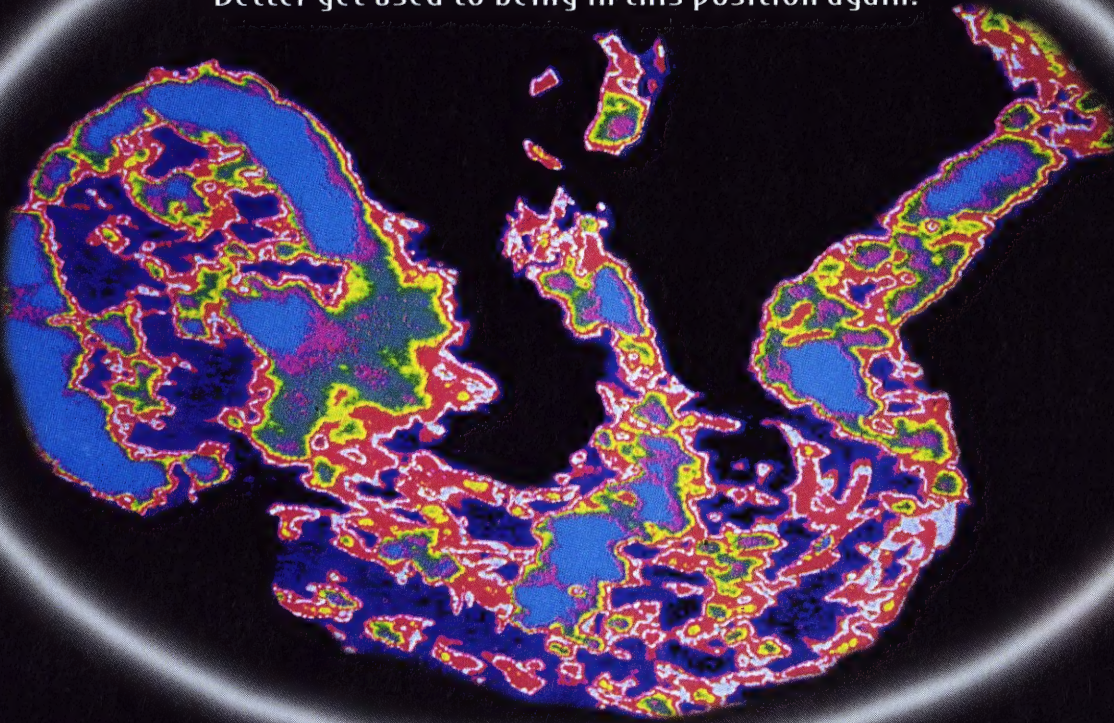
INDEMNIFICATION

The advertiser and/or Advertising Agency agrees to defend and indemnify the publisher against any and all liability, loss, or expense arising from claims of libel, unfair competition, unfair trade practices, infringement of trademarks, copyrights, trade names, patents, or proprietary rights or violation of rights of privacy, resulting from the publication of the Advertiser's statement.



Audit Bureau of Circulations
Member

Better get used to being in this position again.



This is more than Mortal Kombat. This is **ULTIMATE MK3**, featuring 8 new playable characters, 5 new backgrounds, 3 modes of play,

selectable ending sequences, new secret moves and combos and player selectable characters even the arcade version doesn't offer.



You've met your match.

U L T I M A T E M O R T A L 3 K O M B A T

Ultimate Mortal Kombat™ 3 © 1996 Midway Games Inc. All rights reserved. Ultimate Mortal Kombat™ 3 © 1995 Midway Games Inc. All rights reserved. Mortal Kombat™, MK3, Midway, the Dragon design and all character names are Trademarks of Midway Manufacturing Company. Distributed under license by Midway Home Entertainment Inc. Midway™ is a registered Trademark of Midway Games, Inc. Nintendo, Super Nintendo Entertainment System and the Official Seal are Registered Trademarks of Nintendo of America Inc. © 1991 Nintendo of America Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega™ Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved.

MIDWAY



SUPER NINTENDO
ENTERTAINMENT SYSTEM

GENESIS

Dear GI

Letters from Our Readers

More Video Game Duhs

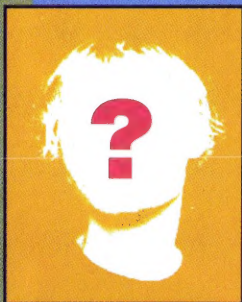
I just got a Nintendo 64 with Super Mario 64 and it rocks!! I have a few questions about upcoming games.

1. Do you know if Nintendo is planning on making a Metroid game for Nintendo 64?
2. Can you tell me when Starfox 64 is coming out?
3. Are there any action/flight sims in the works? One more thing. Why do you always pick on Reiner?

Jeremy Domonkos
Novi, MI

The answer to questions 1 and 3 is, "Yes". Everyone loves Metroid so Nintendo would be silly not to do a 64-bit version. As a matter of fact, Metroid 64 is probably in the works right now. (But we'd have to file that one under a video game duh!) Action/flight sims? If you mean a combination of both it sounds like you'd be

talking about Robotech: Crystal Dreams. (See our November issue for Robotech.) If you haven't noticed yet, Pilot Wings 64 is a blast and definitely a worthy buy. Starfox 64 is the only semi-solid info we can give you at this point. The release date is set for a nice ambiguous, "next year." As for your last question, who's Reiner?



VF2 or Tekken 2? It's All in the Cracking of the Bones

I am a proud owner of a Sega Saturn and my friend has a Sony PlayStation. I recently played Tekken 2 on the PlayStation and I think it's a great game, especially with all those bone cracking sounds. Unfortunately, I invested in the Sega Saturn and I don't want to jump on the PlayStation bandwagon, so to get to my point, will there be a bone cracking fighting game for the Saturn?

Rahim "The Bone Cracker" Powell

We put our heads together for a moment to ponder your question and while there are plenty of squishy pulpy gore games out there, Tekken 2 seems to be entirely unique in the bone-cracking category. Until someone else out there decides that they would like the sounds of crunching bones in their new Saturn tournament fighter, we suggest you have your friend twist celery stalks while you play VF2. You could also get a copy of Adam Sandler's, "The Severe Beating of a High School Spanish Teacher", but those sounds are more along the thumping crunching line as opposed to pure bone breaking.

Is Nintendo Hip With Square?

I bought a Nintendo 64 (along with Mario 64) the day it came out, and I like it a lot. I have been playing it nonstop! I have a few questions though:

1. For a lot of the systems, like the Super Nintendo, there are tons of games out, and some are bad, and some are good. They are made by many different companies. So far N64 only has a few games out and all of them are made by Nintendo. Will there be many games out for the

N64, or will it only have a few good Nintendo games?

2. Secondly, I read in your magazine that the exclusive relationship between Nintendo and Square Soft had been broken. In addition, Square is now making FFVII for the PlayStation. Does this mean there won't be any good Square RPGs for N64?

Michelle Parthum
Muskego, WI

If you check out our new GI Feature section in the December issue of Game Informer, you will notice that Nintendo took quite a beating for the fact that they are starting off with little to no third-party support. Their first third-party game was Mortal Kombat Trilogy. While they do have many games that boast second-party support (Nintendo and other companies working together) like Shadows of the Empire and Cruis'n USA, their third-party support still remains very sparse. If Nintendo remains true to form they will probably spend most of next year keeping a tight grip on the quality of games produced (thus reducing the quantity) and when they are happy with the number of systems they've sold they'll start letting everyone and their mother put out games for the N64. As to whether Square will be putting out any more games for Nintendo, our guess would be yes. While we imagine there may have been some ego injuries at the executive level, we're sure that Nintendo recognizes how important Square's dominant role in the RPG market has been in Japan and will work hard to get some kind of Square RPG on their system.

Short and to the Point

My name is Jeff Karolewicz and I was wondering why you have nothing on Sega Game Gear? Please write back!

Jeff Karolewicz
Milwaukee WI

Game Gear games don't come our way too often Jeff, and you're one of the first people that's written to us about it in a long time. We did do X-Men: Mojo World as a one-liner in our December issue. Unfortunately, we can't write you guys back. It would be cool if we were omnipotent like God or Santa Claus and had time and energy to respond to each one of you on an individual basis, but we're really busy writing a magazine so Dear GI will have to do for now.



If We Could Only Learn to Share Our Toys...

I want to tell you your mag rules. I have some very hard questions to ask that I need answers to. Could you please help me?

1. I am a Nintendo fan. I have been one all my life, but my mom says I can't have an N64 if I don't share it with my brother and sisters. Should I share it or just not get one?
2. I have a friend with a PlayStation. He says I am a jerk for wanting an N64. Should I get a PlayStation or an N64?
3. If I get an N64 what games should I get? I like Cruis'n USA, MKT, and Turok. Please give me your opinion. I trust you guys.

Steven Johnson
Plano, TX

Yowza! This is the month for numbered questions.

1. Hmm... it amazes us that you would give up an N64 just to spite your siblings. You could actually play the hottest new system out right now without laying down a penny, but you'd rather not play it at all than have to share it. Think on this.
2. Your friend calls you a jerk? Maybe you should hang out with your brothers and sisters more often. As far as the PlayStation or N64 debate, you tell us you've been a huge Nintendo fan all your life so an N64 probably makes a fair amount of sense. But then again, games are a bit cheaper on PlayStation and there are a lot more of them. The real question is whether Nintendo will be on top of things by the holidays next year. We think it's a pretty sure bet, but for the here and now, we like the PS-X. Keep that in mind before sending us angry letters about December's GI Feature.
3. There is nothing out for N64 we really haven't enjoyed at all. There are reviews of Cruis'n USA and Shadow of the Empire in this very issue and MKT looks great. Turok won't be out until next month, but it looked great at the ECTS.

A Tale of Two Systems

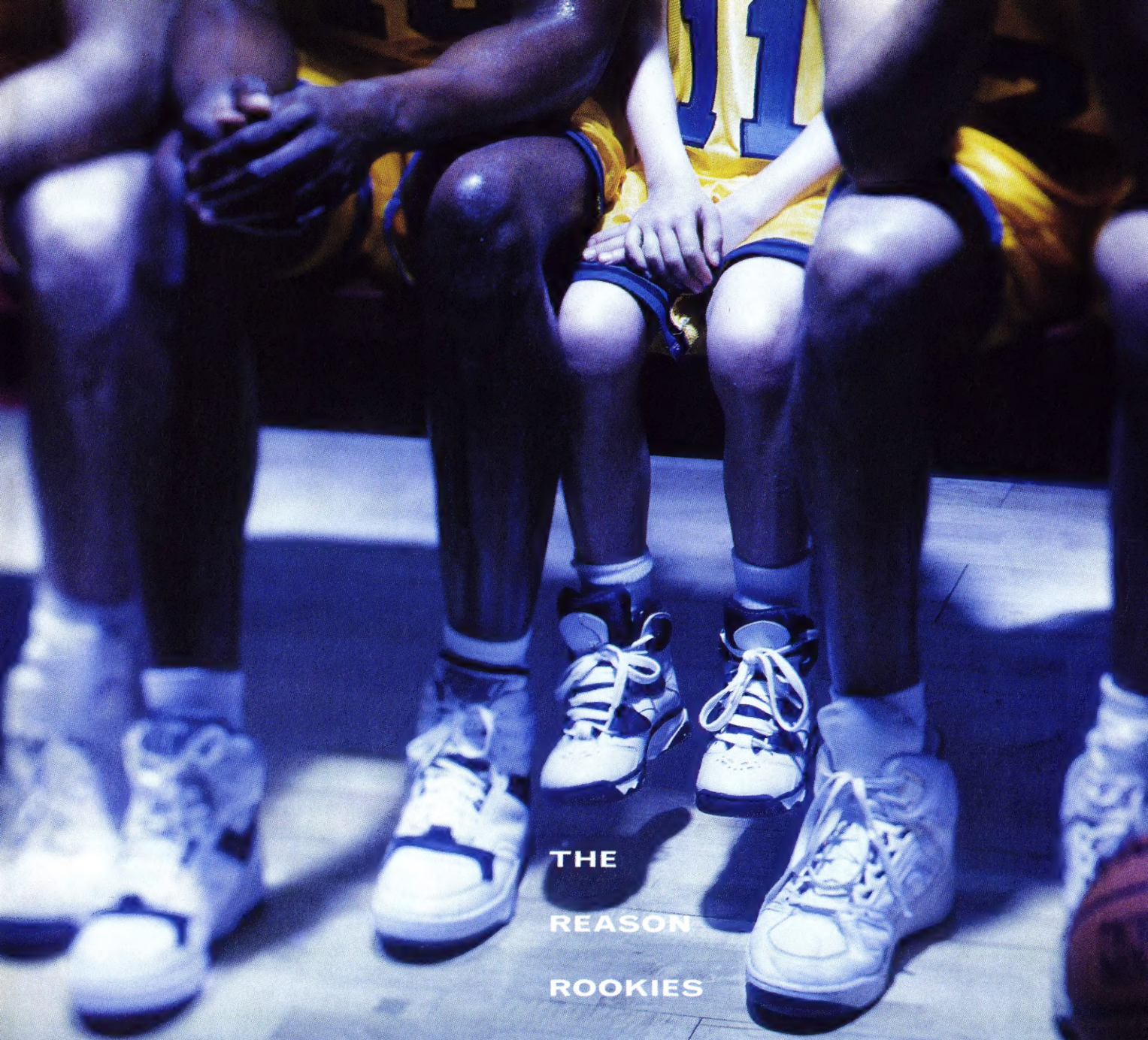
Hey guys! What's up? First, I'd like to say your mag is the best. So keep it up. I got some questions to ask you.

1. I'm getting a Super NES and a PlayStation. Are games like Street Fighter Alpha, MLB Pennant Race, and Ridge Racer ever going to be on the Super NES? I hope so.
2. I'm a huge Mortal Kombat fan and I love their games. Are they going to make more MK games? What about MK Trilogy for the 16-bit systems?
3. My friend has a Jaguar and it's a 64-bit machine. Does that make it better than PlayStation or Saturn?
4. Last, but not least, if the following had a fight, who would win?
 - a) Sindel vs. Sheeva
 - b) Goro vs. Kintaro
 - c) Sheeva vs. Goro
 - d) Scorpion vs. Reptile
 - e) Sub-Zero vs. Classic Sub-Zero

Will "Sega Legend" Josma
Uniondale, NY

Wow... more... numbered questions. We love... numbered... questions.

Continued on page 8



**THE
REASON
ROOKIES
KEEP**

**GETTING
YOUNGER.**

It's NBA Hang Time—the #1 arcade hit comes home. Now you can play with over 150 of the NBA's best using all the moves, strengths, and skills of each real-life player. Wreak some havoc with moves like 360's, tomahawks, double dunks, and monster jams. There's even a Create-A-Player option so you can customize your own player. Trust us. It's time you played with the big boys.



© 1998 Midway Home Entertainment Inc. All Rights reserved. Copy protected video game. © 1998 Midway Home Inc. All rights reserved. Midway is a trademark of Midway Home Inc. Used under license. The NBA and individual NBA member team, team/player depicted in this game are trademarks and registered designs that are the exclusive property of NBA Properties, Inc. and the respective NBA member teams and may not be used without the written consent of NBA Properties, Inc. © 1998 NBA Properties, Inc. All rights reserved. Nintendo 64 and the 64 logo are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc. Licensed by Nintendo. Nintendo Super Nintendo Entertainment System and the Official Super Nintendo logo are trademarks of Nintendo of America Inc. © 1998 Nintendo of America Inc. Licensed by Sega Enterprises, Ltd. for play on the Sega Genesis™ System. Sega and Genesis are trademarks of Sega Enterprises, Ltd. All rights reserved. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation game console, PlayStation game disc, PlayStation game the PlayStation logo are trademarks of Sony Computer Entertainment Inc.



1. The only one of those games we know anything about is Street Fighter Alpha 2 for SNES which we covered in December. It's not likely we'll be seeing many more games for the SNES. Nintendo will be focusing the majority of their efforts on the N64 as SNES game production is nearing its end. We must say we're impressed with your choice of systems though. You've got a lot of variety for games there.

2. We've been asked this question so many times now. Of course! They're making lots of dough! As long as MK fans continue to crave, Williams will probably continue the supply until either the programmers go insane or they lose money on it. Unfortunately, MK Trilogy

will not be coming out for the 16-bit systems. If you didn't notice yet, Ultimate MK3 was released for the 16's with Rain and Noob Saibot as playable characters.

3. Bits do not make the machine. Games do. A machine's power may allow cooler games to be made, but Atari once again fell flat on their faces in this respect. Besides, the Jaguar is really just two 32-bit processors in the same box. When choosing a new system, our best advice is to skip the math and look at the games and the company's history.

4. We're not sure why people keep on asking us questions like this but they're fun to answer, so here goes...

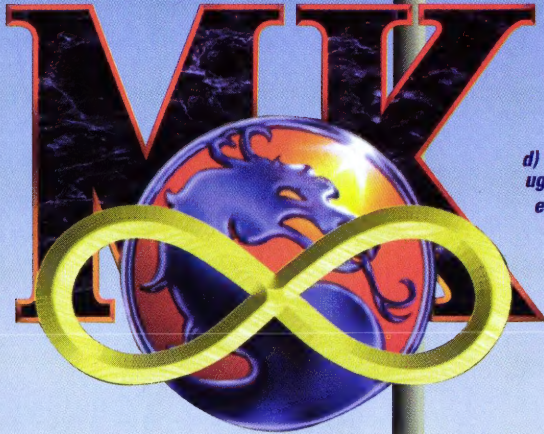
a) Sindel would lose because goths never win.

b) Kintaro because he knows he's GRRRRreat!

c) They probably wouldn't fight at all. We imagine they would talk about all the neat things you can do with four arms.

d) Reptile would win because he's uglier.

e) The new Sub-Zero would win because he has less clothing. Everyone who watches Stallone and Schwarzenegger movies knows that the more nekkid you are, the more butt you kick.



Game Informer Magazine and Naughty Dog host the:

Inverse Outback Envelope Art Jamboree

This exciting new contest brings you, the console gamers, into the world of creating video games. We want to see what you think Crash Bandicoot would look like if he were in...let's say...a role playing game, a fighter, or whatever! It's up to you! You can go into as much detail as you want, with any of the characters from Crash Bandicoot. The winners will be featured in an upcoming edition of Envelope Art in Game Informer Magazine. But wait, there's more. The creative minds at Naughty Dog want to see what you have come up with, and they will reward a select few artists with a copy of the Sony PlayStation game Crash Bandicoot. The grand prize winner will also receive a poster autographed by Naughty Dog. So get those artistic minds in gear, and show the industry that the consumers are just as gifted as they are.

Send all contest art to:

Game Informer Magazine
Attn: Inverse Outback Envelope Art Jamboree
10120 West 76th Street
Eden Prairie, MN 55344



JANUARY WINNER

TOBY LOPEZ KEARNEY, NE



Santelmo Vazquez
New Britain, CT

Are those electrons or are you just happy to see me?



Ryan Andrade
Fall Rivers, MA
Bring back Lobo!

Phillip Anderson
Sant Antonio, TX
It's me, Mario!

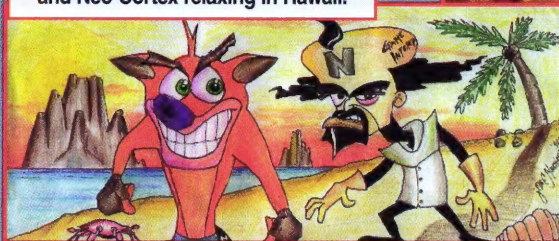


All four of these guys in the same room means only one thing - trouble.

Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

John Marchan Yonkers, NY
Here is an exclusive photo of Crash and Neo-Cortex relaxing in Hawaii.



George Hinckle
Milwaukee, WI
Aghhhhhh...this guy makes the scariest art we've ever seen.



Chad Borgschatz
Pine Island, MN
Now these guys are stylish. Notice the use of masks as a fashion statement.

DRAGON FORCE

8 Awesome Warlords!
 8 Different Storylines!
 150+ Playable Characters!
 60+ Hours of Gameplay!

When Magic Was Young,
 And Swords Carved Laws Of Blood,
 Eight Warlords Forgotten To Time
 Rose to Shape Order From Chaos.



This official seal is your assurance that this product meets the highest quality standards of SEGA.™ Buy games and accessories with this seal to be sure that they are compatible with the SEGA Saturn™ System.



SEGA SATURN™



Our games go to 11!™

Star Wars hysteria is closing in on an all-time high, and everyone and their brother is releasing some kind of valuable merchandise featuring the Star Wars insignia. *Star Wars: Shadows of the Empire* is the forefather of the recent events at hand. This is the biggest Star Wars launch since the release of *Return of the Jedi* in theaters. So far, there's been a novel, comic series, toy line, and now, a massive 64-bit console title. Both LucasArts and Nintendo of America did their best to successfully capture the pure essence of this title. Unlike *Star Trek*, *Star Wars* cannot market junk to appeal to their fans. Rather, upon the debut of *Shadows of the Empire* for the Nintendo 64, there dawned a new era of *Star Wars* gaming. The power of the force has now culminated to a 64-bit scenario, where it is extremely strong.

Shadows of the Empire was easily one of the most anticipated video games of 1996, and justly so. The story in *Shadows* takes place between *Empire Strikes Back* and

STAR WARS

SHADOWS OF THE EMPIRE

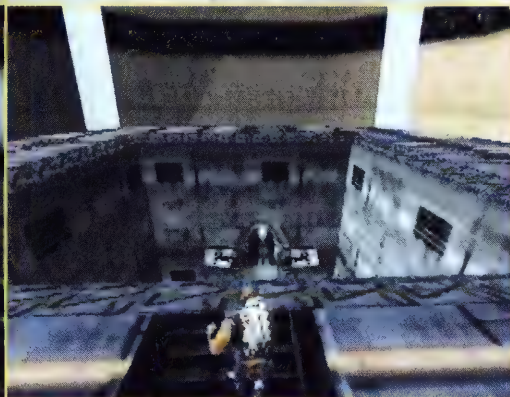
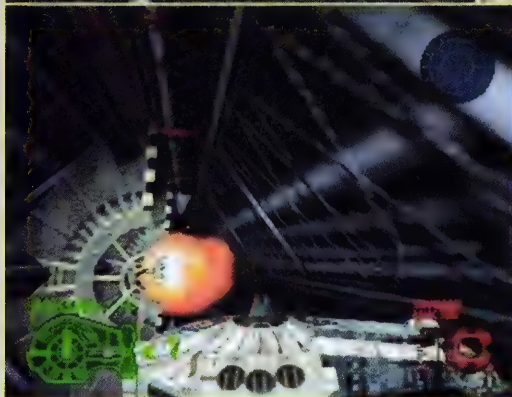
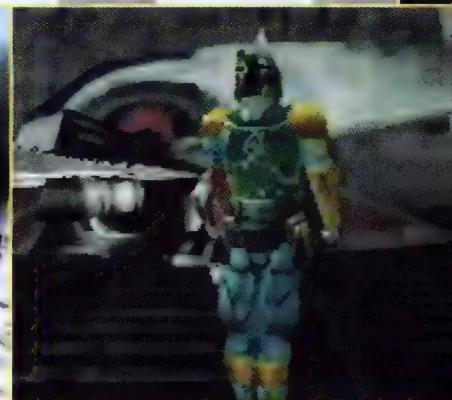
THE BATTLE OF THE CENTURY

Return of the Jedi, and here's the catch...the novel and comic series only told part of the story. To take in the full feel of this lost story, you must first read the novel by Steve Perry, take in the excitement of the six part Dark Horse Comics series, and now, actually be

"This is the biggest and best Star Wars offering yet."

part of the space opera in this high-tech game. It's an expensive story to follow, that much is known, but any true *Star Wars* junkie won't mind shelling out a few clams here and there to find out what really happened in between the two movies.

As far as games go, this is the biggest and best *Star Wars* offering yet. Sure, some people will say "I could have done it better," but we'd like to see them try. This LucasArts offering is jam-packed with massive levels, intense moments, and graphic destruction. The game itself is structured in four parts. You'll start the game flying a Snow Speeder, then you'll advance to stages where you are on foot (the majority of *Shadows*). Plus, one level is a race against the Swoop gang in which you man the helm of a hover vehicle which is very similar to the Speeder Bike. Lastly, as Dash Rendar, you will be thrown into his space cruiser - the Outrider. The first level with this vehicle is a battle in an asteroid field against the Empire, and the last level is against a *Star Destroyer*



I'll try to avoid asteroids while you're busy in the gun turret.



and the Sky Hook (a Death Star styled space station). Basically, the emphasis found within is to expect the unexpected. The gameplay is always changing, and so is the mission objective.

Graphically, games don't get much better than this. Each and every level is huge, and while playing, you actually think that you are on a separate world with its own atmosphere. Eye candy ranges from three story bosses to levels with ten-story climbs. The Skyhook itself, if you're flying as fast as you can, will take at least a few minutes to

"Graphically, games don't get much better than this."

maneuver around. It's huge! All the graphics are polygons, and beautiful ones at that. You'll see some classic Star Wars textures, symbols, and even lighting, such as the blue and white warp lights on the back of the Falcon.

Shadows of the Empire has a lot to offer to gamers. Whether it's tons of hidden goodies or intense battle scenes, we're sure you'll find Shadows of the Empire to your liking. It's very rare that a Star Wars title is released to a console, and hopefully the success of this one will set another game in motion.

- **Size:** 96 Megabit with Battery Back-Up
- **Style:** 1-Player Action/Adventure
- **Special Features:** Four Gameplay Modes, Ten Massive Levels, Jet Pack Flying, Varying Level Objectives, Tons of Camera Angles, Crouching, Jumping, Strafing, Four Difficulty Settings
- **Created by:** LucasArts Entertainment for Nintendo of America
- **Available:** Now for Nintendo 64

▶ **THE BOTTOM LINE** **9**

REINER, THE RAGING GAMER

Concept: 9 "George Lucas has to get off his rich rear and develop some classic Star Wars characters again. Granted, Steve Perry is a talented writer, but

Graphics: 9.25

Sound: 9.5 Xizor (the space pimp) and Dash Rendar (a Luke and Han splice) are the most generic Star Wars characters to date, and they're the main characters! I'll probably get shot by Greedo for saying this, but it's oh so true. Luckily, LucasArts and Nintendo made the game translation entertaining and true to the Star Wars saga. All the level environments, weapons, vehicles, and bosses are extremely cool and well detailed. The game itself plays a lot like Mario 64, in regard to having to find all the hidden points on a level to see the real ending, and the control is reminiscent as well. That's all you can really say without going off on a tangent. Aghhh! It's so cool! There's Boba Fett and IG-88 and..."

Playability: 8.75

Entertainment: 8

OVERALL: **9**

PAUL, THE GAME PROFESSOR

Concept: 9.25 "It's nice to have some complete Star Wars freaks in the office as they can always keep on the Shadows story arc. Yet, with all the familiar Star Wars characters from the past, the game has plenty of appeal to those who don't follow Star Wars as closely as others. The mix of flying, action, and driving is interchanged nicely throughout the game. The on-foot action is by far the most entertaining. It is further enhanced by the killer environments and enormous scale of the levels. Plus, the soundtrack is one that you actually want to listen to. This game has been worth the wait and it gave me a lot more than I expected."

Graphics: 9

Sound: 9.5

Playability: 8

Entertainment: 9

OVERALL: **9**

JON, THE GREEDY GAMER

Concept: 9 "I watched in spellbound amazement as Reiner played this game for two days straight. Then I hopped on and started driving, and it was like I'd never seen the game before. I was literally IN Star Wars! Though most will agree that some levels could be longer, and that it would be nice to have a choice of characters who follow independent plot lines, there's just no doubt that this game rocks. The graphics are smooth, the analog control even smoother. Cool things like happening upon the Falcon just as it takes off, then seeing it swoop by again in the final battle, just have to be seen to be believed. Buy it."

Graphics: 9.25

Sound: 9.5

Playability: 9

Entertainment: 9.25

OVERALL: **9.25**

STAR WARS SHADOWS OF THE EMPIRE

Play to Perfection: A GAME MONGER'S STRATEGY GUIDE

COVER STORY



CHALLENGING THE FORCE

In *Shadows of the Empire* you have two objectives – win the game, and like *Mario 64*, find all of the hidden Challenge Points. The Challenge Points are hidden throughout each level and are rewarded if you want to view the real ending. If you find enough Challenge Points on a level, you'll be rewarded with extra lives, and if all of them are found by the end of the game, you'll receive a secret code. Finding the points requires extensive searching and great patience. You won't be able to go back to each level to find the ones you are missing; rather, you'll be allowed to go back to the stage over and over again to try and find them in one flawless swoop. The codes will more than likely unlock 50 men, unlimited ammo, invincibility, and the jet pack. Plus, there may be even more Jedi tricks to discover.

SHIFTING THE VIEW

LucasArts did a remarkable job incorporating a plethora of enjoyable playing views into this action oriented title. *Shadows* is complete with first-person, third, long third, and an adjustable toggle for distance behind the character in the stages where Dash is on foot. The Snow Speeder has several views which are basically the same, but when using the tow rope the view will switch to a roving cam that follows you from a distance angle when spinning around the AT-AT. The Swoop and Outrider stages are complete with a first and third-person view. We recommend the first-person view for the Swoop and first Outrider level. The second Outrider level allows you to actually break free from the moving track and fly, the third-person view on this stage will allow you to see more of your surroundings.

(1) BATTLE OF HOTH (3 Challenge Points)

This is the warmer stage for what lies ahead. The Rebellion is under attack by an Imperial Armada. Your mission is to draw enough time to allow your friends to escape safely. Accomplishing this task requires precise Snow Speeder control and accurate targeting. Don't let the AT-ST's or the AT-AT's find target lock on you. Stay behind them at all costs, and drop the AT-ST's with shots to the head. For the AT-AT's you can either go through the slow process of shooting them, or use your tow rope (Down and Lower C). Using the tow rope on all three AT-AT's will give you the Challenge Points you desire.

(2) ESCAPE FROM ECHO BASE (10 Challenge Points)

This is the first level that requires Dash to use his feet to save the galaxy. Most of the Challenge Points are located in either a corner of a room or in the generators (you'll know them when you see them). The hardest point is hidden in a locker located in the command booth on this level. The command booth is highlighted with reds and yellows. You'll know when you find this area once you get inside. A quick tip against the snow beasts is to let them battle it out before you step in. If you fire first, they'll both come after you. Let one of them kill the other, then hit the one remaining with seekers (lasers do not work). Finally, against the boss (an AT-ST), try and stay behind it as much as possible, or climb the breakable boxes and shoot at its head (more damage comes from attacking this area).

(3) THE ASTEROID FIELD (6 Challenge Points)

All right, you're back in a ship, but it's not your trusty Snow Speeder. This time you'll man the helm of Dash's ship – the Outrider. The first-person view works best on this stage, and don't be afraid to unload those missiles, because once they're depleted, the in-ship computer will replenish the supply a few moments after the last missile was fired. If you're looking for Challenge Points, shoot all the red asteroids that head your way. There are six of them, and if you shoot quick enough, you probably won't take on too much damage from the Empire.

(4) ORD MANTELL JUNKYARD (12 Challenge Points)

Dash is in over his head, and before this stage is complete he'll have to take down the vicious rogue bounty hunter – IG-88. This is the first level that will really challenge you with some tricky jumps. Don't jump from train to train when on a curve or you'll fall into the drink. The first set of Challenge Points can be acquired by simply timing jumps at the beginning. Most of the other points are hidden in the trains



or on top of them. Finally, use your seekers against IG-88 and grab the gold and silver challenge points. The gold one is located on top of a junk pile to the left, and the silver one is hidden inside the furthest bin to the right. Also, inside this cage is partial invincibility, which will allow you to get right in this robotic buffoon's face.



(5) GALL SPACEPORT (15 Challenge Points)

This is the stage that all Star Wars fanatics have dreamed of. It's Boba Fett's hideaway, complete with an appearance and battle against Slave 1. This is actually a vast desert stage that challenges the trained eye and jumping skills. At the beginning of the stage, be sure to check every corner to find the Challenge Points. This level is full of hidden power-ups and well tucked Challenge Points. On this stage, you'll finally find the jet pack. When you pick up the pack and are about to make your first flight, look into the open sky up to the right. You should see a flickering Challenge Point. The hardest Points to obtain are hidden within the first fan drop (where you fall through the fans), and on the second skiff ride (time your jump carefully and don't use the jet pack). Once you successfully maneuver through this level, you will be greeted by Boba himself. Don't let him get too close to you; try to keep him at bay and hit him with seekers (there are tons hidden at the top of this battle arena). After you defeat him, he'll jump into Slave 1. Use the same strategy you used against the AT-ST to conquer this menace.



(6) MOS EISLEY AND BEGGAR'S CANYON (12 Challenge Points)

This level is really easy if you give up the racing and go for the kills. Slam all of your opponents into the walls and search the port freely without any hassle. Most of the challenge points on this level are hidden between cracks (especially the tall triangular buildings). The trickiest points to find are the ones located near the jumps. At the second jump, angle off to the right and land on the rock pile. Up on this ledge you'll find the points you so desperately seek. Plus, once you find the desert straight-away, keep your nose up while flying over the pits, and explore all the tops of the canopies.



(7) IMPERIAL FREIGHTER SUPROSA (10 Challenge Points)

Once again, you'll need to search the level thoroughly to find all the Challenge Points. One Point you might overlook is located in a locker in the living quarters on this level (you'll see beds, if you're skeptical as to what room it is). Most of the Points are located within the gears and gadgets of this freighter (you'll know the section). Plus, this level has the easiest boss to drop. All you have to do is stay away from it. Run to the left, zig to the right, and repeat. Kind of sounds like a work-out video.



(8) SEWERS OF IMPERIAL CITY (9 Challenge Points)

This level is extremely tough, so be prepared to lose a few lives. Your first goal is to find a key to open the sewer door. The key is located through the first vent to your right. Follow this path up then down and you'll see the key. Through this tunnel, if you stay down, you'll find a Challenge Point. The second objective is to find the force field deactivator. This tool is easy to find; be sure to look at the ceilings on this level for secret openings. You'll find the shield deactivator through the second brown metal door. It's not really hidden, but it can be overlooked. Grab it and head for the last part of this massive stage. With the boss, dodge the tentacle attacks as much as possible and concentrate all fire-power on the arm with the eye. As far as Challenge Points go, search thoroughly underwater, and you'll find your rewards.



(9) XIZOR'S PALACE (10 Challenge Points)

It feels good to be blue, but don't let this harmless haze blur your vision because there are some extremely tough enemies on this level. The Challenge Points are all over the place on this level, and the two you might have trouble with are actually easy to find. When you come to the first multi-tiered room, go to the second level and to the left. You'll see a door switch on a pillar. This switch will open the door, but it will also open a hidden room behind you for a few seconds. Hit the switch, back up, and BOOM!, you got it. The second Point, which accounts for several others, is hidden below the room (not hallway) full of moving gears. At the bottom of this room you'll also find some health bonuses. As for the boss, stay away from his laser beam, stay behind him, and nail him with every Disruptor you have once he separates a second time.



(10) SKYHOOK BATTLE (0 Challenges Points)

This stage simulates the perfect Star Wars space opera. It will not disappoint. There are no Challenge Points hidden here, and your mission is an oh so familiar one – destroy the reactor. Don't bother with the Star Destroyer docked on the station; instead, worry about the turrets on the arms of Xizor's station. You'll need to take out all four turrets before you can uncover this mega hunk-a-metal's innards. Take these out and go for the glory. You'll need to fly slowly through the tunnel, and launch as many missiles as you can before leaving out of an opposite tunnel. Do this four times and be ready to see the grand finale.



KONAMI
XXL
SPORTS SERIES™



**SOME PLAY AT A
HIGHER LEVEL**



**HIGHER RESOLUTION
GRAPHICS**

18 DIFFERENT DUNK SHOTS

**FULL SEASON AND
PLAYOFF MODES**

STAMINA FACTOR

348 NBA PLAYERS

SUBSTITUTIONS

PUMP FAKES

FOULS

CREATE YOUR OWN PLAYER

NO TRADING LIMITS

FULL 12-MAN ROSTERS

ALL 29 NBA TEAMS

INTUITIVE CROWD REACTIONS

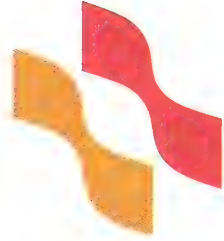
POST PLAYS



"NBA IN THE ZONE 2"



www.konami.com



KONAMI

The NBA and individual NBA Team identifications used on or in this product are trademarks, copyrighted designs and other forms of intellectual property of NBA Properties, Inc. and the respective member teams and may not be used, in whole or in part, without the prior written consent of NBA Properties, Inc. © 1996 NBA Properties, Inc. All rights reserved. KONAMI SPORTS SERIES™ is a trademark of Konami (America) Inc. Konami is a registered trademark of Konami Co., Ltd. All rights reserved © 1996 Konami (America) Inc. PlayStation™ and the PlayStation™ logo are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association.



Game Informer's



Editor's Top Ten Console Games for January

- 10 NHL '97 - PS-X, SS
- 9 Crash Bandicoot - PS-X
- 8 Tekken 2 - PS-X
- 7 WipeOut XL - PS-X
- 6 Wave Race 64 - N64
- 5 GameDay 97 - PS-X
- 4 Star Wars: Shadows of the Empire - N64
- 3 Twisted Metal 2 - PS-X
- 2 Tomb Raider - PS-X, SS
- 1 Super Mario 64 - N64

Reader's Top Ten for January

- 10 Super Mario RPG - SNES
- 9 NIGHTS - SS
- 8 Tekken 2 - PS-X
- 7 Virtua Fighter 2 - SS
- 6 Ultimate Mortal Kombat - SNES, SG, SS
- 5 Crash Bandicoot - PS-X
- 4 Resident Evil - PS-X
- 3 Mortal Kombat Trilogy - PS-X, N64
- 2 Tomb Raider - PS-X
- 1 Super Mario 64 - N64

Top Ten Names Refused for Earthworm Jim

- 10 The Long and Slimy Road
- 9 The Trojan Worm
- 8 Diggin' a New Hole
- 7 Chaka Kahn
- 6 Slinky and the Wild Pussy Cat Gang
- 5 Spanky the Wonder Worm
- 4 Meat
- 3 Hangin' Tough
- 2 The Wind and the Willies
- 1 One Eyed Jack

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
Game Informer Magazine • Attn: Top Ten
 10120 West 76th Street • Eden Prairie, MN 55344
 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Square Diversifies PS-X Products

Square has long had a reputation for developing the best role playing games on the planet. After developing their first fighting game, **Tobal No. 1**, the reputable Japanese developer and publisher will introduce sports titles as well. Square's **Advanced Quality Entertainment Sports (AQUES)** label has scheduled **Super Live Stadium Baseball** and **Grand Champion's Rally** as their first Japanese releases. No announcement or publisher has been reported for a US release.

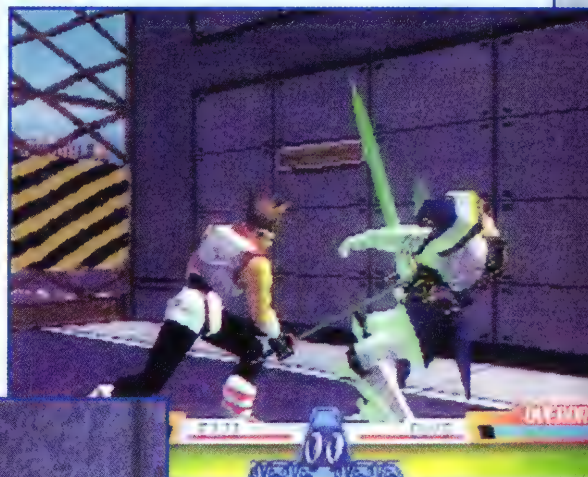


With a sizzling sports lineup, it's now hip to be Square.

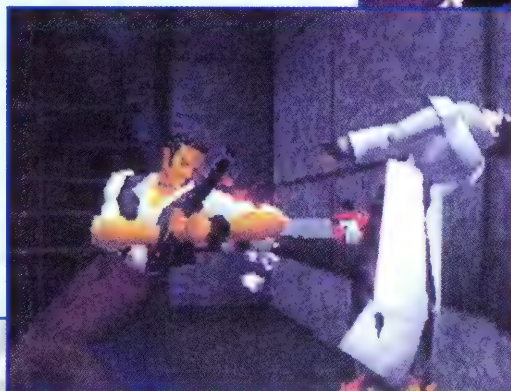


Here Comes Toshinden 3

There is an unwritten rule for fighting games that requires even the lamest of games to release a sequel. Although **Toshinden** is really not considered lame, its developer, **Takara**, was very quick to get out a second version of Toshinden last year. Now Takara is coming back with a third version of its hit fighting game for the PlayStation. The game is scheduled to hit Japan by the time you read this and will give fighters what they'd expect from a sequel. New moves, enhanced graphics and three new playable characters (**David, Monky, and Iwashiro**) are just some of the things to expect in **Toshinden 3**. Also new will be enclosed fighting arenas that will allow some combatants to jump off walls and launch into attack maneuvers.



Toshinden 3 will feature all the things that gamers love...



...beefed up graphics, additional characters, and new techniques.

CLASSICS ATTIC

HALL OF FAME

Recall the games of yesterday with our glance into the infancy of gamedom. To be sure, we won't list the obvious classics like the Super Mario series, Contra, or Zelda. We are delving deep into the void of obscure, yet entertaining games of the past. See how many of these gems you can remember.

BattleTech - Genesis	Bump 'n' Jump - NES
Shining Force - Genesis	Snake's Revenge - NES
Donkey Kong Jr. - Colecovision	Sky Kid - NES
Warlords - Atari 2600	Looping - Colecovision
Masquerade - Apple II	Crystal Mines - Atari Lynx
Bart's Nightmare - SNES	Dusty Diamonds - NES
Deja Vu - NES	Archon - Commodore 64

More N64 Third-Party Support

Nintendo has added Titus and TH*Q to the N64 team. TH*Q is working on the development and publishing of **World Championship Wrestling (WCW) Stars**, and Titus plans on releasing a 64-bit sequel to their 16-bit game, which is aptly titled **Lamborghini 64**. No release date has been confirmed on either of these titles.

NINTENDO 64



New PlayStation Model in Japan

For months, rumors have been circulating throughout the industry concerning a \$50 price reduction for the **Sony PlayStation**. Although the price drop turned out to be nothing more than rumor, a recent announcement from **Sony Computer Entertainment** shed light on possible origins of the rumor. Sony officials disclosed that they would be manufacturing a redesigned PlayStation for Japanese release.

The new PlayStation model (**SCH-5500**) was released in Japan on Nov. 15 at a price of **19,800 yen** (~\$199). The new PlayStation's external looks have not changed, but the internal design has been revamped to streamline production. The video outputs that were previously separate S-Video, RCA, and RGB connections have been incorporated into a single AV multi-out terminal.

Sony reports the new hardware configuration will increase PS-X manufacturing productivity by 30%, allowing them to supply the increasing demand for the unit. The new manufacturing should also considerably reduce Sony's production costs. All this will position them for greater profits in the short run and possibly a chance to go through with the rumored price drop in the long run.

There has been no announcement as to when the new PlayStation model will appear in North America, but keep your eyes peeled.



More on the PlayStation

Sony Computer Entertainment, Inc. (SCEI) announced that shipments of the **PlayStation** have reached **9 million units** worldwide. Obviously, with a 12 month jump on the rest of the world, shipments of the Japanese PlayStation currently lead the way with 4 million units sent to the marketplace. North America and Europe have received 2.8 million and 2.2 million PlayStations respectively.

Game Informer's Site O' The Month



PlayStation Gamer

<http://home.sn.no/~wchan/>

This Norwegian with an attitude puts out a pretty sweet site. He covers the Japanese, European, and American markets with a style and truthfulness that has to be admired in this day of web glitz and flash.

VIDEO GAME



- 1 Who created Sonic?
- 2 What company had a TV advertisement that featured a dead squirrel?
- 3 Who is the creator of the Sony PlayStation?
- 4 What developer made Tobal No.1 for Square Soft?
- 5 What is the best selling video game system in the world?

(Answers on the bottom of page 19)



This Electronic Arts game debuted in 1992. It's name is similar to that of a character from the television show Sanford and Son. What game is it?

(Answer on the bottom of page 19)



GI Plays Host to Patrick Wilson

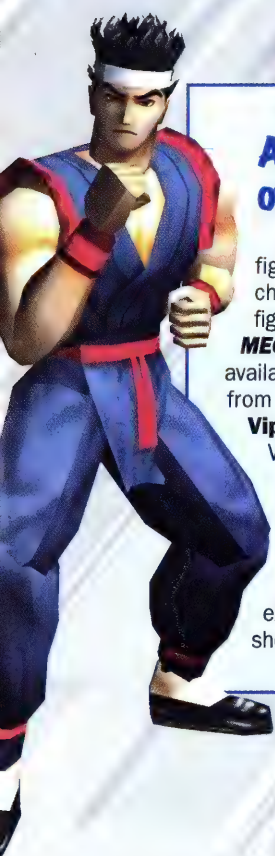
Patrick Wilson, **Weezer** drummer and longtime friend of Jon Storm, spent two days at **Game Informer** headquarters. Pat dedicated heavy play-time to **EA's NHL Hockey '97**, **Sony's Cool Boarders**, and **Nintendo's Wave Race 64**. He also ate lunch.

Weezer was in town for their gig at **First Ave.** in downtown **Minneapolis**. Game Informer provided the band with a complimentary **PlayStation** unit and a bundle of games courtesy of Sony Computer Entertainment and EA Sports. In turn, Weezer provided us with free passes to their rockin' show. Next month, Game Informer will feature an interview with Patrick about video games from past to present. Patrick will also offer insight into his tour with Weezer, as well as any solo projects he has in the works.



Most people react this way after finally meeting the famous Reiner.

SNAPSHOTS



A Saturn Fighter of Colossal Proportions

Sega of Japan has released a new fighter for the **Saturn** that combines characters from two of its hottest fighting games. The **AM2** project, **Fighter's MEGAMIX** will be a Saturn exclusive (not available in arcades) that includes characters from both **Virtua Fighter** and **Fighting Vipers**. Characters from Sonic Fighters and VF Kids should also make an appearance. As mentioned, the title has already hit Japan and, although not officially announced, should arrive in the US this spring. If there's one thing Sega can do like no other, it is to design extraordinary fighters. Fighter's MEGAMIX should be colossal.

Manga Seeks SFII Justice



On February 25, **Manga Entertainment** will supply all **Street Fighter** junkies with just what they need to get a full SF fix. The release of **Street Fighter II: The TV Series** is a surprise to all of us. We're not sure how many volumes Manga plans to release, but each tape will feature three episodes with a combined time of seventy minutes. The suggested retail price is \$19.95 for the dubbed versions and \$24.95 for the subtitled. Keep your eyes peeled for this extraordinary series straight from the home of SF - Japan.



Namco's Edge

Namco has announced it will release its arcade translation **Soul Edge** for **Sony PlayStation** in late February (see page 30). However, due to copyright problems, Namco will be forced to change the name in North America to **Soul Blade**. Namco would not elaborate on the legal matter, but did say that the copyright problems did not stem from another game.

In other Namco news, the company will release **Air Combat 2**, **Time Crisis**, and **Rage Racer** for the PS-X this fall. All of these games have been, or are soon to be, released in Japan. Time Crisis will also introduce a new light gun peripheral that will accompany this arcade translation's release.



Take Care of Your PlayStation

A letter from Victor Kendera printed in the July '96 issue of *Game Informer* concerned the "overheating" of his **PlayStation**. Kendera wrote that he called Sony's help line and that they told him to turn the system totally upside down when playing a game. He claimed that this method "works like a charm," but we, at the time, were a little baffled as to what he was doing or what the real technical problem was concerning his PlayStation.

After some problems of our own and a call from Sony's customer service department that basically accused us of making up the story of Kendera's letter, we were persuaded to do a little investigation on possible problems with the Sony PlayStation. A couple of things surfaced as very common problems associated with the use or misuse of the PS-X.

First, the PS-X is very susceptible to overheating due to leaving the system on for long periods of time or by not allowing the machine to get proper ventilation. The main CPU of the unit generates a great deal of heat (like any computer) when it's operating. With no internal cooling fan (like most computers) it is important not to block the vents on the bottom of the unit. The PS-X manual cites that a user should "not block the air vents or wrap up the unit since heat may build up internally." A common scenario where overheating often occurs is when users place the unit on carpet or another soft surface so that the unit does not get proper ventilation. In addition, leaving the unit on for extended periods of time can be detrimental and cause overheating. Symptoms of a PlayStation overheating often involve the machine freezing during gameplay or completely shutting down. Overheating can cause permanent damage to the PS-X.

The second, more controversial issue has caused confusion, consternation, and tremendous debate concerning Sony and its popular machine. The problem that arises for some, including a couple of us at the *Game Informer* offices, is when you get "choppy" graphics and/or audio that is commonly involved with full motion video (FMV) within a game. Some attribute the problem to the game, others return their PlayStations, while others use Mr. Kendera's upsidedown technique (which has become the "fix" of choice for *Game Informer* and many software developers alike, but is strongly discouraged by Sony). We discovered that the cause of this problem stems from a small variation in the speed that the PS-X's motor spins the CD-ROM. Constant use and various jarring and bumping of the PS-X cause minute changes in the speed of the motor. A small adjustment screw inside the PS-X can be fine-tuned to rectify the problem. We wouldn't advise anyone to open their PS-X and try to fiddle around with the internal workings, so you should consult an authorized Sony Service Center for more information on PS-X repair.

Like any game machine, the proper use and care of your PlayStation is necessary for long term enjoyment.

Analog Control Pad for PS-X

Sony has entered the analog fray with the introduction of this new control pad. As you will notice, **Sony's analog pad** has not one, but two analog inputs. The pad has already been released in Japan and the US release is yet to be determined. We'll keep you posted on the North American availability and a list of analog compatible games.



Game Informer's Address Book



Editors

To reach *Dear GI* or the Editors of *GI* send correspondence to:

Snail Mail

Game Informer Magazine
Attn: *Dear GI*
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail

gionline@winternet.com

WWW Home Page

<http://www.gameinformer.com>

Secret Access

To contact *Secret Access* or *Access & Allies* please send correspondence to:

Snail Mail

Game Informer Magazine
Attn: *Secret Access*
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail

gionline@winternet.com

Swap Shop

To contact *Swap Shop* or *A.P.B.* please send correspondence to:

Snail Mail

Game Informer Magazine
Attn: *Swap Shop*
10120 West 76th Street
Eden Prairie, MN 55344

E-Mail

gionline@winternet.com

Customer Service

To contact *Game Informer* Customer Service with Change of Address, New Subscriptions or inquiries please send correspondence to:

Snail Mail

Game Informer Magazine
Attn: Customer Service
10120 West 76th Street
Eden Prairie, MN 55344

Or Call

Customer service hours:
Monday through Friday,
9:00 am - 4:00 pm (Central Time).
(612) 946-7266

Outside Minnesota make sure to dial area code (this is a toll call).

To Subscribe please send a check or money order for \$19.98 to:

Game Informer Magazine
Attn: Customer Service Dept.
10120 West 76th Street
Eden Prairie, MN 55344

Video Game Trivia Answers:

1. Yuji Naka
2. Sega
3. Ken Kutaragi
4. Dream Factory
5. Nintendo's Game Boy

Name That Game Answer:

Rolo to the Rescue. Though the game wasn't set in a junkyard, that's certainly where it belongs.

KI GOLD

Your Instincts Will Serve You Best

- Size: 96 Megabit
- Style: 1 or 2-Player Head-To-Head Tournament Fighter
- Special Features: Combo Strings, Team Elimination, Diverse and Useful Options, Interactive Foregrounds, Training Contest, Analog Compatible
- Created by: Flame for Nintendo
- Available: New for Nintendo 64

If you listen to your instincts, they'll tell you one thing - there's gonna be a slew of fighting games for the N64. Listen to them a little more, and they'll tell you that these games are gonna dust their 32-bit brothers. With no load time for backgrounds, killer graphics, and the choice of analog control, there's no doubt the N64 will produce a wealth of intense fighters. KI has all these plus awesome combos, breakers finishing moves, and that's just the beginning.

KI Gold is nothing new in terms of concept. It's a tournament fighter just as it's always been, but new this year is the training mode. In order to get the gold characters, you'll have to pass the training mode with a commendable grade. It's not easy, you usually have to nail the combo on the first try to get an A. Although there's nothing new in terms of characters, KI Gold has added a tournament mode. Select the characters for your team. As each dies, he or she will be replaced with the next in line. In addition, advanced menu options can be accessed by successful campaigns. Beating the game on each of its difficulty levels will unlock more and more of these options, including Invisibility, Power-up Finishers, and Random Alters.

Of course Gargos is the final boss, and in usual fashion, he will be available for play (look for codes in upcoming issues). The amount of moves and combos, coupled with the incredible background displays and numerous modes, make KI Gold the most original fighter available for the N64.



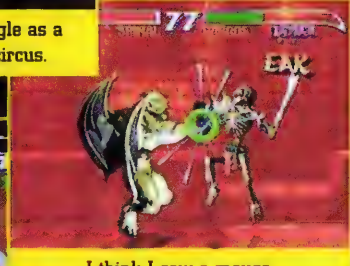
Sabrewulf learned to juggle as a sideshow freak at the circus.



Nothin' like a good ol' fashioned cat-fight!



Spinal vs. Spinal...Hey, they stole that from Mad Magazine.



I think I saw a mouse.



Take that ya dumb Spinal.



Maybe if Tusk would cut his hair, it wouldn't start on fire all the time.



This move is called the Morning Breath of Death.

JON, THE GREEDY GAMER

Concept: 8.75 "Playing KI Gold is nothing short of pure pleasure (with a few bruises thrown in for good measure). As a member of the Society for the Fighting Game Impaired, KI Gold is right up my alley. Not to say the game isn't incredibly deep and detailed in its moves and combo design, because believe me, it is. (The triples, Supers, Hypers and Juggles are awesome.) Rather, it's the options and the challenge of the training mode that appeals to fight fans at any level. Plus, I despise load time and this game has none of it."

Graphics: 9.25

Sound: 8.5

Playability: 9.25

Entertainment: 9

OVERALL: **9**

▶ THE BOTTOM LINE 8.5

REINER, THE RAGING GAMER

Concept: 8.5 "Don't be confused by the Gold thing, this game is really KI2 with some special sauce on the side. The graphics, and all the new backgrounds really blew me away. Look at the SNES version, then check out the N64 sequel. Wow! The characters are huge, and the sound is pumpin' like no one's business! The arcade translation was flawlessly executed, and as I mentioned before, the new backgrounds and abundant options, make it even more entertaining. I'm a KI fan, and I'll gladly spend the cash to master the hundreds of moves and combos in KI Gold. It may be 2D, but it definitely is a work of art in every aspect."

Graphics: 9

Sound: 9

Playability: 9.25

Entertainment: 9

OVERALL: **9**

PAUL, THE PRO PLAYER

Concept: 8 "KI Gold is an impressive looking game, but I truthfully think that's about all this game has going for it. The addition of the training mode is a nice touch, but every fighting game does that. The N64 controller doesn't seem to lend itself to this game because the C buttons are so small and the analog stick is so touchy. I also noticed that the announcer is noticeably absent from this game. No more AWESOME combo! Lame. I was a pretty big fan of KI for the SNES, but I can't help but be disappointed by the N64 game. There's not a whole lot other than graphics that separates the two if you haven't already picked up a fighter for N64, go with the Kombat."

Graphics: 8

Sound: 5

Playability: 7

Entertainment: 7

OVERALL: **7.25**

BITE BACK.

Disney's
TOY STORY
POWER PLAY

**PC ACTION
THAT WILL EAT
YOU ALIVE**

Woody and Buzz are hungry for more adventure. Only this time, the action's on your computer.

Pit your wits against Scud, the toy-eating pit bull. Escape the clutches of the evil Claw and psycho Sid's mutant toy creations.

With 17 different levels of gameplay, it's easy to show your teeth. Just don't bite off more than you can chew.

For more information, visit us at www.disneyinteractive.com or call 1-800-900-9234.



POWER PLAY
VIDEO GAME ACTION FOR THE PC™





LOAD THE BUS, WE'RE GOIN' RACIN'

- **Size:** 64 Megabit with Battery Back-Up
- **Style:** 1 or 2-Player Racing
- **Special Features:** 5 Difficulty Settings, Adjustable Controller Settings, 2-Player Split-Screen, Vehicle Upgrades
- **Created by:** Midway/Williams Home Entertainment for Nintendo
- **Available:** Now for Nintendo 64

▶ **THE BOTTOM LINE 7.75**

Sometimes it's necessary to avoid cars by going off-road.



Two players go head-to-head via the split screen.



PAUL, THE GAME PROFESSOR

Concept: 7.75
Graphics: 8.5
Sound: 8.5
Playability: 9
Entertainment: 8

OVERALL: 8.25

"This title is a long time in coming and I have to admit the game has lost much of its flair. It's pretty much a no frills racing game where luck seems to have as much to do with winning as skill does. The graphics are bright and vivid, but some of the animation is crap. The cars catching air over bumps is not that well done. Putting the negatives aside, though, I found myself really enjoying the game. Choosing my favorite yellow school bus and sending a police car into a spin is fairly enjoyable. Plus, I didn't want to dump all the cash into the arcade machine to see all of the stages and now I can see what I missed. It's not that hard to beat, but getting ALL the new vehicles will take plenty of time. This game is definitely in the shadow of WaveRace, but Cruis'n is a game that anyone can pick up and have fun with."

REINER, THE RACING GAMES

Concept: 7.25
Graphics: 7.75
Sound: 7
Playability: 6.75
Entertainment: 7

OVERALL: 7.25

"I thought that the Nintendo 64 was a high end system. What gives? The graphics in this game, when compared to the second generation of PS-X titles and N64 games, look terrible. Wave Race 64 sported some nice 3D backgrounds, why is all the Cruis'n stuff pixilated and 2D? The racing dynamics are constructed of nothing but turning and the gas button, and all the races are really boring. So how come the game still manages to be vaguely entertaining? Well, it's hard to explain, but it's a racer that is fun to beat and the split-screen mode against a human opponent is a great duel. This is a game constructed for everyone to play, even the untrained."

ANDY, THE GAME HOMBRE

Concept: 8
Graphics: 8.5
Sound: 7
Playability: 8
Entertainment: 8

OVERALL: 8

"By no means is Cruis'n USA a racing simulator. This game is basically a fun game to turn on and play. You drive around, smash into some cars, and it's a pretty good time. Also, the two-player split-screen is a very good party game. Almost anyone can pick up this game and play it, and that's its charm. If you already have Wave Race, and you're looking for a decent racer, Cruis'n USA is not a bad alternative."



That's the problem with driving thru Iowa: Dead bugs on the windshield.



Don't forget to wave to your favorite legislator.



Nearly three years ago at the Summer Consumer Electronics Show in Chicago, Nintendo unveiled an arcade racer that was a joint effort between themselves and Williams/Midway. This event wasn't exactly earth-shattering because racing games come and go like pop-rock bands, but the introduction of Cruis'n USA stirred the imaginations of gamers across the country as Nintendo announced that the game was using the "same technology" as the upcoming Nintendo 64 and would be one of the first titles released for the 64-bit home system. The future unfolded and we saw the N64 delayed, discovered that the home system wasn't quite capable of what was at the arcade, and realized that Nintendo kept its promise on releasing Cruis'n USA as one of the first titles for the N64.

This arcade racer that put Nintendo 64 on the minds of players is now at home and is a fairly faithful translation. Although you won't see some of your favorite wildlife as roadkill, you will get the choice of the same seven gas guzzlin' machines as you race on 14 stages from San Francisco to Washington, DC. Cruis'n allows the driver to choose from three racing views and works with either the analog stick or digital pad. The controller configurations are fully adjustable and are defaulted for the player to drive with one hand (most of the time), a thumb on the stick and finger on the Z button. A selection of ten audio tracks can be changed on the fly to meet a driver's racing mood.

Cruis'n USA has a very straightforward play style that will allow a wide variety of players to easily pick it up and drive. The appeal is further enhanced by the incorporation of notable United States locations such as Mt. Rushmore, the Golden Gate Bridge and the White House. Plus, it requires the player to weave in and out of unsuspecting traffic, many times causing cars to careen into spectacular wrecks. It may not be for the driver looking for the ultimate racing simulation, but in what other game can you cause havoc behind the wheel of a bus or police car?

MARIO KART 64

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Eight Playable Characters, Power-Ups and Weapons, Four Circuit Cups, Four-Player Split Screen
- **Created by:** Nintendo of Japan
- **Available:** First Quarter '97 for Nintendo 64

Super Mario Kart was deemed one of the best racing carts of all time for the Super Nintendo, and this highly anticipated sequel will probably be ranked at the top of the Nintendo 64 list as well.

Mario Kart 64 has been in the works for quite some time, and Nintendo has finally allowed us to take a sneak peek at the finished copy. In many ways, this evolution from 16-bit to 64-bit is only based on graphical improvements, and tiny additions here and there. The big difference between the two comes in multi-player gaming. Super Mario Kart allowed only two players to compete, whereas Mario Kart 64 allows four players to go head-to-head throughout all four circuits in a nifty split-screen mode. For one player games the 16-bit version always had the screen split in two, to either show the map, or rear view. Well, Nintendo threw that concept out the door, and for the first time in Mario Kart, the game is complete with a full view.

Graphically, Nintendo did not cheese-out. Each and every environment is packed with exciting spills and thrills. On one level, you constantly have to avoid a train and cross over the track multiple times without getting rammed. Another track is on a freeway complete with buses and cars. The power-up attacks are mostly the same, but you can now lay down multiples of each via five bananas, three shells, and even a double spinning shell shield.

All the characters have returned, except the Koopa Troopa. He has been replaced by Mario's nemesis, Wario. This is an enormous game composed of four circuits, multiple game modes, and tons of tracks. Mario Kart 64 will not disappoint.



IT'S AMAZING THAT YOU SURVIVED WITHOUT IT.



JUSTIFIER[®]

SPECIFICATIONS

COMPATIBLE WITH ALL SONY PLAYSTATION GAMES

- KONAMI'S LETHAL ENFORCERS I & II™
- KONAMI'S CRYPT KILLER™
- DIE HARD TRILOGY™
- PROJECT HORNED OWL™
- AREA 51™

WEIGHT: 7 OUNCES

RANGE: 5-7 FEET

SIZE: 8 INCHES FROM NOSE TO BUTT

THE LICENSED GUN FOR THE SONY PLAYSTATION.

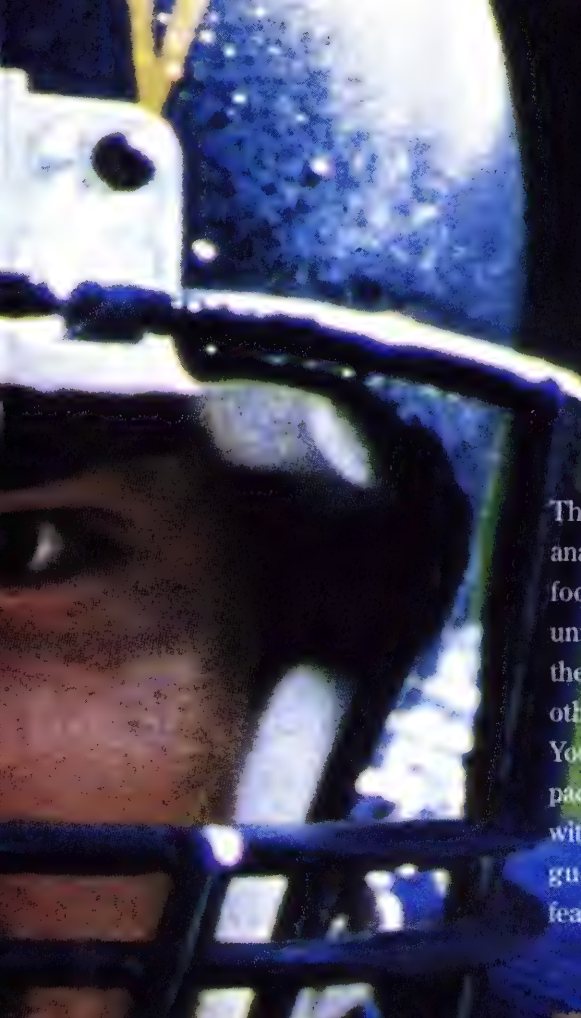
PROJECT HORNED OWL is a trademark of Sony Interactive Entertainment Inc. © 1998 Sony Computer Entertainment Inc. © 1996 MOVIC DIE HARD TRILOGY™ & © 1996 Twentieth Century Fox Film Corporation. All rights reserved. AREA 51™ © 1995 Atari Games Corporation. All rights reserved. Developed by Mesa Logic, Inc. MIDWAY® is a registered trademark of Midway Games Inc. Used by permission. Konami® and JUSTIFIER® are registered trademarks, and CRYPT KILLER® and LETHAL ENFORCERS I & II™ are trademarks of Konami Co. Ltd. Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logo are trademarks of Sony Computer Entertainment Inc. © 1996 Konami of America, Inc. All rights reserved.



WWW.KONAMI.COM



For game hints call 1-900-933-SONY(7669). The charge is \$0.95 per minute. Callers under the age of 18 must get parental permission to call. Touch-tone phone is required. Available 24 hours a day/7 days a week. U.S. only. The Sony Computer Entertainment logo is a trademark of Sony Corporation. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. U R NOTE is a trademark of Sony Interactive Entertainment Inc. NFL and GameDay



PlayStation life



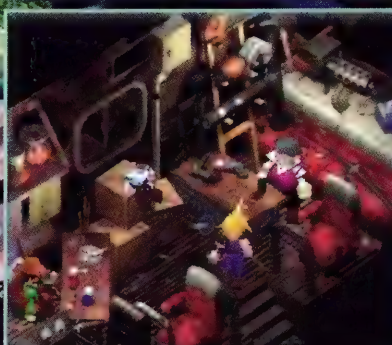
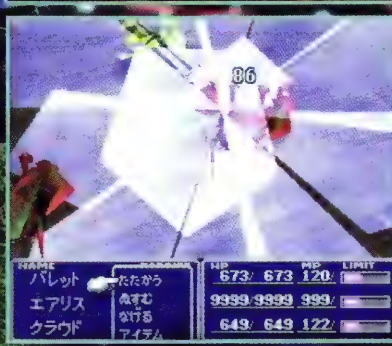
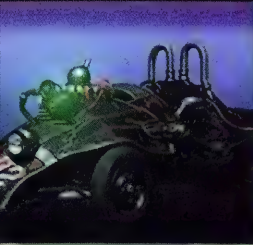
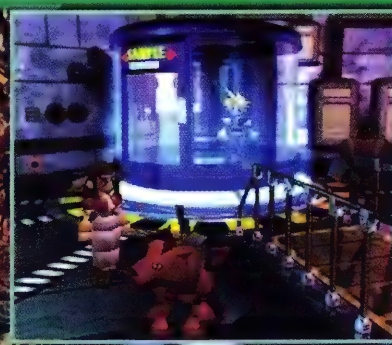
This isn't a game, it's a war. So be prepared for battle. Now, enough military analogies, let's talk football. This is NFL GameDay '97. It's better than any football game ever created. The artificial intelligence in this game is unmatched. Players on the field think, react and perform like they do in the NFL. Defenses and offenses learn your tendencies and key on them. In other words, there are no bread and butter plays to go to on third and long. You'll go head-on with real defensive coverages, including nickel and dime packages and Dallas' Cover 4. Defensive fronts attack your offensive line with stunts and swim techniques. And with new, larger players you'll see guards and tackles trapping and pulling. This game is loaded with features, too. This is real football, baby. So welcome to the NFL.

YOU AND WHAT ARMY?



are registered trademarks of the National Football League. Officially licensed product of the NFL Players and NFL Properties. NFL team names, logos, helmet designs and uniform designs are registered trademarks of the team indicated. ©/TM 1996 NFLP. The Players Inc logo is an official trademark of the NFL Players. © 1996 Players Inc. Developed by Sony Interactive Studios America. © 1996 Sony Interactive Entertainment Inc. www.sony.com PANCAKE

FINAL FANTASY



FINAL FANTASY VII

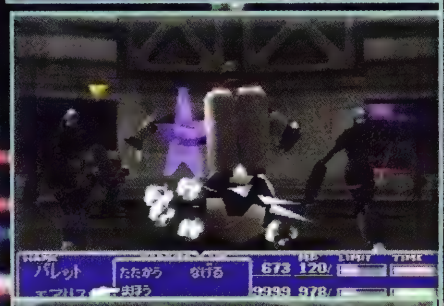
- Size: 3 CD-ROMs
- Style: 1-Player Role-Playing Game
- Special Features: Computer Generated Backgrounds, Polygon Characters, Plot Twists, Theatrical Camera Angles, Music by Nobuo Uematsu
- Created by: Square Soft
- Available: January in Japan, 1st Quarter '97 for Sony PlayStation

In the October issue of Game Informer we gave you a glimpse of this awesome RPG game, and since the game is almost ready to be released in Japan we wanted to give you an update. Since our first report, 3 more characters have been added to the Final Fantasy VII line-up. Vincent, Cait Sith, and Yuffie to be exact. All three of these characters will be playable, which brings the total number of playable characters to nine.

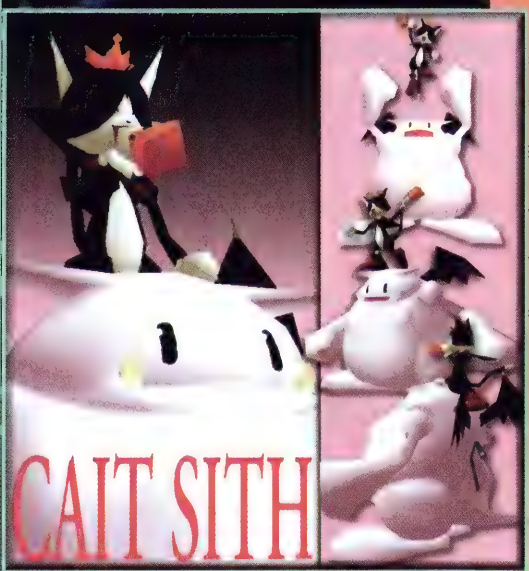
On a final note, there have been numerous rumors that this game may be delayed until Fall, but at press time the game was still planned for a March release. Let's all keep our fingers crossed. For now, we'll let the pictures do the talking.



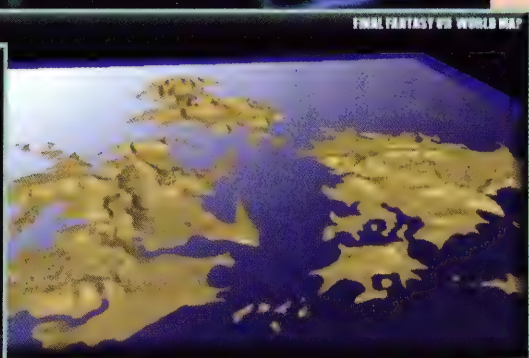
VINCENT



YUFFIE



CAIT SITH



01:00:13:06

How did we come up with the exciting
new features found in Destruction Derby 2?

By accident.

01:00:16:21

Destruction Derby™ 2 is the perfect combo of balls-to-the-wall racing and 3D wreckage. Seven new tracks are longer, wider, faster, plus four destruction bowls. Cars roll, cars flip, cars fly off the track. There's more deadly debris to deal with - tires, doors, hoods get jettisoned and serve as incoming missiles. There's all new fire, new explosions, and improved suspensions for more realistic handling. Destruction Derby 2. Designed exclusively for the true connoisseur of crash. www.psygnosis.com



PSYGNOSIS™

01:00:14:17

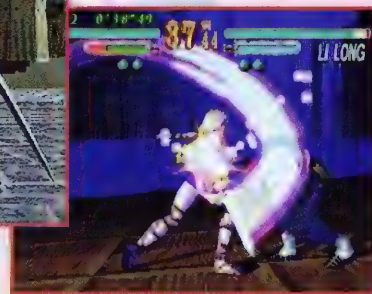
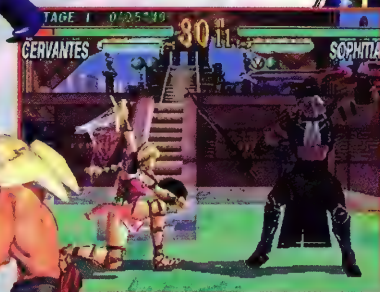


01:00:18:03



SOUL BLADE™

The Game Formally
Known as Soul Edge



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Team Battle Mode, Survival Mode, Practice Mode, Training Mode, Play Version 1 or Version 2, 10 Selectable Characters, Night and Day Battles, Real Time Shadows
- **Created by:** Namco
- **Available:** Now in Japan, End of February for U.S. Sony PlayStation

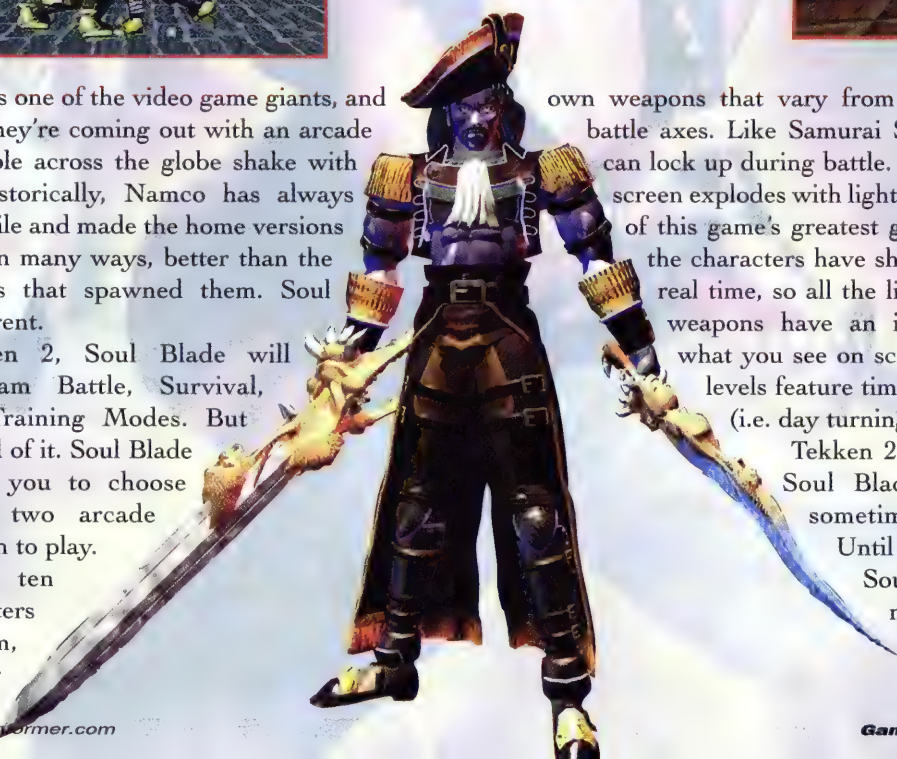
Namco is one of the video game giants, and when they say they're coming out with an arcade conversion, people across the globe shake with anticipation. Historically, Namco has always gone the extra mile and made the home versions of their games, in many ways, better than the arcade machines that spawned them. Soul Blade is no different.

Like Tekken 2, Soul Blade will incorporate Team Battle, Survival, Practice, and Training Modes. But that's not the end of it. Soul Blade will also allow you to choose which of the two arcade versions you wish to play.

There are ten different characters to choose from, each with their

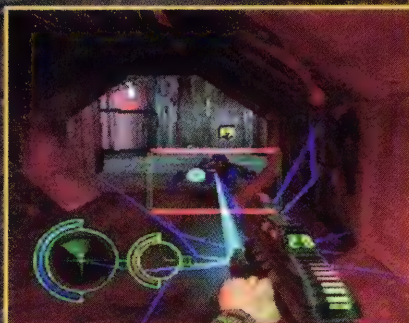
own weapons that vary from knives, to swords, to battle axes. Like Samurai Shodown, the weapons can lock up during battle. When this happens the screen explodes with lighting effects, which is one of this game's greatest graphical attributes. All the characters have shadows that are done in real time, so all the lighting effects from the weapons have an immediate effect upon what you see on screen. Plus, some of the levels feature time changes during battle (i.e. day turning to night).

Tekken 2 fans should watch for Soul Blade to hit the streets sometime in late February. Until then you can get more Soul Blade from GI next month, when we review this monster fighter.



CODENAME: TENKA

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Shooter
- **Special Features:** Devastating Weapon Attachments, Extreme Lighting Effects, Movement Includes: Running, Strafing, Jumping, and Crawling, Intelligent Computer Opponents, Laser Sighting
- **Created by:** Psygnosis
- **Available:** March '97 for Sony PlayStation



Unlock the beast and thou shall scream for bloody mercy. When it comes to PlayStation software support, no third-party developer has come through more often than Psygnosis. This beast of a company has devoured our minds through some of the most intense software development to date, and things are only getting better. Timely sequel releases and innovative titles launched Psygnosis through the 1996 PS-X software battle, and placed them at the top of the list for future project anticipation. Luckily, we won't have to wait long before we see their next project, because this March Psygnosis will be releasing their inaugural first-person shooter title for the Sony PlayStation. The game is entitled Codename: Tenka and what you are about to see, could very well become your next video game reality.

Imagine walking into the flashiest disco-rama with a deadly weapon as your date. This is the experience that radiates from Tenka. The lighting effects act as a show-and-tell exhibit for all other third-party developers. For the most part, the game is shrouded in darkness and the lighting comes from your weapon and enemy attacks. Like the aurora borealis, multiple colors flash in and out illuminating shadowed caverns; and as an aftertaste, a lens flare effect swarms in your direction and blinds you.

To this extent Tenka brings about a realistic tone, and arouses the question, "That was only a laser shot, what kind of display will I unleash when I fire my cannon?" Graphically, Tenka shines brightly, and the music and sound effects add yet another dimension - fear. Due to the depressing darkness and the eerie thumping music, you can't help but be scared when entering a new room in Tenka. The environments are all constructed out of rusted metal hallways and canopies, and the enemies, while polygonal, are cleverly detailed beasts with a superb computer AI balance. Don't think you can sit in a doorway and pound on an enemy (as in Doom). The demons within have several of the same moves that you do, including strafing. They'll evade your attack and strike back with the fury of death.

The control in this game is fairly easy to understand. The left shoulder buttons act as your look up and down toggles, the top right shift opens the weapons menu, and the bottom button activates the left and right strafe. The primary buttons (on the controller face) act as firing, jumping and ducking. On several levels, you'll need to shoot out a vent cover, then duck down and crawl through it. Your mission objective is generic, but always a challenge - find the four level keys and locate the exit.

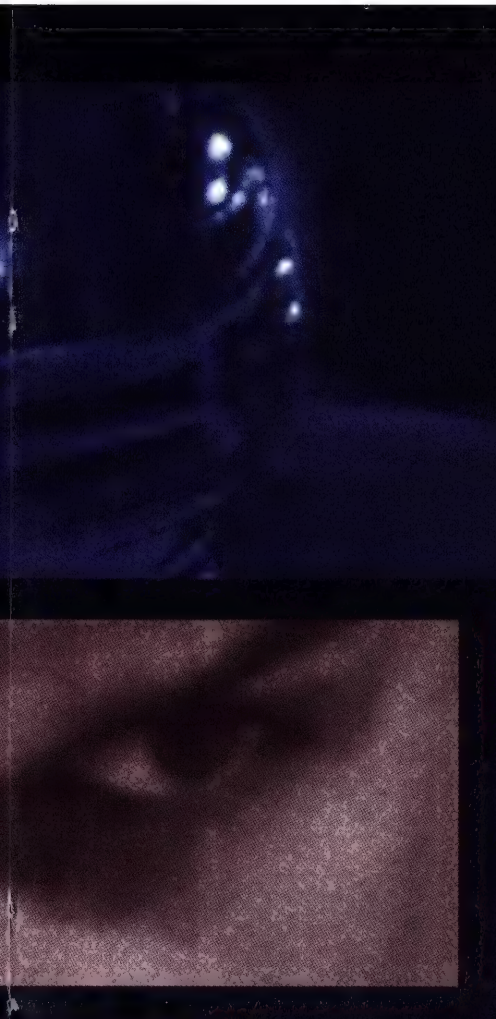
Tenka offers several new traits to the first-person genre, and it will more than likely deliver excitement to the majority of PS-X gamers. Keep your eyes peeled and stay alert, because the beast is on its way. This March, prepare to be blown away by Codename: Tenka.





*He spent years scrapping,
clawing and grinding for the
right to play in the NHL.® All
you did was buy your way in.
Don't think he won't be looking
for you along the boards.*





You're a marked man. But try not to let that intimidate you. Because you have all the teams with all the starting lineups. You have advanced gameplay and artificial intelligence, with players cycling and executing powerplays just like they do in the pros. You can create your own strategy for breakouts, forechecking and offensive and defensive attacks. You'll be able to swarm the net or focus your offense around your right winger, left winger or center. You've got Icon Passing, which lets you execute give-and-goes as well as any assist leader. Of course, when you go skate to skate with the likes of Jagr, Lemieux, Hatcher, Coffey and Brodeur, there's one thing you haven't got. A prayer.



Cool Boarders

Surfin' The Slopes!

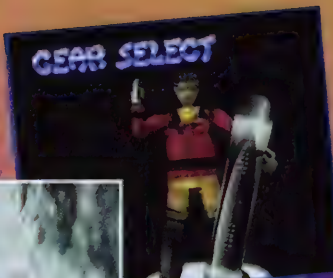
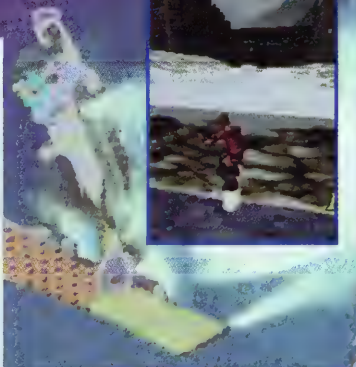
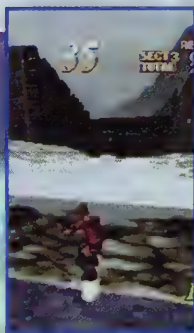
- Size: 1 CD-ROM
- Style: 1-Player Snow Boarding
- Special Features: Full Replay, 11 Unique Boards, 2 Views, Memory Card Save, Vs. Ghost Mode, In-Air Tricks Including Grabs, Spins, Flips, Jumps, and Fakes
- Courses: 5
- Created by: UEP for Sony Computer Entertainment America
- Available: Now for Sony PlayStation

Sick and tired of lift lines, skiers, and high priced lift tickets? Well, get ready to leave that annoying ski area behind because it's time to get radical on the Sony PlayStation with Cool Boarders from UEP and Sony. Finally...a game where snow boarders can get maximum air without even leaving their living rooms.

The game layout is rather simple. There are three tracks that you must master in order to open up the fourth and fifth tracks. On each track the goal is to make it down the hill as quickly as possible while pulling off the biggest, gnarliest tricks at each of the appointed jump zones on the course. Your score is determined by how many tricks you pull off, how fast you make it down, and how many times you fall down.

Different combinations of buttons make the boarder do different tricks. For instance, to ollie simply press the jump button. To do a flip or spin from an ollie or cliff you must press and hold the jump button and press and hold the direction you wish to spin. Once this is done the boarder is set and can't change course. The longer you hold the direction and jump button the higher and faster you will spin or flip. Now this is where it gets tricky. As you release the jump button the boarder launches into the air and begins doing a spin, flip, or combination of both. In air you can add speed to your spin by pressing the carve button or add one of five different grabs with various button commands. Of course, the faster you spin or the crazier the grab the harder it is to land the trick, but the rewards of a massive trick are well worth it. From a misty 1260° to an 1800° spin with tail grab, you can pull some amazing tricks.

While the tricks may not be too realistic, the gameplay physics are right on. The player can carve, do 180°s to fakie, and even slide sideways (if that's the way you like to ride). So if you're looking for a snow boarding game this winter, make sure you give Cool Boarders a look. Cool Boarders' radical racing will have you pulling tweaks and carves even when the ski resorts are closed.



PAUL, THE GAME PROFESSOR

Concept: 9 "This is the first snow boarding game that successfully incorporates a wide variety of tricks. Initially, this is one of those games that doesn't seem that impressive, but once you learn the courses and the execution of monster tricks you can't put it down. The graphics are very smooth and the advanced tracks are hell-steep. I would've liked to see more rewards for tricks other than on the jumps and maybe a half-pipe. All in all, Cool Boarders should not be missed by any board-rat. It's fast, challenging, and loaded with aerials that will blow your gourd."

Graphics: 8.75

Sound: 8.25

Playability: 9

Entertainment: 9

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8 "Now here's a half-a-loaf of boarding! In many ways I'm impressed with Cool Boarders, but then, at times, I can't stand it. The player animation, boarding physics, and game structure could have been done a million times better. I'd like to see some real racing, not just you, the slopes, and a handful of tricks. It feels like half of the game is missing and I'm stuck in the Stunt or Practice Mode. It's a good game to mess around with and compete against your radical bud's scores, but I think some more development on this title is needed to impress the trained eye of a devoted gamer."

Graphics: 7.75

Sound: 8

Playability: 7.5

Entertainment: 7.25

OVERALL:
7.75

ANDY, THE GAME HOMBRE

Concept: 8 "When I first started playing this game I was PO'ed that it didn't give you any points for doing tricks in the flats, and the tricks are basically limited to spins, flips, and grabs. However, the more and more I played this game, the more addicted I became. First off, the control of the boarder is awesome and very realistic. About the only thing I would change about this game is the tricks. While they're cool now, it could have been done so much better. Well I'll quit my griping, because this is an awesome game. I just want a better variation of tricks and maybe a half-pipe (anyone a Skate or Die 2 fan?)."

Graphics: 8

Sound: 8.25

Playability: 8.5

Entertainment: 9

OVERALL:
8.25

► THE BOTTOM LINE **8.25**

HE'S NOT A DUCK. HE'S A SWAT TEAM WITH FEATHERS.

**PC ACTION SO HOT,
YOU'LL SHIVER.**

He's Maui Mallard, Quack Detective. But when he morphs into a Ninja, you'd better duck!

Play as Maui. Play as the Ninja. Just make sure you find the missing Shabuhm Shabuhm idol before your island paradise goes kaboom, kaboom.

Go beak-to-beak with Muddrakes, Rotting Pirates, Duck Zombies and Amazon Warriors. In 23 stages of non-stop action, secret rooms, bonus levels, and bone-chilling danger.

Maui Mallard in Cold Shadow.
The PC game that starts where your karate lessons left off.

For more information, call 1-800-900-9234.

© Disney
RATED TO ADVISE
K-A
CONTENT RATED BY
ES, SE, PE, BS

MAUI MALLARD IN

COLD SHADOW

 **POWER PLAY**
VIDEO GAME ACTION FOR THE PC™





IN THE ZONE 2

- Size: 1 CD-ROM
- Style: 1 or 2-Player Basketball (Up to 8-Player Via Sony Multi-Tap)
- Special Features: Four Camera Views, Full Season Play, Home Court Advantage Toggle, Three Difficulty Levels, Complete NBA Teams and Rosters, Special Drive Moves
- Created by: Konami
- Available: Now for Sony PlayStation

Konami's 32-Bit Fast Break

For the second year running, Konami has entered into the Sony PlayStation basketball tournament. The opposing teams, namely EA, have equipped their rosters with the best 32-bit technology available, hoping to grab the ultimate trophy – the gaming audience. Konami, who's still considered by some as a newborn in console sports, doesn't appear to be worried since they think they have the winning formula. NBA In the Zone 2 uses the same engine as its predecessor, meaning, pure arcade NBA realism. Once again, Konami has the edge over the competition with the fastest and most realistic floor action around, but will this fast break be enough to topple the stat heavy NBA simulators? Well, let's find out.

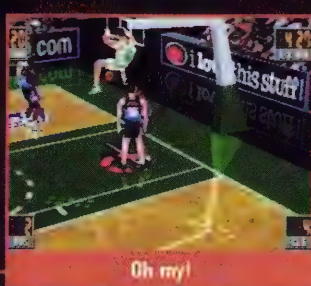
If you want fast "it's in the game" NBA action, then you're reading the right article, because this is THE fastest NBA title for the PlayStation. The original In the Zone defined the look, and now with the sequel, this engine has been overhauled and features faster gameplay, offensive and defensive plays, player screens, double teams, and improved special drive moves. Plus, for the 1-player audience, you can now play a complete NBA season with playoffs.

The key improvement over the original has been fixed, and yes, you can now substitute players off of the bench. The entire NBAPA license is incorporated into this title, and players are free to be traded to other teams, taken out of the starting line-up, and substituted freely during gameplay. You can also create your own jumpers through the player creator.

The big drawback of this game is the lack of stats. This missing feature places this title into the arcade category instead of falling into the NBA simulator group with all of the other titles. NBA In the Zone 2 flies high above the other offerings in gameplay and graphic appeal. It has the realism to captivate by appearance, but the lack of options may turn some heads away. Take a look at what our reviewers have to say about NBA In the Zone 2.



He's flying like Peter Pan.



Oh my!



Use the double team to keep your opponent out of the lane.



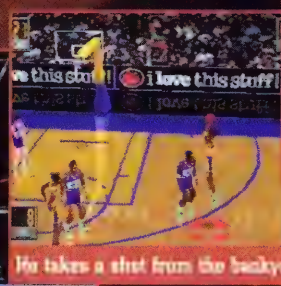
The instant replay captures all the great plays.



Set the pick and roll.



Choose shape. Big and small, the player creator has it all.



He takes a shot from the backcourt.

Reiner, The Raging Gamer

Concept: 7 "Once again, the second installment of this graphically appealing series is plagued with technicalities and blessed with in game NBA realism.

Graphics: 9 There's no doubt about it. In the Zone 2 is the fastest, smoothest

Sound: 8 and most realistic b-ball title to hit the PS-X. It's packed with every-

Playability: 9 thing from calling picks, to multiple fake moves; however, Konami left

Entertainment: 8 out the big bonus for 1-player games – seasonal stat tracking. With the release of NBA In the Zone 2, Konami has just supported the theory that history will repeat itself. For the second time, Konami's b-ball title is a great multi-player title, but not too entertaining for the 1-player audience."

OVERALL:
8.25

Andy, The Game Honore

Concept: 8.5 "If I had to choose between NBA Live and In the Zone, I would probably have to go with this game (but it would be close). While it

Graphics: 8 doesn't feature the nice stats tracking or arcade-styled action that

Sound: 7 Live has to offer, the game-play is much more refined and unique. The

Playability: 8.5 computer players actually have a brain. They make runs for the

Entertainment: 8 basket, they block out players, and they'll even set a pick for you; however, there is a price. The computer, once again, seems to get really lucky, and the options and stats are rather limited. While this may not be the answer to your basketball prayers, it does seem to be the best option this year.

OVERALL:
8.25

Paul, The Game Professor

Concept: 8.5 "It's nice to see that Konami revamped this game and added

Graphics: 8.25 many of the roster features that are missing from the first game. You still

Sound: 8.5 don't get a few of the big name guys, but the no name roster

Playability: 8.75 replacements sure do look familiar. The set plays and better AI are a lot

Entertainment: 8.25 more interesting than the non-existent defense in the old game. The new additions are great, but Konami still left out the season statistics. It seems that all the space that is wasted with the National Anthem could have been used for something that added to the game. In the Zone 2 is a heck of a lot better than its predecessor, but still lacks some of the things that would put it over the top."

OVERALL:
8.5

▶ THE BOTTOM LINE **8.25**



FIFA SOCCER 97

Classic Soccer Action From EA Sports

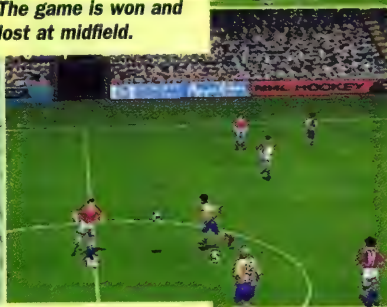
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Soccer (Up To 8-Player Via Multi-Tap)
- **Special Features:** Indoor or Outdoor Rules, Three Play Commentators, Arcade, Action and Simulation Modes, Complex or Simple Controls, Handicapping, Player Transfers, Over 4,200 Players from 12 International Leagues
- **Created by:** EA Sports
- **Available:** Now for Sony PlayStation

▶ THE BOTTOM LINE **8.5**

A strong player can reach the box with a throw-in.



The game is won and lost at midfield.



This looks like a chance...



...Oh!!! A brilliant save by the keeper!



He sets up for the chest trap.



Some people refer to the boards as "The Seventh Man."

PAUL, THE GAME PROFESSOR

- Concept:** 9 "FIFA has, for a long time, ruled the pitch and has been the soccer title that every developer is gunning for.
- Graphics:** 9.5 FIFA 97 incorporates some fantastic
- Sound:** 8 polygon graphics and realistic animation. Additionally, the indoor game is something new and adds quite a bit to the game's enjoyment.
- Playability:** 7.75 However, I think that this version took a step backwards in the playability department. I know that EA was striving for realism in play, but passing, shooting, and the like are more frustrating than fun. It's definitely a step down from last year's version. For soccer purists, FIFA 97 may be your ticket, but I think I will stick with 96."
- Entertainment:** 8.75

OVERALL: 8.5

ANDY, THE GAME HOMBRE

- Concept:** 7.5 "FIFA Soccer is, and always will be, one of the greatest soccer games ever; however, things aren't as good as they once were. Sure, the graphics
- Graphics:** 8.75 and sound are still outstanding, but the play control is slightly different.
- Sound:** 8 The field dynamics are better now, because they require strategic passing to move the ball up field. Unfortunately, every pass requires the exact amount of power or the ball is left in the middle of the field. And this happens a lot, especially when you are trying to steal the ball. While FIFA 97 is not bad, it could have had more refined control. Overall, this is still a solid soccer game, but I would definitely advise that you rent it before you buy it."
- Playability:** 8.5
- Entertainment:** 8.5

OVERALL: 8.5

JON, THE GREEDY GAMER

- Concept:** 8.75 "To clear up any possible misunderstanding, FIFA 97 is not an arcade-styled game, and I prefer simulation-style games. The emphasis here is on long crosses, searching balls, and a patient build. Just like in real soccer, quality goals are few and far between. There are no outrageous moves, no soccer impossibilities. People will find faults with the difficult passing and shooting, but hey, once again it's like real soccer. The addition of the indoor mode gives gamers a lot of bang for their buck. Far better than Power Soccer."
- Graphics:** 8.5
- Sound:** 8.25
- Playability:** 8.5
- Entertainment:** 8.5

OVERALL: 8.5



Prepare to fly.

NIGHTS IS HERE

NEVER, EVER, EVER, HAVE YOU BEEN ABLE TO FLY, FLUID AND FREE, IN REAL-TIME 3D. NOT UNTIL NIGHTS.™ THE FIRST TRUE SHOWCASE OF SEGA SATURN'S STUNNING CAPABILITIES. THE TECHNOLOGICAL TOUR DE FORCE THAT HAS EVERYONE IN THE GAMING WORLD ABSOLUTELY SPUN.

THE STORY

ONE OF THE MOST IMMERSIVE, MYSTICAL GAMING EXPERIENCES EVER, NIGHTS ESTABLISHES AN ENTIRELY NEW GAMEPLAY PARADIGM. THINK OF IT AS PSYCHODRAMA, AN EXPRESS ESCALATOR INTO THE SCHIZOPHRENIC, MIND-BENDING VIRTUAL WORLD OF YOUR DREAMS.

THE WORLD

CREATED BY THE RENOWNED SONIC TEAM, NIGHTS IS A FULL-ON 3D MASTERPIECE. A WORLD WITH LUSH DREAMSCAPE REALITIES, ITS OWN MICRO-CLIMATES, EVEN ITS OWN NATURAL ORDER. IMAGINE. SMOKE, FOG, CLOUDS, RAIN, AND WATER THAT APPEAR IN MULTIPLE LEVELS OF TRANSPARENCY. WATERFALLS, CURRENTS, WIND, AND, YES, A TORNADO THAT ALL FOLLOW THE LAWS OF FLUID PHYSICS.

THE GAMEPLAY

NIGHTS SCREAMS ALONG AT BANSHEE REPLICATE THE TRUE SENSATIONS MORPH SEQUENCES. ITS OVER THAT SCROLL-SHIFT IN REAL TIME. OF 3D POSITIONAL SOUND.



THE NEW 3D CONTROL PAD

SPEED. WITNESS ITS ABILITY TO OF FLIGHT. ITS LIGHTNING MULTIPLE TWENTY TRACKING CAMERA ANGLES AND ITS OMNIPRESENT SYMPHONY

ENGINEERED SPECIFICALLY TO INTENSIFY THE NIGHTS EXPERIENCE, SEGA SATURN'S 3D CONTROL PAD ESTABLISHES A NEW BENCHMARK IN SMOOTH AND DYNAMIC OPERATION.

The Benediction

There's more, of course. But the rest is up to you. Kick off your walking shoes. Say your prayers. And fly. No way you'll sleep. But you'll have wicked good dreams.

NIGHTS™

into dreams...

ONLY ON



SEGA SATURN™

WWW.SEGA.COM



DRAGON FORCE

On the Brink of Chaos

PAUL, THE GAME PROFESSOR

Concept: 8.75 "It never fails that Working Designs will translate a solid title for US consumption. First and foremost, the battle scenes are a visual wonder. Watching hundreds of combatants being mowed down with the force of your magic is fun in itself. The strategic basis of the game is not too difficult to master, but does involve enough thought to keep you interested. Dragon Force does offer a choice of eight roles to play, but I don't think that there is much difference between playing one over the other. I don't think that I am interested enough in playing through all of them. Dragon Force is an entertaining strategy/RPG and should not be missed by any fan."

OVERALL:
8.5

ANDY, THE GAME HOMBRE

Concept: 8.5 "Wow! The battle scenes in this game are awesome! It's so glorious to see 200 and 2 sprites going at it all at the same time. And that's just the beginning. The strategy portion of this game will eat your hours away. There are so many generals to keep track of and battles going on everywhere, that your head starts to spin. The story line is excellent, with lots of subplots. Plus, there's a lot of play time here, especially if you're willing to play through the game with the eight different characters. This game is a definite must for strategy nuts. Easily the best game from Working Designs this year!"

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 9 "This is easily one of the most addicting Saturn titles around, simply because it throws one heck of a show, and it's well rounded in every category. The combat, while looking simplistic, is actually where most of the excitement is. You never know what is going to happen, or who or what will attack your territory next. For a game that is supposedly designed to be slow and relaxing, Dragon Force (DF) really puts the heat on your wits and reflexes. DF is a well executed title in every category."

OVERALL:
9

Deep within the bowels of the US gaming industry lies a secret society of starving deprived mutants. This union of the unknown has waged war on the mainstream of gaming, screaming for their just cause to rectify the gaming industry into a market that appeals universally. They call themselves RPGers – the underbelly of video games. Their battle cry is grand indeed and worth hearing out. They want RPG's, and of late, nothing has come their way for the console machines. In Japan, RPG's are in the limelight. In fact, RPG's consume the majority of the market, but the only ports that hit the US shores are either action or fighting games. Luckily, someone has heard their cry from the beginning, and they are doing their best to quench the thirst of this cult. This lone wolf is none other than Working Designs –the King of Saturn RPG's.

Working Designs, while small in comparison to other development houses, has done their part in this battle. They've already released two powerful titles for the Sega Saturn, and now, their biggest title is on the market. The game is entitled Dragon Force, a strategic RPG that goes far beyond any 32-bit offering to date. This hot title places you smack dab in the middle of a world gone mad. Your mission is to either harness peace, or cause chaos. Working Designs has worked in eight playable characters with different scenarios and stories for each. Of course, the scheme of things is along the lines of good and evil, but the content inside will let you decide along the way.

Starting off is extremely difficult, you not only have to supervise an entire army, but you also have to do the house cleaning at all the castles entrusted to your power. These duties range from awarding soldiers for heroic attempts in battle, to fortifying castles, to searching the surrounding areas for reinforcements and hidden artifacts. While dealing with all of this, you also have to try and take over the world, and release it from evil. To do this successfully, you will have to launch attacks on the seven regions around you. Once again, you may not have to attack all of them if someone is on your side.

Attacking is where the fun is in this game, and it also can be a downer if you are attacked by someone when you're not prepared. The battles are structured a lot like those found in Ogre Battle or any of the Romance games. The armies can consist of up to one hundred sprites apiece (soldiers, dragons, archers, cavalry, etc.). Every army is accompanied by a general, who is the big cheese on the screen. Generals are sometimes equipped with magic. They can also power-up levels to obtain more magic power, hit points, and if the king (you) is happy with their work, more troops as well. Starting the battle and ending the battle works out all the same. You'll be required to tell the squadron what to do (advance, disperse, melee, retreat). Throughout the battle, you will constantly have to keep an eye on the competition and try to stifle their attack with your own counter.

Dragon Force is a game that demands great gaming skills and quick judgments. If you're an underground gamer, and we know you are, you won't be disappointed with this masterpiece from Working Designs.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategic Role-Playing Game
- **Special Features:** Eight Different Scenarios, Strategy Based Battles, Secret Hidden Characters and Items, Castle Management, Up to 202 Character Sprites On Screen At Once
- **Created by:** Sega of Japan for Working Designs
- **Available:** Now for Sega Saturn

▶ **THE BOTTOM LINE** 8.75



Surrender now, or be trampled to death!

The blue team has a great illusionist on their side.

This duel could go either way.

Zombie-fied!

She's holdin' her own.

Alert the stars.

Wake up the moon.

Summon Saturn.

Blue is back.

SONIC 3D BLAST

New Sonic™ 3D Blast™ for Sega Saturn is a three-dimensional trip through 14 levels of spinning, slipping, jumping, and stomping.

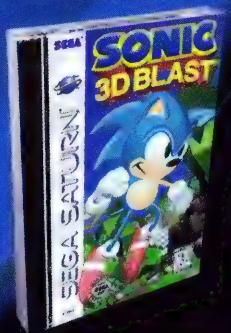
There's fog. There's rain. There's snow. There's Robotnik. And if things get hectic, there are new moves like The Blast Attack to put nasties in their place.

So power up, head for Saturn, and prepare for a Sonic adventure that is not of this earth.



SEGA SATURN

www.sega.com



LOOK MOM, JUMP JETS!!!

VIRTUAL ON

- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-To-Head 3D Mech Tournament Fighter
- Special Features: 8 'Bois to Choose From, Great Anime Style Effects, Melee Attacks, Left and Right Hand Weapons, Special Attacks, Jump Jets, Charging, Double Joystick Controller, Memory Save
- Recommended Age: 12+
- Available Where: Sega Saturn

▶ THE BOTTOM LINE **7**



Hmm... He doesn't look so big from up here.



Nothing like a personal rail cannon to heat things up.

When Virtual On first premiered in the arcades it was a sight to behold. Battling cyberdroids leapt and bound through hostile fire while attempting to draw a bead on their opponents in true anime mech fighting fashion. Unfortunately, Virtual On falls just a bit short of its arcade precursor on effects. We found the action to be a bit choppy at times, and when you're running and jetting all over the place while explosions and projectiles fill the space around you, skipped frames can add a lot to the confusion of battle. The graphics and effects are still a feat for the Saturn though, and Virtual On is one of those games that is as entertaining to watch as it is to play.

One of the most important things that needs be said (lovingly) for this game is its most excellent use of rocket boosters when jumping. There is something very fulfilling about blasting into the air and raining death upon your opponents from above. Also very cool is the use of melee attacks. It's great when your opponent is causing you no end of frustration and you manage to get in his face and give him several up-close-and-personal whacks to the head to remind the AI who's boss.

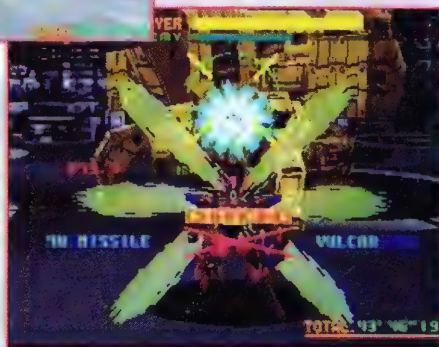
Virtual On's intense action and excellent effects make it a very unique game that is almost as entertaining to watch as an old episode of Robotech. The closest comparison that comes to mind is Cyber-Sled, a land-bound tank game whose action almost seems archaic in comparison. If you enjoyed Cyber-sled, you will no doubt appreciate Virtual On even more.



This guy wins with brawn.



That blackened wall of scrap used to be a boss.



ANDY, THE GAME HOMBRE

Concept: 8 "Virtual On is, by far, one of Sega's best arcade conversions. All the game is intact and there are even a few extra goodies, but I don't think it is enough to take this game that extra step. The one-player game features unlimited continues and can be beaten in a matter of hours, and the two-player game is good, but grows old rather quickly. If you're a Virtual On freak, you'll definitely enjoy this conversion, but otherwise there are better games on the Saturn."

Graphics: 9

Sound: 8.5

Playability: 7

Entertainment: 5

OVERALL: **7.5**

REINER, THE RAGING GAMER

Concept: 5.5 "Hey, nice arcade port Sega! It's too bad the game stank to begin with. The only redeeming qualities here are the nice polygon graphics and unique character designs (beautiful for the Saturn). However, don't become giddy just yet Saturn owners. The effects within this three dimensional world are terrible. Now, let's talk about the gameplay. Oh wait... There really is none. Shoot, run, hide, shoot! Yea ha! I think I could find more entertainment with six red rectangular legos, than sitting and playing Virtual On. Lastly, if you do like the game and beat it, wait till you see the ending! The only people I can see getting into this title are the Battletech geeks, and anime fanatics. Wait a minute. I like those! What a disappointment!"

Graphics: 7.75

Sound: 7.25

Playability: 5.5

Entertainment: 2

OVERALL: **5.5**

PAUL, THE GAME PROFESSOR

Concept: 7 "A basic enhancement of games like Battle Zone, CyberSled, or the classic Combat, Virtual-On is not exactly a new concept. The game moves very quickly and the graphic effects during weapon impact are quite impressive. The overall challenge, since there are unlimited continues, and entertainment is lacking quite a bit. GunGriffon comes to mind as a more entertaining one-player mech-style game. This does have the split-screen, but that is not too exciting after playing for a few hours. Although V-On has great looking graphics and quick play, it really lacks the diversity that will keep you playing for a long time."

Graphics: 8.75

Sound: 8

Playability: 8.5

Entertainment: 6

OVERALL: **7.75**

SATURN'S RACE FOR DRIVING SUPREMACY

DAYTONA GCE

CHAMPIONSHIP
CIRCUIT
EDITION

- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing Game
- Special Features: 5 Tracks, 9 Cars Plus Horse, 3 Difficulty Levels, Lap Toggle, Time Trial, Arcade and Two-Player Battle Modes, Multiple Views, Car Damage, Analog Compatible (Including Sega 3D Control Pad)
- Created by: Sega Sports
- Available: Now for Sega Saturn

If you think the Saturn has suffered in its Arcade translations. If you're tired of hearing about all the great racers for PlayStation...Just sit right down and we'll tell you a tale, a tale of a fateful trip. It started in an old arcade and landed on a Saturn chip. This all culminated in an advanced update of last year's Daytona USA.

Yes, Daytona GCE is finally here, and fear not loyal Saturnists, you're in for some great arcade action. Each car is dynamically different in its sliding and acceleration physics. The battle for first place won't be easy, but when you beat the game in Normal you'll get to drive the revamped Daytona Car. Use this car to beat the game on hard and you'll get to race as a horse. Both methods of transportation will then be available for 2-Player Battle Mode.

The tracks each differ in number of laps, distance, and difficulty. You can alter the amount of laps per race in the options menu, and longer races will require pitting to repair damage and worn tires.

Sega's added a nice touch in placing objects next to the track. Whack an object and it'll be on the road the next lap around. In order to experience the delicate touch of Daytona GCE, we heartily recommend plugging in Sega's 3D Analog Controller (originally designed for NIGHTS). With the creative courses, cars and options, Daytona GCE is undoubtedly the premier racer for the Sega Saturn.



Your job in this race will be to locate the stranded Lone Ranger.



This track is full of chicanes and hairpins.



This is the special Anti-Gravity racing mode.



This time around, Sega included the 2-Player split screen.



On the oval, you'll be treated to a rolling start.



Watch your speed at the base of this hill.

THE BOTTOM LINE 8

DAYTONA

ARCade

GRIP: *****

ACCELERATION: *****

MAX SPEED: *****

DAYTONA

ARCade

GRIP: *****

ACCELERATION: *****

MAX SPEED: *****

DAYTONA

ARCade

GRIP: *****

ACCELERATION: *****

MAX SPEED: *****

DAYTONA

ARCade

GRIP: *****

ACCELERATION: *****

MAX SPEED: *****

REINER, THE RAGING GAMER

Concept: 7 "Now here's a depressing sight, another Daytona game that offers nothing new whatsoever. The first one was remotely entertaining, and GCE is, exactly the same. When I see a game like this I demand to see the unexpected and the unexplainable, not a clone of something that barely impressed the first time around. Plus, those of you who are actually going to want to play this game are the ones who played the original. Thus, you are going to be paying big bucks for something that wants to be a sequel, but really is nothing but an update. GCE is nothing fabulous, nothing new, and not worth my attention. The only way I could recommend this game is if you haven't played the original. Then, maybe, you'll use it to play, instead of a cosmetic lip disc."

Graphics: 7.25

Sound: 7.25

Playability: 6.75

Entertainment: 6

OVERALL: 6.75

JON, THE GREEDY GAMER

Concept: 8.5 "Daytona is the best racer for the Saturn, period. It reminds me a little of Ridge Racer for the PS-X. Sliding around a turn, just barely staying off the wall, fish-tailing 'til your tires catch, then gunning for the gold, this game kicks a lot of butt. There could have been more tracks, but the ability to alter the amount of laps really helps out. If you want this game, and you want to experience it to the fullest, go out and buy yourself the 3D Analog Controller (not the Steering Wheel mind you!). It makes broad turns incredibly smooth and powerslides a heck of a lot cooler."

Graphics: 9.25

Sound: 8.5

Playability: 9.25

Entertainment: 9

OVERALL: 9

ANDY, THE GAME HOMBRE

Concept: 8 "Although over half of this game has already been done, the extra two courses and the two-player mode make this game a must for any Saturn racing fan. I especially like the two-player mode. You can waste hours upon hours racing your friends. It does suffer from a fair amount of pop-up, but once the racing gets going you hardly even notice. Check this game out, it's still the best racer on the Saturn."

Graphics: 9

Sound: 8

Playability: 8.5

Entertainment: 8.25

OVERALL: 8.25

MAKE HASTE.

Blue is back.



SONIC
3D BLAST

BLUE IS BACK. SONIC'S NEW WORLD IS IN 3D. WHICH MEANS THE LITTLE BLUE GUY HAS A LOT MORE TERRITORY TO COVER THIS TIME. SO PUT IT IN GEAR. THERE ARE FLICKIES TO RESCUE. POWER-UPS TO GRAB. AND MOVES LIKE THE BLAST ATTACK THAT MAKE THIS SONIC THE FASTEST AND WILDEST YOU'VE EVER SEEN.



NEW SONIC GAMES NOW AVAILABLE ON
GENESIS, GAME GEAR AND PC.

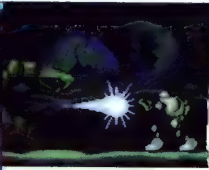
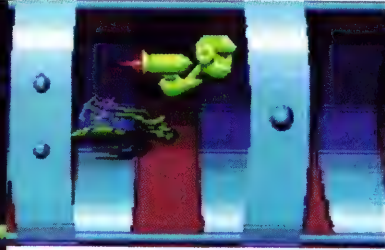
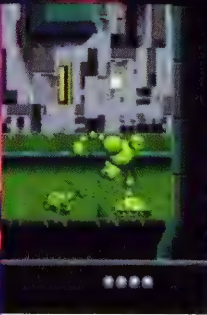
SEGA and Genesis are registered in the U.S. Patent and Trademark Office. Game Gear, Sonic 3D Blast, Sonic Blast, and VectorMan 2 are trademarks of Sega. ©1996 SEGA, P.O.Box 8097, Redwood City, CA 94063. All rights reserved. Made in the USA. Printed in Japan.



OR MAKE WASTE.

VECTORMAN²

WITH A LOAD OF NEW MORPHS AND THE MOTHERLODE OF NEW WEAPONS, VECTORMAN NOW HAS EVEN MORE WAYS TO TURN HIS MUTANT INSECT ENEMIES INTO LANDFILL. DO BATTLE AS A SCORPION, A GIANT TICK, OR A RHINO BEETLE. OR JUST DO A TON OF DAMAGE WITH THE FIREBALL, THE BOOT BLAST, OR THE OVERKILL. SPARE NOTHING. SHOOT EVERYTHING.



GENESIS[®]

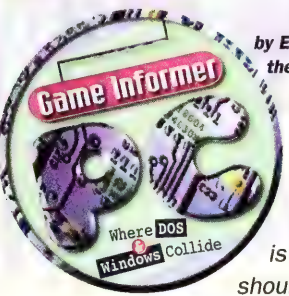
SEGA[®]

www.sega.com

For more info, visit Sega's web site at <http://www.sega.com> or on CompuServe at GO SEGA.



1 800 200 SEGA
Learn SEGA game secrets from the masters. Call Now.
\$1.99 200 000 1/4 (one month), \$1.99 (one month) \$1.99 (one month)
© 1998 Sega. All rights reserved.
173 pages, 100% of America's
1998-1999 SEGA SEGA SEGA SEGA SEGA



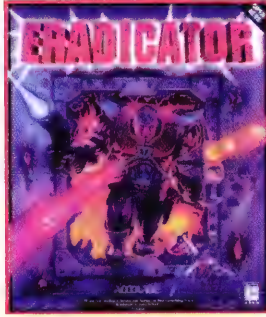
by Erik,
the PC Jedi

A Few Tips On Judging a PC Game By Its Cover

Did your parents tell you not to judge a book by its cover? It's a good rule that extends metaphorically into most realms of human existence. Computer game boxes, however, never lie. So here are my rules for determining a game's quality strictly from a box. Number one, if the box is not a box, but some kind of bizarre, twisted work of modern art, you should probably dismiss it immediately. If there are no screen shots on the back of the box, or the box is entirely black with only a logo (this has actually been done), the game is probably really bad. If the box has three or more quotes from suspiciously obscure publications like Sven's Gaming Monthly, leave the store immediately and take deep breaths. Finally, if the game's box sports WORPS (Women Of Ridiculous Proportions) that seemingly have absolutely nothing to do with plot, concept, or anything else remotely related to the game, leave it alone.

Eradicator – Accolade **8.25**

While this Doom clone won't blow you away like Duke 3D or Quake, it's definitely worth a look. The graphics are just a tad better than Doom 2 and the game has a lot of unique features you won't find in any other game. Players have a choice between three characters who each have their own weapon and vary in speed, armor, and weapon damage. A new feature in this game is the ability to switch to third-person view. This can be useful when navigating narrow walkways or getting on the edge of a platform to make a tricky jump. Another feature I really enjoyed was the use of roving camera drones. Hack into the computer and use one of the drones to spy on areas you haven't encountered yet. It's a great tool in preparing for the opposition.



recent releases



Game Guru – Studio 3DO
8.25 This program lets you hack all your favorite games. It has a large library of quick patches for recent hits and also allows people to improvise their own cheats. Pretty cool.



Deathdrome – Viacom
7 Tron cycle-battle meets Doom in a so-so action game. If you gotta see it, wait until it hits the bargain bin.



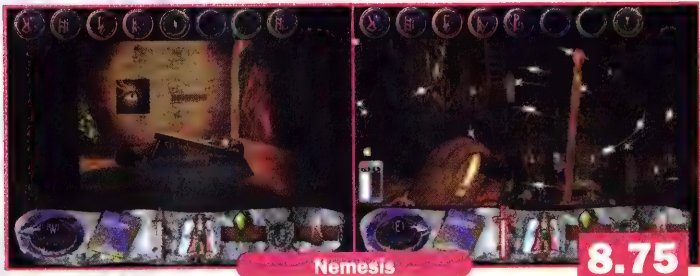
Steel Panthers II – SSI
9 I've heard bad things about SP 1, but this one's chock full of units and has an enormous number of campaigns ranging from Korea to the Gulf War. It also has a scenario editor that needs to be seen to be believed.



Surface Tension – Gametek for Philips
7 Gametek had a lot of good ideas for Surface Tension. Unfortunately, the action is pretty weak. Still... I kind of liked it.



Rama II – Sierra
8 This game's okay. However, I found it somewhat lacking in the plot department. There are all these characters in the game, but all they really do is point things out to you as you go along.



Nemesis **8.75**

Nemesis: The Wizardry Adventure – Sirtech

Don't let the point-and-click fool you. It's really a pretty decent RPG. The characters could use work but the exploration part of the game is an enthralling mix of Myst, the old Wizardry games, and Sierra's early "quest" games.



War Wind **8.5**

War Wind is a Warcraft clone with very cool effects and a lot of atmosphere. Players have a choice between four alien races battling it out on an alien world. An empire has recently collapsed and the slaves, warriors, former rulers, and a race of tribal mystics are all prepared to battle it out over their own agendas. Each race is well detailed with their own fighting goals, specialized units, and excellent sound effects. The big problem I had with this game was the lack of variety in the units. Each race has its own style of warriors, scouts, magicians, and laborers who can be upgraded to a higher class through training. Laborers become engineers, mages become archmages and so on. Beyond this, there are three war vehicles, and one unique special unit for each race. Warcraft fans who hunger for more or just something that's a little different will enjoy this game, although it's doubtful anyone will say that War Wind is the better game.

Fox Interactive will be releasing a PC version of their ID4 game with the gangly title **Independence Day: The Game**. While games a la movies are generally really bad, Fox did a great job on their console-based **Die Hard Trilogy**. GI editor Jon Storm took a crack at ID4 at the ECTS show and said it was looking good. The release date is posted for early '97.

Heinlen fans in anticipation of the '97 release of **Starship Troopers** on the big screen can now also anticipate a follow-up game being released by Microprose. Doing a game with a movie license is a very unusual move for Microprose. We hope it's "quality."

NewCom's Amazing Modem

Okay, so it's not really amazing, but it is pretty cool for gamers. NewCom's Digital Simultaneous Voice/Data (DVSD) modem, dubbed **Newtalk**, will allow people to converse and exchange data at the same time. In gamer's terms, that means every frustrated scream of your opponent can be heard as you frag them into oblivion while playing over the net. The modem also sports fax capability and can basically turn your computer into a speaker phone. Newtalk carries an MSRP



the NEWS MATRIX

of \$169. This is the kind of dohickey that brings us one step closer to combining phones, computers, and televisions into one entity.

id Cashes In

Jay Wilbur has recently departed the confines of id, the tiny company gone big with its hits **Wolfenstein 3D** and **Doom**. His departure followed **Jon Romero's**, another big guy at id headquarters. Maybe now that **Quake** is done, the id guys are ready to retire.

Acclaim and Spectrum Holobyte Duke it Out Over Magic

We were wondering what happened to that game. Microprose (through Spectrum Holobyte) was producing a PC version of the **Magic: the Gathering** card game but got into a bit of a legal hassle with Acclaim over their game **Magic: the Gathering – Battlemage**, a real-time strategy game (think Warcraft clone) based on the fantasy characters pictured on the cards. The lawsuit has been settled with Acclaim's game set for release January 10 or sooner, and Microprose's game no earlier than February 1. We can't help but wonder if the case wasn't settled by a game of Magic between each company's top lawyers.

DIRTY GAMES ARE NO FUN. CLEAN 'EM UP!

Dirty electrical contacts in your game unit or cartridge, caused by dirt, dust or fingerprints, can result in poor picture quality, fuzzy sound, slow or incorrect game play.

Recoton video game cleaning products, used regularly, help prevent these problems. Restore the power to your games and cartridges.

Start using Recoton cleaning kits today for optimum performance.

V 485 AC power adapter for SEGA® GAMEGEAR®, and recharger. UL and CSA safety approved.

V 134 FUN Cleaning kit. For use with SEGA® GEAR® game and cartridges.

V 137 FUN Cleaning kit for use with SEGA® GENESIS®. Cleans game unit and cartridges.

V 149 FUN Laser lens & CD cleaning system. Helps eliminate debris, restoring accurate CD data transfer.



Other Recoton game care, maintenance and replacement products that meet or exceed original specifications and UL / CSA safety approvals.

- V135 FUN** Cleaning kit for use with NINTENDO® system and cartridge.
- V136 FUN** Cleaning system for use with GAME BOY® & cartridges.
- V139 FUN** Game cleaner for use SUPER NINTENDO®
- V350** Game switch for use with NINTENDO®
- V354** AC Power adapter replacement for use with SEGA® GENESIS®
- V477** AC Power adapter replacement for use with GAME BOY®
- V479** AC Power adapter replacement for use with NINTENDO®
- V483** AC Power adapter replacement for use with SUPER NINTENDO®

RECOTON®

2950 Lake Emma Road, Lake Mary, FL 32746

PlayStation

REVIEW

7.75

Size: 1 CD-ROM

Style: 1-Player
Realtime Strategy

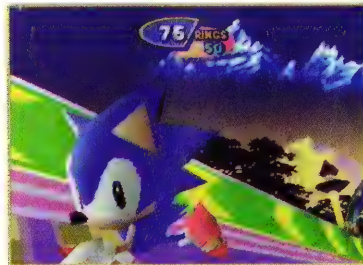
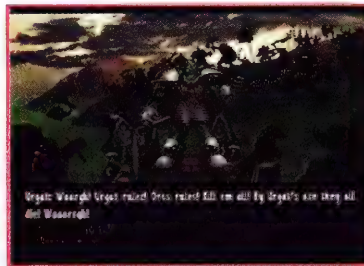
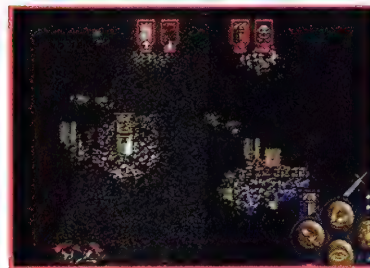
Special Features:
Fantasy Setting,
25 Playable Units, Choose
From Over 40 Missions,
Each Battle Relevant to
the Plot, Cool FMV, Spells
and Magic Items for Hero
Units, Memory Card Save

Created by:
Games Workshop/SSI
for Mindscape

Available:
Now for Sony PlayStation

Warhammer:
Shadow of the Horned Rat

Warhammer for PlayStation takes the pen and paper turn-based game and attempts to bring it to realtime. With hits like Dune II, Command and Conquer, and the Warcraft series ruling the realtime strategy world on the PC, we felt that this game was a little outmoded in terms of its interface with the units. Keeping track of what goes on in a battle is really hard and the AI of the units was frustrating. The big pluses were the spells and magic items for use with your heroes, and the sounds and visuals during the battle scenes. It's a shame the consoles can't start cranking out some better strategy games.



Saturn

REVIEW

7.25

Size:
1 CD-ROM

Style:
1-Player Isometric Action

Special Features:
Weather Effects, Analog
Compatible, Appearances
By Knuckles and Tails,
3D Bonus Worlds
(Similar to Sonic 2)

Created by:
Traveller's Tales for Sega

Available:
Now for Sega Saturn

Sonic 3D Blast

With the delay of Sonic Extreme, Sega opted for Sonic 3D Blast, a graphically enhanced version of the 16-bit cart by the same name. While it does feature 3D bonus levels, similar to the ones found in Sonic 2, it is still basically the same game (except on a \$200 machine). The overall feel of Sonic 3D Blast is that of a 3D game with 2D tricks and playstyle. There's no moving camera and no scaling. Plus, the gameplay is fairly uninspired with a rather annoying plot that involves finding little bird-like creatures called Flickies. Sonic fans may be happy with this 16-bit upgrade, but most should rent this game first.

PlayStation/Saturn

REVIEW

7

Size:
1 CD-ROM

Style:
1-Player Off-Road Racing

Special Features:
Six Tracks, Six Vehicles,
Variable Weather, Three
Play Modes, Independent
Suspension, Commentary
by Gary Lee

Created by:
Gremlin Interactive for
ASC Games

Available:
Now for Sony PlayStation
(and Sega Saturn)

TNN Motor Sports
Hardcore 4 X 4

There are few things more fun than mud slingin', bumper rammin', off-road action, and Hardcore 4X4 is definitely a fun game. Fans of mud hole racing will find a good friend in 4X4, but die-hard racing enthusiasts might want to steer clear. The control is simple and straightforward, with adjustable steering and variable car damage; however, once the tracks are memorized, it shouldn't take more than a weekend to get through the game. Although the graphics are nice, and the weather effects challenging, there's just not enough play value to warrant a purchase.





PlayStation/Saturn

PREVIEW

Size: 1 CD-ROM

Style: 1 or 2-Player
Combat Simulator

Special Features:

Ten Playable Jet Fighters, Two-Player Head-To-Head Dog Fighting, Various Mission Objectives, Air and Ground Targets

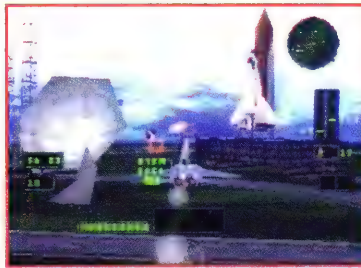
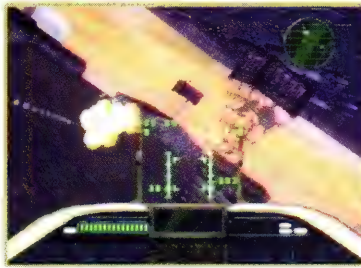
Created by:

Fox Interactive

Available: Early '97 for Sony PlayStation and Sega Saturn

Independence Day: The Game

ID4 was the big screen smash of '96, grossing over 300 million in the States alone. Well, now is that time when someone makes a game based off the movie, and to our surprise, it's not done by Acclaim. Fox is keeping this title in-house and they have a masterpiece of a game planned. Like the movie, the game will have no ground combat whatsoever; instead, the action will all be done through jet fighter combat. ID4 features ten jet fighters including a Mig 31 Foxhound and an A-10 Thunderbolt. This war of the world will take place in London, Tokyo, Las Vegas, and New York complete with a spinning saucer overhead. Keep your eyes peeled for this invasion soon.



Saturn

REVIEW

6

Size: 1 CD-ROM

Style:
1 or 2-Player Head-To-Head Tournament Fighter

Special Features:

Four New Characters (Two Are Bosses), New Backgrounds, CG Movie Sequences, New Outfits and Player Animations

Created by:

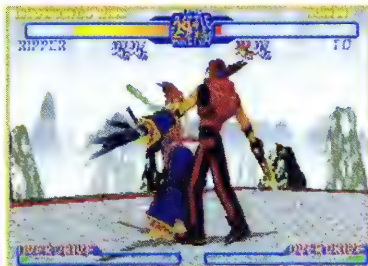
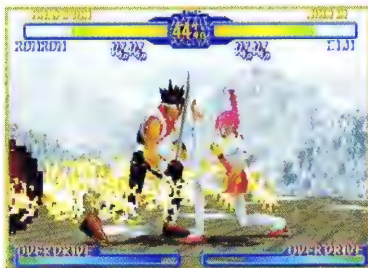
Takara for Sega

Available:

Now for Sega Saturn

Toshinden URA

This second installment for the Sega Saturn is a great improvement over Remix, but once again it's a mere reflection of both PS-X offerings. New features range from flashy backgrounds to four new characters (two of which are bosses), and an Overdrive Meter for specials. Otherwise, this Saturn exclusive still features choppy gameplay, fuzzy polygons, and not much excitement. To us, the URA stands for Un-Realistic Animation, and Unfinished Regurgitate Again. The Saturn really needs a new blockbuster fighter, and while URA had all the right elements for a great game, the gameplay drove us into using this title as a coaster. We'll wait for Virtua Fighter 3.



PlayStation

PREVIEW

Size:
1 CD-ROM

Style:
1-Player Rapping Trainer

Special Features:

Groovin' Tunes, Stutter Vocals, Pop Culture FMV Animation Clips

Created by:

Sony Computer Entertainment

Available:

Now in Japan for Sony PlayStation (U.S. Release is Unknown)

PaRappa The Rapper: The Hip Hop Hero

You gotta believe! You are PaRappa, the most jivin' collie in the city who has a snout for lovin' and rappin'. Your mission is to rap your way to the heart of your beloved flower woman - Daisy. The entire game is done through rapping. Each stage is constructed of a lead rapper and yourself. You must follow the lead rapper's rhythm as closely as you can by pressing the correct button sequence in rhythm. Score a Good or Cool rapping score, and you'll advance to the next be-bop challenge. Plus, to really score the high points, you can stutter the vocals (like a real rapper) and impress all who observe. W-w-w-w-eird!!!



Battle Arena Toshinden

Game Boy

Overall: 8

This title ranks up there with World Heroes Jet for the best Game Boy fighting game.



Street Fighter Alpha 2

SNES

Overall: 8.75

We did the SF dance one last time on the SNES, and once again we were thoroughly impressed with both the graphics and gameplay.



NBA Jam Extreme

PlayStation

Overall: 7.5

Who would have thought that Acclaim would try and cash in on another NBA Jam? It's the same game with a polygon facelift and tons of loading time. Although, despite its slowness, it still manages to be a great game.

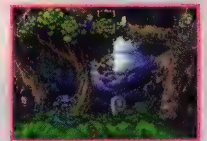


The Adventures of Lomax

PlayStation

Overall: 7

Go Lemmings, go! Actually, go away Lemmings, we don't want you in an action/platform game! Nonetheless, this is one of the few decent PS-X action titles with amazing sprite graphics.



Pinocchio

Super Nintendo

Overall: 7.25

We played this game years ago. It was called... what was it called... could it be... MICKEY MOUSE! We can't believe Disney sucked the same milk from all the SNES Mickey titles to make this game. Oh well, it's a bummer, but it's still kind of fun.



Killing Zone

PlayStation

Overall: 5.25

This supposed fighting game lacks all the basic video game fundamentals of kung fu. So basically, it's really bad.



Iron Man/X-O Manowar

In Heavy Metal Saturn

Overall: 2.75

Ha ha! Let the score speak.



Battle Monsters

Saturn

Overall: 3.25

This could be the worst fighter ever created, but luckily, Kasumi Ninja for the Atari Jaguar already swooped up that award. Anyone else want to try for this trophy? Bring it on!



Saturn

REVIEW

7.5

Size: 1 CD-ROM

Style: 1-Player
Third-Person Car Combat

Special Features:

Wide Variety of Special Weapons, Beautifully Detailed Levels, Limited Time to Destroy Enemies, Memory Save, Zoom In/Out, Tons of Little Cars to Shoot at

Created by:

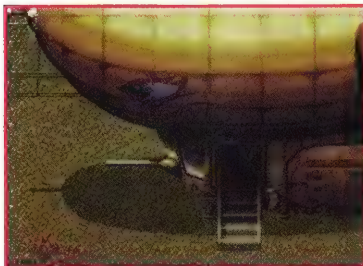
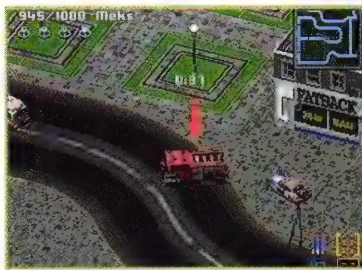
Eidos

Available:

Now for Sega Saturn

Crimewave

Crimewave is a cross between a land-bound Soviet Strike and an Isometric Twisted Metal. The graphics are exceptionally crisp and Eidos paid a lot of attention to detail. You can push the little soccer ball around in the soccer field and seeing a new car is always fun. Unfortunately, the gameplay becomes very repetitive. Crimewave is cool - like playing with Reiner's Micromachines. It's neat for a while but eventually you just gotta put 'em back on the shelf and move on. It feels bad to give an average score to such a well crafted game, but Crimewave felt like it could have been a lot more. A two-player mode or a choice of cars would have been nice.



PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1-Player RPG

Special Features:

Political Atrocities, Secret Police, Intrigue, Funky Looking Airships, Great Music Score, Unique Combat System, Main Character That Looks Like a Cross Between a Gypsy and a Hobo, Memory Card Save

Created by:

Sony Computer Entertainment

Available:

Now in Japan (In USA?)

Arc the Lad II

The first Arc the Lad didn't make it to the States because apparently Americans don't dig RPGs. We know this is false due to the immense amount of correspondence we receive from hard-core RPG fans. Hopefully the upcoming release (and no doubt immense success) of Final Fantasy VII will do much to change the minds of software companies. Arc the Lad II is a fine looking RPG with a more comprehensive plot than its precursor. We know this only because there's a lot more talking between fights. Until we see more on the possibility of a US release, we'll have to let the pictures tell the story.

PlayStation

REVIEW

8.25

Size: 1 CD-ROM

Style: 1 or 2-Player
Pool Game

Special Features:

Actual Sight Line Aiming, Masse Shots, Custom Views, Choice of 9 Computer Opponents, Touch Pool Physics, Jukebox

Created by:

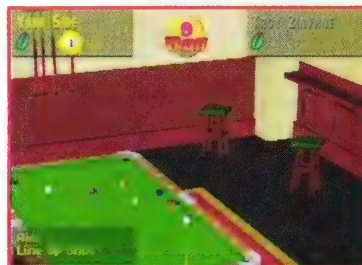
Celeris for Interplay

Available:

Now for Sony PlayStation

Virtual Pool

Virtual Pool is what pool is all about...physics. Pool games in the past have always had a problem with lining up the shot. This time, Celeris and Interplay have tuned the digital control with a feather touch. The key to making shots is to change the perspective in order to line it up. Caroms and rail play are true to life, and it's easy to play touch pool around a cluster. The computer is more than challenging, especially playing a game of straight. The graphics are decent, but it's the physics of the table that make this title shine.



PlayStation

REVIEW

8.5

Size: 1 CD-ROM

Style: 1 to 6-Player Bowling (One Controller Alternating)

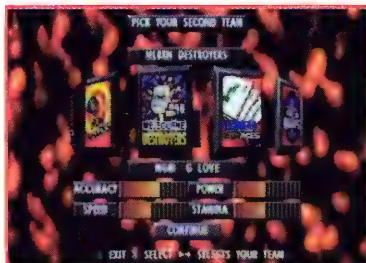
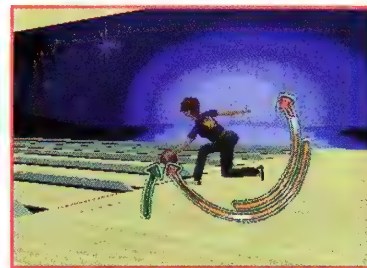
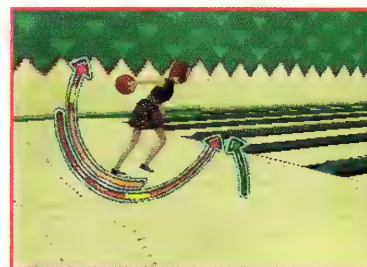
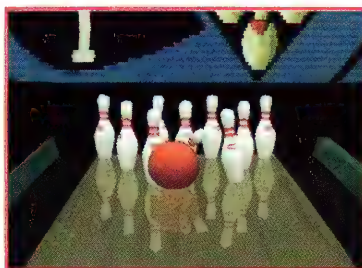
Special Features: Standard and No Tap Scoring, 3 Different Lanes, 3 Play Modes, 12 Characters, Over 3 Million Calculations for Ball Physics, Lounge or Rock Background Music

Created by: Adrenaline Entertainment for ASC Games

Available: Now for Sony PlayStation

Ten Pin Alley

Oil up the lanes, grab your favorite ball, and put on your dancin' shoes because it's time to hit the lanes. Featuring twelve different bowling personalities, anywhere from one to six players can join in on a round of rollin'. Choose your lane, pick your tunes, and get ready for some realistic bowling action. By using over 3 million calculations to recreate ball physics, Ten Pin Alley brings the lanes to life in your living room. While the graphics may be average for a PlayStation title, the overall feel of the game, including the classic fifties look, make this game a riot to play. The bowlers give reactions to both good and bad shots, and you'll find that no two games will be the same.



PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1 to 8-Player Futuristic Sports Sim

Special Features: 16 Teams, Player Editor, 8-Player Multitap (Very Cool), Combines Aspects From Multitudes of Popular Sports, Single Game, League, or Tournament Play

Created by: Psygnosis

Available: First Quarter '97 for Sony PlayStation

League of Pain

When we see a "Sports Game of the Future" title come into the office we tend to start groaning. The charm of sports games has always been the ability to put together dream teams and pit favorites against each other in a sport that the player is already intimately familiar with. League of Pain was a pleasant surprise. It actually does a very good job of fusing basketball, hockey, and soccer into one. The premise is fairly simple. Team A must get the plasma ball to team B's goal so that they can "charge" it to match the team color. Once this has been accomplished, Team A has to attempt to shoot the ball into the "basket" (looks more like a UFO) in the middle of the court. Basic and fun. We're looking forward to trying the multitap feature.

PlayStation

REVIEW

7.75

Size: 1 CD-ROM

Style: 1 or 2-Player Shooter (One Controller Alternating)

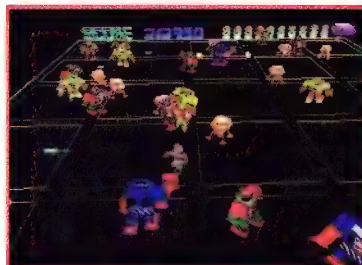
Special Features: Bee Bonus Levels, Analog Joystick Compatible, Pumpin' Techno Soundtrack, 3 Difficulty Settings, Adjustable Lives (1 to 10), and Memory Card Compatible

Created by: Player One for Williams

Available: Now for Sony PlayStation

Robotron X

Through the years, there have been many arcade games that could be considered classics, but Robotron is one that is destined for the Arcade Hall of Fame. Now, Williams Entertainment and Player One have brought back this classic, but this time in 3D. Featuring new crazy characters, weapon upgrades (including 3-way shot, phaser, and mines), and polygon graphics, Robotron X should have more than enough action to keep any shooter fan happy. The game is set up so you can make it as easy or as hard as you'd like, and if you really want to get nostalgic, you can use the dual analog joystick to fully simulate the original arcade feel.

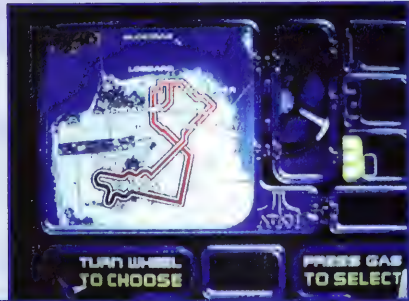


SAN FRANCISCO RUSH

EXTREME RACING

ARCADE BRIGADE™

From the people that brought you Hard Drivin' comes San Francisco RUSH, a realistic racing game set on the streets of San Francisco. Offering eight different cars with varying degrees of handling and maneuvering abilities, San Francisco Rush has something to offer for everyone. From simplified racing to an all-out driving simulation, players can choose the car that best fits their personality. Of course, we think the full-on simulation is the best.



Put the pedal down and smoke the tires as you head for the hills. Shoot off the hill like a rocket into space, and your car will tilt and spin as gravity tries its best to keep it down. Slam the brake and send your car careening sideways through the turn. Punch it and your car straightens out, and then out of the corner of your eye you see a hole...a path...a short-cut. Yes, that's right. San Francisco Rush has short-cuts. And very cool short-cuts at that, including sewers, alleys, broken overpasses, and the rooftops of San Francisco. And all this action is brought to life with colorful 3D graphics that are pumped out by 3Dfx Interactive's VooDoo Graphics Technology. With performance specs exceeding one million



triangles per second, you can imagine the kind of speed this game has to offer.

By the time you read this, San Francisco RUSH should be where you should be, in the arcades, because this is one of the best racers to come out in quite a while. With pinpoint control and stunning graphics, RUSH will challenge as well as amaze.

- **Size:** 2-Player Sit-Down Deluxe
- **Style:** 1 or 2-Player Racing (Up to 8 Players Can Be Linked)
- **Special Features:** High-Flying Jumps, Hidden Short-Cuts, 8 Different Cars, 3 Tracks, 6 Song Soundtrack, 3 Views, Force-Feedback Steering Wheel, Automatic or Manual Transmission Including 4-Speed Tranny with Clutch
- **Created by:** Atari Games
- **Available:** Now at an Arcade Near You



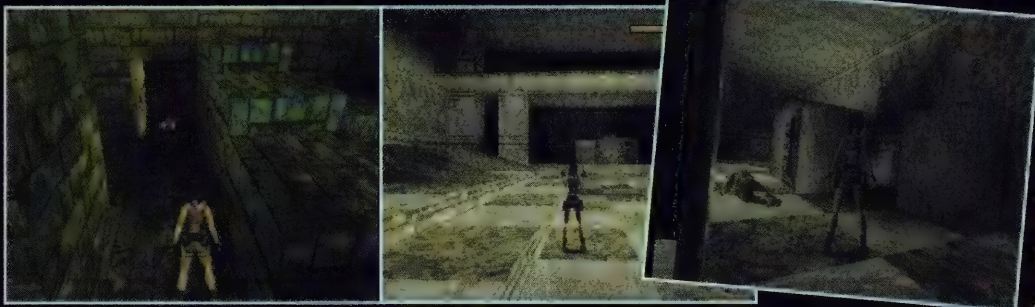
TOMB RAIDER



LEVEL 7 - PALACE MIDAS (GREEK)

One of the more enjoyable levels, you must first explore the area just west of the pool. This takes you to the temple and a switch. Next, go back to the pool and find your way upstairs (north) to the room with towers throughout and a series of gray doors. Each door has a code that corresponds to five switches above. Open each door and complete the appointed tasks. You'll be collecting lead bars. Next, find your way to the garden room. Kill the apes and locate the secret switch hidden among the trees. Then climb to the roof of the structure and enter the Palace Midas room. Stand in front of the hand and turn the lead bars to gold. Use them to end the level.

In November, Game Informer was the first to bring you a six-level strategy guide for Tomb Raider. This month, we're back with the rest. Of course, a game as immense as Tomb Raider might take forty or fifty pages to outline. Instead, this guide will direct your overall



LEVEL 8 - THE CISTERN (GREEK)

Start by entering the main room (you'll know it when you get there) and turning right. Jump and then cliffhanging your way around the main room to the first rusty key. Head east out of the main room, raise the water level, and then find the Gold key through the pool in main room. Then return to where you raised the water level and fall in, this will lead to the second rusty key. Make sure the water is lowered before entering rusty key room to the left (this room contains the second silver key). The rusty key room on the right requires the water level to be raised in order to bypass the spikes. The rest of the level is cake.

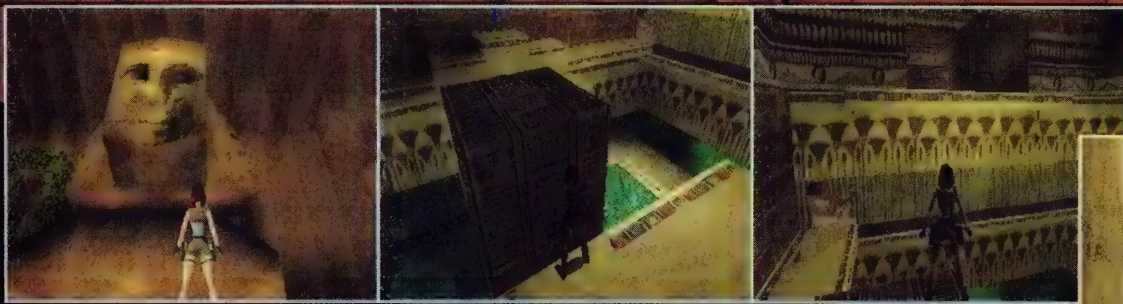
objectives for each level and outline a few of the cooler secrets. Although many tasks can be completed in any order, we recommend you read each level layout before



LEVEL 9 - TOMB OF TIHOCAN (GREEK)

As you make your way along, beware of the bounty hunter. Eventually you'll get to a room with writing tablets on the floor. Push the block onto them and visit all the rooms. After you use the keys and save the game, don't go down the slide. Jump towards the right side of the slope and keep jumping forward along the rocks. You'll come to rest on a platform below, next to a secret room. Line up so your right side is facing the room, then jump right, forward, right, right, back, right to get the goods. When you get to the water, be sure to throw the switch on the cliff, then look for the door underwater below the temple. Be careful of the statues and the bounty hunter as you near the end.

you start that level. Much of the game is spent wandering around and checking things out. This guide is meant to cut down on that frustrating time. Don't be afraid to use your good weapons, you'll probably finish the game with a healthy surplus. Once you finish the game, you can go back and play any level with unlimited weapons. Good luck Tomb Raiders...May the Scion be with you!



LEVEL 10 - CITY OF KHAMOON (EGYPTIAN)

When you get to the sphinx, the sapphire key is found in a passage around back of its head. Open the door between the Sphinx's legs. When you enter the main room, drop down and beware of rolling boulders. Run up the hill and look for a dark passage to find a secret. Next, go into the water. Once in the new room, exit quickly and kill the crocodile. Work your way up by moving the blocks into position. The final switch will open a trap door by the cat statue. When you slide into a dark room with panthers, be sure to look in the dark for a hard to find ledge. Once up on the bridge, walk to the middle ledge and a door will open. You're almost to the end.



Unfortunately, Saturn owners will not be able to execute this handstand.



LEVEL 11 - OBELISK OF KHAMOON (EGYPTIAN)

This level is awesome (but confusing). When you go up through the gold trap door, throw a switch and collect the Eye of Horus. After ascending, throw a switch by the main room, then drop through a hole in floor, slide down a long slide, kill the panther and throw a switch in the first alcove. Then climb the stairs halfway and go through the door, jump to a viny ledge and collect the Ankh. Then go back along viny ledge and throw another switch by the large medpack, return to the original set of stairs and climb them to a newly created chamber. This new switch makes steps out of a ramp immediately outside the room, and a door will open leading to a familiar area. Then walk around the pillars, jump to the center structure, then to the gong (secrets 1 and 2). Hop down and run through a door by the viny ledge, work over to the save game beacon and throw the switch in the corridor. Next, return to the ground and kill some mummies. Get the Scarab and the Seal of Anubis then drop into the water. Find your way through (make sure you have full air, there are pick-ups along the way in alcoves) and pretty soon you'll return to the beginning of the City of Khamoon, where you'll use your four objects!



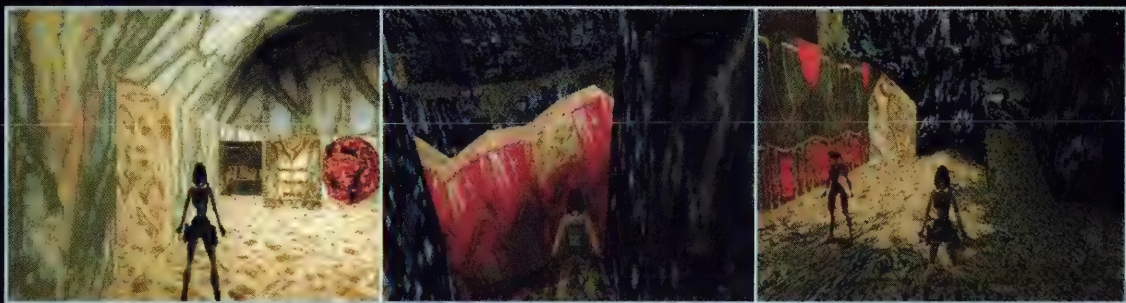
LEVEL 12 - SANCTUARY OF THE SCION (EGYPTIAN)

You can do this level any number of ways, it's all up to you. There are two places to climb the cliff. One is a set of stone pillars, the other is between the paws of the sphinx. Climb both and obtain your items (watch for flying enemies). When you enter the tall door at ground level, go backwards down the slide and hang at end. After you obtain the other Ankh, return to the top of the sphinx and use your items (both key holes are atop the head). After using both Ankhs, look forward into empty space and you'll see a floating set of Magnum clips and the Uzis. Jump to them in a leap of faith. Then do a running jump to the cliff edge and enter the door into the sphinx. Jump into the water and find a tunnel between the feet of the right statue. Solve the next few riddles and you'll come upon the scarab. Beware as you pick it up, there are enemies about.



LEVEL 13 - NATLA MINES (ATLANTEAN)

Start by finding the passage behind the waterfall. When you move the block by the tunnel machine, be sure to look above for a hard to see passage. After you collect the three fuses, use them to drop the cabin. Retrieve your pistols from inside. Hop on top of the cabin, jump to the tunnel, and look up for a secret passage. Next, go back to the boats, through the tunnel machine passage, and kill the bounty hunter. You'll see a switch high atop one wall. With full health, do a running jump towards the switch and hold the Action button. You'll fall, but you'll grab onto a ledge below. Halfway through one of the lava rooms, jump to the tunnel and you'll see a block. Push that block before the boulder gets you and collect the goodies. When you kill the skate punk, be sure to look in all the pits, one of them has water instead of fire. Jump in for a secret. When you find the pyramid, climb to the top and jump against the wall. You'll slide to a switch. This unlocks the end of the level.



LEVEL 14 - ATLANTIS (ATLANTEAN)

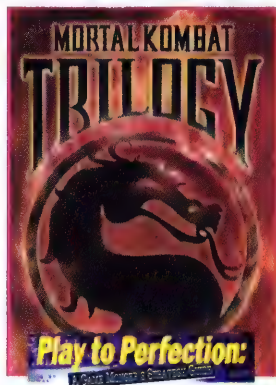
In the room with six pods, find the stairs to the second level and throw all the switches that will allow you to exit. When you exit that room to a new lava room, be sure to hang off the ledge and drop below for a secret stash. In the next room, jump against the cliff and drop and hang in order to find a switch. Then you'll come to a large room with water. Beware of boulders, and use the flat surface of the incline to make your way across it. There's a secret along the top of the incline against the far wall. After throwing one switch, use the switch underwater to activate the red door (it's timed, so hurry). When you make your way to a brown room with a boulder, move the block towards the boulder, exit via the red corridor, then return and the boulder will be stopped short of a tunnel. When you find your way to the large room with a red and yellow bridge in the middle, the key is to look before you leap. Landing on the yellow will be safe. When you eventually come across a long tunnel with three mummy demons, straight ahead as you enter the room will be a pressure plate that opens a door at the top of the corridor. Blast the mummies and hurry to the timed door. Then open the red door through the next tunnel and look for an opening just above it.

Eventually you'll find yourself face to face with an alien who does everything you do. Make her fall into a pit by running the course...simple!!!



LEVEL 15 - THE GREAT PYRAMID (ATLANTEAN)

After a short intro, you'll come face to face with a monster boss. He takes a lot of hits to kill, and the best way to waste him is to keep running circles while pelting him with your Uzis. After you kill him, proceed through the number of block and boulder challenges until you come to a room with brown slanted angles at both ends. Turn right and jump three times across one side only, turn around after the third jump and you'll see a bridge has dropped. Go back and into the secret room, throw the switch twice, leaving it in the up position. Return through the room and continue climbing the pyramid. Most puzzles demand a little study, just take your time and figure them out. After you destroy the Scion, run back out and fall off the bridge to find the hole. At the end of the cliff, fall and execute a back jump. After more boulder puzzles, you'll come to a room with a small pool of water way below. Jump and hang from the collapsing floor then jump into the passage for some booty. To get back, square up to the edge, take a slow step back and dive into the water below. Next you'll battle Jacqueline Natla herself. The end is near, just climb the massive pyramid and slide to safety. Hooray!!



Here's the most complete *Mortal Kombat Trilogy* guide to date. This baby is full of secret kodes, hidden kombatanes, kombat kodes, 'alities, and moves for all the characters. Don't lose this mag, or your kung fu will be forever weak.

KOMBAT KODES

Player 1 Quarter Health - 707-000
 Player 2 Quarter Health - 000-707
 Player 1 Half Health - 033-000
 Player 2 Half Health - 000-033
 Blocking Disabled - 020-020
 Throwing Disabled - 100-100
 Dark Fighting - 688-422
 Unlimited Run - 466-466
 Silent Kombat - 300-300
 Quick Uppercut Recovery - 788-322
 Throwing Encouraged - 010-010

KOMBAT KODE MESSAGES

There is No Knowledge That is Not Power - 123-926
 No Fear - 282-282
 Hold Flippers During Casino Run - 987-666
 Version Check - 999-999
 MK Tour Promo - 000-550
 Don't Jump at Me - 448-844
 Skunk!!! - 122-221
 Watcha Gun Do? - 004-400
 Rain Can Be Found At the Graveyard - 717-313

LEGEND

High Punch - HP
 Low Punch - LP
 High Kick - HK
 Low Kick - LK
 Down - D
 Up - U
 Toward - T
 Away - A
 Run - Rn
 Block - Blk
 Mercy - Use in the third round to do an Animality. Hold Rn, D, D, D, D, Release Rn)

FATALITY DISTANCE

Close - Your sprite must touch the opponent.
 Sweep - Your character must be as far away from the opponent as possible, but still must be able to sweep them down.
 Outside Sweep - Your character must be just outside able to sweep your opponent.
 Anywhere - Wherever you please.
 Halfscreen - From halfway across the screen.
 Far - Anywhere from halfscreen and fullscreen.

BARAKA

Moves
 Blade Fury - A, A, A + LP
 Blade Spark - D, A + HP

Blade Spin - T, D, T + Blk
 Blade Swipe - A + HP
 Double Kick - (Close) HK, HK, HK
 Air Throw - Blk in air

Fatalities

Head Swipe - (Close) A, A, A + HP
 Hack and Chew - (Close) A, T, D, T + LP
 Stage - T, T, D + HK
 Babality - T, T, T + HK
 Friendship - D, T, T + HK
 Animality - Hold HP, T, A, D, T, Release HP
 Brutality - HP, HP, HP, LP, LP, Blk, HK, HK, LK, LK, Blk

Combos

Sabotage - HK, HK, LK, A + HK
 Aggressor - HP, HP, A + HP, T + HP

SMOKE

Moves

Spear - A, A + LP
 Teleport Uppercut - T, T + LK
 Slide - A + LP + Blk + LK
 Air Throw - Blk in air
 Invisibility - Hold Blk, U, U + Rn

Fatalities

Planet Destroyer - (Far) Hold Blk, U, U, T, D
 Digestion - (Outside Sweep) Hold Rn + Blk, D, D, T, U
 Stage - T, T, D + LK
 Animality (Bull) - (Far) D, T, T + Blk
 Babality - D, D, A, A + HK
 Friendship - (Far) Rn, Rn, Rn + HK
 Brutality - LK, LK, HK, Blk, Blk, LP, LP, HP, Blk, Blk

Combos

Destroyer - HP, HP, LP
 Out Take - HP, HP, LK, HK, LP
 Ultimate - Teleport Uppercut, Spear, HP, HP, LK, HK, LP

CYRAX

Moves

Close Grenade - Hold LK, A, A, HK
 Far Grenade - Hold LK, T, T + HK
 Net - A, A + LK
 Teleport - T, D + Blk
 Air Throw - (Opponent in air) D, F, Blk, LP

Fatalities

Helicopter - (Anywhere) D, D, U, D + HP
 Self Destruct - D, D, T, U + Rn
 Stage - Rn, Blk, Rn
 Animality (Shark) - (Close) Hold Blk, U, U, D, D, Release Blk
 Babality - T, T, A + HP
 Friendship - Rn, Rn, Rn, U
 Brutality - HP, HK, HP, HK, HK, HP, HK, HP, HK, LK, LP

Combo

Telethunder - HP, HP, HK, HP, HK, B + HK

ERMAC

Moves

Fireball - D, A + LP
 Teleport Punch - D, A + LP
 Telekinetic Slam - A, D, A + HK

Fatalities

Uppercut - (Close) Rn, Blk, Rn, Rn, HK
 Telekinetic Beast - (Sweep) D, U, D, D, D + Blk
 Stage - Rn, Rn, Rn + LK
 Friendship - (Far) T, T, T + HP
 Animality - (Close) A, A, T, T, LK
 Babality - D, D, A, A, HP
 Brutality - HP, HP, LP, Blk, HK, LK, Blk, HP, LP, LK, HK

Combos

God Slam - HP, HP, D + LP, D + LP
 Bruiser - HK, HK, LK, B + HK
 Fury of St. Dumas - HP, HP, B + LP, HK, D + LK
 Massive Destruction - HP, HP, B + LP,

D, T, LP, Slam, HP, HP, Fireball
 No Peace - LK, LP, Jump Kick, Air
 Teleport, Slam, HP, HP, Fireball

GORO

Moves

Fireball - A, A, A + LP
 Spinning Punch - A, A, T + HK
 Gotcha - T, T + HP
 Taunt - A, A + LK

JADE

Moves

Bladeang Up - A, T + HP
 Bladeang - A, T + LP
 Bladeang Down - A, T + LK
 Glow Kick - D, T + LK
 Projectile Protection - A, T + HK

Fatalities

Staff Shake - (Close) U, U, D, T + HP
 Staff Jab - (Close) Rn, Rn, Rn, Blk, Rn
 Stage - A, T, D + Rn
 Animality (Cat) - (Sweep) T, D, T, T + LK
 Friendship - A, D, A, A + HK
 Brutality - HP, LK, HK, LP, LP, HK, LK, Blk, Blk, HP, HK

Combos

Shake It - HK, HK, LK, A + HK
 Destructor - HP, HP, D + LP, D + HP
 Hack 'N Slice - HP, HP, D + LP, LK, HK, A + LK, A + HK

JAX

Moves

Missile - A, T + HP
 Missiles - T, T, A, A + HP
 Gotcha Grab - T, T + LP (Keep tapping LP for more hits)
 Backbreaker - Blk in air
 Ground Pound - Hold LK
 Dashing Punch - T, T, HK
 Quad Slam - Hold HP When Starting Throw

Fatalities

72 Arm Slice - (Close) U, D, T, U + Blk
 Foot Squash - (Far) Rn, Blk, Rn, Rn + LK
 Stage - D, T, D + LP
 Animality (Lion) - Hold LP, T, T, D, T
 Babality - D, D, D + LK
 Friendship - LK, Rn, Rn + LK
 Brutality - HP, HP, HP, Blk, LP, HP, HP, HP, Blk, LP, HP

Combos

Eradication - HK, HK, A + HK
 Tim Arm Jamboree - HK, HK, D + HP, HP, Blk, LP, A + HP

CLASSIC JAX

Moves

Fireball - D, A + HK
 Ground Pound - Hold LK for 3 sec, Release LK
 Gotcha Grab - T, T + LP (tap LP repeatedly)
 Multiple Bodyslam - LP to throw (tap HP repeatedly)
 Air Fireball - T, D, A + HK in air
 Back Breaker - Blk in air

Fatalities

Head Crush - (Close) Hold LP, T, T, Release LP
 Arm Rip - (Sweep) Blk, Blk, Blk, LP
 Stage - D, T, D + LP
 Babality - D, UP, D, UP + LK
 Friendship - D, D, UP, UP + LK
 Brutality - HP, HP, Blk, HK, LP, LP, HP, Blk, HK, LK, HK, HP

Combos

Lion Grapple - HP, HP, LP, A + HP
 Destructor - LK, LK, LK, HK, LK, A + HK

JOHNNY CAGE

Moves

High Fireball - T, D, A + HP
 Low Fireball - A, D, T + LP
 Shadow Kick - A, T + LK

Shadow Uppercut - A, D, A + HP
 Red Shadow Kick - A, A, T + HK

Fatalities

Uppercut - (Close) D, D, T, T, LP
 Back Breaker - (Close) D, D, T, T, LK
 Stage - D, A, T, T, Blk
 Animality - (Sweep) Hold Blk, D, T, T, HK
 Babality - T, A, A, HK
 Friendship - D, D, D, D, HK
 Brutality - HP, LK, HK, LP, HP, HK, LP, HP, LP, HP

Combos

Flying Kuritso - HP, HP, LP, D + LP
 Hollywood Roll Out - LK, LK, HK, HK, LK
 Mega Thunder - Jump HP, HK, LK, HK, HK, LK

KABAL

Moves

Top Spin - A, T + LK
 Eye Shot - A, A + HP can do in air
 Ground Saw - A, A, A + Rn

Fatalities

Head Inflation - (Sweep) D, D, A, T, Blk
 Soul Scare - (Close) Rn, Blk, Blk, Blk, HK
 Stage - Blk, Blk, HK
 Animality (Rhino) - (Close) Hold HP, T, T, D, T, release HP
 Babality - Rn, Rn, LK
 Friendship - (Outside Sweep) Rn, LK, Rn, Rn, U
 Brutality - HP, Blk, LK, LK, LK, HK, LP, LP, LP, HP, LP

Combos

Masked Fury - LK, LK, HP, HP, HK, A + HK
 Hot Zone - LK, LK, HP, HP, D + LP, D + HP
 The Impaler - LK, LK, HP, HP, D + HP, Jump Kick, Air Fireball

KANO

Moves

Psycho Cannonball - T, D, T + LK
 Knife Throw - D, A + HP
 Knife Uppercut - D, T + HP
 Cannon Ball - Hold LK for 3 seconds, release
 Diagonal Cannonball - T, D, T + HK
 Grab and Shake - D, T + LP
 Throw - Blk in air

Fatalities

Skeleton Put - (Close) Hold LP, T, D, D, T
 Eye Beam - (Sweep) LP, Blk, Blk, HK
 Stage - U, U, A, LK
 Animality (Spider) - (Close) Hold HP, Blk, Blk, Blk
 Babality - T, T, D, D, LK
 Friendship - LK, Rn, Rn, HK
 Brutality - HP, LP, Blk, HP, Blk, HK, LK, Blk, HK, LK

Combos

Senile Red Combo - HP, HP, HK, LK, A + HK

CLASSIC KANO

Moves

Cannonball - Rotate Directional Pad Clockwise
 Knife Throw - Hold Blk, A, T
 Knife Flail - A, T + HP (Keep tapping HP to go longer)

Fatalities

Heart Rip - (Close) Half Circle Toward, LP

Combo

The Shredder - HP, HP, HP, HP

KINTARO

Moves

Gotcha - T, T + HP
 Stomp - D, U
 Taunt - D, D + LK
 Fireball - A, A, T + HP

KITANA

Moves

Fan Throw - T, T, HP + LP
 Fan Wave - A, A, A + HP
 Flying Punch - T, D, A + HP

Fatalities

Kiss of Death - (Close) Rn, Rn, Blk, Blk, LK
 Decapitation - (Close) A, D, T, T, HK
 Stage - T, D, D, LK
 Animality (Rabbit) - (Close) D, D, D, Rn
 Friendship (Bubbles) - D, A, T, T, LP
 Babality - T, T, D, T, HK
 Brutality - HP, HP, Blk, HK, Blk, LK, Blk, LP, Blk, HP, Blk

Combo

Sai Blast - HP, HP, A + LP, T + HP

KUNG LAO

Moves

Double Teleport - D, D, U then Hold or Tap U on the Control Pad
 Hat Throw - A, T + LP
 Teleport - D, U
 Flying Kick - U, D + HK in air
 Spin Shield - T, D, T + Rn and keep tapping Rn

Fatalities

Spin of Death - (Anywhere) Rn, Blk, Rn, Blk, D
 Hat Boomerang - (Sweep) T, T, A, D, HP
 Stage - D, D, T, T, LK
 Animality (Cheetah) - (Close) Rn, Rn, Rn, Blk
 Babality - D, T, T, HP
 Friendship - (Outside Sweep) Rn, LP, Rn, LK
 Brutality - HP, LP, LK, HK, Blk, HP, LP, LK, HK, Blk, LP

Combo

The Assault - Teleport Punch, HP, LP, HP, LP, LK, LK, A + HK

CLASSIC KUNG LAO

Moves

Hat Throw - A, T + LP
 Dive Kick - D + HK in air
 Superman - A, A + T
 Spin Shield - T, D, T + Rn keep tapping RUN to hold spin
 Teleport - D, U

Fatalities

Hat Split - (Sweep) T, T, T, LK
 Hat Decap - (Far) Hold LP, A, T, Release LP
 Stage - T, T, T, HP
 Babality - T, T, A, A, HK
 Friendship (Rabbit in Hat) - A, A, A, D, HK
 Brutality - HP, LP, HK, HK, LP, LP, LP, LK, LK, Blk, HP

Combos

Knuckle Blast - HP, LP, LP, D + LP
 Compact Death - LK, LK, HK, HK, A + HK

LIU KANG

Moves

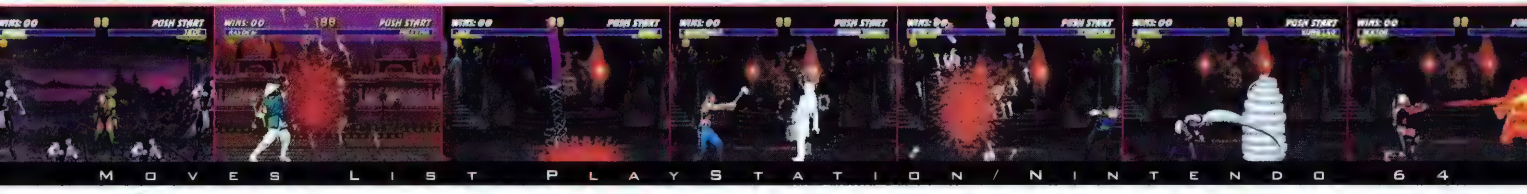
High Fireball - T, T + HP can be done in air
 Low Fireball - T, T + LP
 Flying Kick - T, T + HK
 Bicycle Kick - Hold LK 3 seconds, Release LK

Fatalities

Flame Engulf - (Anywhere) T, T, D, D, LK
 MK1 Drop - (Anywhere) U, D, U, U, Blk + Rn
 Stage - Rn, Blk, Blk, LK
 Animality (Dragon) - (Sweep) D, D, U
 Babality - D, D, T, D, HK
 Friendship - Rn, Rn, Rn, D + Rn
 Brutality - HP, LP, HP, Blk, LK, HK, LK, HK, LK, HK, LP, LP, HP

Combos

Wrap Around Combo - HP, HP, A + LP, Jump Kick, Air Fireball, Flying Kick



MOVES LIST PLAYSTATION / NINTEENDO 64

Dragon Fist - HP, HP, Blk, LK, LK, HK, LK

MILEENA
Moves

Sai Throw - Hold HP for 3 seconds then release can be done in air
Teleport Kick - T, T + LK
Roll - A, A, D + HK

Fatalities

Man-Eater - (Close) D, T, D, T, LP
Nail em! - (Far) A, A, T, A, LK
Stage - D, D, D, LP
Animality (Skunk) - T, D, D, T, HP
Babality - D, D, T, T, HP
Friendship - D, D, A, T, HK
Brutality - HP, LP, LP, HP, Blk, HK, LK, LK, HK, Blk, HP, D + LP

Combos

Dimensional Rip - HP, HP, U + LP, D + HP
Blaster Combo - HP, HP, HK, HK, U + LK, U + HK

MOTORO
Moves

Teleport - D, UP
Fireball - T, D, A + HP
Goicha - T, T + HP
Throw - T + LP

NIGHTWOLF
Moves

Arrow - D, A + LP
Hatchet Uppercut - D, T + HP
Shoulder Charge - T, T + LK
Projectile Reflect - A, A, A + HK

Fatalities

Moon Beam - (Close) U, U, A, T, Blk
Lightning Hatchet - (Far) A, A, D, HP
Stage - Rn, Rn, Blk
Animality (Wolf) - (Close) T, T, D, D
Babality - T, A, T, A, LP
Friendship (MK2 Drop) - Rn, Rn, Rn, D (Outside Sweep)
Brutality - HP, HP, HK, LK, LK, Blk, Blk, LP, LP, HP, HK

Combos

Moon Assault - HK, HK, A + HK
Breaker Combo - LK, HP, HP, LP, Hatchet, Hatchet, Arrow

NOOB SAIBOT
Moves

Ghost Fireball - D, T + LP
Teleport Slam - D, U
Body Double - T, T + HP

Fatalities

Bouncing Death - (Close) D, D, UP, Rn
Cloud of Death - (Sweep) A, A, T, T, HK
Stage - T, D, T, Blk
Babality - D, T, T, T, LP
Friendship - T, T, A, HP
Animality - A, T, A, T, HK
Brutality - HP, LK, LP, Blk, LK, HK, HP, LP, Blk, LK, HK

Combos

Shadow Kick - HK, LK, LK, LK
Hidden Movement Combo - HP, HP, LP, HK

CLASSIC SUB-ZERO
Moves

Freeze - D, T + LP
Ground Freeze - D, A + LK
Slide - A + LP + BLK + LK

Fatalities

Head Rip - (Close) D, D, D, T, HP
Ice Spike - (Close) D, T, T, T, HP
Stage - T, D, T, HP
Brutality - HP, LP, HP, Blk, LK, LK, HK, HK, LP, HP, LP

Combos

Frozen Heat - HP, HP, LP, D + HP
Ice Chopper - HP, HP, LK, A + HK, T + LK

Hyper Attack - Jump Kick, Ground Freeze, HP, HP, LP, D + HP
Fast Fury - HP, HP, D + LP, D + HP, Jump Kick, Slide

RAIN
Moves

Lighting Bolt - A, A + HP
Blue Orb - D, T + HP

Fatalities

Upside-down Uppercut - (Close) T, T, T, D, HP
Lightning - (Sweep) D, D, A, T, HK
Babality - T, A, A, HP
Friendship - D, T, T, T, LP
Animality - (Close) Blk, Blk, Rn, Rn, Blk
Brutality - HP, HP, Blk, LK, Blk, LK, LK, HK, Blk, LP

Combos

Lighting Combo - HP, HP, LP, HP
Storm Front - Lightning, Blue Orb, A + HK, D + HP
Concussion Attack - HK, HK, LK, HK, A + HK

RAYDEN
Moves

Lightning Blast - D, T + LP
Reverse Lightning Blast - D, A + LP
Superman - A, A, T can be done in air
Electric Grab - Hold HP for 3 seconds, Release
Teleport - D, U

Fatalities

Exploding Uppercut - (Close) Hold HP for 5 seconds, Release HP
Electrocution Explosion - (Close) Hold LK for 5 seconds, Release LK, tap Blk + LK repeatedly
Stage - D, D, D, HP
Babality - D, D, U, HK
Friendship - D, A, T, HK
Animality - D, T, D, HK
Brutality - HP, HP, LK, LK, LK, HK, LK, LP, LP, Blk, Blk

Combos

Electro Shock - HP, HP, LP, T + HP
Quick Annihilate - HK, HK, LK, A + HK
Superman Combo - HP, HP, LP, LP, Jump Kick, Superman
Shocker - Reverse Lightning, HP, HP, LP, LP, Jump Kick, Superman

CLASSIC RAYDEN
Moves

Lightning Blast - D, T + LP
Superman - A, A, T
Teleport - D, U

Fatalities

Electrocution - (Close) T, A, A + HP
Brutality - HP, HP, HP, HP, Blk, HK, HK, LP, HP, HP, HP

Combos

History Lesson - HK, HK, A + HK
The Pounder - HP, D + LP, D + LP, D + LP

REPTILE
Moves

Acid Spit - T, T + HP
Fast Forceball - T, T, HP + LP
Slow Forceball - A, A, HP + LP
Elbow Dash - A, T + LK
Slide - A + LP, A + LK + LK
Invisibility - UP, UP, D + HK

Fatalities

Body Snack - (Sweep) A, A, D, Blk
Acid Melt-down - (Sweep) T, T, U, U, HK
Stage - Rn, Blk, Rn, Blk, Blk
Animality (Chimpanzee) - D, D, D, U, HK
Babality - T, T, A, D, LK
Friendship - D, T, T, A, HK
Brutality - HP, Blk, HK, HK, Blk, HP, LP, LK, LK, Blk, HP

Combos

Mega Lizard Lash - HP, HP, HK, A + HK
Reptilian Massacre - HP, HP, D + LP, Fast Forceball, HP, HP, Elbow Dash, Uppercut

SCORPION
Moves

Spear - A, A + LP
Teleport Punch - D, A + HP
Forward Teleport Punch - D, T + HP
Air Throw - Blk in air

Fatalities

Hand From Hell Fatal - (Sweep) T, T, T, A, LP
Toasty - (Sweep) D, D, D, UP, HK
Stage - T, T, UP, UP, LP
Animality (Penguin) - (Close) T, UP, UP, HK
Babality - D, A, A, T, HP
Friendship - A, T, T, A, LK
Brutality - HP, HP, Blk, HK, HK, LK, HK, HP, LP, HP

Combos

The Abuser - HP, HP, HK, A + HK
The Human Harpoon - Deep Jump Kick, Teleport Punch, Reverse Teleport Punch, Spear, HK, HK, LK, LK

SEKTOR
Moves

Missile - T, T + LP
Two Missiles - A, A, T + LP
Heat-Seeker Missile - T, D, A + HP
Teleport Uppercut - T, T + LK (can be done in air)

Fatalities

Compactor - (Sweep) LP, Rn, Rn, Blk
Flame Thrower - (Far) T, T, Toward to Away, Blk
Stage - Rn, Rn, Rn, D
Animality (Bat) - (Close) T, T, D, U
Babality - A, D, D, D, HK
Friendship - (Outside Sweep) Rn, Rn, Rn, D
Brutality - HP, HP, Blk, Blk, HK, HK, LK, LK, LP, LP, LP, Blk

Combos

Cyber Attack - Jump Kick, Air Teleport, Walk in HP, Missile
Bombs Away - HP, HP, D + LP, Walk in HP, Missile
Master Blaster - HP, HP, HK, HK, A + HK

SHANG TUNG
Moves

Flaming Skull - A, A + HP
2 Flaming Skulls - A, A, T + HP
3 Flaming Skulls - A, A, T, T + HP
Eruption - T, A, A + LK

Morphs

Shao Kahn - D, A, T + HK
Goro - A, A, A + LK
Kintaro - Hold LP for 3-5 seconds, Release LP
Classic Kano - Rotate controller pad counter clockwise
Rayden - A, A, T + LK
Baraka - D, D + LK
Johnny Cage - A, A, D + LP
Rain - Rn, Blk + LK
Human Smoke - D, D, T, T + LP
MK2 Jax - D, T, A + HK
MK1 Rayden - A, A, T + Rn
Noob Saibot - T, T, D, A + HK
MK2 Kung Lao - A, D, A + HK
Motaro - T, D, A + HP
Cyborg Smoke - T, T + LP
Classic Sub-Zero - Blk, Blk, Rn, Rn
Cyrax - Blk, Blk, Blk
Errac - D, D, U
Jade - T, T, D + Blk
Jax - T, T, D + LP
Kabal - LP, Blk, HK
Kano - A, T + Blk
Kitana - T, D, T + Rn
Kung Lao - Rn, Rn, Blk, Rn
Liu Kang - T, D, A, U, T

Mileena - Rn, Blk, HK
Nightwolf - U, U, U
Reptile - Rn, Blk, Blk, HK
Sektor - D, T, A + Rn
Scorpion - D, D, T + LP
Sheeva - T, D, T, LK, LK
Sindel - A, D, A + LK
Sonya - D + Rn + LP + Blk
Stryker - T, T + HK
Sub-Zero - T, D, T + HP

Fatalities

Bed O' Nails - (Close) Hold LP, D, T, T, D, Release LP
Soul Stealer - (Close) Hold LP, Rn, Blk, Rn, Blk, Release LP
Stage - U, U, A, LP
Animality (Cobra) - (Sweep) Hold HP, Rn, Rn, Rn, release HP
Babality - Rn, Rn, Rn, LK
Friendship - LK, Rn, Rn, D
Brutality - HP, Blk, Blk, Blk, LK, HP, LP, LP, Blk, Blk, Blk

Combos

Soul Master - HK, HK, A + HK
Flying Cobra - LK, HP, HP, LP, A + HK

SHAO KAHN
Moves

Grab & Punch - T, T + HP
Hammer - A, T + HP
Fireball - A, A, T + LP
Shadow Charge - D, T + LP
Shadow Knee - D, T + HP
Laugh - D, D + HK
Taunt - D, D + LK

SHEEVA
Moves

Fireball - D, T, HP
Teleport Stomp - D, U
Ground Stomp - A, D, A, HK

Fatalities

Ground Pound - (Close) T, D, D, T, LP
Skinner - (Close) Hold HK, A, T, T, release HK
Stage - D, T, D, T, LP
Animality (Scorpion) - (Close) Rn, Blk, Blk, Blk, Blk
Babality - D, D, D, A, HK
Friendship - T, T, D, T, HP
Brutality - HP, LP, Blk, LK, HK, Blk, HK, LK, Blk, LP, HP

Combos

Four Arm Assault - HP, HP, LP, T + HP, Walk in HP, HP, Fireball
Beasty Combo - HP, HP, LP, HK, HK, LK, A + HK

SINDEL
Moves

Fireball - T, T + LP
Two Fireballs - A, A, T + LP
Air Fireball - D, T + LK in air
Shriek Wave - T, T + HP
Levitate - A, A, T + HK press Blk to land

Fatalities

Death Shriek - (Sweep) Rn, Blk, Blk, Rn, Blk
Hair Spin - (Sweep) Rn, Rn, Blk, Rn, Blk
Stage - D, D, D, LP
Animality - T, T, U, HP
Babality (Wasp) - Rn, Rn, Rn, U
Friendship - Rn, Rn, Rn, Rn, U
Brutality - HP, Blk, LK, Blk, LK, HK, Blk, HK, LK, Blk, HK, LK, Blk, LP

Combos

Hair Buster - HK, HK, A + HK
Swarm Attack - HK, HP, HP, LP, HK
Necro Dance - HK, HP, HP, D + HP, Jump Kick, Air Fireball

HUMAN SMOKE
Moves

Teleport - D, A + HP
Spear - A, A + LP
Air Throw - Blk in air

Fatalities

Inside to Out - (Outside Sweep) T, T, A, Rn
Uppercut Decapitation - (Close) Rn, Blk, Rn, Rn, HK
Stage - T, U, U, LP
Babality - D, A, A, T, HP
Animality - (Half Screen) T, T, T, A, HK
Friendship - D, T, T, T, Rn
Brutality - HP, LK, LK, HK, Blk, Blk, LP, LP, HP, HP, Blk

Combos

Chest Pump - HP, HP, U + LP
Smoking Death - HP, HP, HK, A + HK
Destructor - HK, HK, LK, A + HK
Smog Assault - LK, LP, Jump Kick, Air Teleport, Spear
Total Destruction - LK, D + LP, D + HP, Jump Kick, Teleport, Spear

SONYA
Moves

Ring Toss - D, T + LP
Leg Grab - D + LP + Blk
Square Wave Punch - T, A + HP
Upward Bicycle Kick - A, A, D + HK

Fatalities

Kiss of Death - (Anywhere) A, T, D, D, Rn
Purple Bubble - (Full Screen) Hold Rn + Blk U, U, A, D
Stage - T, T, D, HP
Animality (Hawk) - (Close) Hold LP, A, T, D, T, release LP
Babality - D, D, T, LK
Friendship - A, T, A, D, Rn
Brutality - HP, LK, Blk, HK, LP, Blk, HP, LP, Blk, HK, LK

Combos

Heel Buster - HK, HK, A + HK
Blonde Fury - HP, HP, U + LP, Jump Kick, Leg Grab

STRYKER
Moves

High Grenade - D, A + HP
Two High Grenades - T, D, A + HP
Low Grenade - D, A + LP
High Low Grenade - T, D, A + LP
Nightstick Toss - T, T + HK
Nightstick Trip - T, A + LP
Gun - A, T + HP

Fatalities

Bomb Strap - (Close) D, T, D, T, Blk
Taser Gun - (Far) T, T, T, LK
Stage - T, U, U, HK
Animality (T-Rex) - (Sweep) Rn, Rn, Rn, Blk
Babality - Rn, Rn, LK
Friendship - LP, Rn, Rn, LP
Brutality - HP, LP, HK, LK, HP, LP, LK, HK, HP, LK, LK

Combo

Nuclear Assault - LK, HP, LP, Gun, Run in HP, HP, Nightstick Toss

SUB-ZERO
Moves

Freeze - D, T, LP
Ice Shower - D, T, HP
Ice Clone - A + LP, can be done in air
Slide - A + LP + Blk + LK

Fatalities:

Body Breaker - (Close) Blk, Blk, Rn, Blk, Rn
Ice Breath - (Sweep) A, A, D, A, Rn
Stage - A, D, T, T, HK
Animality (Polar Bear) - (Close) T, U, U
Babality - D, B, A, HK
Friendship - LK, Rn, Rn, U
Brutality - HP, LK, HK, LP, HP, HK, HK, HK, HP, LP, HP

Combo

Winter Wonder Attack - HP, HP, LP, LK, HK, A + HK

MOVES LIST PLAYSTATION / NINTEENDO 64



SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



Spot Goes to Hollywood – PlayStation

Cool Menu – At the title screen press **▲, Up, Right, Down, Left, ▲, Left, Down, Right, Up,** and **▲**. Entering this will unlock the Level Select.

See All FMV – At the Level Select Screen (through the Cool Menu) hold down **■** and press **Start** to see all the zany Spot flicks.

50 Lives – This code only works if the Cool Menu has been activated. While in game, pause and hit the **■** button to raise your chances to fifty.

*“Virtua Gap Boy 97”
Minneapolis, MN*

Tecmo World Golf – PlayStation

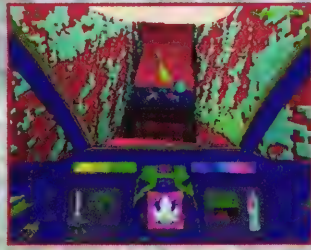
T2 Character – Enter R. Masel at the Customize Player Menu. Choose Bob Taylor as your golfer and start a game. At the “Now Loading” screen press **Left, Up, Right, Down, R1**. The game will start with a metallic player in your space.

Move Cup Position – During the game, go to **Options** and highlight the **Function** icon. Select **Time** and change the clock to **15:14:38** and press **▲ + ●**. Now move the cup to where you desire.

Move the Ball – During the game, go to the **Options** and highlight the **Function** icon. Select **Time** and change the clock to **06:19:56** and press **▲ + ✖**. Now move the ball to where you desire.

Change Wind Direction – During the game, go to the **Options** and highlight the **Function** icon. Select **Time** and change the clock to **12:34:56** and press **▲ + ●**. Now change the wind direction and speed to where you want it.

*Jonathan Greer
Arkane, AK*



Descent – PlayStation

Funky Colors – During gameplay, don't pause and press this combo: **■, ▲, ●, ■, ■, ▲, ●, ●, ■, ▲, ■, ✖, ▲, ✖, ■, ▲**. Keep entering this code to observe a true showing of brilliant Crayola color amusement.

*“The Star Wars Disco Guy”
Fargo, ND*

World Series Baseball 2 – Saturn

New Camera Angles – Go to the Homerun Derby and after the ball is smacked though the air, press the **Right Button** to change the view on the fly. Not too exciting, but it does add some action to baseball that doesn't involve a feathered mascot.

*David Duncan
Denver, CO*

Rise of the Robots 2 – PlayStation

Here's an upper for those of you who purchased Rise 2 – hidden characters! Enter all three of these at the Character Select screen.

Assault – Right, Up, Up, Right, Down, Right, Up, Up

Mayhem – Left, Right, Down, Left, Up, Left, Down, Left, Down

Vitriol – Left, Left, Left, Up, Up, Down, Left, Left, Down, Down

*Matt Modine
Chicago, IL*

Namco Museum Vol. 2 – PlayStation

Grobda

Stage Select – To access a stage select, go to the **Grobda Title Screen** and press and hold **L1, L2, R1,** and **R2**. Now, press **Start**. If entered correctly, a secret screen will appear revealing a magical Stage Select.

*Mike Winthrop
Harlesburg, KY*



Brain Dead 13 – PlayStation

Final Room Code – At the Password Screen enter in this code to go to the final room: **AAAABLJFSIMON**.

What to do in the Final Room – Left, Left, Left, Left, Down, Up, Left, Left, Right, Right, Down, Left, Right, Down, Fire, Right, Up, Down, Fire, Down, Fire, Fire, Fire, Fire

Alternate Ending in the Final Room – Left, Right, Right, Down, Left, Right, Down, Fire, Right, Up, Down, Fire, Down, Fire, Fire, Fire, Fire

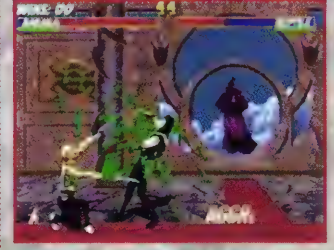
*Jimmy “The Goober” Garrity
Lanham, MD*

Sim City 2000 – PlayStation

One Million Dollar Code – Enter either a new or saved game and highlight the **City Info** icon. Enter this menu and access the **Budget** icon. Once the Budget menu appears press and hold **R1**. Now, while holding **R1**, press **✖, ●, ▲, ■**, and release **R1**. Now, press and hold **L1**. While holding **L1**, press **✖, ●, ▲, ■**, and release **L1**. Now, press and hold **R2**, and hit **✖, ●, ▲, ■**, release **R2**. Finally, press and hold **L2**, and hit **✖, ●, ▲, ■**, release **L2**. Once entered, the town will scream for joy over your accomplishment.

Slot Machine – First, enter a new game and build a marina next to your basin of water. Now, go to the **Budget** icon and turn on the **Legalize Gambling** option under the **City Ordinance Menu**. Finally, leave the menu and return to the meat of the game and locate the sail boat. Place your cursor on the tiny boat and press the **Left Button**. Doing this will bring up a slot machine on your screen. Use the **C Button** to stop each column. The winnings are well worth the effort.

*“The VidMan”
Uptown, MN*



Mortal Kombat Trilogy – PlayStation

Access Chameleon – Choose any male ninja and hold down these buttons until the match starts: **Left, R1, R2, ▲, ■**.

Open the ? – Enter the Options menu and hold **Up, R1, R2, L1, L2** until the screen shakes. Inside are one hit Fatalities (buttons listed below).

One Hit Fatality Legend –

Fatality 1 – HK

Fatality 2 – LK

Animality – R2 or L2

Babality – LP

Friendship – R1 or L1

Brutality – HP

Stage Select – Highlight Sonya and press **Up** and **Start**.

Random Select – At the Character Select screen press **Up** and **Start**.

Play As Classic Characters – Highlight any character from MK2 and hit select.

*“The GI Staff”
Eden Prairie, MN*

3D Lemmings – PlayStation

Enter these codes at the title screen.

Space FMV – SPACEAAA

Egypt FMV – EGYPTAAA

Military FMV – ARMYAAAA

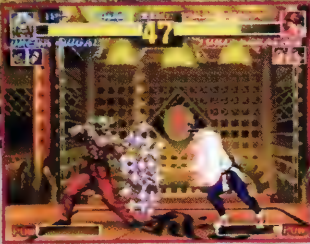
Secret FMV – MAZEAAAA

*“Johnny Totin” Red Shoe”
Houston, TX*

Sony PlayStation Sampler Vol. 3 – PlayStation

Hidden Goodies – At the **Game Select Menu** press **L1** or **R1** on any or all of the games featured. If you enter the designated code for the game while still on the game's icon you'll be warped to either a special sneak peek movie or codes for the game. The secret previews even include a special clip of ID4 for the PS-X. Way cool!

*John Hanold
Hawthorn Woods, IL*



King of Fighters '95 – PlayStation

Unlock the Secret Characters – At the Character Select Screen in Team Battle Mode press and hold **Start**. Then, while still holding **Start** press **Up** and **●**, **Right** and **■**, **Left** and **✕**, and **Down** and **▲** to unlock these deadly fighters.

*Todo Mortelli
Bronx, NY*

Tomb Raider – PlayStation

Weapon Cheat – Enter the Inventory Screen and hit: **L1**, **▲**, **R2**, **L2**, **L2**, **R2**, **●**, **L1** to bring up all the weapons and infinite ammo.

*Kelly Laurie
Ellsworth, WI*

Mortal Kombat Trilogy – N64

The “Mor Kombat Kode” – At the Title Screen press **C** button-up arrow, **C** button-right arrow, **C** button-down arrow, **Right** Button, **Left** Button.

*Brian Hawley
Kenosha, WI*

Madden NFL '97 – Saturn

Secret Teams – Go to the Team Selection prompt and hold **Z** and press **X** to select a random team. Do this over and over again, and some hidden teams will appear.

*“The Rhino”
Toledo, OH*

NIGHTS – Saturn

Mess With the Sound – Pause the game and simultaneously press the **L** Button, the **R** Button and **Y**.

PC Stuff – Interestingly enough, there are several pictures packed into this game that can be used on the PC. Pop the NIGHTS disc into your CD-ROM and bring up the NIGHTS “EXTRA” directory. Inside this there are two other files, “16M” and “256”. Open these and check out the NIGHTS pictures of gameplay and still.

Quick Brake –

To stop immediately press the **L** and **R** Buttons simultaneously.

*Timothy Zahn
Jerrid, NH*



Ultimate Mortal Kombat 3 – Genesis

Cheats, Secrets, and Killer Codes – Go to the **Main Menu** and press **A**, **C**, **Up**, **B**, **Up**, **B**, **A**, **Down**. These menus contain everything from hidden characters to a continue toggle.

*Brett, The Wicked Gamer
Simpsonville, SC*

Killer Instinct Gold – Nintendo 64

Gold Characters – Here’s a little cheat that Nintendo threw our way the last time they were in town. To access the hidden color (Gold), first set the game to the Expert level (the hardest difficulty), now finish all five techniques in the Training Mode with at least B’s in every category. After this is accomplished, enter the Arcade Mode and choose the same character you used in the Training Mode and scroll to the new color (Gold).

*“The GI Staff”
Eden Prairie, MN*

Madden NFL '97 – SNES

EA Team – At the **Team Select** Menu, highlight the **Carolina Panthers** and hit **Left**, **A**, **Right**, **Right**, **Y** to access the EA Sports Team.

*Topher
Xband Game Network*

Black Dawn – PlayStation

Enter all codes while the game is paused.

Max Fuel and Armor – Select, **L2**, **Select**, **R2**, **▲**, **▲**, **▲**, **●**

Max Weapons – Select, **L2**, **Select**, **R2**, **L1**, **L2**, **R1**, **R2**

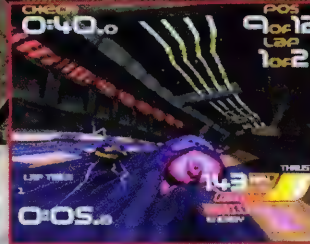
Summon Wingman – Select, **L2**, **Select**, **R2**, **■**, **■**, **■**, **●**

Cycle Gun Modes – Select, **L2**, **Select**, **R2**, **Select**, **Select**

Screen Shot Mode – Select, **L2**, **Select**, **R2**, **Down**, **R1**, **R2**

Mission Complete – Select, **L2**, **Select**, **R2**, **▲**, **▲**, **▲**, **Down**, **Down**, **Down**

Upgrade Current Weapon – Select, **L2**, **Select**, **R2**, **L1**, **L1**, **R1**, **R1**



Wipeout XL – PlayStation

Fly as a Creature – To man the helm of a pig, snail, bee, alien, or a shark (w/Piranha) enter this code carefully. When the game is loading (the two intro PlayStation screens) hold down these buttons: **L1**, **R2**, **Select**, and **Start** until the title screen appears. You’ll know this code worked because the game will load twice as long. From this point on all of the vehicles should be changed to wacky animals.

*Kelly Laurie
Ellsworth, WI*

Wipeout XL – PlayStation

Piranha Ship – Hold down **Select**, **L1** and **R1** at the Title Screen menu and press **✕**, **✕**, **✕**, **✕**, **●**, **▲**, **■**

Phantom Class – Hold down **Select**, **L1** and **R1** at the Title Screen menu and press **▲**, **▲**, **▲**, **●**, **●**, **●**

Track Cheat – Hold down **Select**, **L1** and **R1** at the Title Screen menu and press **■**, **●**, **▲**, **●**, **■**

Mini Gun – Hold down **Select**, **L1** and **R1** while the game is paused and press **■**, **●**, **✕**, **■**, **●**, **✕**, **▲**

Infinite Energy – Hold down **Select**, **L1** and **R1** while the game is paused and press **▲**, **✕**, **■**, **●**, **▲**, **✕**, **●**

Infinite Weapons – Hold down **Select**, **L1** and **R1** while the game is paused and press **✕**, **✕**, **■**, **●**, **●**, **▲**

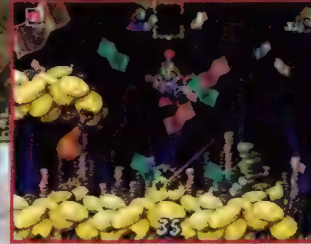
Infinite Time – Hold down **Select**, **L1** and **R1** while the game is paused and press **▲**, **■**, **●**, **✕**, **▲**, **■**, **●**, **✕**

*“The Rhino”
Toledo, OH*

Wipeout XL – PlayStation

Master Code – At the Password Screen enter **■**, **●**, **■**, **▲**, **●**, **▲**, **✕**, **■**, **✕**, **✕**, **■**, **●**, **▲**, **■** to unlock the Piranha ship, golds on all tracks, and all the hidden tracks.

*Kevin Jr. 14
AOLville, COM*



The Adventures of Lomax – PlayStation

Enter all these codes at the Password screen.

Level 3 –

■, ■, ■, ▲, ✕, ■, ●, ▲

Level 4 –

▲, ●, ■, ▲, ●, ■, ●, ✕

Level 5 –

✕, ●, ✕, ▲, ✕, ■, ●, ✕

Level 6 –

■, ✕, ▲, ●, ●, ●, ●, ✕

Level 7 –

✕, ▲, ●, ●, ●, ■, ●, ✕

Level 8 –

▲, ▲, ■, ●, ●, ■, ●, ✕

Level 9 –

✕, ●, ✕, ●, ✕, ✕, ●, ✕

Level 10 –

▲, ■, ▲, ■, ✕, ✕, ●, ✕

Level 11 –

●, ■, ●, ■, ✕, ✕, ●, ✕

Level 12 –

■, ■, ■, ■, ✕, ■, ●, ■

Level 13 –

✕, ✕, ✕, ■, ✕, ✕, ●, ■

Level 14 –

■, ▲, ●, ✕, ✕, ▲, ■, ✕

Level 15 –

●, ▲, ■, ✕, ✕, ▲, ■, ✕

Level 16 –

▲, ▲, ✕, ✕, ✕, ▲, ■, ✕

Level 17 –

■, ✕, ▲, ▲, ■, ▲, ■, ✕

Level 18 –

✕, ✕, ●, ▲, ■, ▲, ■, ✕

Level 19 –

▲, ✕, ■, ▲, ■, ▲, ■, ✕

Level 20 –

●, ✕, ✕, ▲, ■, ▲, ■, ✕

Level 21 –

■, ■, ▲, ●, ■, ▲, ■, ✕

Level 22 –

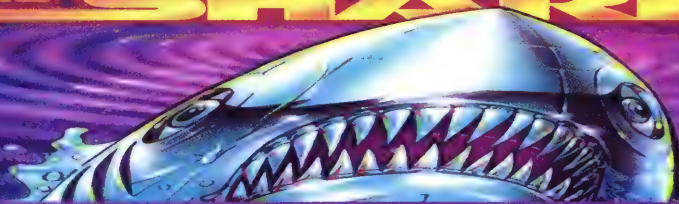
✕, ■, ●, ●, ■, ▲, ■, ✕

*Steven Holtzer
McGregor Range, NM*

PilotWings 64 – Nintendo 64

Mario Face Lift – This may not be a special code, but it certainly is fun to use. Get to class B with the Gyro Copter and fly up to Mt. Rushmore. Shoot Mario in the nose or in the eyes and he’ll magically turn into his evil nemesis – Wario.

*Mark Toth
Ipswich, MA*



Wipeout XL – PlayStation

- Always Have Rockets – 80111246 0101
- Always Have Missiles – 80111246 0202
- Always Have Mines – 80111246 0303
- Always Have Electro Bolt – 80111246 0505
- Always Have E-Pak – 80111246 0606
- Always Have Autopilot – 80111246 0707
- Always Have Turbo – 80111246 0909
- Always Have Quake Disruptor – 80111246 0C0C
- Always Have Thunder Bomb – 80111246 0E0E
- Always Have Gatling Gun – 80111246 0F0F
- Always Have Shield – 80111246 0808
- Always Have Right Side-Mounted Rockets – 80111246 0A0A

King of Fighters '95 – PlayStation

- Infinite Health – 8008B454 00CF
800BCFA0 00CF

Alien Trilogy – Saturn

- Master Code (Must Be Entered) – F6000914 C305
B6002800 0000
- Auto-Mapper – 1606CE26 0084
- Infinite Shotgun Shells – 1606CE32 0028
- Shotgun – 1605AAFE 003C
- Infinite Batteries – 1606CE442 0001
- Infinite Charges – 1606CE40 0002
- Acid Vest – 1606CE2A 0064
- Pulse Rifle – 1605AB02 0001
- Pulse Rifle Ammo – 1606CE34 0040
- Infinite Grenades – 1606CE38 0005



Beyond the Beyond – PlayStation

- Infinite Cash – 80103884 FFFF
- Level Up (Annie) – 801149F0 FFFF
- Level Up (Percy) – 80114A78 FFFF
- Level Up (Percy) – 80114B00 FFFF
- Level Up (Samson) – 80114B88 FFFF
- Level Up (Edward) – 80114C98 FFFF

Final Doom – PlayStation

- Full Map – 800AB34C 0001
- Rapid Fire – 800AB3F8 0001
- Shotgun – 800AB388 0001
- Infinite Shotgun Shells – 800AB3A8 03E7
- Super Shotgun – 800AB38C 0001
- Rocket Launcher – 800AB394 0001
- Infinite Rockets – 800AB3B0 03E7



Fade To Black – PlayStation

- Infinite Health – 801C0330 07D0
- Infinite Air Mines – 801CEE88

World Series Baseball 2 – Saturn

- Master Code (Must Be Entered) – F6000914 C305
B6002800 0000
- Home Team Wins – 160F419A 0032
- Away Team Wins – 160F41BA 0032



Project Overkill – PlayStation

- Infinite Health – 800997B6 0164
800997DA 0064
- Infinite Ammo – 800997DC 6464
800997DE 0064
- Green Key – 8005BDA0 0001
- Orange Key – 8005BDA0 0001

Casper – PlayStation

- Infinite Health – 8007F01C 0064
8007F02C 0064
- Brass Key – 8007EA28 0001
- Iron Key – 8007EA2C 0001



Three Dirty Dwarves – Saturn

- Master Code (Must Be Entered) – F6000914 C305
B6002800 0000
- Infinite Skills – 1604B85E 0007

Robo Pit – Saturn

- Master Code (Must Be Entered) – F6000914 C305
B6002800 0000
- Infinite Health – 1609D698 0090
1609D6E8 0090
- Infinite Health Player 2 – 160A09E4 0090
160AA7EA 0090
- No Health Player 2 – 160A09E4 0000
160AA7EA 0000

NCAA GameBreaker – PlayStation

To access these codes you'll first have to unlock the Easter Egg menu. To do this, press L1, R1, L2, R2 at the Title Screen.

- Large Players – "Giants"
- Tiny Players – "Midgets"
- Large GB Players – "Big GB"
- Kicks Are Longer – "Big Foot"
- Kicks Are Shorter – "Little Foot"
- QB Throws Farther – "Big Arm"
- QB Throws Shorter – "Little Arm"
- QB Monster Throws – "Cannon"
- Catch Better – "Hands"
- Faster Speed Bursts – "Flash"
- Runners Turn Better – "Jukes"
- More Interceptions – "Interceptions"
- More Fumbles – "Fumbles"
- Better Tackling – "Tackles"
- Harder Hits – "Rock Em"
- Make All Players Healthy – "Healthy"

- Better Blocking – "Blocking Up"
- Worse Blocking – "Blocking Down"
- Stronger Swim Move – "Swim Up"
- Weaker Swim Move – "Swim Down"

- More Flip Hits – "Circus Flip"

- Very Windy – "Tornado"
(Wind Option Must Be On)

- Heavy Rain – "Hurricanes"
(Rain Option Must Be On)

- Heavy Snow – "Blizzard"
(Snow Option Must Be On)

- Copper Team Color – "Copper"
- Silver Team Color – "Silver"
- Gold Team Color – "Gold"

- Platinum Team Color – "Platinum"
- Computer is Slow – "Slow CPU"

- Change Team Ranking – "Politics"
- Floating Ball – "Helium"

- Tight Coverage – "Tight Cover"
- Worse Coverage – "Loose Cover"

- More Injuries – "Injuries Up"
- Bigger Ref – "Big Ref"

- Tougher Computer – "Angry CPU"
- Destructive Computer – "Cruel CPU"

- Strong Defensive – "Jack T"
- Faster Clock – "Fast Clock"

Hidden Teams

Type these names at the Easter Egg Screen to access:

- USC All Stars
- ND All Stars
- OSU All Stars
- Mich All Stars
- Neb All Stars
- EMU All Stars

"The Rhino"
Toledo, OH

TWISTED METAL 2

Cool Stuff and Dirty Tricks -

Los Angeles: Quake Zone Rumble

Launch your rockets at the Hollywood sign to make it blow up.

Moscow: Suicide Slide

Detonating a remote bomb on one of the ramps will blow up most of the central structure. Launching napalm at the red sign will reveal a blue sign with the Jet Moto code. In last month's issue we told you that when using lightning you want to be close to the center of the bowl. This was wrong. You can be on the edge of the bowl or on the inside of it. Just make sure you're not on the ramps when you use lightning.

Paris: Monumental Disaster

Teleport into the Eiffel tower, drop a remote bomb and get out of there. The next car to teleport up will get hit by the bomb and the secondary explosion of the Eiffel tower going down.

New York: The Big Leap

The creators of this game have no respect for anything the French have built. Launch rockets at the Statue of Liberty and watch her torch light up. Launch a couple more rockets and she lets her hair down a little. More rockets will finish the job if you find bikinis on overweight statues distasteful. There is a spot that has a level with a ramp leading to a level directly above it. Get yourself parked on the upper level (you should be facing the Statue of Liberty if you're in the right spot) and launch ricochet bombs at enemies as they come up the ramp. Laugh heartily as they plummet to their doom.

Antarctica: The Drop Zone

Drive through the trench to pick up as many ricochet bombs as you can. Now rush to the teleport pad to get to the island. Get your back up against the wall and aim just a little left of the pad. Pound enemies with bombs until they're knocked off of the island into the freezing Antarctic sea where they will be preserved for posterity.

Holland: Field of Screams

Try to keep the windmills intact by drawing fire away from them. One of them contains a full health recharge (via the teleport



pad) that will be useful to you.

Hong Kong Krunch

The temple in the center of the city is a great place for dirty tricks. Stack your car with lots of ricochet bombs, remote bombs, and lightning. Teleport up to the second level, drop a remote bomb and use your afterburners to get across to the ledge. When enemy cars enter the building, use lightning and ricochet bombs to do damage from a safe vantage point.

Car Tricks:

Sweet Tooth: To play as Sweet Tooth enter **Up, L1, ▲, Right**.

We'd love to give you his passwords but he doesn't have any.

Axel: Use your shockwave attack to blast enemies into the air and freeze them. Now rush in for the ram and shoot...kill.

Spectre: It's easy to forget that your rocket goes through walls. Use your radar to keep large buildings between you and your opponents while you pelt them with phantom rockets.

Shadow: Remember that Shadow's attack hugs the ground. It's a great weapon to send up and down ramps from places where your enemies can't touch you.

Twister: While Twister's attack is pretty cool when you come across a packed cluster of enemies, she is not immune to collision damage while using it. Make sure you use the force field before you use the tornado on your opponents.

Mr. Slam: It's a front end loader right? So do your job and front end load! Grab undesirables, and while slamming them repeatedly, move to the edge of a building or glacier to finish the job permanently.

Warthog: If says this in the manual, but keep in mind that the patriot missiles do more damage from far away.

Jet Moto Track - To access the hidden swamp track (heisted straight out of Jet Moto) press **Up, Down, Right, and R1** at the level select screen for two-player challenge mode. (Note: Both this code and the code for playing Sweet Tooth are hidden in Moscow and in New York.)

Yoshi Camp
Tristan, NY

(More TM2 Codes on Page 62.)

Grasshopper

Level 2 - ▲×●
Level 3 - ×▲●●●
Level 4 - ×●●▲
Level 5 - ●▲×●●
Level 6 - ×●●●▲
Level 7 - ▲▲×●●▲
Level 8 - ●●●●×▲
Dark Tooth - ××●●

Shadow

Level 2 - ■ ▲▲
Level 3 - ××●▲×
Level 4 - ×▲×●●×
Level 5 - ××●×
Level 6 - ●×●●●
Level 7 - ●▲▲▲■
Level 8 - ●▲▲×
Dark Tooth - ●▲▲●

Axel

Level 2 - ●▲■▲
Level 3 - ▲▲●●●
Level 4 - ▲■●×
Level 5 - ××▲▲▲
Level 6 - ●×●●●
Level 7 - ▲×●×●
Level 8 - ▲▲▲■
Dark Tooth - ■▲▲×

Outlaw 2

Level 2 - ×●▲
Level 3 - ▲▲×▲
Level 4 - ▲■▲▲
Level 5 - ●×▲▲▲
Level 6 - ×▲×▲
Level 7 - ×■▲
Level 8 - ▲×■××
Dark Tooth - ●×▲

Roadkill

Level 2 - ●×▲■
Level 3 - ▲▲▲●
Level 4 - ××▲●▲
Level 5 - ●××
Level 6 - ▲▲×●
Level 7 - ×▲■
Level 8 - ▲▲▲▲
Dark Tooth - ▲×▲×

Twister

Level 2 - ×▲●
Level 3 - ▲×●×▲

Level 4 - ▲▲×●
Level 5 - ×▲××
Level 6 - ●×▲
Level 7 - ××●
Level 8 - ××▲■
Dark Tooth - ×■▲●

Hammerhead

Level 2 - ▲×××
Level 3 - ×▲▲×
Level 4 - ▲×●
Level 5 - ▲▲×▲×
Level 6 - ▲×▲×
Level 7 - ▲■▲×
Level 8 - ●▲●▲
Dark Tooth - ●●▲×

Mr. Slam

Level 2 - ××▲×
Level 3 - ×●×
Level 4 - ●▲▲×
Level 5 - ▲×●▲
Level 6 - ▲▲▲▲
Level 7 - ●●
Level 8 - ■▲▲
Dark Tooth - ■▲▲×

Thumper

Level 2 - ●▲×
Level 3 - ×■●●▲
Level 4 - ▲×●
Level 5 - ××▲×
Level 6 - ▲▲
Level 7 - ×▲×▲
Level 8 - ▲▲
Dark Tooth - ▲■▲×

Spectre

Level 2 - ●▲××
Level 3 - ▲●●×
Level 4 - ●×▲▲
Level 5 - ×××
Level 6 - ×●▲
Level 7 - ▲■×
Level 8 - ××▲●
Dark Tooth - ×●●▲

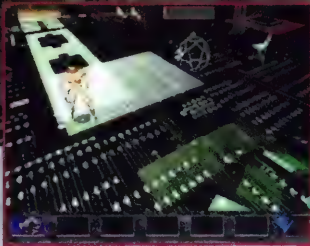
Mr. Grimm

Level 2 - ▲▲××
Level 3 - ●×▲×
Level 4 - ×■▲▲
Level 5 - ▲●×
Level 6 - ●▲××
Level 7 - ××▲
Level 8 - ×●▲
Dark Tooth - ■▲●▲

Warthog

Level 2 - ▲▲
Level 3 - ▲■▲×
Level 4 - ●■●×
Level 5 - ×■×
Level 6 - ●×▲
Level 7 - ▲×▲×
Level 8 - ●×●●
Dark Tooth - ■▲●▲

Joe "TM2 Master" Pedagno
Webville, COM



Time Commando – PlayStation

Mega Warp Zone – At the Password entry screen type in **COMMANDO** to warp to a special fighting arena.

*“The Rhino”
Toledo, OH*

Time Commando – PlayStation

Enter all these codes at the Password Screen.

Japan – OSWTWVAZ

Medieval – GMUJXHEQ

Conquistador – QHWLUIKD

Wild West – BTVASQIS

Modern Day – ZBNUQVAF

Future – FVLCESDZ

Computer World – ITUSPIKH

*“The Forquer X-Man”
Sarasota, FL*

Project Overkill – PlayStation

Enter all of these codes during game play. Switching to your fist won't waste ammo while entering the code.

Health – Hold **■** and press **●**, **✕**, **▲**. Release **■** and hold **●** and press **■**, **✕**, **▲**.

Ammo – Hold **●** and press **■**. Release **■** and hold **▲** and press **✕**. Release **▲** and hold **●** and press **✕**. Release **●** and hold **✕** and press **■**.

Invincibility – Hold **Up** and press **✕**. Release **Up** and hold **Up** again and press **✕**. Release **Up** and hold **Right** and press **●**. Release **Right** and hold **Left** and press **▲**.

Cloak – Hold **▲** and press **■**, **●**, **■**. Release **▲** and hold **✕** and press **▲**, **▲**.

Speed – Hold **Up** and press **▲**, **▲**. Release **Up** and hold **Down** and press **✕**, **■**, **●**.

Shield – Hold **Right** and press **●**, **■**, **▲**. Release **Right** and hold **Left** and press **■**, **●**, **✕**.

End Level – Press **✕**, **Up**, **Down**, **Up**. Hold **■** and press **●**. Release **■** and hold **✕** and press **▲**.

Testing – Press **Left**, **Right**, **Right**, **Left**. Hold **✕** and press **▲**. Release **✕** and hold **▲** and press **✕**.

*Robert DeNiro
Tucan, CA*



Fighting Vipers – Saturn

Fight Pepsi Man – All you have to do is allow yourself to be defeated with a perfect. Pepsi Man will enter the arena and show you who the boss really is.

New Honey Armor – Hold down **X** while choosing Honey.

Change Honey to Candy – Hold down **Z** while choosing Honey.

No Armor Honey – Hold down **X** + **Z** while choosing Honey.

Boss Code – After beating the game go back to play again and choose the game mode by pressing **X**.

Play As Pepsi Man – First, beat the game on Very Hard. Then scroll down to the **Options** and press **Start**. Enter this menu and you'll be greeted by several new options including play as Pepsi Man and an invincibility option.

Secret Boss – Beat the game with Pepsi Man to access Kumachan. Beat the game with Kumachan to access Kumachan 2 (a panda with a ball).

*Sei Tetsitan
Kutsimonto, Japan*

Twisted Metal 2 – PlayStation

Play as Minion – To access this long awaited vehicle press **L1**, **Up**, **Down**, **Left** at the Car Select Screen.

Twisted Metal Rooftops – At the 2-Player Track Select press **Down**, **Left**, **R1**, **Down** to access this amazing level.

Twisted Metal Cyurbia – At the 2-Player Track Select press **Down**, **Up**, **L1**, **R1**.

Random Car Select – To access a mystery car selection hit **R1** at the Car Select Screen.

GameDay '97 – PlayStation

To access the Easter Egg Menu press **L1**, **R1**, **L2**, **R2** at the **Start Game Menu**. Here are a few codes to get you started.

Extreme Shoulder Charge – BO KNOWS

Sweet One Handers – STRETCH

Mega Field Goals – DEMPSEY

Dime Cuts – SAYERS

Explosive Hits – ATOMIC BOMB

*David Brennar
Tampa Bay, FL*



Die Hard Trilogy – PlayStation

Invincibility (Die Hard 2) – All you have to do is pause the game and press **R2**, **●**, **Down**, **Down**, **■**, **✕**, **■**. If entered correctly, immortality will be your reward.

*“The Eradicator”
Phoenix, AZ*



Sega

Sega Game Play Assistance
900-200-7342 (SEGA)
\$.85 per minute for automated assistance and \$1.05 per minute for live help.
Canada 900-451-5252
\$1.25 per minute automated

Nintendo

Game Counseling
900-288-0707
\$.95 per minute
Canada 900-451-4400
\$1.25 per minute
Nintendo's
Automated Power Line!
206-885-7529

Sony

900-933-SONY(7669)
\$.95 per minute

Note: These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission.

Hey GI readers, how would you like to become our ally? Send in your codes for the games listed below and help out a fellow reader in a scrape, or if you're stuck on a game, send us a letter requesting codes and we will help you access the secrets right here in Secret Access.

Nintendo 64Crui'n USA
Killer Instinct Gold
Shadows of the Empire

PlayStation2Xtreme
Blast Chamber
Disruptor
Jet Moto
King's Field 2
Soviet Strike
Tomb Raider
Twisted Metal 2

Sega Saturn . . .Fighting Vipers
Mr. Bones
Powerslave
Sonic 3D Blast
Tomb Raider

GenesisSonic 3D Blast

Super NESLufia II
Donkey Kong Country 3

Game Boy Donkey Kong Land 2

PCTomb Raider
C&C: Red Alert

Send Secret Access Requests To:
Access & Allies
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com

Secret Access Notice:

Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords every issue, and if we print them you'll be entered in the Game Informer /ASCIIWARE Secret Access Contest. The Grand Prize is a ASCIIWARE controller of your choice.

PlayStation:

ASCII Pad,
Specialized ASCII Pad,
Specialized ASCII Stick

Saturn:

ASCII Saturn Stick,

Super NES:

ASCII Pad SN,
Super Advantage,
Fighter Stick SN,
Fighter Pad SN,
Rhino Pad SN

Genesis:

ASCII Specialized Pad,
Fighter Stick SG-6,
Rhino Pad SG

All runners-up will receive a Game Informer Secret Access T-Shirt to complement their wardrobe.

Send To: Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com



WIN! The Ultimate Gaming Rig!! OVER \$20,000⁰⁰ IN PRIZES!

PANDEMONIUM



You have the POWER. In this contest you don't rely on the luck-of-the draw. You determine if you win or not. You win by outscoring others in a game of skill. Can you solve the puzzle below? Then you have what it takes. It looks simple, but it's only the start. Each of five more puzzles gets a little harder. But this time it's all up to you. Stay in to the end with the highest score and the gear is yours. With whatever options you want. Do you have what it takes? Then play to win!

Computer Contest. Win a blazing fast computer with 200 Mhz Pentium, 16 meg. RAM, 2.3 Gig. HD, 8X CD-ROM, 17" monitor, Windows 95, modem and more!

Video Game Contest. Play on the hi-tech cutting edge with this line-up: Sony Playstation; Sega Saturn; Virtual Boy; 3DO; and Nintendo 64! Get all five or trade the ones you don't want for CASH! Bonus options include: 33 inch monitor, \$1,000 in games, cash, accessories and more!

Media Rig Contest. The Ultimate Gaming Environment, 40 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

Directions. Fill in the Mystery Word Grid with words going across that spell out the Mystery Word down the side. Hint: use the Mystery Word Clue.

In the future. There will be four more puzzles at \$2.00 each and one tie-breaker at \$1.00 which will be sent to you by mail. You will have 3 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. The tie-breaker determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

Mystery Word Grid

	H					M Y S T E R Y W O R D
		E				
P	I	N	C	H	W	
	R					
S						

WORD LIST and LETTER CODE chart

PINCHW PRESSK BLASTA WRECKD
 BREAKZ PUNCHS SPRAYC TURBOV
 STOMPT STANDR PRESSE DREAMO
 CRUSHI SCOREH SLANTL CHASEP

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

- (\$3.00) Computer Contest
- (\$3.00) Video Game Contest
- (\$3.00) Media Rig Contest
- (\$5.00) SPECIAL! Enter them all (SAVE \$4.00)

Name _____

Address _____

City _____

State _____

Zip _____



**SEND CASH, M.O., OR CHECK TO:
 PANDEMONIUM, P.O. BOX 26247
 MINNEAPOLIS, MN 55426-0247**

VOID WHERE PROHIBITED • ENTRY DEADLINE: POSTMARKED BY FEB. 15TH, 1997 • ENTRY FEE MUST BE INCLUDED
 Only one entry per person. You must be under 30 years old to win. Employees of Pandemonium, Inc. and its suppliers are ineligible. Judges decisions are final. If judges are in error the sponsor's liability is limited to entry fees paid. Not responsible for lost or delayed mail. Open to residents of the U.S. and Canada. You can request Winners List and Official Rules by writing Pandemonium, Inc. 7204 Washington Ave. S., Eden Prairie, MN 55344. Merchandise names and models are trademarks of their respective companies who, along with this magazine, have no affiliation with this contest. © 1996 Pandemonium, Inc.

CLIP AND MAIL

VIDEO GAME



with hyper-amplified sound & graphics

hyper-amplified

21 watts
740 mil

aimed right
your



1
stereo surround sound
and built-in sub woofer

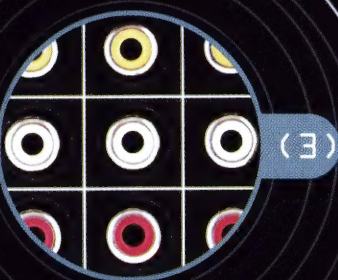
>> power >>



2
enhanced video graphics

graphics

multiple



3

multiple game system hook-ups

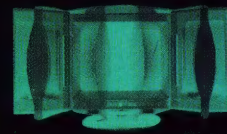
video
game
tv
with

play

(play it

of sound power
es per hour

ht at ear drums



low emissions 13" color screen

4

stered <<<<<<<<<

hyper-amplified
sound &
graphics



5

181-channel stereo tv

181-channel

SAMSUNG

available at best buy,
electronics boutique
and ebx, funcoland
(select locations),
incredible universe

de open

wide open)



for more info, dial
1 800 so simple



PROJECT OVERKILL™

"One of the longest, toughest, most violent shooters ever."

GameFan



©1999 Konami of America, Inc. Project Overkill is a trademark of Konami Co. Ltd. PlayStation™ and the PlayStation™ logos are trademarks of Sony Computer Entertainment, Inc.



www.konami.com



"Overkill is not only finely tuned and balanced, but a godsend for those fond of 40+ levels of blasting carnage."

GameFan



"A must for lovers of challenging, violent games."

EGM



"Hot rendered graphics, crazy transparencies, burnin' music. Another fine Konami effort."

GameFan



"Overkill offers hours of blood-drenched fun, and there's plenty of replayability...hundreds of hidden areas."

PS Extreme

Made with love by

RETROMAGS

Our goal is to preserve classic video game magazines so that they are not lost permanently.

People interested in helping out in any capacity, please visit us at retromags.com.

No profit is made from these scans, nor do we offer anything available from the publishers themselves.

If you come across anyone selling releases from this site, please do not support them and do let us know.

Thank you!