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Pg. 18

Game Informer

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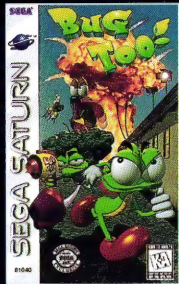
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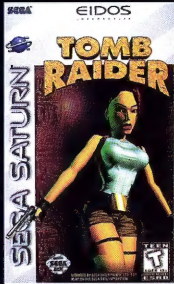
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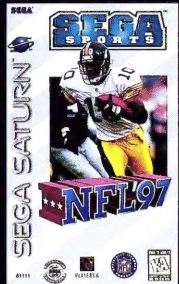
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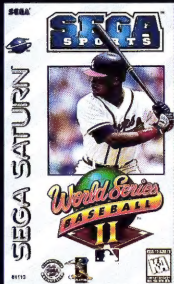
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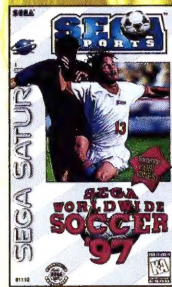


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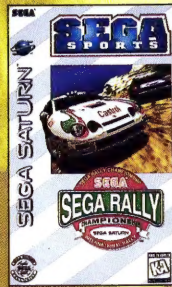


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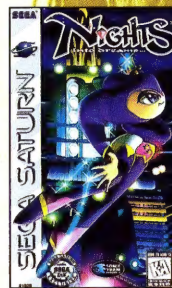
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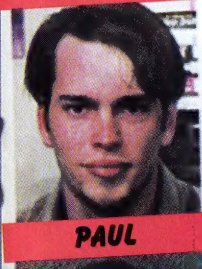
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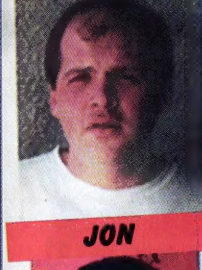
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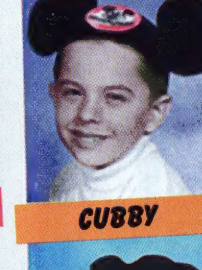
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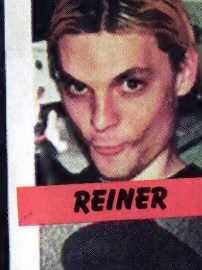
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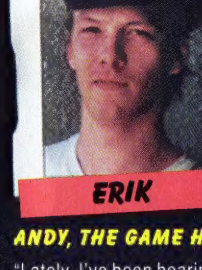
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ANDY, THE GAME HOMBRE

"Lately, I've been hearing a lot of talk, that people don't like me as a reviewer because I don't like anything and that I always rip on the games. Well, you know what I have to say about that? Too bad! Just because I'm telling it like it is, doesn't mean I don't like games, and hey...if you want to listen to a reviewer that likes everything, you go right ahead and blow your money on video junk. But me, and my followers, we'll be playing the best games and then with all the extra money we saved we'll be driving Porsches in no time."

The Ebb and Flow of Video Games

Like a bad episode of the Brady Bunch, Game Informer is back again with another issue delivered right to your door, or right off your newsstand, whatever the case may be. But are we the same? Are games the same? Probably not, because every time a new game comes out, or you buy a new game, or you get a new magazine, the world of video games evolves. Sometimes the advances are clear-cut, like the first time you saw Ridge Racer on the PlayStation, Virtua Fighter on Saturn, or Mario on Nintendo 64. Other times they are not so obvious. Like when Xtreme games became the best selling game in the world even after the press panned it, or when Resident Evil went from good game to sensation almost overnight.

But now I hear a new rumbling in the video game universe. It is a monster, known to its supporters as the acronym RPG. It stands for Role Playing Game, and to some it is more important than food or water. They need RPG, they want RPG, but companies have never been able to satisfy this group's tenacious appetite, let alone make any money off this group of cult-like devotees. That is, until now. Games like Suikoden from Konami and Persona from Atlus have been flying off the shelves, and the hysteria that is surrounding Final Fantasy VII is getting to the point of frenzy.

Could 1997 be a new dawn for the RPG here in the States? Will companies finally support this much-maligned and under-estimated group with a continuous line-up of software? Yes, no, maybe? I say yes, because "the man" can only hold us back for so long and the world of video games can only get stronger and more diverse with more RPG.

PAUL, THE GAME PROFESSOR

"For lack of a witty, comical, or off-the-wall schpeel, I am forced to do a little ranting about the Internet (as the groans erupt from the rest of the GI staff). I recently had a Usenet exchange with a fellow gamer who attempted to defame the good name of Game Informer. After he called us "desperate," basing part of this criticism on Reiner's hair color, I quickly dispelled the thug with a few strategic e-mails to the jugular. To put the icing on the cake, I returned to the Usenet to find that another net authority had informed this ignorant fellow of Game Informer's virtues. As Andy says, "for everyone who hates us, there's another ten who love us." I'm just glad to see there's another that will defend us. Thanks for the defense, Mr. Brown."

JON, THE GREEDY GAMER

"The Super Bowl is over, I've seen Star Wars, I've played Turok and the Eastern Bloc has fallen. What else is there to do? Alone upon the frigid Russian wastes I asked myself the same question. So I decided to come to America to work for Game Informer. I figured my experience with the Russian magazine K.G.B. Informant would make me a natural. Now, Game Informer has agreed to develop my new game, Perestroika. Currently being translated from the Russian, it can only be played on Reiner's PlayStation 2 with the unique gelatinous controller! Democratize or Die!"

REINER, THE RAGING GAMER

"For a gamer, there is nothing better than the occasional run-in and abduction by an alien being. Yes, this may sound like the weirdest rant you've ever heard, but there are plenty of benefits that come from this scenario. For instance, their experiments on your eyes will actually heal the retina burn from twenty-four hour gaming stints. Plus, they all look like Q-Bert, which makes for a great laugh. Unfortunately, if they catch you mocking them, they'll suck out your soul and sell it to Microsoft. Be sure to avoid this, because Microsoft already owns more of you than you know. Beware!"

ERIK, THE PC JEDI

"Whatever happened to commitment in this country? There is nothing like reading a press release with exciting news that is ended with the disclaimer, "This document contains forward-looking statements that are subject to risks and uncertainties that could cause actual results to differ materially from those projected." Wow! People accuse me of being long-winded. I wish I could hand a little note like that to potential dates replacing "This document," with "Everything this guy says." Then I'd never get in trouble for anything. Of course, I probably wouldn't get many dates either. Perhaps there is a lesson to this metaphor..."

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December 96



- Cover: Twisted Metal 2
- Special Features: System Wars: Game Informer Puts All Three of the Elite Machines Through Their Paces, Twisted Metal 2 Strategy Guide
- Secret Access: Beyond the Beyond Part 2 (PS-X), VF Kids (SS), Die Hard Trilogy (SS), Madden NFL 97 (PS-X), Andretti Racing (PS-X), MK Trilogy (PS-X), Tetris Attack (SNES), Super Mario 64 (N64)
- Tip Card 31: Virtua Fighter 3

September 96



- Cover: Crash Bandicoot (PS-X)
- Strategy Guide for Super Mario 64 (N64) and Crash Bandicoot (PS-X)
- Secret Access: Beyond the Beyond Part 1 (PS-X), Yoshi's Island (SS), Toshinden Remix (SS), Panzer Dragoon II Zwei (SS), Moves for Ultimate MK3 (Arcade)
- Tip Card 28: Fighting Vipers

June 96



- Cover: Tekken 2
- Special Features: E3 Sneak Preview, Resident Evil Strategy Guide, The First Appearance of Classic GI and GI PC
- Secret Access: Moves For Nightwarriors (SS), Alien Trilogy (PS-X), Jumping Flash (PS-X), College Slam (SNES)
- Tip Card 25: Open Ice

Other Issues Available:

March 96

- Cover: Resident Evil
- Special Feature: Special Moves Guide To Toshinden 2
- Secret Access: Vectorman (SG), Virtua Fighter 2 (SS), Toy Story (SNES & SG), NBA Live '96 (SG & SNES), Doom (PS-X)
- Tip Card 22: Samurai Shodown 3

October 95

- Cover: Mortal Kombat 3 (home versions)
- Strategy Guide for MK3 – all standard moves, fatalities, friendships, babalities, and animalities
- Strategy Guide for WeaponLord (SNES & Genesis) (Part 2)
- Tip Card 17: Street Fighter Alpha

February 96

- Cover: Descent
- Ultra 64 Game Preview
- Strategy Guide for DKC2
- Game Informer's 1995 Video Game Awards
- Secret Access: Madden 96 (SG), Twisted Metal (PS-X), NFL GameDay (PS-X), Wipeout (PS-X)
- Tip Card 21: Ultimate MK3

September 95

- Cover: Killer Instinct (SNES)
- Strategy Guide for Killer Instinct
- Strategy Guide for WeaponLord (SNES & Genesis) (Part 1)
- Secret Access: Complete list of Kills for Eternal Champions CD.
- Tip Card 16: Street Fighter: The Movie

January 96

- Cover: Ultra 64
- Special Feature: Special Nintendo 64 report
- Secret Access: Moves For Tekken Boss Characters (PS-X), WarHawk Passcodes (PS-X), and Earthworm Jim Special Edition (Sega CD)
- Tip Card 20: King of Fighters '95

August 95

- Cover: Lunar: Eternal Blue (Sega CD)
- Strategy Guide for Judge Dredd
- Secret Access: Complete list of moves, skill moves, and power combos for all characters in Eternal Champions Sega CD.
- Tip Card 15: Tekken (Part 2)

December 95

- Cover: Toy Story
- Special Feature: Toy Story Strategy Guide
- Secret Access: Secret Codes for MK 3 (SNES, Genesis, & PS-X), Moves Guide for Namco's Tekken (PS-X) (Part 1), Panzer Dragoon (SS), NBA Jam TE (PS-X)
- Tip Card 19: WWF WrestleMania

July 95

- Cover: Adven. of Batman and Robin (Genesis)
- Strategy Guide for Adven. of Batman and Robin: Basic Strategies for all four levels (Genesis)
- Feature: Electronic Entertainment Expo '95
- Tip Card 14: Tekken (Part 1)

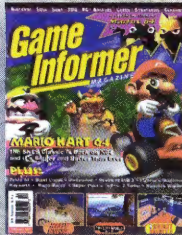
November 95

- Cover: Donkey Kong Country 2: Diddy's Kong Quest (SNES)
- Strategy Guide for DKC2: Most of the secret levels and DK Coins
- News about the Amusement and Music Operator's Association
- Tip Card 18: Tekken 2

June 95

- Cover: Daytona USA (Sega Saturn)
- Feature: Next Generation System Wars: Stories and Specs for the 32-bit systems
- Game Informer's High Tech Glossary
- Tip Card 13: Nightwarriors

February 97



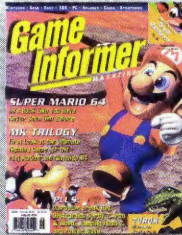
- Cover: Mario Kart 64
- Special Features: Shoshinkai N64 Space World '96 Report, 1996 Video Game Awards
- Secret Access: NFL GameDay '97 (PS-X), Star Gladiators (PS-X), Tomb Raider (SS), Total #1 (PS-X), KI Gold (N64), Final Doom (PS-X), Street Fighter Alpha 2 (PS-X & SS), NBA Hangtime (SNES, N64, Genesis), Destruction Derby 2 (PS-X)

November 96



- Cover: Tomb Raider: (PS-X & SS)
- Preview: Star Wars: Shadows of Empire (N64)
- Strategy Guide: Beyond the Beyond Part 2
- Secret Access: Wave Race 64 (N64), Alien Trilogy (PS-X), Jumping Flash 2 (PS-X), Crash Bandicoot (PS-X), Ultimate MK3 (SS), Tokyo Highway Battle (PS-X)
- Tip Card 30: NBA Hangtime

August 96



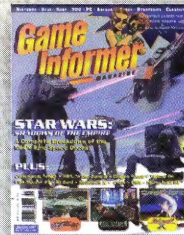
- Cover: Super Mario 64 (N64)
- Pilot Wings 64 (N64)
- Preview: Turok: Dinosaur Hunter (N64)
- Secret Access: Ultimate MK3 (SS), Shining Wisdom (SS), Magic Carpet (PS-X), Game Genie For Secret of Evermore (SNES) and Breath of Fire 2 (SNES)
- Tip Card 27: War Gods

May 96



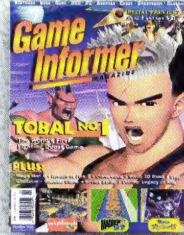
- Cover: Panzer Dragoon 2 Zwei
- Special Features: Special Report From America Coin Machine Expo including War Gods and Virtua Fighter 3, Night Warriors moves guide
- Secret Access: Moves For X-Men (Saturn) and Zero Divide (PS-X), more codes for Earthworm Jim 2 (SNES/SG), Vectorman (SG), Game Genie codes for Toy Story (SG)
- Tip Card 24: Killer Instinct 2

January 97



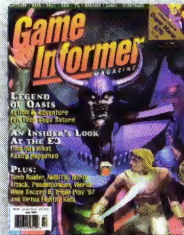
- Cover: Star Wars: Shadows of the Empire
- Special Features: Shadows of the Empire Strategy Guide, Tomb Raider Play To Perfection, MK Trilogy Play to Perfection
- Secret Access: Nights (SS), Wipeout XL (PS-X), Pilotwings (N64), NCAA GameBreaker (PS-X), Twisted Metal 2 (PS-X), Project Overkill (PS-X), Fighting Vipers (SS)
- Tip Card 32: X-Men Vs. Street Fighter

October 96



- Cover: Total No. 1 (PS-X)
- Preview: Final Fantasy VII (PS-X)
- Strategy Guide: Beyond the Beyond Part 1
- Secret Access: Spawn (SNES), PO'ed (PS-X), Virtua Fighter Kids (SS), DKC2: Diddy's Kong Quest (SNES), Toshinden Remix (SS)
- Tip Card 29: Star Gladiator

July 96



- Cover: Legend of Oasis
- Special Features: Special E3 Report and a Super Mario RPG Strategy Guide
- Secret Access: Descent (PS-X), Clockwork Knight 2 (SS), Indy 500 (Arcade), Chrono Trigger (Game Genie), King's Field (Game Shark)
- Tip Card 26: Street Fighter Alpha 2

April 96



- Cover: Super Mario RPG
- Special Features: Super Mario RPG and Alien Trilogy game overviews
- Secret Access: Cheats for Loaded (PS-X), New Car for Sega Rally (Saturn), Hidden Characters for Street Fighter Alpha (Saturn), Cheats for DKC2 (SNES), Codes for Gex (PS-X)
- Tip Card 23: Marvel Super Heroes

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Dear Gai

Letters from Our Readers

Innocent Until Proven Guilty

I would like to say straight out that your lack of RPGs astounds me. At first it was bearable, but now it has gotten worse. Not everyone is into action/platform games! The rate of interest in role-playing games is



increasing everyday. Also, in your table of contents, all you have are the new systems, namely Sega Saturn, Nintendo 64 and Sony PlayStation. I thought this magazine was all about helping kids get codes for help on the games they have, not petty codes for games we will never use. There are still lots of codes and strategies and passwords for the old games left unbound. If you don't print this letter you will prove how right I really am.

Elliot Lepre
Cranston, RI

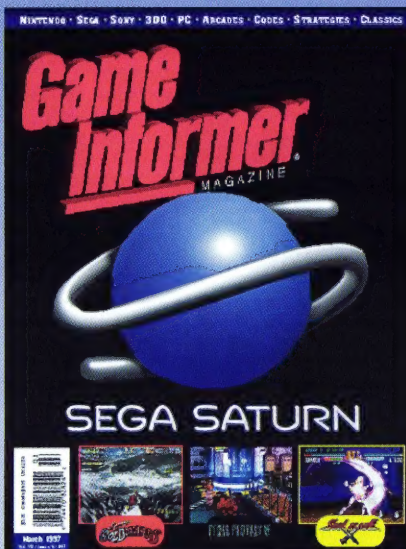
First of all Elliot, we must take offense at your argument that we don't cover enough RPGs. The fact is that we cover every single RPG that makes it to the States. For instance, in February we covered *Albert Odyssey*, *Riglord Saga 2*, *Rayearth*, and although not a "true" RPG, *Zelda 64*. This month, we're covering *Persona*, *Vandal-Hearts*, and *Wild Arms*. In previous issues we have of course covered *Final Fantasy VII*, *Suikoden*, *Dragon Force*, *Arc the Lad II*, and even went so far as to include a *Beyond the Beyond* strategy guide. It seems the only RPGs left are those available only in Japan and not slated for a U.S. release. To cover more of these Japan-only games would do much to further implicate us in terms of your second complaint that we shouldn't print information on games our readers will never own. As for printing old codes and strategies, we believe we've found and printed most of the codes out there. What's left are usually level passwords. If you're interested in these old passwords or codes, be sure to check out *Secret Access* at gameinformer.com. It's our new online database for the entire history of *Secret Access*.

No Saturn Covers? What Gives?

I have question that I'm dying for you guys to answer. How come you never display any games that are only for the Saturn on the cover of your issues? All of my friends have a PlayStation and they think I'm crazy for wanting a Saturn. Do you think that the Saturn will have a better game library and better game quality by the end of the year?

Jermaine "Sega Warrior" Mullins
Atco, NJ

We want to put a Saturn only game on our cover, we really do, and every month we ask ourselves what that game would be. Don't get us wrong, we love our Saturns, each and every one of us. But each month the deadline comes along and there's just no "Saturn only" game we feel is cover-worthy. Two Saturn only games that were great did get on the cover: *Legend of Oasis* and *Panzer Dragoon 2 Zwei*. This month, we wanted to put *FIGHTERS MEGAMIX* on the cover, but we couldn't get any artwork for it, not to mention the fact that we didn't know when it would be available here in the States. We suggest that you read last month's Letter From The Editor where Andy explains that it doesn't matter what game is on the cover, because sometimes the decision is made solely on which game's artwork looks the coolest. As for the Saturn's library, the third-party development is still weak, but with Sega's arcade department and the recent influx of RPGs, the Saturn could most definitely have an outstanding year.



How Come Japan?

Why is it that most if not all of the game systems come out in Japan before the U.S., such as Saturn, PlayStation and N64? Will any systems be coming out in the U.S. first?

Shaun McDougall
New Milford, CT

Well Shaun, you've asked a difficult question. While the three platforms debuted first in Japan, the only system in recent memory to appear in the U.S. first was the Atari Jaguar. There are a few reasons for the exclusive Japan debuts, not the least of which is the technologically savvy Japanese themselves. These platforms are developed in Japan. With a higher per capita gaming rate and an unmatched lust for RPGs, the Japanese just can't get enough games and systems. One visit to Tokyo and you'll see why. Entire areas of cities are devoted to the display of technology. Also, many games that come out in Japan never

make it to the States purely because of financial risk. Converting long and involved RPGs to English without any guarantee that they'll sell just isn't good business sense. On the up side, the U.S. now has more games available for the N64 than Japan. *NBA HangTime*, *KI Gold*, and *Shadows of the Empire* can only be found here in the good old US of A.

A.C.M. Confusion

I'm angry at those video game companies. They are not creating 16-bit games that are advanced. Nintendo and Sega are, but not companies like EA. Why can't they use A.C.M. rendered graphics? I wrote to Nintendo and they told me with A.C.M. and the FX2 chip, the SNES is capable of 32-bit graphics. So, where are the games? Have you seen *Virtua Fighter 2* for the Genesis? That game clearly uses the Genesis power. *D.K.C. 3* and *Sonic 3D Blast* show that 16-bits are capable of 32-bit graphics. So, why aren't third-party companies using A.C.M.?

Terrain Filmore
Jersey City, NJ

Finally, we've received the question we've been waiting for. First of all, 16-bits are capable of what we call "32-bit-esque" graphics, meaning that yes, 16-bits can use A.C.M. (advanced computer modeling) to render images. But, unlike the 32-bits, the images can't be rendered "on the fly." This means that a team of artists has to sit in the studio and render all the images, which also means a lot of code and a lot of time. This is one factor that contributes to a significant rise in development costs. Then, (to take Nintendo's case for example) in order for all this to work, the FX2 chip has to be included in the cartridge, which shoots the cartridge costs through the roof. Lastly, in order to make these killer games, you've got to have the hot development teams out there working on them. Today's business climate is a lot like free agency. There's no way a top developer, at the height of his career, is going to go strictly for 16-bit development. That's like asking Brett Favre, one week before the Super Bowl, to suddenly switch teams and play for the New York Jets. It's just not gonna happen. We'd rather pay \$50.00 for a sweet 32-bit CD game than \$60.00 for a trumped up 16-bit cartridge with "32-bit-esque" graphics.



Game Informer's System Wars Debunked

I'd like to start by saying that you obviously printed information in your December '96 issue which everybody, by that time, knew to be inaccurate. I also noticed that your opinions in the article "System Wars" contradict themselves on each page. Examples are as follows:

(1) You listed *Shadows of the Empire* as one of the N64's "most anticipated games in development." However, the game had already been available for a couple of weeks.

(2) Another "tale" you guys mentioned was that the third-party companies would be scared off from creating games for the N64 because of the "expensive" cartridges. B.S.! Cartridges aren't

THAT much more to make. Besides, they charge as much for CD-ROM games as for cartridge games.

(3) You listed the Sony PlayStation as number one. Hey, everybody's entitled to an opinion. However, you said that the PlayStation was the best just because they had the most third-party support AT THE MOMENT. Yet, one of the "cons" was that "many of these games are lame." Another con that contradicts the "best third-party support" theory was "loss of key third-party personnel." If you've lost your key third-party support, HOW can you have the best third-party support?

Mitchell Gyde and Friends
Hartland, MI

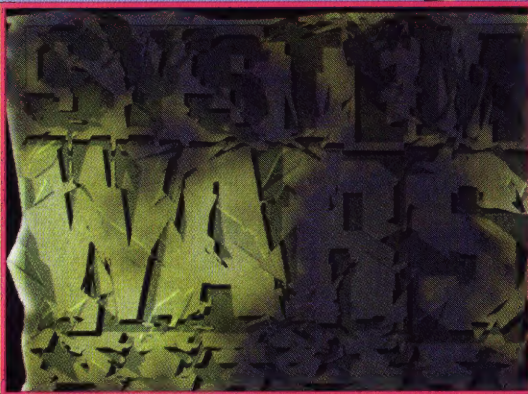
Thank you Mitchell for sending us such a long and detailed letter (of which we have printed only a part). Now that you've argued your point, here's our chance for cross examination...

(1) This is called a lead time gamble. No release date is ever set in stone, and in the magazine business, our lead time (the time between when the magazine is finished and when it's actually printed) ranges from one and a half to two months. With all the problems of the initial N64 release dates, it's hard to go out on a limb two months before a game is released and say it is "already available." We apologize, but it's one of the hazards of the magazine business.

(2) Mitchell, you tread a dark and dangerous path when you begin to

talk about development and production costs. One part of production is the licensing fees, what Sony or Sega or Nintendo charge companies to actually print and sell the games they produce. This varies in terms of the number of different games to be produced, previous track record, etc. Then there's the cost of the format itself, and it's a known fact that manufacturing costs for cartridges are roughly twice to three times that of a CD. You also theorized in your letter that the reason for Turok's delay was that Acclaim and Iguana didn't want to make it just another shooter. Well, maybe you should follow Acclaim a little closer, because you'd see that they've been groveling to retailers for a credit line just to be able to manufacture the cartridges! And how much will companies like Midway want to keep working with Nintendo after MKT is delayed because Nintendo wants to get KI Gold out first, or Doom 64 is delayed because Nintendo wants to release Goldeneye beforehand?

(3) You've answered your own question. Sony has great third-party support at the moment. But they've lost a lot of key third-party "personnel," Sony employees who nurture relationships with third-party companies. Many of these people have left for Sega, so although support is great at the moment, Sony has to make some personnel moves to repeat last year's performance. And yeah, many of the games are lame, but there are so many sweet exclusive third-party games (*Resident Evil*, *Ridge Racer Revolution*, *Tekken 2*, *TM2*, etc.) that it's easy to steer clear of the bad ones.

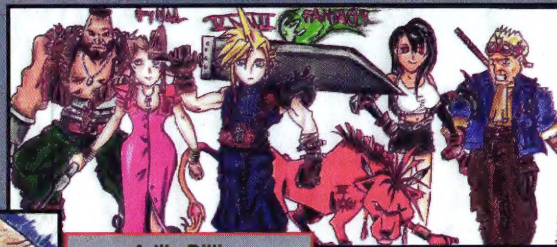


MARCH WINNER

GABRIEL PEREZ
BRONX, NY

Nha Nguyen
Pennsauken, NJ

This woman is from the cover of *Dark One's 3rd Eye*, and she's sassy indeed.

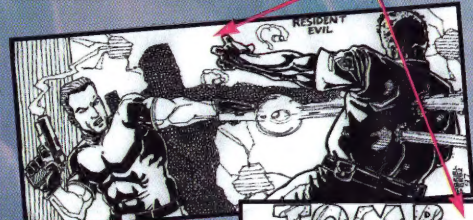


Adile Dillice
Annandale, VA

This is either a picture of the FFVII gang, or a futuristic version of the Village People.

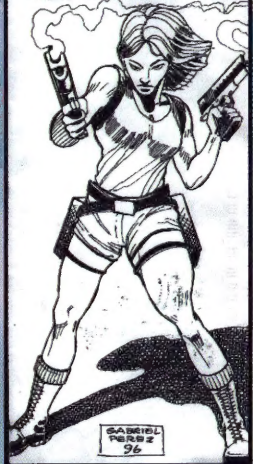
Noe Rosas
Chicago Ridge, IL

Nobody looks better in purple, except maybe the Artist formerly known as Prince.



Hey, it's kinda hot in here. Let me help you with some ventilation!

TOMB RAIDER



Thin Le Canh
St. Paul, MN

Look mom, I'm riding a chicken!



Disseirie Hernandez
Bronx, NY

In this corner, weighing in at 12 pounds, the light-weight, rodent champion of the world, Super Sonic.



Cathy Crossfield
Stephenville, TX

Meet Woofy, the new super hero of the world, defender of mankind!!

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.



Caught in a land that is stuck somewhere in between the past and the future, Turok fights to defend all that is right. He is the Son of Stone, and it is time once again for him to save the world. The vile Campaigner has taken over the Lost Land and now has his sights set on Earth. He's trying to collect the eight pieces of the Chronosceptor so he can control time and conquer the world. The only way to stop him is to find the eight pieces of the Chronosceptor first, and then defeat him with his own weapon of destruction.

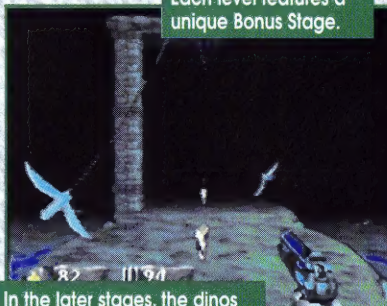
The road to the Campaigner won't be an easy one. Turok must fight his way through the Campaigner's legion of minions while he searches for the pieces of the Chronosceptor and the keys to the various levels. The game starts with Turok on level one, and the other seven levels can only be unlocked by locating the keys that are hidden throughout the different levels. Finding the keys won't be easy. Since the Lost Land is a crossroad of time and space, the terrains and enemies are a strange mix between the past and future. During your quest you'll encounter dinosaurs, soldiers, mechs, aliens, and mutations of both in such exotic locations as Mayan temples and jungles of paradise.

So you must be asking yourself, how can you stop this evil horde? The answer is simple - artillery. Lots of it. Turok features 13 weapons plus the Chronosceptor, if you can find it. You start the game with your handy knife and bow, but throughout the rest of the game you'll collect all kinds of crazy weaponry from alien blasters to grenade launchers. While your arsenal is powerful and diverse, the true charm of Turok is the fact that you can take down almost anybody with the knife. And as you play the game more and more you'll find that hunting and stalking your prey as you search through the levels is exhilarating to say the least.

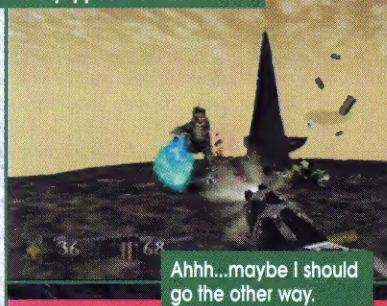
Perhaps the most impressive thing about Turok, however, is the game's amazing graphics and animation. All the weapons, characters, and bosses have numerous attack and death animations. For example, when you shoot an enemy soldier, there are numerous possibilities that could happen. You could blow the artery right out of the side of his neck, squirting blood out all over like a French fountain, or you could hit him right in the chest and watch him fall to the floor, writhing in pain as he tries to crawl away. And that's just the beginning. There are characters that self-destruct, get squashed, and even limp. And if that's not enough, there are four bosses that have so many animations and weapons that it'll make you wet your pants.

In the end, Turok sets a new watermark for all first-person games to strive for. The graphics are not only amazing, they bring you into the lush world of Turok, and after you've been there you may never want to come back.

Each level features a unique Bonus Stage.



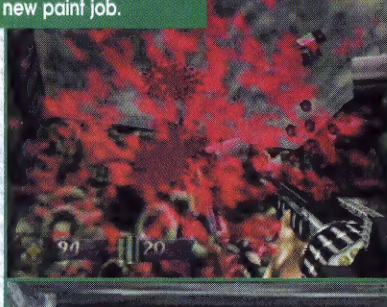
In the later stages, the dinos are equipped with lasers.



Ahhh...maybe I should go the other way.



The auto-shotgun gives this temple a new paint job.



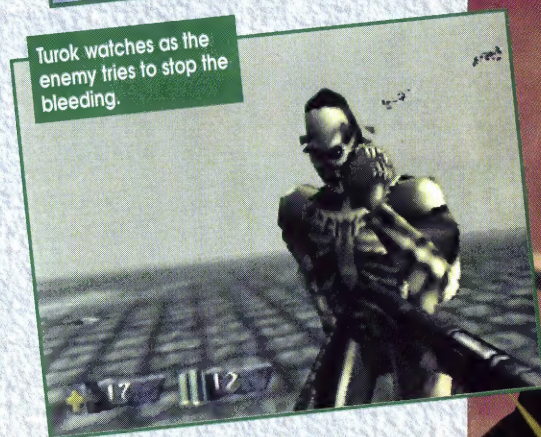
COVER STORY



Now that's a big dinosaur!



Turok watches as the enemy tries to stop the bleeding.





- **Size:** 96 Megabit
- **Style:** 1-Player First-Person Action/Shooter
- **Special Features:** Training & Time Trial Modes, Numerous Death Animations, 14 Weapons, Lots of Jumps, Map Overlay, Left and Right-Handed Control Configurations, Red or Green Blood, Memory Card Compatible
- **Created by:** Iguana for Acclaim Entertainment
- **Available:** March 4 for Nintendo 64

► **THE BOTTOM LINE** 9.5

ANDY, THE GAME HOMBRE

Concept: 9 "On paper, this game may look like a Doom rip-off, but in reality
Graphics: 9.75 it is nothing of the sort. Turok's animations and graphics blow Doom
Sound: 9.5 (or any other first-person shooter)
Playability: 9.75 away. The amount of detail in the levels is also mind-blowing. There
Entertainment: 9.75 are spiderwebs dangling from the ceiling and even fish in the water. But perhaps the best part of this game is the weapons. Not only are there tons of them, you actually use them all. When I explore levels, I like to hunt with the knife, but when I fight bosses I like to destroy the landscape with the fusion cannon. I highly recommend this game for any N64 owner; it's challenging, it's fun, and it's easily the best looking game on the N64."

OVERALL:
9.5

PAUL, THE GAME PROFESSOR

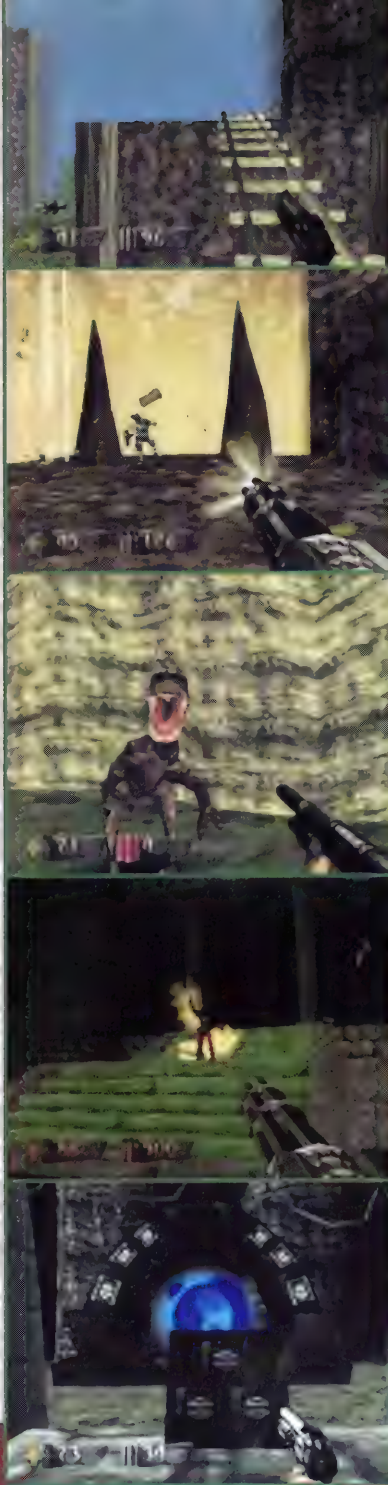
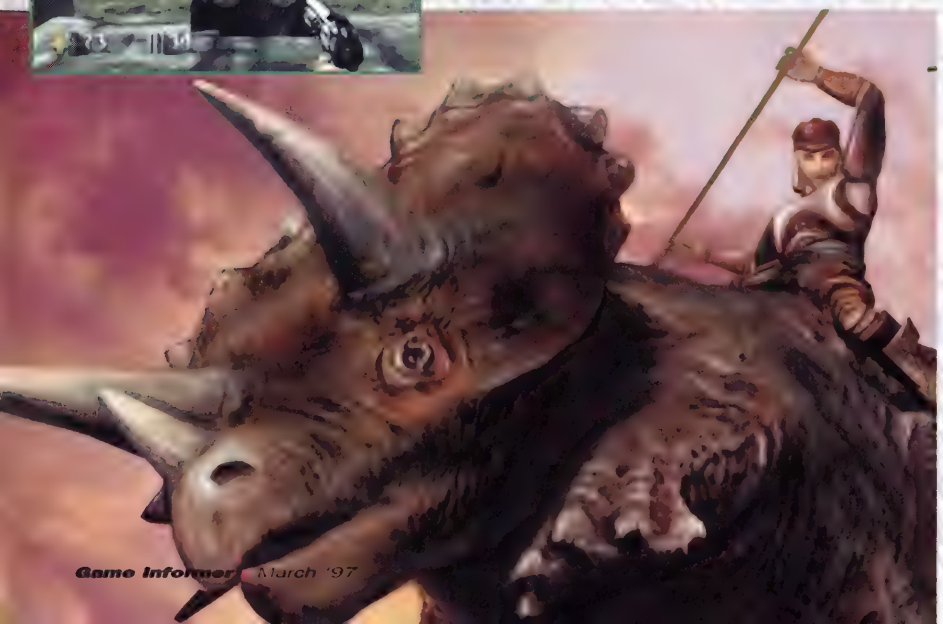
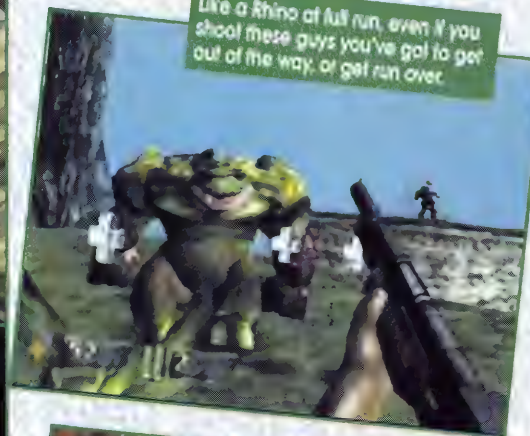
Concept: 9 "Although Turok is one of the lamest comics around, his game may put him back on the map. This is the most detailed and intense
Graphics: 9.25 3D action game I've ever played. I am especially impressed by
Sound: 9.25 the variety of enemies and their fantastic animation. That, coupled with excellent and ambient sound effects, dwarfs Doom. The play control takes a little getting used to, but it didn't take me long to fly over the numerous jumps or navigate the endless corridors while swimming. Turok offers hours of play and plenty to seek and destroy. Any fan of 3D action should not hesitate to check out the best game to come from Acclaim in a long while."

OVERALL:
9.25

REINER, THE RAGING GAMER

Concept: 9.5 "This prehistoric masquerade is chock full of physical realism and an ingenious barbaric interface. Turok vigorously combines tight control
Graphics: 9.75 with unthinkable visual effects, all while a thundering soundtrack sets the mood for your next kill. Track down fourteen powerful weapons scattered throughout eight gigantic worlds which are protected by the most lethal of video game enemies – the dinos. Turok is a sure fire hit in every category, and a must have for all N64 owners, game addicts, and beginners who want to see the most impressive graphics display on the planet."

OVERALL:
9.5



Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

Here is a breakdown of the locations of all the keys and pieces of the Chronosceptor that you can find in Turok. While we're sure this will be quite helpful, our advice to you is to not use it. This is an outstanding game, and one of the best parts of the game is exploring the levels; however, we know what it feels like to be stuck so we're giving you the answers anyway. Just don't use them as a crutch. Also, please note that we've labeled the keys by where they go in your inventory, not in the order that you get them.

LEVEL 1

First Level 2 Key:

Go straight from the very beginning of the game and you'll find this one, it's quite easy.

Second Level 2 Key:

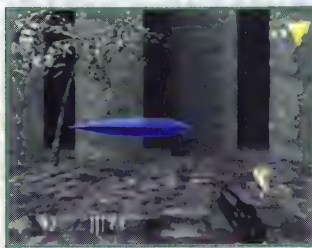
Along the pathway to the left of the first key you'll see a vine-covered wall to your left (your map will show the location). Climb up and you've got the second level 2 key.

Third Level 2 Key:

Take the second route to the right of where you found the first key, and you'll eventually come to an island with two soldiers and the third key for level 2.

First Level 3 Key:

This key is located just south of the teleporter that takes you to the unchartable maze of green obelisks.

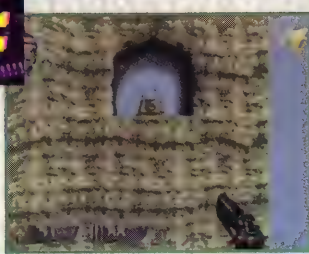
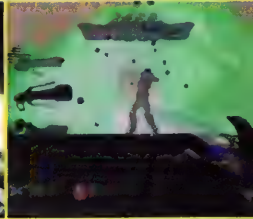
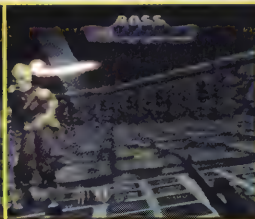


Second Level 3 Key and the Chronosceptor Piece:

Inside the unchartable maze of green obelisks you'll find the second level 3 key as well as the first piece of the Chronosceptor. Look carefully.

Third Level 3 Key:

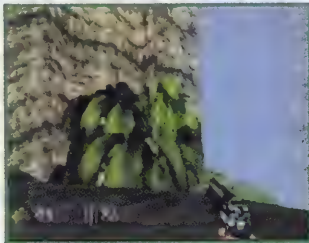
After you fall into the dry well you'll come across the first level 3 key right before the teleporter.



LEVEL 2

First Level 4 Key:

There is a hidden cave inside the pond to the left of the first village you encounter. This cave is unchartable, but if you keep going to the left and up you'll eventually find a cavern that leads to the first level 4 key.



Second Level 4 Key:

You can see this key across a chasm in the cliff face. To get to it you must go to the left and fall down right next to the treetop that is sticking up from over the side. Follow the cavern and you'll find the second level 4 key.

First Level 5 Key:

Take the path to the right of the level exit transporter and you'll find the first level 5 key.

The Chronosceptor piece is located inside the green circle surrounded by obelisks.



Second Chronosceptor Piece:

If you take a hard left just past the temple with the three soldiers that drop from the sky (there are also two statues holding flames), you'll find a climbable wall. Follow the passage until you come to a cliff. Use your map to locate the two platforms and jump down. The Chronosceptor piece is on the second platform.



LEVEL 3

Third Level 4 Key:

Take the transporter inside the temple at the far end of the second tier of houses. Jump to the ledge on the west side and then follow it to the key.

This passage (shown in pink) leads to the second level 5 key.

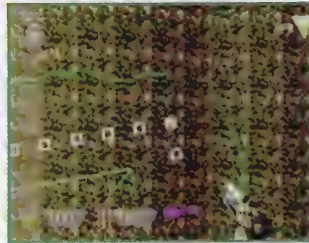


Second Level 5 Key:

This key is located at the end of the corridor found at the bottom of the large descending stairs that you activate with a switch on the upper platform to the left. The only way to the switch is to go up and around to the right.

Third Level 5 Key:

Beat the boss at the end of the level and you'll be rewarded with the third level 5 key.



Third Chronosceptor Piece: Climb the vine wall in the northwest corner of the map as you take the platforms to the boss temple and you'll find the piece you seek.

BOSSSES

The bosses in Turok are big and bad. From a Hum-Vee to T-Rex, Turok has got his hands full. Here's a quick glimpse of the beasts that await you.



LEVEL 4

First Level 6 Key:

After you cross the first bridge head southwest. After a checkpoint, you'll come to a wall with a fireball dude on top. Kill him, then jump up to the platform to open the gate. At the next intersection take a right and it will lead you to the first level 6 key.

Second Level 6 Key:

After you cross the bridge at the beginning of the level, go to the southeast corner of the open area and you'll see a small ledge. Follow the path and you'll come to the second level 6 key.



First Level 8 Key:

This key is just to left as you enter the level, but you can only get to it by falling into the water and heading west to the underwater cavern that leads to a series of jumps. Follow the path and you'll find the key.

Fourth Chronosceptor Piece:

At the intersection where you took a right to get the first level 6 key take the left route. This will lead to a large temple, to the left of which is the fireball dude. Kill him and take the teleporter that faces due east (the other six just drop you in the lava). This path will lead to the Chronosceptor piece. Hint: If you're having trouble exiting the area and have an extra life, try avoiding the save point and heading straight for the Chronosceptor piece. After you get it, die, and you'll come back to life at the checkpoint outside the dungeon with your Chronosceptor piece in hand.



LEVEL 5

Fifth Chronosceptor Piece:

Head down into the catacombs and take a left at the two doors. Take your first right, and then enter the room at the end of the hall. Cross the water, and then go into the drain on the north wall. Follow the path and you'll come to another hallway. To the left there will be another drain. This will lead you to the Chronosceptor piece.

Third Level 6 Key:

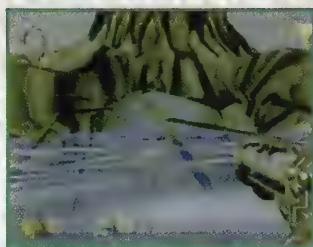
Take the same route you would take to get to the Chronosceptor piece, but don't go into the drain in the hallway. Instead go down the hallway, solve the catacomb switch junction, go through the cavern, then you'll find the key on top of the structure in the center of the pool.

Second Level 8 Key:

Head down into the catacombs and then enter either of the two doors in the first room you enter. Kill the fireball demon, then head up the stairs. Follow the path (even through the swinging hooks) until you get to the key room with a fireball demon. Kill the demon and he'll give you access to the key.

Third Level 8 Key:

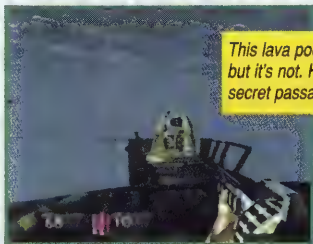
Head down into the catacombs and enter either of the two doors in the first room you enter. Jump into the water behind where the fireball demon is, or was, and head down. At the bottom of the pool is a tunnel that leads to a transporter that will take you to a boss. Beat the Mantis and the key is yours.



LEVEL 6

Third Level 7 Key:

First, you must find the big tree and travel up into the treetops. Once you reach the first checkpoint, the path splits three ways for the first time. Take the path to the east and it will bring you to the third level 7 key.



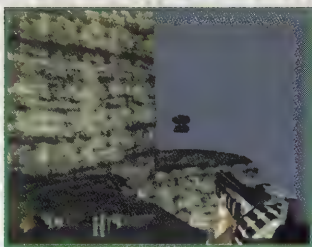
This lava pool may look dangerous, but it's not. Hop in and you'll find a secret passage.

Second Level 7 Key:

Again, you must find the big tree and travel up into the treetops. Once you reach the first checkpoint the path splits three ways for the first time. Take the path to the west and follow it to a save point and a transporter. Take the transporter and go through the villages and then through the gate. Continue on down the path until you enter a cave with a save point. As you exit the cave, you'll see a small patch of grass to the left (or south). Use the platform to get to the southern cave and then follow the path. Now, you'll need to jump off the platform with the rocket to get down to the second level 7 key.

First Level 7 Key:

From the point where you jumped off onto the small grass platform to go to the south (and the second level 7 key) cave, head across the footbridge and through the village to the transporter. Follow the path and it will lead you to the first level 7 key.



Sixth Chronosceptor Piece:

Take the eastern path from where you got the first level 7 key, and it will lead you to the exit transporter. To the left of the exit transporter there is a small ridge on the side of the cliff. Drop down and then jump over to the platform to claim your prize.



LEVEL 7

Seventh Chronosceptor Piece:

Work your way through the level by solving the various switch puzzles until you reach the area with lava pits and dinosaur bones. If you head to the northwest corner of this area you should be able to see a couple of brown tunnels on your map screen. Fall down to this area and then head down the tunnel and over the bridge. Go through the maze and you'll come to a lava swamp. Before you leave this area you'll need to do two things. First, head east and you'll encounter moving platforms that



Don't even attempt to climb these moving platforms until you have full health and the Chronosceptor piece.

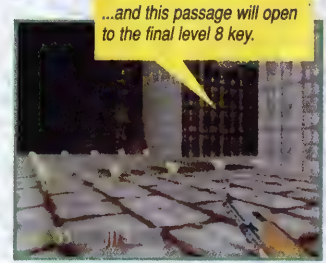
lead upward, but don't go up them yet. Just around the corner and to the left there is a small area with an entrance to a different, smaller pool of lava. Jump into the lava and you'll find a hidden passage near the bottom. Swim through the passage and you'll find land on the other side. This path will lead you to the seventh Chronosceptor piece. Now take the moving platforms to get to the next area.



Push the button...

Fourth Level 8 Key:

From the moving platforms, you must blast your way through some tight spots and make some difficult jumps. You must kill everyone along this path, otherwise the platforms that you need to make the jumps won't appear. At the end you'll find the fourth level 8 key. Take the transporter to the left and you're on your way.



...and this passage will open to the final level 8 key.

Fifth Level 8 Key:

After the transporter, just keep following the path. Just past the next checkpoint you'll find a switch along the wall on the right side (or south). Activate it, and head back west. Along the north wall, there will be an opening behind a platform (it is shown as a large pink square on your map). Follow the passage and it will lead you to the fifth level 8 key.

LEVEL 8

Eighth Chronosceptor Piece:

This one's easy. It's in the same room as the save point right after you defeat the T-Rex. That is, if you can beat the T-Rex.

- 1 Knives
- 2 Bow and Arrow
- 3 45 Magnum
- 4 Shotgun
- 5 Auto Shotgun
- 6 Assault Rifle
- 7 Pulse Cannon
- 8 Chain Gun
- 9 Grenade Launcher
- 10 Alien Weapon
- 11 Quad Rocket Launcher
- 12 Shockwave Weapon
- 13 Fusion Cannon
- 14 Chronosceptor



WEAPONS
No game has ever had the arsenal that Doom does. We don't know where he keeps all these hoardings of destruction, but here's a look at them anyway.



Game Informer's



Editor's Top Ten Console Games for March

- 10 *Star Wars: Shadows of the Empire* - N64
- 9 *Fighters MEGAMIX* - SS
- 8 *Carnage Heart* - PS-X
- 7 *Soul Blade* - PS-X
- 6 *Super Mario 64* - N64
- 5 *Tekken 3* - Arcade
- 4 *Dragon Force* - SS
- 3 *Mario Kart 64* - N64
- 2 *Turok: Dinosaur Hunter* - N64
- 1 *Final Fantasy VII* - PS-X

Reader's Top Ten for March

- 10 *Dragon Force* - SS
- 9 *Super Mario RPG* - SNES
- 8 *Blood Omen: Legacy of Kain* - PS-X
- 7 *Crash Bandicoot* - PS-X
- 6 *Resident Evil* - PS-X
- 5 *Donkey Kong Country 3* - SNES
- 4 *Super Mario 64* - N64
- 3 *Twisted Metal 2* - PS-X
- 2 *Tomb Raider* - PS-X/SS
- 1 *Star Wars: Shadows of the Empire* - N64

Top Ten Signs the Apocalypse is Approaching

- 10 Companies start making left-handed controllers
- 9 Mario dumps the Princess and starts dating Luigi
- 8 Reiner's natural hair color starts to show
- 7 Satan
- 6 Miyamoto decides that PCs are the way to go
- 5 Our publisher gives up golf
- 4 A new arcade game comes out that only costs a quarter
- 3 Jon Storm marries a life-size Crash Bandicoot doll
- 2 The sun keeps getting bigger, and bigger, and bigger...
- 1 Acclaim makes a good game

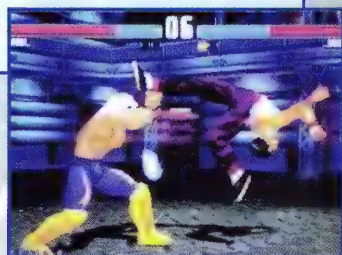
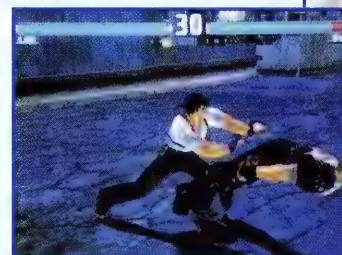
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 10120 West 76th Street • Eden Prairie, MN 55344
 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Tekken 3 Coming to PlayStation

As reported in last month's *GI News*, **Namco's Tekken 3** is on its way to arcades across the country. Initial reports on this flagship Namco fighter have strongly compared it to **Tekken 2**. Unfortunately, at press time, Tekken 3 was only on test and many of the moves, secret characters, and final AI had yet to be implemented.

Tekken 3 is designed on the new **System 12** hardware that uses similar architecture to the hardware found in the **Sony PlayStation**. The System 12 hardware is said to run approximately 500 percent faster than the **System 11** hardware found in *Tekken 2*. And since the System 12 hardware uses some of the same components found in the PlayStation, an arcade-to-home conversion is reported to be very easy to complete.

Namco has yet to officially announce a PlayStation version of *Tekken 3*, but that doesn't mean it's not in the works. The conversion to the home system has already begun and a source from Namco has told *Game Informer* that they will release *Tekken 3* for the PlayStation in the fourth quarter of this year.



Resident Evil: The Survival Horror Movie

Constantin Film has secured the film rights for **Capcom's** popular title **Resident Evil**. Constantin also announced the film's script is being written by **Alan McElroy**. Holding a hot pen in Hollywood, McElroy's recent feats include the screenplays for Fox's **Die Hard 4**, Cinergi's **Spawn** (live action), and **Scud: The Disposable Assassin** (also being produced by Cinergi).

There has been no official production or release schedule announced for the *Resident Evil* film.



BAN DAI

Sega Plans Merger With Toy Giant

Sega of America announced that its parent company **Sega Enterprises Ltd.** plans to merge with toy giant **Bandai Co. Ltd.** to form a new company called **Sega Bandai Ltd.** The planned merger, which is scheduled to occur on October 1 of this year, will technically dissolve Bandai, and then consolidate operations at Sega's Tokyo-based headquarters.

SEGA™

Sega's expertise in interactive technology, including home systems and arcade manufacturing, coupled with Bandai's numerous product licenses and strong presence in toy distribution channels will make the newly formed company stronger than they were as separate entities. Together, the Sega Bandai organization will be a \$5 billion company.

In other Sega news...

Prior to Sega's merger announcement, the company announced that it would take a special loss of \$200 million for the fiscal year ending in March. The loss is attributed to a weak performance by Sega's U.S. subsidiary, Sega of America, but also includes the removal of approximately \$70 million worth of 16-bit related products.

Sega's poor financial reports along with the previously mentioned merger plans have caused enormous uncertainty among investors. Sega Enterprises' stock has seen a decline in weeks following these announcements.

Who's Winning The Numbers Game?

Sony, Nintendo and **Sega** recently released sales numbers after a hard fought holiday battle. The Sony PlayStation proved itself the market leader, but had Nintendo breathing down its neck with equally impressive numbers. Here's a run down of each company's sales claims through the end of 1996.

Nintendo

2.14 million* Nintendo 64s in the U.S. – 3.99* million Nintendo 64s worldwide

Sega

1.6 million* Sega Saturns in the U.S. – 7 million* Sega Saturns worldwide

Sony

3.2 million Sony PlayStations in the U.S. – 11 million Sony PlayStations worldwide

*Figures represent shipments of hardware to retailers and distributors



PSYGNOSIS™

Psygnosis Titles to Saturn

TH*Q announced that they struck a deal with **Sega** and **Softbank** to get the rights to publish seven **Psygnosis** titles on the **Sega Saturn**.

The interesting part of the deal is that Sega has had the rights to these titles for over a year, and even went so far as to finish developing **Destruction Derby**, **Assault Rigs**, and **Krazy Ivan**. However, it seems that Sega would rather take the cash and dish them off to TH*Q than publish them for themselves.

TH*Q plans on releasing **Destruction Derby**, **Assault Rigs**, and **Krazy Ivan** for the Saturn by the end of March, with **Adidas Power Soccer**, **G-Police**, **Sentient**, and **Codename: Tenka** following in the second quarter of this year.

SEGA SATURN

...DATA FLOW...DATA FI
FLOW...DATA FLOW...DAI

New Sega Promotion

On February 15, **Sega** began offering either **Worldwide Soccer '97**, **Sega Rally**, **Virtual-On**, or **NIGHTS** (minus analog controller) free with the purchase of two other games from a specified selection of twelve games.

The **Buy 2, Get 1 Free** offer will run through April 15 and has undoubtedly been created because of the enormous success of their "**3 Free Games**" promotion. Contact your local retailer for more information.

Bruce Willis to Star in Game

Activision has signed **Bruce Willis** to be a "virtual partner" in their upcoming arcade action/shooter title **Apocalypse**. Willis will star as the player's partner, fighting side by side against The Four Horsemen of the Apocalypse. Slated for a fall release on the **Sony PlayStation**, **Apocalypse** will feature a new proprietary animation system as well as a brand new game engine.

Robotech Looking for Publisher

Robotech: Crystal Dreams' future on the **N64** may be in jeopardy.

Game Informer has learned that **Phillips**, who acquired the publishing rights for **Robotech** from developer **GameTek**, is contacting possible investors who may be interested in providing money to fund the game's production and publishing fees.

The Return of Gex

Crystal Dynamics has confirmed that it is working on a sequel to **Gex**. The action/platform game starring a witty gecko lizard was one of Crystal's most popular games. The **Gex** sequel is said to be modeled after **Mario 64** and **Tomb Raider**. It will offer a 3D, "free-roaming" gameplay environment. Tentatively titled **Gex 2**, Crystal Dynamics should debut the game at the annual **E3** show in June.



GameWorks and Interplay are working together on an arcade version of Descent.

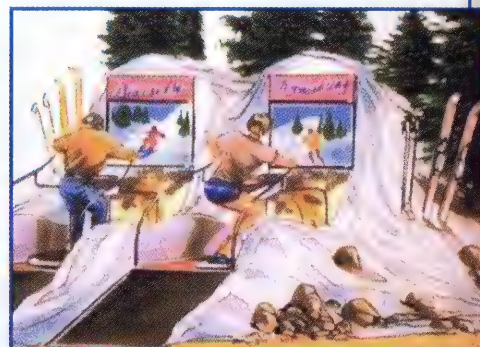
GameWorks Opens In Seattle This Month

The arcade experience for most gamers has usually been limited to small corners of malls, bowling alleys, or mini-golf centers. Over the years, other arcade operators have tried animated puppets and a poor excuse for pizza to enlighten your gaming experience; however, the tides of arcade gaming are shifting toward the masses. Arcade operators are incorporating gaming into night-club and bar-type atmospheres in such cities as Chicago and New York. One of the biggest ventures into a new style of arcade enlightenment is the brainchild of none other than **Steven Spielberg**. In a joint venture between **Universal Studios**, **Sega Enterprises**, and Spielberg's **DreamWorks SKG**, a new "mega-arcade," GameWorks, will open its doors March 15 in Seattle, WA. It will be the first of more than 100 GameWorks planned to open over the next five to six years.

The basic concept of the GameWorks arcade experience is to appeal not only to the hard-core game player, but also to invite in players who haven't stepped into an arcade for 15 years, and even those who have never played at all. The designers and architects of GameWorks not only want visitors to interact with games easily, but also want you to interact with each other through the use of the GameWorks intranet. Unlike the Internet which connects people with the outside world via computers, the GameWorks intranet will be a network of computers inside each location that will allow players to meet other players via anonymous chats, e-mail messages, and player generated web sites. It will also track player scores, playtime, and other gaming stats via the GameWorks' smart cards. Similar to ATM cards, the smart cards will allow a player to pre-purchase a dollar amount and then use that card to pay for everything from games to food.

Inside the spacious surroundings of GameWorks is more than 30,000 square feet of gaming space, divided into three distinct zones. The **"Loading Dock"** is the area of GameWorks that will feature the newest arcade games offered by **Namco**, **Sega**, **Capcom**, and other arcade giants. Competition is the focus in the Loading Dock and fighting games will likely dominate the scene. Unleashing exclusively designed simulations and multi-player games, the **"Arena"** is a GameWorks zone that will introduce players to the massive **Vertical Reality**, a multi-player shooter boasting three 24-foot tall screens, and a newly designed eight-player version of **Interplay's Descent**. If you yearn for the games of old or just want to relax, the **"Loft"** is a more subdued environment filled with classic arcade games as well as computer terminals for Internet access. In the "Loft," older gamers will also be able to sample some of the GameWorks brew or their favorite coffee concoction.

The arcade experience is definitely evolving to a new level with GameWorks. Plans this year call for openings in Las Vegas, NV and Ontario, CA, with more coming to major cities across the continent.



The GameWorks designers have come up with inventive ways to display the hottest arcade games.



An artist's rendition of GameWorks' exclusive Vertical Reality.



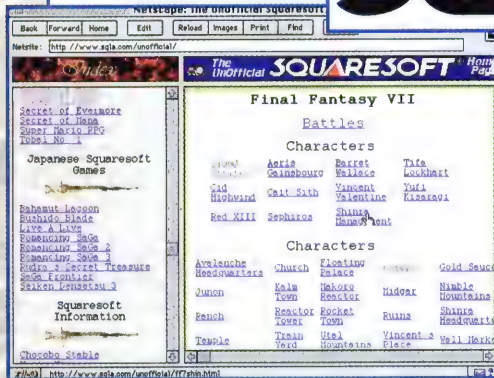
The GameWorks Loft will house arcade games of the past.



A scale model shows the floorplan of GameWorks Las Vegas. It will be nearly twice the size of the Seattle site.

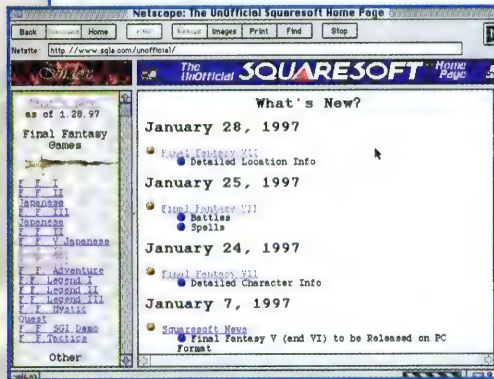


SQUARE®



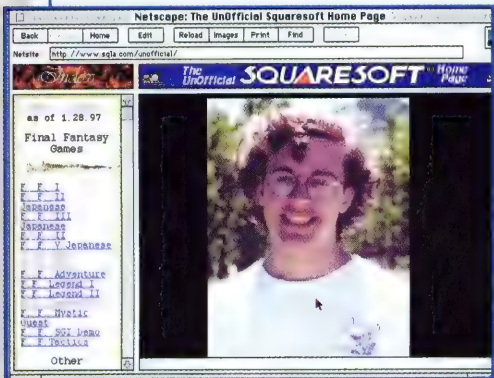
Square Brings Fan-Site On-Line

Square LA, the US branch of Japanese RPG giant **Square Co. Ltd.**, has given notice to a site on the World Wide Web designed by a loyal fan, incorporating it into the Square LA site (www.sqla.com). The **UnOfficial Squaresoft Home Page**, a web site devoted exclusively to Square products, is the work of Texas native **Andrew Vestal**.



Vestal, a high school student and Squaresoft fanatic, operates and maintains the "unofficial" site which Square hopes to make "official." Since April of 1995, he has diligently spent his spare time building the site into one of the biggest collections of Square images, screens, music, and culture found on the web.

Vestal commented to *Game Informer* that the transition of his page into an official site is going slowly, but he hoped it will be functional by the summer. Until then, you can still take a look at Vestal's creation on the World Wide Web at <http://www.sqla.com/unofficial/>.

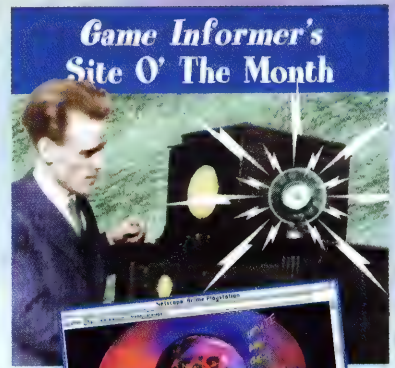


Packers' Quarterback Signs with Acclaim

Acclaim Entertainment signed an endorsement deal with NFL MVP and Green Bay Packers quarterback **Brett Favre**.

Favre in his first, of probably many, video game endorsements will be featured on packaging, advertisements, and special appearances for Acclaim's upcoming **NFL Quarterback Club '98**. He will also contribute in the game's development.

NFL Quarterback Club '98 is scheduled for release this fall on multiple platforms including **Sega Saturn** and **Sony PlayStation**.



Game Informer's Site O' The Month



Anime PlayStation

<http://ai.ai.ai.com/~freddy>

Freddy has been at this for quite some time and he's got a knack for tracking down Japanese RPGs. Of course, he's got plenty of PS-X games related to anime.

VIDEO GAME TRIVIA

- 1 What is the name of the second Mortal Kombat movie?
- 2 What recent racing game spawned a music video?
- 3 True or False? Game Informer debuted in 1989.
- 4 How many coins does it take to get a free life in Mario?
- 5 Name two major actors that starred in Wing Commander III and IV.

(Answers on the bottom of page 17)



Name That Game!

This game originally started out as a Malibu Comic. The game launched in 1993 with the same zany prehistoric humor as the comic series. What game is it?

(Answer on the bottom of page 17)



Another Popular RPG Goes Sony's Way

It appears that another company widely known for their **Nintendo** RPGs will take their most popular franchise to the **Sony PlayStation**. Following in the footsteps of **Squaresoft's Final Fantasy VII**, **ENIX** announced that it will begin development of **Dragon Quest 7** for the Japanese Sony PlayStation.

Known as **Dragon Warrior** in the U.S., the **NES Dragon Quest** series of games are some of the most popular games ever released in Japan. **ENIX** cited the strong market share owned by Sony along with the cheaper and larger storage capacity of the CD-ROM medium as factors in their decision to bring **Dragon Quest** to the PS-X. Although **ENIX** has already released **Wonder Project J2** for the Nintendo 64 and has another on the way, it looks as though their premier title will at least be on the PlayStation first.

As the development for **Dragon Quest 7** has just gotten underway, it's likely that Japanese gamers won't see the title until sometime next year. U.S. gamers may have to wait even longer for a new **Dragon Warrior** title as **ENIX** has no North American publishing branch. It will likely take another U.S. publisher to ensure an English translation.

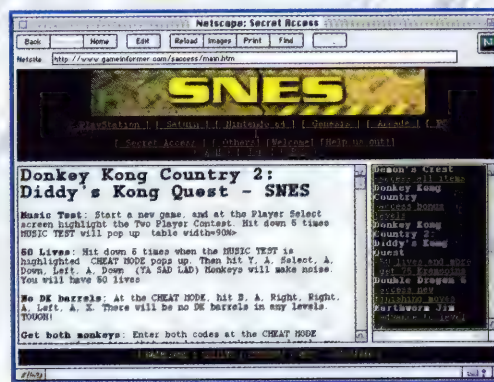


Do You Have the Secret Access?

If your watchful eyes happened upon a semi-hidden web site address on the pages of last month's **Secret Access**, you may already be a winner – the winner of a plethora of video game codes from past to present as **Game Informer** launched an on-line version of the popular **Secret Access**.

Filled with the latest codes, passwords and tips, this on-line site is set up to give you a full catalog of gaming's greatest secrets for the **PlayStation**, **Saturn**, **Nintendo 64**, and more. With an easy to use interface, you can look up codes you may have missed or send us your latest discoveries.

Set your browsers to stun and point them to **Game Informer's** web site at http://www.gameinformer.com/secret_access.



Titus to Bring Superman to N64

Titus Software Corporation, publishers of **Titus the Fox** and **Prehistoric Man**, announced that they have acquired the interactive licenses to **Warner Brothers' Superman: The Animated Series** and an upcoming animated film **Quest for Camelot**.

Titus will develop these two titles for the **Nintendo 64**, **PlayStation**, **Saturn**, and **Game Boy**. **Superman** is scheduled for a fourth-quarter release with **Quest for Camelot** penciled in for an early '98 launch.

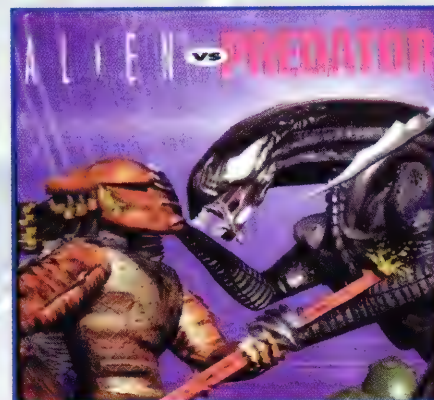


Fox Launching New Alien Vs. Predator

Fox Interactive, with the help of the original software developer **Rebellion**, is resurrecting **Alien Vs. Predator**, a title that gained notoriety on the **Atari Jaguar**.

After completing the development of **Aliens Vs. Predator** for the Atari Jaguar, **Rebellion** began work on a Jaguar sequel. But as we all know, the Jaguar's abrupt demise left the project on hold. That's where **Fox Interactive** stepped in. The all-new **Aliens Vs. Predator** is currently being developed for the **Sega Saturn**, **Sony PlayStation**, and **PC**. It will incorporate many of the gaming concepts that are found in the original Jaguar version. Expect to see a three-part 3D action game where the player can take on the role of either the soldier, **Alien**, or **Predator**.

At press time, **Fox Interactive** acknowledged the development of **Aliens Vs. Predator** but said they were not ready to officially announce its release date.





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Video Game Trivia Answers:

1. *Mortal Kombat Annihilation*
2. *Wipeout XL* featured *Fluke* and their single *Atom Bomb*.
3. False, we started in the Fall of 1991.
4. 100
5. Mark Hamill (you know, Luke Skywalker), Malcom McDowell

Name That Game Answer:

Tom Mason's *Dinosaurs for Hire*



(PC version shown)



Midway On Quake - GT Interactive Out in the Cold?

Midway Home Entertainment announced that it is developing **id Software's Quake** for the **Nintendo 64**.

Reportedly, id was impressed with Midway's work on **Doom 64** and asked Midway to use the same development team. Midway's team is also responsible for *Doom* and *Final Doom* on the **Sony PlayStation**. **GT Interactive**, who owns the publishing rights to the PC version of *Quake*, was first thought to be the obvious publisher of the Nintendo 64 version, but appears to have lost out to Midway.

Quake for the N64 is just in its initial development stages, but could possibly appear on the system by the end of the year.



InterAct Rolls Out Newest Peripherals

Just when you thought you'd seen it all, **InterAct** is releasing another **Memory Card Plus**, this time for the **Nintendo 64**. Even though most N64 Game Paks come with "static" memory installed, the N64 controller houses a memory card port for extra space. InterAct's Memory Card Plus can be used in this memory port, but unlike Nintendo's memory card, the Memory Card Plus boasts of 1 full meg of game save space. This is roughly four times the space of Nintendo's card.

The Memory Card Plus is compatible with any game displaying the N64 Controller Pak icon. **NBA Hang Time** was the first game to require a memory card. Players will also need a card for **Turok: Dinosaur Hunter**. With Nintendo's card, players will be able to save seven Turok games; with the Memory Card Plus they'll be able to save twenty-eight. In order to edit the card, hold down Start while firing up your system. The Memory Card Plus is available now for an MSRP of \$29.99.

Along with the Memory Card Plus, InterAct has developed two new clear controllers. The **Sharkpad Pro 64** is available now for the N64 featuring sixteen buttons, digital and analog thumb control, auto-fire, slow-motion, and an extra long extension cord. Supposedly, InterAct has made improvements to the analog control by inserting a steel shaft and spring mechanism for ultra-tight gameplay. The Sharkpad Pro 64 is available now for an MSRP of \$29.99.

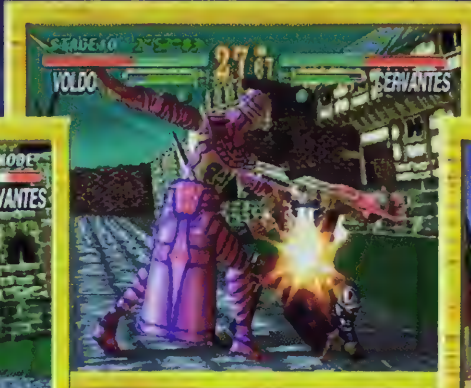
For the **PlayStation**, InterAct is offering their **ProgramPad**. Developed mainly for fighting games, the ProgramPad offers up to ten programmable fire buttons, programmable digital direction control, slow motion, and auto-fire. The ProgramPad also offers "non-volatile" memory that stores button configurations in the absence of power. The ProgramPad features the popular clear-casing design and is available now for an MSRP of \$29.99.

MEMORY CARD PLUS

For use with the controller

4X
the memory of other cards!

INTERACT GAME PRODUCTS



Tekken Meets Weapon Lord





- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Practice, Survival, and Edge Master Mode, Ring Outs, 10 Playable Characters (Plus Five Hidden Characters), Up to Eight Weapons for Each Character, Special Move Meter, Juggle and String Combos, Memory Card Save
- **Created by:** Namco
- **Available:** Now for Sony PlayStation

Virtually untouched and immediately exiled is the surprising fate that Namco's second arcade fighter, Soul Edge, endured in its amazingly short arcade life. Their first fighter, Tekken, is still flourishing in the arcades and even more so on the home consoles. The differences between the two games are remarkably small on the surface, but to the eyes of a gamer, they are like night and day.

Tekken and its sequel Tekken 2 drew an audience for several reasons. It was one of the first games to feature as many hidden characters as there were playable, and its controls were precise, mainly because the buttons corresponded to certain limbs. On the other hand, Soul Edge looked and moved just as nicely as Tekken, except instead of limb combat, Namco incorporated weapon combat, thus changing the control to two weapon attacks, a kick, and a block button. Plus, Soul Edge has very few playable characters and practically none were hidden. So basically, the luster of

solid control and game longevity was missing in the arcade version of Soul Edge.

Well, give a game a year to port over to the consoles and usually you'll see some drastic changes between versions. That's exactly what happened with the newly named Soul Blade PS-X port. First and foremost, Namco didn't change the name to make people think that this is not the arcade game. In actuality, they ran into a copyright problem with another product. So rather than fight, Namco decided to rename the game Soul Blade.

Soul Blade is right at home with both Tekken and Tekken 2. The options within the game (Practice and Survival Mode) give it the feel and flavor it needed in the arcades. There are hidden characters, just not as many as in either Tekken game. Instead, you'll encounter a few hidden characters, but most notably, hidden weapons. Soul Blade features a great new mode called the Edge Master Mode, which is a one-player game that is heavily story based. Through this mode you'll be required to accomplish certain tasks in order to win. Sometimes you'll need to take down four characters in a row, other times only throw or juggle an opponent, or maybe just break their weapon. Victories in this mode are followed up with more story development and sometimes a new weapon. Each character can obtain up to eight different weapons which can be switched freely before each battle. All the weapons have pros and cons, meaning some are slower and longer, heavier with more durability,

short and fast, or just plain deadly.

The look and complexity of Soul Blade is exactly the same as its arcade counterpart. The character list features 10 playable characters, Ring Out victories still exist, and the sweet lighting effects are forever present. Soul Blade has made a giant step between ports, and no fans of fighting games should miss this unique experience.

Blades of Knowledge

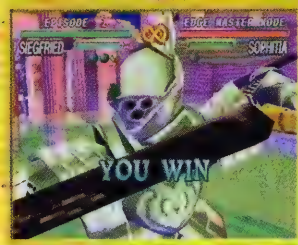
You've mastered the control of Tekken, but now you'll need to learn how to fight with a weapon. All the characters in Soul Blade carry a deadly blade of some kind. The weapons range from Samurai swords to mammoth axes. The characters who carry them are masters, and you'll need to gain their knowledge before becoming one yourself.

To survive the test you'll first want to travel to the Practice Mode in order to learn a character's complete move list and attack range. In the Practice menu you'll find a complete moves list (except for the Critical Edge moves). Most of the moves are fairly easy to perform but hard to land since a precise distance is needed for each move. This is the same with combos and Critical Edge moves. You'll need to fully understand each of these before becoming a master.

Now that you have an understanding, you should fare well in combat. There are plenty of directions you can take. You can challenge the



Continued on page 21



Legend:

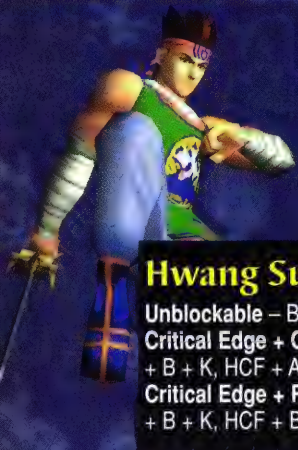
- F - Forward
- Ba - Back
- D - Down
- U - Up
- QCF - Quarter Circle Forward

- QCBa - Quarter Circle Back
- HCF - Half Circle Forward
- HCBa - Half Circle Back
- A - Slash Attack
- B - Fierce Attack
- K - Kick

Hidden Characters

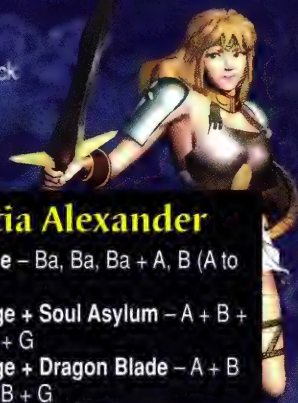
SoulEdge - To unlock this fiend simply beat the Arcade Mode with every character.

Unlocking Four Characters - Find seven of the weapons in Edge Master Mode with these characters: Sophitia, Siegfried, and Hwang. Then, return to any one of your previous battles. Namco stated that going back four or five battles works best for this. The eighth sword you are looking for is hidden randomly throughout any one of these battles. You'll need to fight the same battle over and over again until you unlock the new weapon and hidden character.



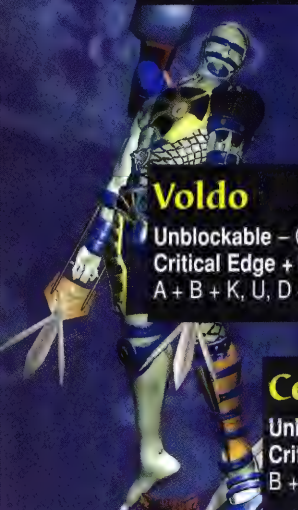
Hwang Sung Kyung

- Unblockable - Ba + B + K
- Critical Edge + Cross The Styx - A + B + K, HCF + A + B
- Critical Edge + Rising Uppercut - A + B + K, HCF + B + K



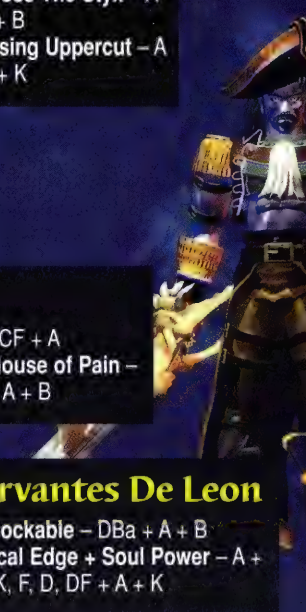
Sophitia Alexander

- Unblockable - Ba, Ba, Ba + A, B (A to B quickly)
- Critical Edge + Soul Asylum - A + B + K, QCF + A + G
- Critical Edge + Dragon Blade - A + B + K, HCF + B + G



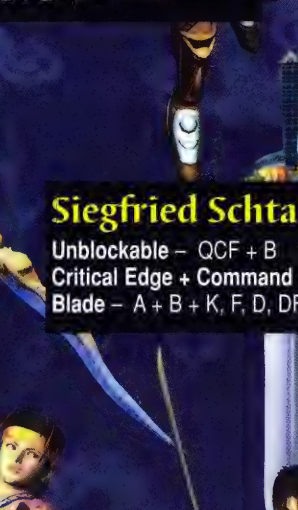
Voldo

- Unblockable - QCF + A
- Critical Edge + House of Pain - A + B + K, U, D + A + B



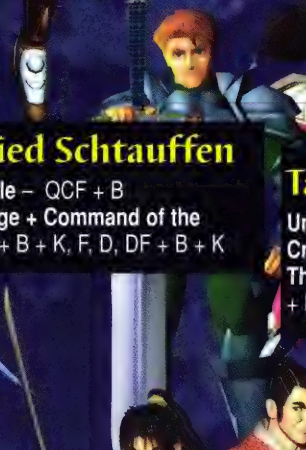
Cervantes De Leon

- Unblockable - DBa + A + B
- Critical Edge + Soul Power - A + B + K, F, D, DF + A + K



Siegfried Schtauffen

- Unblockable - QCF + B
- Critical Edge + Command of the Blade - A + B + K, F, D, DF + B + K



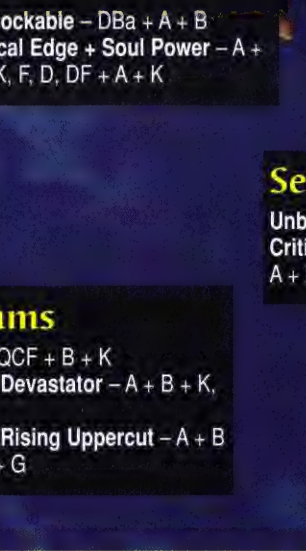
Taki

- Unblockable - HCBa + B
- Critical Edge + Burning Thunder - A + B + K D, U + B + K



Rock Adams

- Unblockable - QCF + B + K
- Critical Edge + Devastator - A + B + K, HCBa + A + G
- Critical Edge + Rising Uppercut - A + B + K, HCBa + B + G



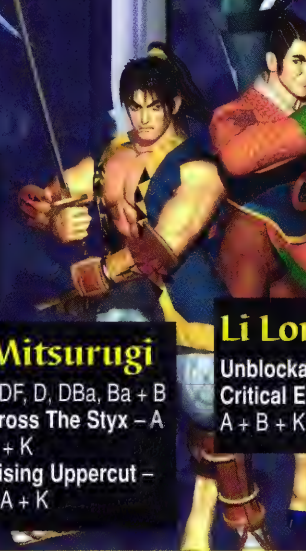
Seung Mina

- Unblockable - UF + A + B
- Critical Edge + Crystal Cyclone - A + B + K, Ba, Ba + A + B



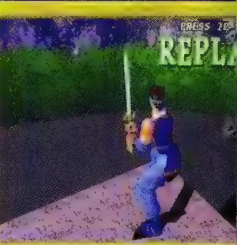
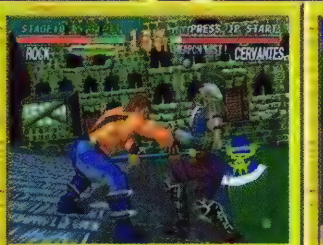
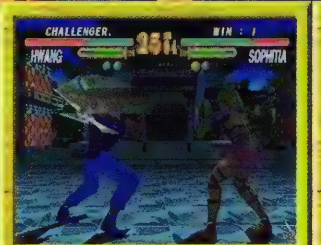
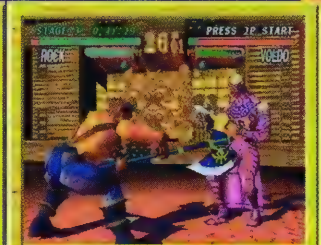
Heishiro Mitsurugi

- Unblockable - F, DF, D, DBa, Ba + B
- Critical Edge + Cross The Styx - A + B + K, QCF + B + K
- Critical Edge + Rising Uppercut - A + B + K, QCF + A + K



Li Long

- Unblockable - DBa + B + K
- Critical Edge + Fire & Brimstone - A + B + K, F, F + A + B



Continued from page 19



Edge Master Mode

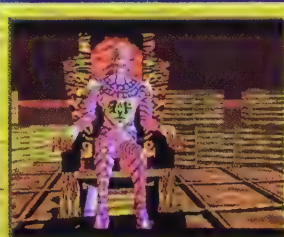
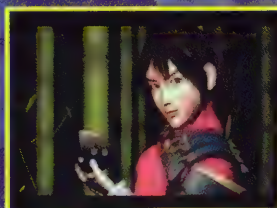
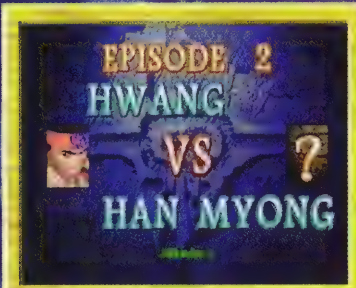
This is where all the Soul Blade action is. This is one of the biggest one-player modes ever to be incorporated into a fighter, and the rewards you'll pull out here are well worth the hours upon hours of gameplay. Similar to the regular Arcade Mode, the Edge Master Mode is intertwined within a huge story. Each character has a different story and ending, but the true rewards are scattered throughout the battles.

When entering this Mode you'll first be confronted by a map and a menu holding these commands: Move, which allows you to travel to different destinations and battles; Book, which tells the story; Battle, which obviously brings you to your next confrontation; and Weapon Select, which will allow you to change and view weapons you've obtained.

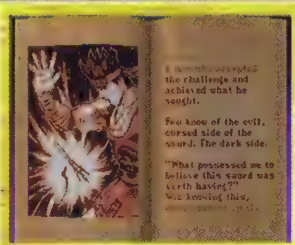
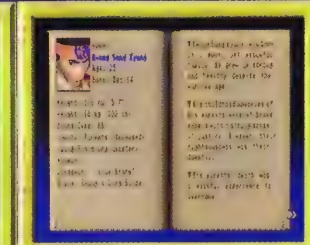
The big differences between this Mode and the Arcade are mainly based on battle objectives and weapon changing. By reading the Book you find key information on how to defeat enemies in your next battle. Sometimes you'll need to break their weapon, ring them out, defeat five opponents in a row, juggle them in the air, or simply destroy them cleanly and thoroughly. After these victories you will more than likely be rewarded with a new weapon. Each character can obtain up to eight different weapons. All these weapons feature different abilities, distances, and features. Obviously, some are better than others. Plus, once you obtain these weapons you can use them in any other mode found in the game. A grand reward for victory indeed.

Critical Edge

A Critical Edge is an automatic four hit combo that each and every fighter can perform by hitting A + B + K. This powerful attack drains power from the Special Critical Meter next to the life bar. Each character also has several Critical Edge extension movements that are performed directly after the first is initiated.



The endings in Soul Blade are unique, mainly because they are interactive. If you hit a certain button at the right time you'll alter the ending. All the characters can do this.



Arcade, Team Battle, Time Attack, Survival, or Edge Master Mode for a one-player game. Two players can compete in Versus or Team Battle Mode. There's a lot to worry about when in combat since you can lose your weapon if you don't watch your meter, get knocked off the edge for a Ring Out if you are not watching the arena, or simply be annihilated if you don't watch the opposition closely.

You may not realize it at first, since the weapons are extremely lethal, but true enough, Soul Blade is a game about blocking. This button will become your best friend after a few bouts. Plus, Namco has added thrust blocks (a parry if you will), that enables you to stop any attack. The guard button is also used for several attacks, namely the grab and throw moves. Using block with either the A or B button will do a different throw for each character.

Many matches against the computer are tough ones, and you'll surely need to know how to perform combos and Critical Edge moves (listed on page 10) in order to win.

REINER, THE RAGING GAMER

Concept: 9.25 "I never thought that a fighter could be even remotely as entertaining as Tekken 2, but Soul Blade pulls through with this task, and with honors I might add. All the Tekkens lack in one-player excitement, and I'm glad that Namco conquered this feat by adding the Edge Master Mode to Soul Blade. The only minor demerit this title receives is for the lack of characters (15 total), but other than that, it has a great overall design—most notably the animation and graphics. Wait until you see the effects on the combos! Wow! Pick this title up and you too might encounter the popular quote: Brain... frying...on... Soul Blade... need... help!"

Graphics: 9

Sound: 8.5

Playability: 8.5

Entertainment: 9.25

OVERALL: 9

ANDY, THE GAME HOMBRE

Concept: 9 "Namco's fighters always amaze me. They are always so incredibly smooth, and Soul Blade is no exception. The animation in this game is crisp, with the best lighting effects and explosions I've seen in any PlayStation game. I especially like the swordplay; the clangs and pangs of battle just ring out of the PlayStation's sound chip. In the end, this game doesn't impress me as much as Tekken 2, but the change of pace this game offers fight fans more than makes up for its tiny flaws. And the 1-player mode is one of the best there is."

Graphics: 9.25

Sound: 9

Playability: 9

Entertainment: 9

OVERALL: 9

PAUL, THE GAME PROFESSOR

Concept: 9 "Normally, playing a fighting game one-player gets old quickly. Soul Blade is different. I really like that they've extended the one-player game into the Edge Master Mode. It adds immensely to the entertainment value of the game.

Graphics: 9.25

Sound: 8.75

Playability: 8.75

Entertainment: 9

OVERALL: 9

Just like Namco's past arcade translations, this one gives you near arcade quality graphics and plenty more in the features department. The play doesn't seem as deep as Tekken 2, yet with the various weapons and interactive endings there's plenty more to this game than meets the eye. This is another quality fighter from Namco that will definitely impress fans of Toshinden and Star Gladiators."

► THE BOTTOM LINE 9

CODENAME

TENKA

A Maniacally Depressive Soap Opera

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action
- **Special Features:** Normal and Letterbox Screen Adjusts, Pre-Game Controller Test, Tracking Beacons, Laser Sighting, Multiple Gun Enhancements and Level Objectives, Intelligent Enemy AI, Strafing, Crouching and Jump Buttons
- **Created by:** Psygnosis
- **Available:** Now for Sony PlayStation

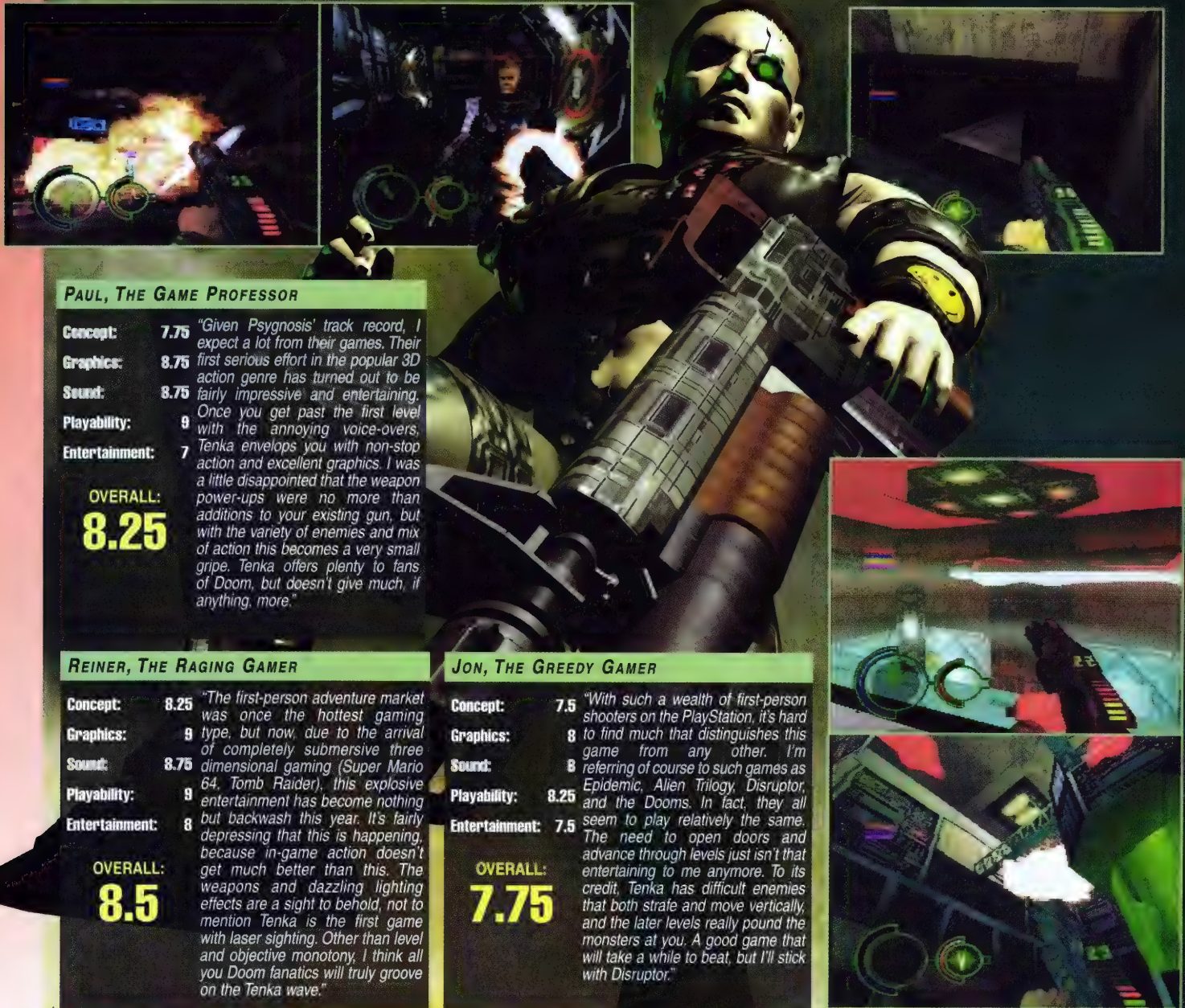
▶ **THE BOTTOM LINE** **8.25**

Expressing a complex storyline through the means of a first-person gaming engine has never quite worked out in the end. *Immercenary* and *Disruptor* came close, but once you got into the game itself, nothing ever really happened. However, *Codename: Tenka* finally gets the formula right. In this first-person action title, action and plot are equally the focus.

Throughout gameplay, players are confronted with lengthy character interaction and FMV clips which continue the story after certain stages. Thus, there is a realistic, in-the-moment feel to this easy to follow game. Don't expect to be showered with unbridled praise by a talking kangaroo after completing a level objective. Like all first-person games the plot is a gritty one, and in the end *Tenka* comes off as an extremely depressing soap opera.

Furthering the growth of the PlayStation, Psygnosis did a commendable job on the overall look of *Codename: Tenka*. To this day, you won't find better enemy texture maps or the multitude of intense lighting effects like those found in *Tenka*. In fact, one of the nice lighting effect touches is the incorporation of laser sighting on your rifle. You don't start with this attachment, but once you have it, targeting will be so much easier – and it just looks cool. All the excess weapons obtained throughout the game are in fact attachments to the one gun that you carry. These enhancements are devastating to say the least. Some will fry and others will bake the opposition to a well done stasis.

As the PS-X gets older, you can expect most of the games to have the same appearance as *Tenka*. Psygnosis put a lot of work into this title and it really shows off the power of the PlayStation. It's a tricky game with extremely intelligent computer AI that actually allows the enemies to run away and strafe to avoid your attacks. Plus, if you get lost on a level, you can lay down tracking beacons to tell you where you've already been. *Codename: Tenka* may not have the appeal it would have had a year ago, but surely it will become one of the PlayStation's biggest first-person hits.



PAUL, THE GAME PROFESSOR

Concept: 7.75 "Given Psygnosis' track record, I expect a lot from their games. Their first serious effort in the popular 3D action genre has turned out to be fairly impressive and entertaining." **Graphics:** 8.75 "Once you get past the first level with the annoying voice-overs, *Tenka* envelops you with non-stop action and excellent graphics. I was a little disappointed that the weapon power-ups were no more than additions to your existing gun, but with the variety of enemies and mix of action this becomes a very small gripe. *Tenka* offers plenty to fans of *Doom*, but doesn't give much, if anything, more."

Sound: 8.75

Playability: 9

Entertainment: 7

OVERALL:
8.25

REINER, THE RAGING GAMER

Concept: 8.25 "The first-person adventure market was once the hottest gaming type, but now, due to the arrival of completely submersive three dimensional gaming (*Super Mario 64*, *Tomb Raider*), this explosive entertainment has become nothing but backwash this year. It's fairly depressing that this is happening, because in-game action doesn't get much better than this. The weapons and dazzling lighting effects are a sight to behold, not to mention *Tenka* is the first game with laser sighting. Other than level and objective monotony, I think all you *Doom* fanatics will truly groove on the *Tenka* wave."

Graphics: 9

Sound: 8.75

Playability: 9

Entertainment: 8

OVERALL:
8.5

JON, THE GREEDY GAMER

Concept: 7.5 "With such a wealth of first-person shooters on the PlayStation, it's hard to find much that distinguishes this game from any other. I'm referring of course to such games as *Epidemic*, *Alien Trilogy*, *Disruptor*, and the *Dooms*. In fact, they all seem to play relatively the same. The need to open doors and advance through levels just isn't that entertaining to me anymore. To its credit, *Tenka* has difficult enemies that both strafe and move vertically, and the later levels really pound the monsters at you. A good game that will take a while to beat, but I'll stick with *Disruptor*."

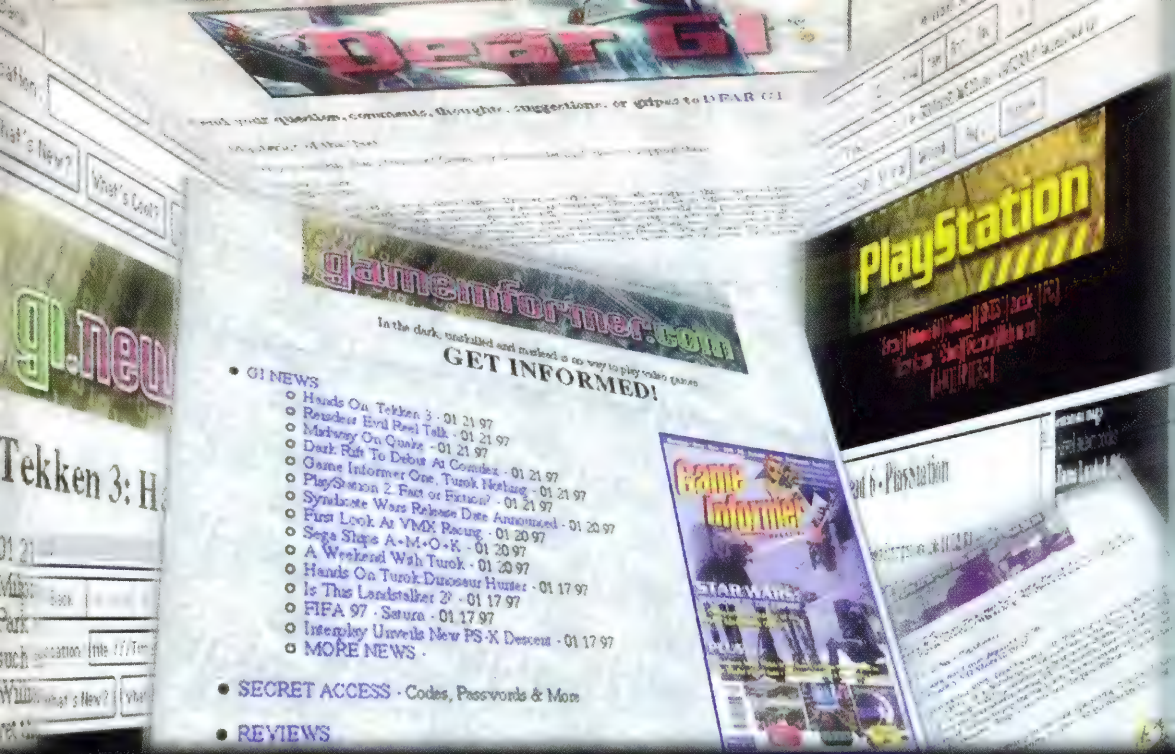
Graphics: 8

Sound: 8

Playability: 8.25

Entertainment: 7.5

OVERALL:
7.75



In the world of the Internet, speed is not measured by miles per hour but by bauds per second. And if video game web pages were cars, *gameinformer.com* would be a Ferrari. We're talking fast – not loaded down by heavy graphics that leave you stalled in traffic. Game Informer's web site is quick, responsive, easy to handle.

www.gameinformer.com



It's loaded with the latest video game happenings including up to the minute gaming news. Brought to you by the same team of gaming experts as *Game Informer magazine*, *gameinformer.com* delivers the best and most respected gaming info in the industry.

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Carnage Heart

For Geek Gamers, By Geek Gamers

- **Size:** 1 CD-ROM
- **Style:** 1-Player Icon Programming Mech Strategy (Up to 4-Player In Memory Card Battle)
- **Special Features:** Four Mech Types (Bi-Peds, Spiders, Tanks, and Flyers), 3 Mechs of Each Type, Optimizations, Research (New Mechs, Ammo Types, Weaponry, and Special Items), Icon Programming Interface, Vs. Mode
- **Created by:** ArtDink for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

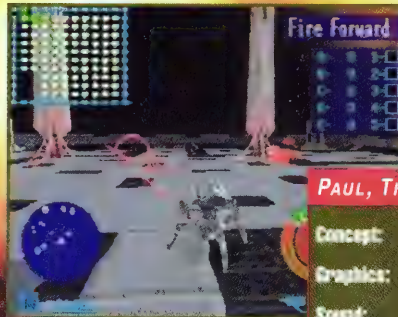
True innovation is a rare and exciting phenomenon in the gaming industry, and when a game like Carnage Heart comes out we can't help but wonder if we are witnessing the beginning of a new genre, or the bold but misinformed attempt to reach a crowd that doesn't exist. We hope the former wins out, because Carnage Heart is an impressive game and a courageous venture on the part of Sony and ArtDink.

Carnage Heart features action on a truly impressive scale. Mechs leap and bound through clouds of shotgun fire and swarms of rockets while attempting to draw a bead on their enemies so they can fire off a few rounds of their own or engage in melee combat. And it all happens according to the program, *your* program. Players do not have direct control over their mechs, but will instead be responsible for programming the AI and then sending teams of up to 3 of these "OKEs" (OverKill Engines) against enemies in a duel where brain power and creativity reign over reflexes and quick thinking.

Our first impression when we were told about this game was that Sony and ArtDink had gone insane. Upon playing the game, however, we discovered that Carnage Heart offers a gaming high on an entirely new level. It's hard to imagine someone screaming bloody murder as their OKE "bugs out" and starts turning around in circles while enemies approach, or cheering as their latest prototype finishes an enemy off with a melee attack, but it happens.

The strategic aspect of the game involves a number of factors. Players will need to manage resources in order to fund research on new equipment, design the AI and hardware specifications for OKEs, build factories at their bases, outmaneuver their opponents on the tactical map, and sit back and watch as their OKEs destroy inferior opponents on the field of battle.

Every time a new item is acquired, players will want to upgrade their old OKE designs as quickly as possible. As the OKEs themselves become more advanced, better CPUs must be purchased for their improved storage space and speed. This will allow a faster and seemingly less "artificial" intelligence to drive your OKEs to victory. The process of upgrading, reprogramming, and experimenting could have people playing this game for years. How well Carnage Heart will do is uncertain, but we are sure that it will develop a cult following among the people who do get into it.



PAUL, THE PRO PLAYER

- Concept:** B "If you've played Aquanaut's Holiday, then you know of ArtDink's unique titles. Even though Carnage Heart appeals to a very small populace of gamers who enjoy intensive set-ups and programming, I couldn't help but get a little addicted to the game. The possibilities are endless.
- Graphics:** B
- Sound:** B
- Playability:** B
- Entertainment:** 8.5 It's actually very enjoyable to design and test your mechs against the enemy. It can also be very frustrating, but the accompanying guides can really be helpful. Carnage Heart is definitely a game you'll want to try before you buy, just don't forget the memory card and a lot of patience."
- OVERALL:**
8



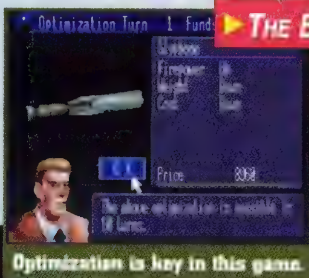
Disco Duck vs. Gilgamesh:
The results are clear.



Flying OKEs have some pretty nifty advantages.



Your program is weak!



Optimization is key in this game.



Have mercy, Megatron.

THE BOTTOM LINE 8.5

JON, THE GREEDY GAMER

- Concept:** 8.75 "With a name like ArtDink, it's gotta be good. Well...maybe weird, insane or vastly original would be a better description. Ever see that commercial for Snickers? Well, that would be a great motif for Carnage Heart (CH), because if you want to learn to play this game, you won't be going anywhere for a long, long time. It's a brain game somewhat akin to chess in that you must reason through multiple logic branchings. I recommend writing out a flow chart before tackling the programming. As you can see, my score reflects the genius of the concept behind CH. This game is for the select few programming fans and logic heads who are looking for a little more from their consoles."
- Graphics:** B
- Sound:** B
- Playability:** 8.25
- Entertainment:** B
- OVERALL:**
8.5

ANDY, THE GAME HOMBRE

- Concept:** 10 "Intriguing is the best word to describe this game, because once you start playing, anytime you're just sitting around doing nothing you'll think about how you can make a better program. It's really quite scary.
- Graphics:** 7.75
- Sound:** 7
- Playability:** 8.5 how huge this game is and how demanding it is on your intelligence.
- Entertainment:** B Sometimes you have to just sit there and stare at your program so you can think of better, more economic ways to make your OKE. And then once you finally figure out how the programming works, there are three campaigns that you must blast your way through. This game is not for everyone, but let me tell you, if brain games are your thing, you'll never put this game down."
- OVERALL:**
8.5

Carnage Heart: The Game Informer Beginner's Guide

Even with some programming experience in our backgrounds we found that Carnage Heart took a while to get the hang of. The key is to think of your program as a marble running through a maze whose course will change depending on what happens in your robot's environment. Once the marble has been directed through its course to an action command, it will return back to the beginning of the maze. In order for your OKE to be aware of what's happening, you will need to make use of the detection chips. These chips have two arrows which will branch the path that your program follows depending on whether the conditions listed on the chip are met or not. Think of these chips as a question posed to the OKE. (Note: Red arrows mean "yes". Green arrows mean "no".) See figure 1 for an example of a basic prowler program (uses a laser rifle and an 8-pack rocket launcher).

Note that if the answer is "no," the path will flow through the green arrow in the detection chip into the "empty" chip and right back into the "loop" that leads straight back to your first chip (the external ring around the programming space) and the question will be asked again and again until an enemy is within seventy feet. If the answer is "yes," the OKE will fire its weapon before the program returns to the loop. In more complex programs, the answer "no" will lead to an alternative action like walking forward or scanning for an enemy. To keep your OKE responsive to changes in the environment, you will always want to route your actions back into the loop (this is what returns your "marble" to the beginning of the maze). Also note that the "empty" (non-action) chip was unnecessary because we could have pointed the detection chip's green arrow directly into the loop; however, when you start doing real programs, you'll discover that these chips are crucial for keeping actions from being blocked from the loop.

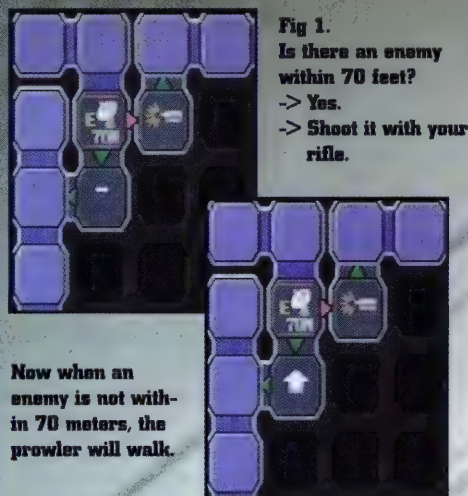
Prioritizing:

Another important trick to master in Carnage Heart is the art of prioritizing. If certain conditions aren't checked for first, another condition will take priority and you will have a bundle of useless codes on your hands. In Figures 2 and 3 we incorporate a melee and a gun attack into our mutating design as an example. The OKE will check for enemies in the near vicinity (45 meters is a good range for melee), and if an enemy is foolish enough to get near, it will be wracked by a melee attack.

Notice that in the second program, the gun attack is checked for first. Because the check is at a greater range and will cause the OKE to fire off a round at anything that is within 70 meters from it and then go back to the loop, it will never even reach the melee attack check. For this reason, the shorter range needs to be checked first. It's also important to think about this on a grander scale. The biggest priority is defense. Be sure that your OKEs check for incoming projectiles before engaging the enemy. The usual approach we take after that is to check for enemies and then search for them if they aren't within range of your weapons.

Detection Chips and Pieces of Pie:

In our earlier examples we assumed that the detection chip was going to cause the OKE to fire at any enemy within 70 meters. In truth, detection chips are only set to detect within 135 degrees in front of the OKE. To change this you will need to use the edit tool on the menu bar to select the chip and use the slider bar to change the radius to a full 360° (see Figure 4). You will need to repeat this process for the action chip that commands the OKE to shoot as well. Now your OKE will turn all the way around if an enemy is behind it in order to take the shot. Unfortunately, it will start shooting before it completes the turn. This can sometimes lead to casualties caused by friendly fire. A more complicated program would make the OKE center on target first, and then open fire.



Now when an enemy is not within 70 meters, the prowler will walk.

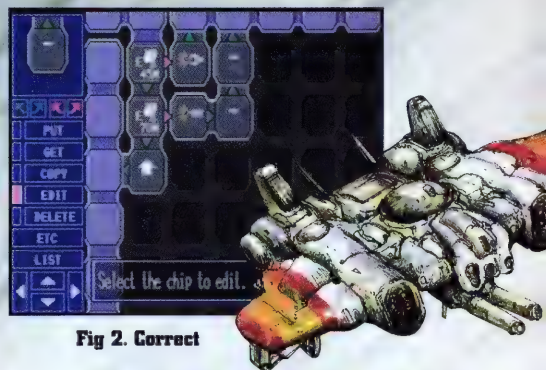


Fig 2. Correct



Fig 3. Incorrect

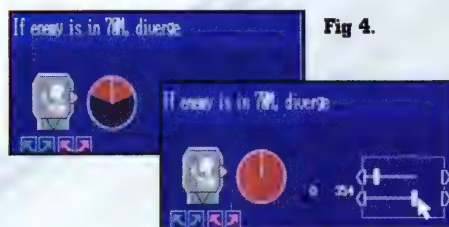


Fig 4.

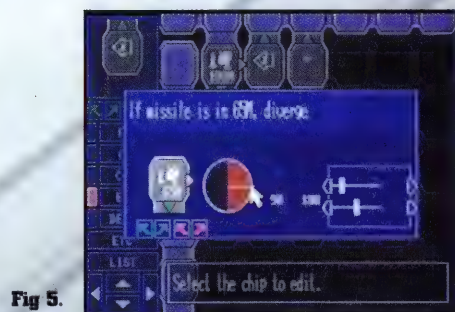


Fig 5.

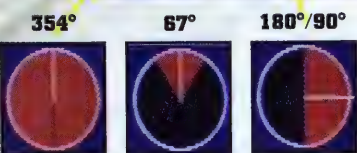
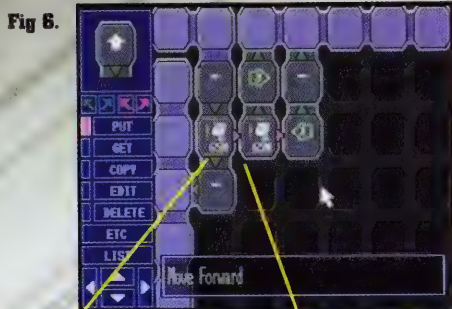


Fig 7.

The subroutine of war.



Fig 8.



But what if you want your OKEs to react to something on their right side? To do this (see Figure 5), set your radius to 180 degrees, move the cursor over the edge of the circle, press the button and drag the white line that splits the angle in half to 90 degrees (just click on the edge of the circle. You'll know what we mean). This can be useful if you want your OKE to jump left when an incoming projectile breaches that area.

A Little Defense Figure 6

There are two chips that detect incoming enemy fire. One is strictly for missiles and the other is for projectiles, which covers guns, missiles, and flying debris from exploding OKEs. The reason there is a specified rockets and missiles detection chip is that players may want to have their OKEs dodge them earlier than other projectiles. Later on in the game players will also gain access to missile jamming technology. For simplicity's sake, we'll just stick to the projectile chip for this example.

The first chip checks the full 360 degrees around the OKE. The second checks the right side. Because the OKE has already checked all around, it doesn't need to check the left side. If the projectile isn't on the right side it has to be on the left. You could skip the full 360 degree check and just do both sides instead, but this method is less space consuming, which not only allows you more room for additional maneuvers, but also gives the OKE quicker response time.

Offensive Tips Figure 7

Now that your OKE is prepared to avoid hostile fire, it's time we talked a little bit more about offense. There are both external and internal conditions in which a smart OKE should not open fire. The following program checks to see if an ally or obstacle is in the way, if ammo is less than one (to keep the OKE from wasting time shooting blanks), and whether or not the OKE is overheating. Unless all of these conditions are met, the OKE will not fire a shot. Take notice of how we used the green arrows to pose the question, "If there is *not* an enemy or obstacle in the way..." In a simpler program, close-range attacks should *always* be checked for before longer ranged attacks.

Scanning for the Enemy Figure 8

There are a lot of ways to look for an enemy when they are not within firing range. This program is perhaps the simplest method. The OKE first checks to see if there is an enemy within 300 meters and in the 67 degree area in front of it. If there is no enemy the OKE will keep turning until there is - Just like a radar. A more complicated program would be smart enough to know which direction to make the OKE turn. Remember, this routine should be placed after all of your weapons checks.

Piecing it All Together Figure 9

Now that we've gone over all the aspects of a basic program, it's time to construct the whole thing. Remember, defense, offense, and scanning is a good order of operations to stick to. Also keep in mind that it's usually a good idea to reroute your actions into the main loop. You may have noticed that we've hardly used even half of the available chips for this program. While Game Informer's lead brainiacs have some understanding of what most of the chips do, even after weeks of play they're still too busy finding new ways to use the "simple" stuff. This will give you some idea of how complex the game is. There are *always* new ways of doing things and hard-core Carnage Heart fans will no doubt spend many a long night looking for that ultimate program that will set them free to have a normal life once again.



Mutants? Aliens? Elvis? What Evil Lurks in the Heart of Area 51?!

BROKEN HELIX

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Main Character's Voice by Bruce Campbell (*Evil Dead*, *Brieco County Jr.*, *Other Classics*), Extensive Plot and Puzzle Solving, Time Sensitive Problem Solving, A Plethora of Special Items, Third and First-Person Perspectives
- **Created by:** Konami
- **Available:** March for Sony PlayStation



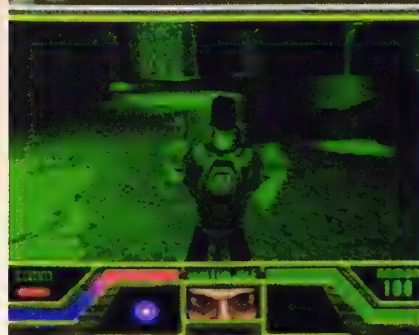
Every conspiracy story has the mysterious man in the big car.



Don't shoot! She's with the press.



It's hard to take a man seriously when he's strapped a bandolier of explosives to his body.



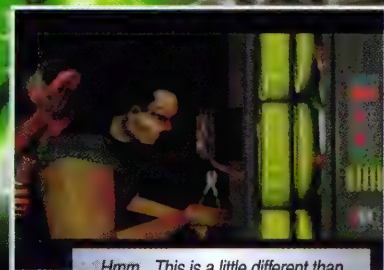
Hey, this kind of looks like our office! Only fewer Coke cans.

Well, it's up to you and the cocky voice of Bruce Campbell to find out. Enter into the dark and violent world of military intrigue and grand conspiracy. A scientist in Area 51 has gone renegade, threatening to destroy the entire base. Your mission is to go in and defuse those bombs while avoiding the eyes of robotic camera sentries. You first grow wary of your mission when you discover that you are accompanied by a handful of ugly marines who will "clean up" after you've finished with the bombs. This is merely the beginning. After the issue of the bombs has been resolved you will find yourself entwined in a series of backstabs, plots, and counterplots that will ultimately bring you to several different possible endings depending on the choices you make.

While *Broken Helix* initially comes off as another *Doom* clone, you quickly realize that this game is more about racing against the clock and puzzle solving than action. In other similar games, a squad of six marines presents no obstacle. In *Broken Helix* they mean death and you will be on the run for a large portion of the game.

Graphically, *Broken Helix* is an attractive game that makes frequent use of lighting effects and polygonal characters. Also nice is the game's use of audio. It seems that with the recent release of games like *Legacy of Kain* and *Tenka*, game companies have begun to understand the concept of using audio clips during gameplay instead of pairing them with the obnoxious interruption of worthless FMV clips. While *Broken Helix* does feature FMV, it is well placed in the game and will not make you want to punch the screen.

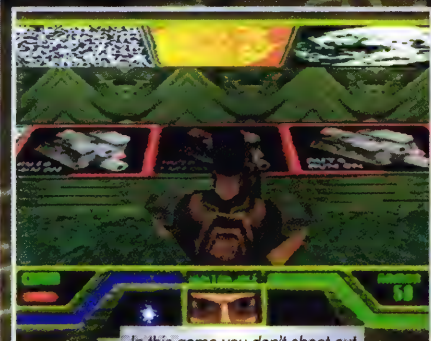
One of the most attractive qualities of this game is its thorough emphasis on plot. As you explore the game, you will intercept constant chatter between different characters (via a comlink), giving you hints to the dangers behind and the dangers ahead. On occasion you will meet some of these characters and they will help you out by unlocking doors or leading you to places. Of course, the places they lead you to aren't always very pleasant, but then, what else would you expect as you are pushed farther and farther into the depths of Area 51?



Hmm... This is a little different than shooting womp rats in Beggar's Canyon.



It's a good thing I brought medication with me.



In this game you don't shoot out the guns. You turn them off.



Have you seen the, "I peed in Area 51" tee shirt?"

VANDAL HEARTS

- **Size:** 1 CD-ROM
- **Style:** 1 Player Strategy RPG
- **Special Features:** In-Battle Save, Level Advancement, Limited Spell Range, In-Battle Puzzles, Multiple Camera Views, Plenty of Items, 3D Playing Field, Overhead Map, Long and Short Range Attacks
- **Created by:** KCET for Konami
- **Available:** Now for Sony PlayStation

80's Glam Rock Band or New RPG From Konami?

No, the Vandal-Hearts didn't open for Twisted Sister in '86, but it is the newest RPG from Konami. RPG fans should celebrate the recent uprise in interest among gaming companies in bringing RPGs over to the States. The PlayStation is sadly lacking in titles from this genre, and Vandal-Hearts should do a lot to fill this void while everyone waits in the wings for Final Fantasy VII.

Your job in Vandal-Hearts is to win campaigns with Ash, the hero. The kingdom is hopelessly corrupt and evil. You and your party must vanquish this spirit of doom and restore order to the chaos. As you progress through the chapters of the game, your party will increase in size. This often occurs as you happen upon another group under attack. One of your best characters, Grog the Guardsman, must first be convinced to give up drinking before joining your party.

Vandal-Hearts can be called a strategy RPG because the combat is turn-based with limited movement and attack ranges for each class of character. Archers can attack from long range, while fighters must grapple in hand-to-hand combat. Keep the healers and mages well away from trouble, as their limited armor will not fend off attacks for long. The spells are somewhat limited, and the offensive spells often force a character into an exposed position. Because each member of the party has a limited range, work to keep the party together, sharing healing spells and herbs as needed. Some of the battle sequences involve puzzles, moving boxes and throwing switches in order to stump the enemy. Your party members are not killed during battle; instead, they beat a retreat in order to live and fight another day. The only character that is capable of dying is the hero, Ash. It's important to protect him since you'll have to start over if he perishes.

Fans of Sega's Shining Force will immediately recognize the battle sequences in Vandal-Hearts. Shining Force was the first popular series to incorporate this kind of strategy combat. Though Vandal-Hearts borrows much from Shining Force, the enemies, booty, party size and in-battle puzzles create a classic RPG experience.



Ship to ship combat.



The blue area is your character's range of movement.



The powerful Piercing Ray spell.



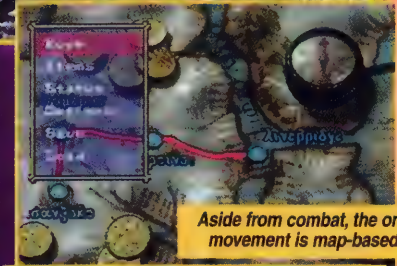
The bridge...it's collapsing!



It's getting pretty crowded in there.



Our hero Ash dies at the hands of an evil sorcerer.



Aside from combat, the only movement is map-based.



That should help.



This little skirmish should be no problem.

REINER, THE RAGING GAMER

Concept: 6 "A few years back Sega debuted Shining Force - the mother of all turn-based medieval strategy games. The essence and pride of this title is alive and kicking in Vandal-Hearts. In fact, if this game was on the Saturn and it was developed by Sega, you would think that this was a sequel to Shining Force II. That's how much this game resembles the old 16-bit classic. But really, who cares? Vandal-Hearts, while being nothing original, is a complex strategy game that demands the player actually use his/her brain during play. This is a great purchase for those who dig slow moving, easy to follow strategy/RPGs."

Graphics: 8.25

Sound: 8

Playability: 8.75

Entertainment: 9

OVERALL: 8

JON, THE GREEDY GAMER

Concept: 8 "Vandal-Hearts (VH) draws greatly from one of my personal favorites, Shining Force. Battles are very interesting with strategic movement, and this is clearly the strength of VH. Using certain characters and weapons to attack different enemies makes for long and involved battles. A few improvements that could be made - include more booty and items, and the towns. Without these, the story's nothing to get worked up about. Although I haven't gotten far enough to experience any upper level spells, the beginning demo promises some pretty awesome, multiple impact magic. Even though VH will satisfy your cravings for an RPG, it's a pretty average game that will get lost in the FF VII fray."

Graphics: 8

Sound: 7.75

Playability: 8.5

Entertainment: 8.25

OVERALL: 8.5

ANDY, THE GAME HOMBRE

Concept: 7 "Way to be different Konami! I'm impressed that you guys are bringing so many RPG titles to the US. While this game may be amazingly close to Shining Force, it still has a couple ground breaking ideas. I really like the interactive environments, and the different strategy elements that have been added really help this game out. However, I would like to have seen a little more story development and maybe a speedier interface, but otherwise this is a good solid game. Strategy RPG fans should definitely give this game a look."

Graphics: 8

Sound: 7.5

Playability: 8.5

Entertainment: 8

OVERALL: 7.75

► THE BOTTOM LINE 8

THUNDER TRUCK Rally

Power, Power, Power!!!

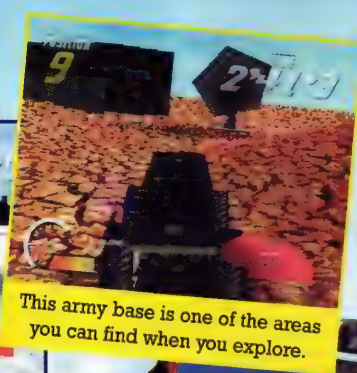
- **Size:** 1 CD-ROM
- **Style:** 1-Player Monster Truck Racing (2-Player via Sony Link)
- **Special Features:** Championship, Endurance, and Car Crushing Modes, Real-Time Modeled Suspensions, Nine Vehicles, Three Difficulty Levels, Shortcuts, Vehicle Damage, Variable Weather, Free Roaming Exploration
- **Created by:** Reflections for Psygnosis
- **Available:** Mid-March for Sony PlayStation



Smash! Smash! Smash!



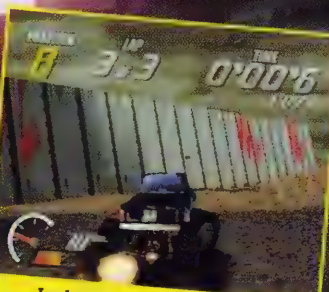
In the Endurance Mode, the world is yours to explore.



This army base is one of the areas you can find when you explore.



This microbus is racing to find the lost Grateful Dead tour.



Inclement weather makes for tough racing.



This hill is long and steep.



There are nine of these checkpoints to find in the Endurance Mode.



Even though there's no gas guzzling, fire breathing, steel-fanged mechanized "Truck-o-Saurus," Thunder Truck Rally from Psygnosis still captures the incredible look and feel of a monster truck competition. Four wheel independent suspensions, unpredictable weather, and harrowing off-road courses are just a taste of the mechanical mayhem. Top this off with a car crushing stunt competition and now you're talking power.

Thunder Truck Rally is being developed by the same team that brought us the Destruction Derby series. Therefore, Thunder Truck Rally offers numerous options for seasonal play. For starters, players can practice on any of the initial endurance or championship tracks. After gaining confidence and an understanding of the suspension and steering systems, it's time to enter one of the tournament modes. Endurance Mode will have you competing over a number of days through wide open terrain. There are nine checkpoints that must be found, and placing third or better will earn you the points you need in order to advance. Championship mode is closer to a racing simulation. Seven tracks in three divisions must be conquered. After

completing each division, players will challenge a competitor in the car crushing contest where points are awarded for damage to stationary cars. Since you only have one minute to compete, time is of the essence. Also, if you fail to qualify at the end of the season, you'll have to repeat a series of races in order to increase your rank.

Rather than include just monster trucks, Psygnosis has added a variety of vehicles that include jacked up dune buggies and even a monster microbus. Each vehicle is rated in different categories that will determine your strategy for each race, but sometimes speed and knowledge of the course aren't enough. Therefore, work hard and study each track in order to locate all the hidden shortcuts. Also, if you're tired of racing, feel free to explore each world in-depth and off-road. There are army bases, inland lakes, deep chasms and sand dunes just waiting to be discovered. If you get lost, simply call the helicopter to come pick you up. With its exploration and racing appeal, Thunder Truck Rally will no doubt enjoy a loyal and appreciative following this spring.

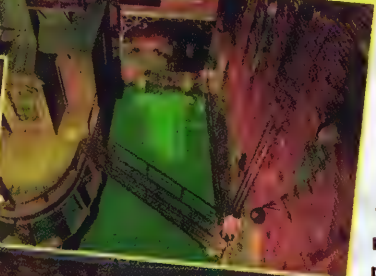
The City Of Lost Children

A Fairy Tale for the Twisted

- **Size:** 1 CD-ROM
- **Style:** 1-Player Isometric Adventure
- **Special Features:** Thirty Locations With One Hundred Painted Backgrounds, Twenty Dazzling Motion-Captured Characters, Eight Camera Angles and Over Two Dozen Cinematic Sequences
- **Created by:** Psygnosis
- **Available:** March for Sony PlayStation

The City of Lost Children is a fascinating French film created by the minds of film makers Jean-Pierre Junet and Marc Caro. Similar to director Tim Burton's work here in the States, their film captures the essence of a unique modern day fairy tale. The movie won tons of awards in France for its beautiful sets, monumental character interaction, and never ending plot. Psygnosis jumped right onto this property, and from what we've seen, they've captured the feel of the film almost perfectly. Let us enter a childless city where the twisted roam free.

The main emphasis of the story in this film, and now the game, is the fact that the children of the city have been disappearing. The kidnappings point in the direction of an old scientist named Krank, who has been bringing children to his home. Krank is aging prematurely because he lacks the power to dream, so he hopes to steal the children's dreams and use them as his own. The two main characters, Miete, who is a courageous orphan girl, and One, a circus strong



man who lost his little brother to Krank, set out to put an end to his wrongdoings.

Between the game and the movie, you'll see scenes in the game that look identical to the movie, down to the smallest detail. This even includes little things like rust on the handrail of a bridge. Extensive use of motion-capture technology was used to bring twenty of the main characters from the movie to life. Plus, the player can choose his/her own perspective through the eight exciting views. The game is visually comparable to the Alone in the Dark series, where puzzle solving is the majority of gameplay.

Since the story is extremely complex, some of the scenes from the movie could not be told through gameplay means, so over two dozen rendered cinematics will continue the story at key moments in the game. The City of Lost Children is a complex game that is easy to get lost in. You'll have to keep your ears open and your eyes peeled if you want to be successful at uprooting Krank's evil plan.

Persona

Breaking the Mold



- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Over 100 Personas (Magical Characters), Five Man Parties, Complex Battles With Conversation Option, First Person, Isometric, and Overhead Views, Hundreds of Items and Weapons, and a Modern Day Plot
- **Created by:** Atlus
- **Available:** Now for Sony PlayStation



Persona is Chapter One of the Revelations series. This massive story arc deals with the near future, and mankind's discovery of dimensional travel. As the player, you will control a band of ten characters that will join and leave your party at key moments in the game. You will only be able to control five of these characters at once. The plot is fairly twisted and chock full of mystery and suspense. You'll never truly know what happens until you're in the final phase of a key moment in the story. Sometimes you even travel to alternate dimensions, where you will meet yourself in the past, present, or future.

As far as gameplay goes, there has never been an RPG as vast as Persona. Throughout the game you'll encounter three different views – isometric, which is used for walking and key plot moments in single rooms, first-person, which is used for building and dungeon walking, and overhead, which is used for city walking. Each of these different modes features a detailed map that should help you if you are lost.

The mechanics of the game are similar to any RPG; you can heal your party, talk to people in the city, and buy or sell goods. One thing Persona does do that is rarely seen is allow for the movement of characters in a standard battle. You'll need to find which formation works best for your party. Plus, you can also give the command for one turn and save it to memory, then you can recall it for easy auto attacks. Figuring out which weapon to use with each character is also extremely difficult. Some characters work better in the front line, and

others (who are weaker) are better for the back row. You'll usually want to keep your projectile attacks (bow, guns) in the back, and the hand combat in the front.

The biggest perk in Persona revolves around the enemies. There are over three hundred demons, each with at least four detailed animations. When entering combat, you'll first have the option to analyze them (see their powers), attack (the standard default), or talk to them. The conversations are tricky, since each demon has different characteristics (being sad, stupid, happy, etc.). All your characters are loaded with different commands and things to say. For instance, the smart character can give a speech, the trouble maker can lie, the attractive member can flirt, and the main character can persuade. The monsters will respond in four ways – anger, happiness, fear, or interest. If you can con your way through a conversation, you can obtain certain items, experience, get them to drop their guard, or you can piss them off and give them the chance to attack first.

Appropriately, all the magic is done through the use of Personas. This power is actually derived from someone else's soul that is stuck in your body. Starting out you'll only be able to summon one Persona, but as you progress through the game you'll obtain more and more. The way to gain Persona is to persuade an enemy to give you their spell card (life essence). When you obtain two different cards you can combine them into a new Persona. Since there are at least two hundred enemies that give cards, you should be able to obtain at least one hundred different Personas.

ANDY, THE GAME HOMBRE

Concept: 8 "Although this RPG is somewhat of a slow mover, the entertaining story and inventive play dynamics more than make up for its slight shortcomings. I especially like that you can talk to your enemies and try to persuade them to your way of thinking. It makes for some hilarious moments. Otherwise, this game is basically everything you'd expect from an RPG: lots of enemies, decent graphics, and tons of items. If you are looking for a good waste of a lot of time, Persona will certainly consume your life."

Graphics: 8.5

Sound: 7.0

Playability: 8

Entertainment: 8

Overall: 8

REINER, THE RAGING GAMER

Concept: 9 "Persona is a complex game that is as constantly challenging as it is entertaining. The three different aspects of gameplay and the amount of options throughout the game are hands down unbeatable and incomparable to any other RPG. Plus, all the little visual enhancements like the character animations, the extremely detailed backgrounds, and beauty of the story are a work of art. For the entire RPG nation out there, I recommend this game to you all. This is the best PlayStation RPG available. Its numerous endings and plot twists will surely keep you playing for months!"

Graphics: 8.75

Sound: 8

Playability: 8.5

Entertainment: 9

Overall: 8.75

JON, THE GREEDY GAMER

Concept: 9.25 "Persona is a fascinating blend of 90210 and classic RPG action. If only my high school was like the one in Persona. But alas, it wasn't, and so it's to Persona I turn to fill that void of fantasy and intrigue that's missing in my daily life. Moving from building to building, completing the many sub-missions, all of this set within a small town gone awry, is a tremendous gaming scenario. But the best part, by far, is interacting with all the monsters... the unbearably funny and lively are a giant leap forward in terms of character/enemy interface. I don't know if this should be your first RPG, but one thing's for sure: if you do play it, it won't be your last."

Graphics: 8.5

Sound: 8.25

Playability: 8

Entertainment: 9

Overall: 8.75

► **THE BOTTOM LINE** 8.5

WILD ARMS

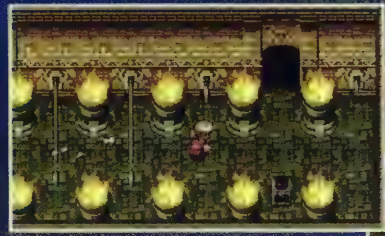
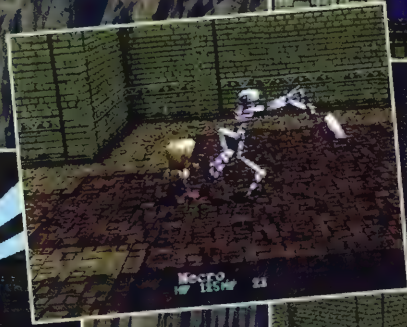
Bitter Traditionalism

Wild Arms is an exciting RPG that boasts the personality of both Zelda and Breath of Fire. When starting out, you'll be confronted by the option to choose from three characters. You'll eventually have to play all three of these mini-quests before the real game begins. All three characters have their own personalities and attacks. Of course, there is a magic user, a warrior, and a conglomeration of the two. The Zelda part of the game is found in the character's attacks and moves within the dungeon exploring. One character can throw bombs and another can summon a rat that hits out of reach switches. As the game advances, you'll obtain more special moves for each character. All three characters are equipped with a standard run and object throw default.

The combat is easy to follow and quick. Since it is menu and turn based you'll have time to think out your strategy. Like Final Fantasy VII, your characters have a Force Meter which grows with every hit taken and given. This meter, when high enough, will unlock special magical assaults ranging from code green (weakest spell) to code red (deadly spell). The diorama in which the battle takes place is three dimensional, likewise for the characters and enemies. This attribute allows for major camera changing action and useful views for special spells and attacks.

Wild Arms is one of the quickest RPGs available for the PlayStation that features barely any load-time whatsoever. This release could very well be the last traditional RPG available before FFVII hits the market. RPGers should not miss this epic adventure.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Alternating Missions and Story Line, Three Dimensional Battles With Several Camera Angles, Huge Rendered Bosses, Run and Throw Button, Force Attack Meter and Massive Magical Assaults
- **Created by:** Sony
- **Available:** March for Sony PlayStation





THE DISCIPLINES

Left to right and top to bottom:
 Rungo, Mondo,
 Eiji, Ten Count,
 Tracy, David,
 Shizuku, Duke,
 Ellis, Schultz,
 Zola, Miss Til,
 Judgement, Sho,
 Adam, Sofia,
 Bayhou, Balga,
 Cuiling, Atahua,
 Toujin, Vermilion,
 Leon, Nagisa,
 Gaia, Rachael,
 Tau, Kayin.



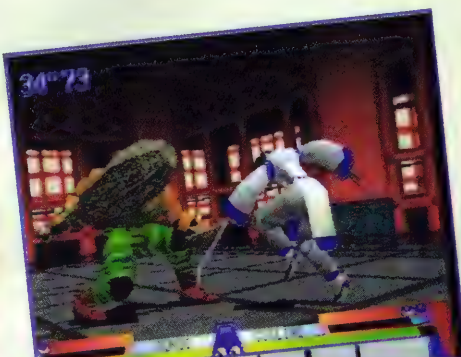
Visual Omnipotence

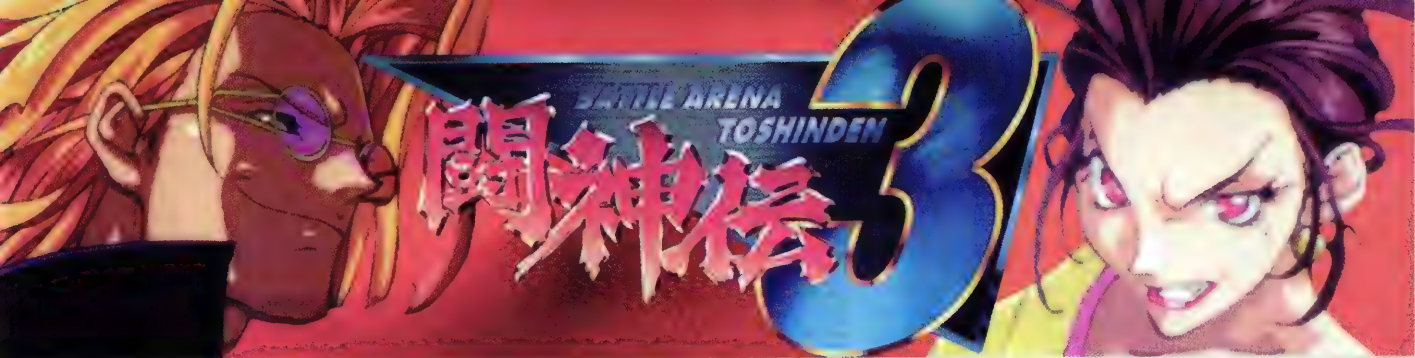
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Link and Juggle Rengi Combos, Thirty Playable Characters (16 Are Hidden), Arena Combat With Wall Counter Moves, Impressive Lighting Displays
- **Created by:** Tamssoft for Takara (U.S. Port by PlayMates Interactive)
- **Available:** Now in Japan, Early Summer for U.S. Sony PlayStation

▶ **THE BOTTOM LINE** 6.75

Years ago, it seemed that the only way a fighter could be made was through the cloning of Street Fighter II and it was obvious that the gaming industry was ready for a drastic change in the fighting game domain. The foreseeable future was obvious; we demanded three-dimensional gameplay combining the oh-so-familiar control of Street Fighter or Mortal Kombat. At the time, 3D gaming was a myth, but little did we know that the games we dreamt of were on their way. Sega introduced polygonal fighting with Virtua Fighter, Namco improved upon this and added smooth control with Tekken, and Takara added the freedom of 3D movement with Battle Arena Toshinden.

It's hard to believe, but Toshinden is actually one of the disciples of three-dimensional game-





play. Of the three forefathers, Toshinden is the only one that didn't originate in the arcades, but instead found its home on the Sony PlayStation. Some time in early summer, gamers around the States will be introduced to the third Toshinden PS-X game. This trilogy ending sequel is by far one of the most beautiful games on the PS-X. All thirty characters are packed with a large bag of personality and attitude (as seen in the character texture maps), and all the special moves and combat arenas feature some truly impressive lighting displays. Even the little things, like head tracking and character voice-overs, give Toshinden 3 the dignity and respect it deserves to battle with the big boys.

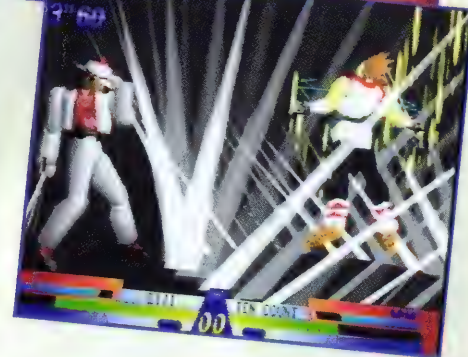
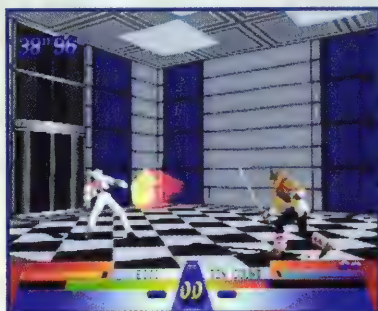
With visual omnipotence under their belt, Takara really improved on the gameplay and

character collision in Toshinden 3. The biggest gripe with this series has always been the lack of constant action. Well, not any more. Takara took the liberty of adding the Renghi combo meter, which allows for huge combo strings to be executed. This meter counts juggles, pounces, and everything within a certain time period. Plus, each character is loaded with two mammoth attacks per match, a super special move meter, and the return of the roll and dodge technique.

The biggest change in gameplay occurs within the arena itself. There are no longer ring outs. Toshinden 3 now features caged arenas that act as both a defensive and offensive tool. Toshinden has always been full of secrets and hidden goodies, and obviously the biggest secret here is the hidden characters. Sixteen of the

characters in the game are hidden, and in order to unlock them you'll need to beat it with every character.

This is a big game with everything a fighting fanatic could dream of. Toshinden may not have the mass market attention of VF of Tekken, but it does directly compete with them, and hopefully this sequel will send some shivers up Sega's and Namco's spines. If not, then the trilogy ends as one of the biggest games hidden in the PS-X underground.



ANDY, THE GAME HOMBRE

Concept: 4 "Alright, enough is enough. I've had it up to here with this game. I liked the first installment, I even thought the second was an improvement.
Graphics: 8
Sound: 7 but now I never want to see this game again. Toshinden just isn't the best of a fighter. It's lived off
Playability: 2.5
Entertainment: 2 great graphics from the start and now that is starting to catch up with this game. Play Tekken, Soul Blade, Street Fighter, or Star Gladiator... anything has got to be more interesting than this.

OVERALL:
5.75

PAUL, THE GAME PROFESSOR

Concept: 6 It's hard to believe that this game is already on its third installment. But you know what? It really hasn't changed a whole lot. Part three
Graphics: 8.75 gives you more characters and a
Sound: 8 low move, but the overall
Playability: 8.75 game is pretty drab. Similar to the
Entertainment: 3 way Police Academy films got worse, and worse, so did Toshinden. It's not that the gameplay isn't solid, it's just that the game has lost its luster. Toshinden 3 doesn't compete with Star Gladiator, Soul Blade, or Tekken. Rent it for a day and you'll get all the enjoyment I can give."

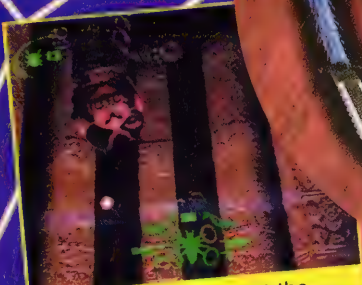
OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8.5 I have to say that Toshinden 3 is a heavy blast that any fighting game junkie wouldn't mind taking in, but I still have that eternal vigilance
Graphics: 8.75
Sound: 8
Playability: 8.5
Entertainment: 7
OVERALL: 7.75
 I applaud the gameplay mechanics Takara has always used in this series. First and foremost, the combat in this game is slow and boring. I don't care how many characters you can pack in or how great the graphics look, the main emphasis in a fighter should be gameplay. So for the third time, I don't think this Toshinden is ever close to beating Tekken. It has improved and it will appeal to the same select audience of fighters, but it doesn't get any glory from my direction."

I Only Have Eight Legs

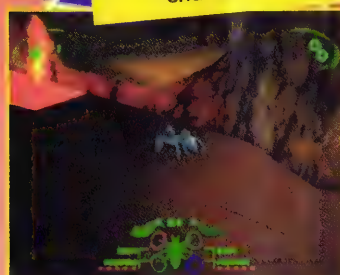
▶ THE BOTTOM LINE **5.5**



This Boss appears at the end of the Museum.



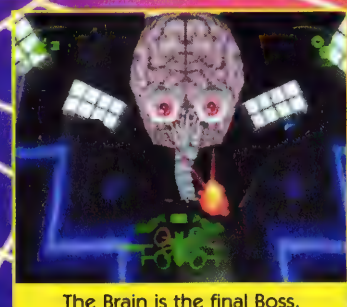
You must get to the top of this well in order to succeed.



The all silver Spider means maximum weapons.



Phase Bats not only fly, they also lay mines.



The Brain is the final Boss.



Grab that Power-Up.

The concept of an animated spider crawling through various worlds is nothing new to video games. Back in the days of the Apple II, Apple Cider Spider was a big hit. Boss studios and BMG Interactive are carrying on that tradition, creating the first 32-bit arachnid based 3D action/platform.

As the Spider you are really Dr. Michael Kelly, nanotechnology's most brilliant and innovative research microbiologist. During an attack on his lab, Dr. Kelly accidentally implants his consciousness into a cyber spider he's been building. He must then track his betrayers through five different worlds. Starting in the Laboratory, Spider races through the Factory, the City, a Museum, the Sewer, and into the ultimate showdown within the Evil Lab.

Each world is composed of numerous levels which can be conquered by locating an escape chip. Some levels have up to four different escape chips. Finding one of the chips on a level will often open a path towards the others. Only by finding all the chips on all the levels will the whole game be beaten. There are no continue points in the levels, and if Spider dies, not only will he have to start at the beginning, but he will be stripped of all his weapons as well. Spider must then return to previous levels in order to power-up with weapons and health.

Poisoners, Electro Bolts, Mech Mines, and Missiles are only a taste of the different weapons available. These weapons are located on different parts of the body, and appear within the on-screen body map. The more weapons Spider possesses, the more "silver" his body will appear. Weapons are limited, so careful planning is a must.

Though the environment appears to be 3D, Spider is in fact affixed to a track; however, within this track, Spider is free to crawl underneath blocks, squeeze behind objects, and climb straight up walls. In addition, a web can be spun in order to reach power-ups and increase jumping distance. With its floating camera, sharp graphics, and hidden secrets, Spider is one eight-legged adventure you won't want to miss.

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Front and Rear Attack Weapons, Multiple Path Branching, Six Worlds, Unique Character Movement, Floating Camera, Password or Memory Card Save
- Levels: 30
- Created by: Boss Studios for BMG Interactive
- Available: Now for Sony PlayStation

JON, THE GREEDY GAMER

Concept: 7.25 "Spider's killer graphics and smooth gameplay can't make up for the fact that Spider's developers have left their stamp of 'artificial difficulty' upon the game. The long and arduous process of returning to levels in order to get weapons in order to conquer the present level seems a cheap and petty way to guarantee extended play hours. In addition, the enemies are cool, but there are so few varieties that the game comes across flat and unexciting. I can crawl underneath blocks in an action/platform. Big deal!"

REINER, THE RAGING GAMER

Concept: 2.5 "If you were somehow able to look directly into the eyes of 32-bit gaming evil, the eight legs of articulated terror found in BMG's Spider would be one of the first visions etched into your skull. Similar to the unending parade of nausea found in Fandemonium, Spider utilizes the same gameplay interface of having the character roam about tethered to a light track through beautiful landscapes that feature no gameplay whatsoever. Spider capitalizes on very few significant features to keep you into the game; in fact, I can't see anyone wanting to play past level four."

PAUL, THE PRO PLAYER

Concept: 5 "Obviously, some designer of Spider played a lot of the old Apple II game Apple Cider Spider. I can't say that the game's concept is very original or exciting. As far as graphics go, this game is pretty good. The spider animation and boss stages are especially nice. But Spider lacks any long-term entertainment because it's so redundant. I was bored after a couple of levels. This is a perfect game to rent over a weekend, but it's not worth dropping 50 bucks when there are better games around."

PEAK PERFORMANCE

How Will You Perform?

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 2-Player Split Screen Mode, Custom Tune Each Car, Skills Course Design, Shortcuts and Hidden Areas with Hidden Cars, Three Racing Views, Twenty-One Vehicles, Five Tracks (Each Reversible), Standard or Automatic Transmission
- **Created by:** Atlus
- **Available:** Now for Sony PlayStation

Though available here in the States as Peak Performance, this game is known in Japan as Touge Max. Japanese-styled racers tend to place an emphasis on car tuning and skills courses. You will find all of this in the American version of Peak Performance, as well as shortcuts, hidden areas, and over twenty-one vehicles to choose from.

As far as racing games go, the one-player racing mode is fairly straightforward. There are five tracks to race on and each one is reversible. Shortcuts will help you to place first, as will a sound knowledge of sliding and drifting. True to its name, Peak Performance allows players to tailor their cars to specific standards. Tune front and rear shocks and springs, adjust tire pressure, and fine-tune the gear ratios in order to win each race. Save your tuned car to a memory card and use it to compete against your friends via the two-player split screen.

The courses in Peak Performance generally travel around a mountain, ascending and descending through a series of tight turns. When tired of racing the tracks, enter into the Course Editor. Here, you will be able to design your own course by placing pylons about an encircled area. Keep running your course in order to achieve the best times. Unfortunately, Atlus is dumping the Story Mode option in the American version. Too bad, because the Story Mode allows different scenarios, one of which involves knocking soccer balls out of the playfield. Another interesting feature is the Time Trial. Here, a player can race all five tracks. The Bay Area track is a special feature within Time Trial, in that players must race through a series of thirty gates. The Bay Area is a free-roaming environment, and it can be fun just driving around and checking things out.

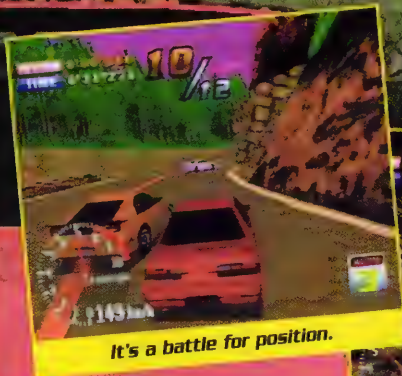
What immediately stands out about Peak Performance are the car configuration options, as well as the ability to design skills courses. These options will keep you playing for a long time. Also worthy of note are the graphics, as you can actually see your driver shifting and steering. In addition, there are hidden cars located in some of the secret areas. So if you're looking for a new racing game, a game with more options and a wealth of selectable vehicles, you just might want to keep an eye out for Peak Performance's release this month.



The Bay Area Time Trial.



The two-player split screen.



It's a battle for position.



The hidden cave shortcut.



Check out that newly designed course.



Repeat the skills track again and again in order to improve your time.



Don't have a cow, man.

INDEPENDENCE DAY

**Tell My Kids
I Love 'Em**

If there was one blockbuster movie of 1996, it had to be Independence Day. The thought of an alien race coming to conquer the earth and exterminate the human species strikes an inner chord of fear and loathing in all of us. Now, it's time to unleash that hatred upon the enemy. Strap into your F-18 and take to the skies, the Earth is counting on you.

This month, Fox Interactive will release Independence Day, a video game adaptation of their immensely successful movie. The plot begins moments after the virus has been entered into the alien computer. Your job is to get off the ground in your jet and engage the enemy with the utmost prejudice. Starting in New York, the enemy will have to be eradicated in such far away places as Moscow, Oahu, Tokyo and the mysterious Area 51.

In most levels, the enemy spacecraft will consume the entire top of the screen. Combat then takes place between the enemy ship and the ground. It's usually a good idea to start with a broad sweep of the ship's underbelly, knocking out the turrets and power generators. Then you can concentrate on eliminating squadron leaders and Ground Sweepers, or protecting your recon planes.

Though your aircraft is supplied with unlimited guns, it can carry a maximum of twenty missiles. Extra missiles must be accumulated, along with other power-ups such as impact tumblers, invincibility, and vehicle repair icons. In order to access all the fighter jets in the game, each jet must be located on certain levels. Be sure to circle the entire environment in order to find these precious ship upgrades.

The game comes complete with over five minutes of actual movie footage, and 13 gut wrenching levels of action. All this culminates in the all important battle within the mother ship, where you'll get to pilot either an alien craft or F-117 stealth fighter. So all you Saturn and PlayStation owners, there's no time to lose; scramble those fighters and take to the skies! The future of the human race depends on you.

Saturn



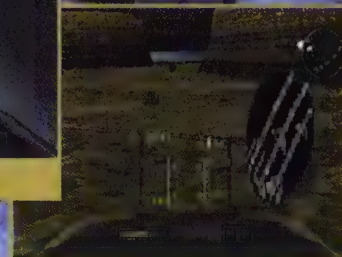
The Primary Generators are one of your targets.



Protect your Recon plane from the enemy.



Whoa! Straighten it out.



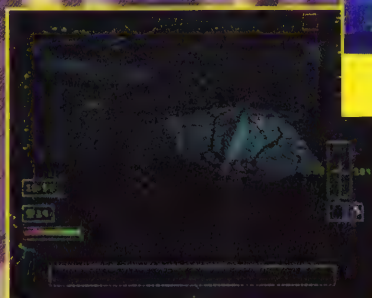
This Power-Up will help you on your way.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Air Combat (2-Player via Split Screen or Sony Link)
- **Special Features:** Video Clips From Movie, Various Mission Objectives, 10 Different Contemporary Fighter Jets, Hidden Options, 2-Player Split Screen Combat, Fly as Alien Ship
- **Created by:** Fox Interactive
- **Available:** March 11 for Sony PlayStation and Sega Saturn

PlayStation



Fly through this portal to access more levels.



They'd never suspect their own vessel.

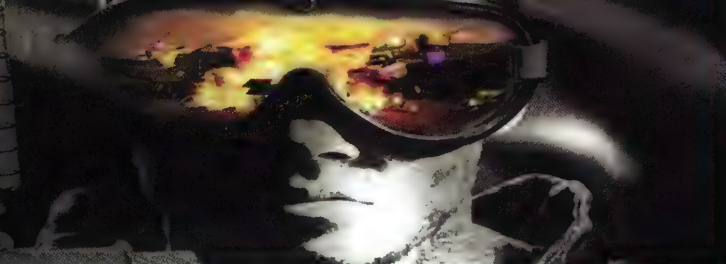


No, this is not Xizor's Skyhook.



Once the Primary Weapon opens....concentrate your fire on its base and take it out!

COMMAND & CONQUER



With its amazing real-time strategy engine, excellent musical score, and units that were just too much fun, Command & Conquer took the PC strategy market by storm. Now it's here for the consoles in good form.

The standard C&C mission consists of constructing a base while defending it from enemy attacks, building up a large assault force, and wiping the enemy from the face of the map. Usually there is some kind of trick to the mission in which players will need to take advantage of a new or special unit. On occasion there will be special missions in which players will receive a limited number of units and are forced to depend upon their wits and strategy to prevail.

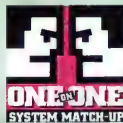
At the beginning of the game, players can take on the role of GDI, the guardians of the free world, or Nod, a huge multinational terrorist organization. GDI

has an obvious advantage in its heavily armored vehicles, whereas Nod will need to take advantage of sneaky units like the stealth tank and capitalize on their superior base defenses.

Between missions, FMV clips feature cool combat scenes and mission briefings that help to illustrate both the plot and the task at hand.

Fans of the PC version of C&C considering a console purchase will be pleased to know that the missions and units are virtually identical to the PC; the FMV is actually a bit sharper, and the special moves are still intact. The biggest differences we could see were the lack of multi-player options and the inability to save during a mission. Other than that, it's all there for console owners to Command & Conquer to their hearts desire.

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Real-Time Strategy
- **Special Features:** Play as Nod or GDI Forces, Build Bases and Units, New Units and Buildings as Game Progresses, Team Selecting, Special Commands (Forced Attack and Move, Scatter, Stop, Guard), Password Save, Tons of FMV, Special Ops Levels
- **Created by:** Westwood Studios for Virgin Interactive
- **Available:** Now for Sega Saturn and Sony PlayStation



▶ THE BOTTOM LINE

PLAYSTATION 9



Where are your rebel friends now?



Seth is a royal dork. Fortunately he is "demoted" later on.



Ahh... what a nice quiet hamlet.



Ahh... what a peaceful stretch of barren desert.

ANDY, THE GAME HOMBRE

	PS-X	SS
Concept:	9.5	9.5
Graphics:	8.75	8.75
Sound:	9	9
Playability:	8	8
Entertainment:	9.5	9.5
Overall:	9	9

"Plain and simple, C&C is one of the greatest games of all time. You get to build stuff, annihilate your enemies, conquer the world as either the good guys or the bad guys, all from the comfort of your living room. Of course, the best way to play C&C is on the PC, but if that is not an option, then either of these versions will more than entertain. My only complaints with the console versions are that the control is rather clumsy without a keyboard and you can't save mid-level, but otherwise it's a fantastic port of an outstanding game. Plus, it has a killer techno soundtrack."

REINER, THE RAGING GAMER

	PS-X	SS
Concept:	9.25	9.25
Graphics:	8.25	8.25
Sound:	8.75	8.75
Playability:	9.25	9.25
Entertainment:	9	9
Overall:	9	9

"I'm fairly disappointed that Sega and Westwood Studios didn't follow through on their promise to make C&C one of the first NetLink titles, but all in all, you can't complain about this near flawless PC port. The real-time combat excitement has been captured perfectly on both consoles, and while the graphics are a tad small and fuzzy (since the consoles don't have high res), I think you won't have any problems with C&C. To this date, console gamers have only had access to turn-based war sims, and hopefully, this impressive port is only the first drip of real-time rain to fall onto the console machines."

JON, THE GREEDY GAMER

	PS-X	SS
Concept:	9.25	9.25
Graphics:	8.5	8.5
Sound:	8.75	8.75
Playability:	8.25	8.25
Entertainment:	9	9
Overall:	8.75	8.75

"C&C has been my curse. Waking up at 4:00 A.M. to a roommate's shouting, watching my associates as they filter into the office blurry-eyed and sleepless, I know they are all the walking wounded, more casualties of the life-consuming world of C&C. Now, a whole new generation of console gamers can surrender themselves to this horror. Perhaps the perfect blend of action and strategy, there's nothing better than commanding an ever expanding army as it sweeps across the battlefield. The two-games-in-one offers a lot for the money, making this game an excellent addition to any PlayStation or Saturn library."

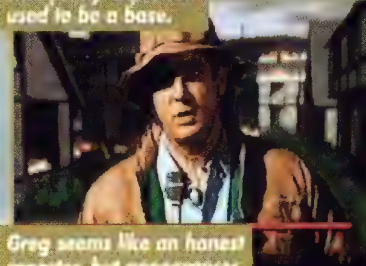
SATURN 9



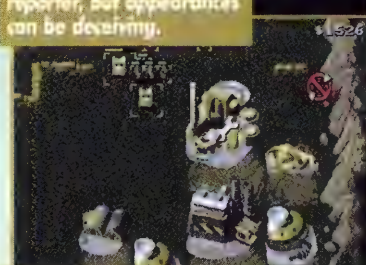
GDI conquers a Nod base.



That pretty explosion used to be a base.



Greg seems like an honest reporter, but appearances can be deceiving.



Come get some.

DIE ARCADE HARD

Living's Easy When You Die Hard

REINER, THE RAGING GAMER

Concept: 6.75 "Respect is the primary goal that a game publisher must achieve in order to sell their game to the public. Well, Die Hard Arcade is a great idea, and it will probably sell with its name, but those who buy it will more than likely frown on Sega for this release. Die Hard Arcade is more of a sampler game than anything else. I haven't seen a game this short before, and it's not the kind of game you'll go back and play over and over again. Everything else in this game is fine and dandy and exceptionally entertaining, but ultimately, be wary of this...should we say...video game quickie."

Graphics: 7

Sound: 7

Playability: 7.75

Entertainment: 2.5

OVERALL:
6.25

ANDY, THE GAME HOMBRE

Concept: 3 "There are so many things wrong with this game that it makes it difficult to review. First off, the cut-scenes last about 2 seconds, then go black for about 2 seconds, and then do more of the cut-scene for 2 seconds, back and forth, over and over. After you live through that, then the game starts, which isn't too bad, but is so short that you wish you'd never sold your Genesis. I will admit this game looks pretty nice, but as far as play value is concerned it ain't worth jack."

Graphics: 7

Sound: 5

Playability: 2

Entertainment: 1

OVERALL:
3.75

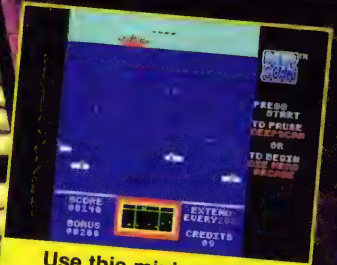
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Deep Scan Mini-Game, Multiple Weapons, Special Moves and Combos, Cinematic Cut Scenes, Interactive Backgrounds
- **Created by:** AM3 for Sega
- **Available:** Now for Sega Saturn



Nothin' like a little bathroom brawlin'.



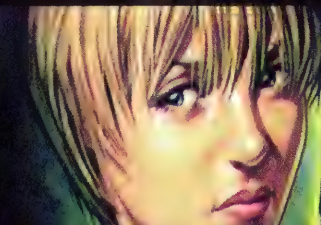
Here's where you take on the Mod Squad.



Use this mini-game to rack up extra lives.



The rocket launcher is the ultimate in destruction.

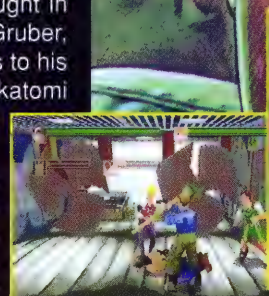


As John McClane (and rookie partner Kris Thompson), you're caught in the middle of a hostage crisis at the Nakatomi Plaza. Instead of Hans Gruber, it's now White Fang who sits atop the captured building, barking orders to his cronies, cursing the name John McClane. Along with the entire Nakatomi staff, White Fang has also captured the President's daughter. You've got to rescue them all before it's too late.

If you can imagine Double Dragon with a dose of Perfect Weapon, you'd be pretty close to the gameplay of Die Hard Arcade. Characters have a number of kicks and punches that can be formed into combos and throw moves. Some of the more entertaining moves involve handcuffing enemies, lighting a can of mace, or throwing pepper in their eyes. Particular moves are dictated by proximity to enemies, crouching and jumping, and the weapon in hand. Weapons can often be obtained by disarming an enemy, while some (such as mops or mace) can be found just lying around. Automatic weapons are the most deadly, and when armed with a rocket launcher, nothing can stand in your way.

After many of the fight scenes, you'll be treated to a small clip of White Fang expressing his rage at your escape. Intermittently, you'll also have to push a certain button while on the run. One of these instances finds John and Kris jumping off the side of the building, then dropping even further to avoid an explosive rocket. If you fail to perform the specified move, you'll be forced to fight that enemy. In addition, Deep Scan is a mini-game available at the Main Menu. Playing Deep Scan will credit the player with extra lives to use in Die Hard Arcade.

Although Die Hard Arcade was originally developed for the Saturn, it was first released in the arcades. The Saturn version is nearly identical and should ride the arcade version's wave of success as it comes home to the console. Gamers who are looking for a little something different on the Saturn, and enjoy fighting/action games, should keep an eye out this March for Die Hard Arcade.



Look out! He's got a broom!

JON, THE GREEDY GAMER

Concept: 7.5 "Although I loved the concept and gameplay of the old Double Dragon, I just don't think Die Hard Arcade (DHA) offers a gamer that much more. You still have the problem of not being able to fire or attack "into" the screen, so instead you're limited to horizontal confrontations. The fighting is fun, especially handcuffing enemies or lighting a spray can, and I also like the cut scenes with specific moves to perform. The biggest drawback is that this game could be twice as long and it would still be too short. I just can't see buying DHA when you can take six or seven bucks to the arcade and be done with it forever."

Graphics: 7.75

Sound: 7

Playability: 6.75

Entertainment: 7.25

OVERALL:
7.25

▶ **THE BOTTOM LINE 5.75**

Scud

Hallowed be Thy Game

THE DISPOSABLE ASSASSIN™

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Cooperative Action/Shooter
- **Special Features:** Six Levels, Two Game Modes: Shooting and Side Scrolling Action, Multiple Weapons and Power-Ups, Zoom Camera on Close Range Combat, 1-Player Drywall Game is Locked Until Beaten With Scud
- **Created by:** Cinergi/Syrox Developments for SegaSoft
- **Available:** Now for Sega Saturn

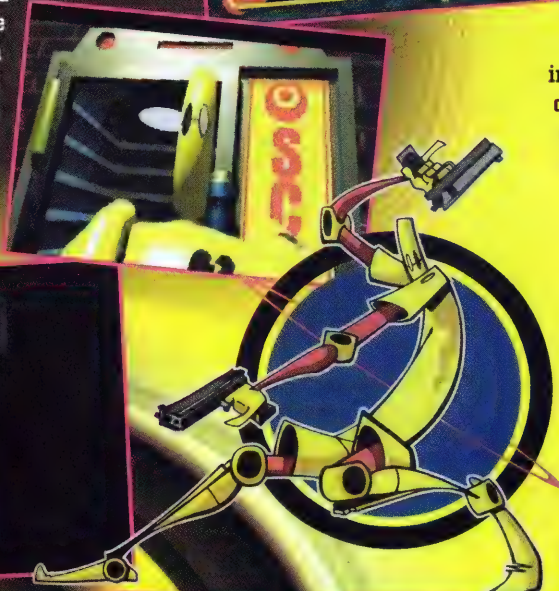
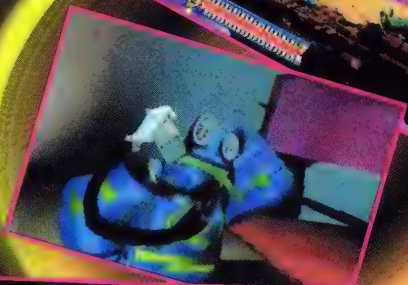
In the underbelly of this slow and dying comic age, one publication in the alternative press is thriving and becoming bigger than anyone expected. Similar to what happened with NEC's *The Tick*, *Fireman Press* and their first monthly title, *Scud: The Disposable Assassin*, have exploded into the naked eye of the press and major contracts. In what seemed days apart, *Scud* creator Rob Schrab was greeted with two proposals: one for a motion picture by Oliver Stone, and the other for a video game by SegaSoft.

While the film is still in the workhouse, SegaSoft didn't waste any time with this license. Thus, *Scud: The Disposable Assassin* is now a reality and can only be experienced by Sega Saturn owners. While the issue of another platform release are still in debate, PC owners will also be able to take in this dynamic gaming experience later this year. The Saturn

version will, by far, be the most explosive one available. SegaSoft incorporated two game modes into *Scud*. The first is a side-scrolling action game, which is loaded with more arsenal than you can shake a stick at; the second is a first-person shooter game that is very similar to *Virtua Cop*, only far more intense and insane. Both of these games can be played cooperatively with a friend, plus, the shooter game can be played solely with two guns, just like John Woo likes it.

Avid readers of the comic will more than likely be blown away by the detail and animation that SegaSoft has incorporated into this title. SegaSoft has done a fine job indeed of capturing the essence and action of the comic. Players will take on the role of *Scud Disposable Robot Assassin: Heart Breaker Series 1373*. *Scud* is equipped with more military madness than *Rambo*, and he is by far one of the most animated characters to grace a video game since *Earthworm Jim*.

The graphics are some of the best ever displayed on the Saturn, and the alternating gameplay will keep you playing for hours upon end. Once you beat the game with *Scud*, you'll be greeted with another game where you play as *Drywall*. The levels in this game are the same, but all of the FMVs in between are completely different, making this a true bonus for *Scud* fans and hard-core action gamers as well.



Norse by The Norsewest: Return of the Lost Vikings

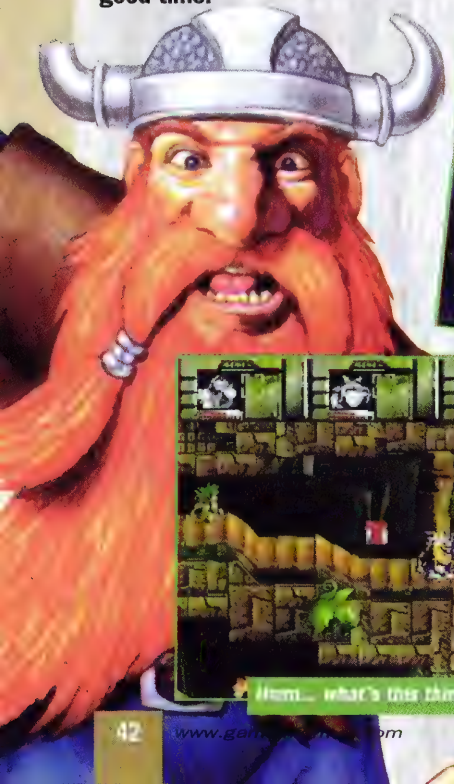


Yompin' Yoomerhoffen Leifl Da Wikings Are Back!

The Lost Vikings for SNES was a big hit that featured action/platform style gaming with a huge emphasis on puzzles. The player had control over three separate characters who each had special abilities. The way through a level could only be found by performing tasks in the necessary order by switching to different characters.

Now the Vikings are back with new toys to play with and two new characters. In the process of narrowly escaping the clutches of Tomotor, the Vikings have stolen various pieces of equipment from a robot guard. Erik has jet boots, Olaf shrinks, and Baelog has an energy sword and bionic arm that can be used to swing over pits (a la Bionic Commando). Their new friends are a werewolf named Fang and a dragon named Scorch. Fang clings to walls for unlimited cliff scaling ability and Scorch flies around and burns opponents with his fireballs. Uff da!

While the graphics in this game won't be blowing anybody away (it could have easily been done on the SNES), Norse by Norsewest is a lot of fun. Big fans of the last game will no doubt dig the new characters and abilities. It's a quirky good time.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Puzzle/Platform
- **Special Features:** Three Vikings With New Powers, Two New Characters, Humorous Audio Clips, Special Item Pickups, Classic Lost Vikings Action, Great Soundtrack
- **Created by:** Silicon & Synapse with Beam Software for Interplay
- **Available:** Now for Sega Saturn

► **THE BOTTOM LINE** **5.75**

PAUL, THE GAME PROFESSOR

Concept:	3	"This game does a good job of mixing elements of puzzle solving into a platform game environment. The action does get progressively harder, but the game basically walks you through everything. As far as graphics are concerned, they really don't offer much over the 16-bit original. They come off very flat and not overly appealing. The same goes for the annoying voice-overs. On a whole, this one is not exactly a poor game, but it really lacks innovation. I found it to be basically the exact same 16-bit game with minimal improvements to graphics."
Graphics:	3.75	
Sound:	6	
Playability:	7	
Entertainment:	4.5	
OVERALL:		4.75

REINER, THE RAGING GAMER

Concept:	6.25	"Originally, I was very enthusiastic about the idea of a Lost Vikings sequel on the 32-bit consoles, but then Sony denied Interplay PlayStation access and I became suspicious. Seriously, I don't know what happened with this title along the way. The 16-bit version makes this game look stupid. All the creativity that made the first game complex and puzzling is gone and the only remaining factor is the childish humor. The graphics are uninspiring, the level designs are generic, and the playability is slow and unimaginative. Steer clear of this spineless sequel."
Graphics:	3	
Sound:	8.25	
Playability:	4.5	
Entertainment:	3	
OVERALL:		5

JON, THE GREEDY GAMER

Concept:	7	"Is it an action/platform, or is it a puzzle game? Actually, it's a little bit of both. Nearly identical to the old SNES title, you'll constantly be switching characters, exchanging items, and working together as a team. Sounds great, right? If you like these kind of games, then yes. But I don't care for them. There's a nice balance between character abilities, but there's just not enough action to keep me interested. On the up side, the comic voice-overs are pretty funny, and the new characters are pretty cool. If you liked Bug or Clockwork Knight, you might enjoy this game, but I say rent it first."
Graphics:	7.5	
Sound:	7.75	
Playability:	7	
Entertainment:	6	
OVERALL:		7

A+M+O+K

MECH MAYHEM BY LAND AND SEA

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Mech Shooter
- **Special Features:** 2-Player Split-Screen (Cooperative or Battle), Transformable Mechs, Hidden Areas, Multiple Level Objectives, Strafing, Numerous Power-Ups, Password Save
- **Created by:** Lemon and Scavenger for Sega
- **Available:** Now for Sega Saturn

▶ THE BOTTOM LINE **7.75**

ANDY, THE GAME HOMBRE

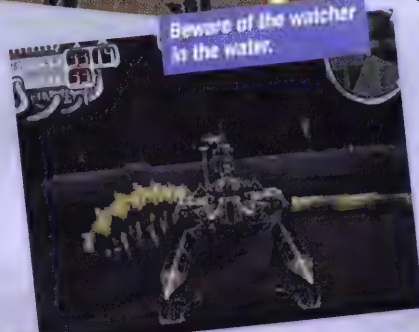
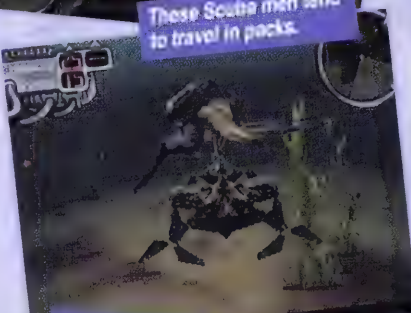
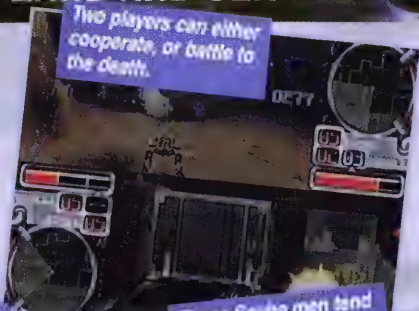
- Concept:** 7 "At first glance, AMOK looks like it's an average shooter, but once you pick up the controller you'll realize that the action is better than that."
- Graphics:** 7.75
- Sound:** 7 "The first couple of missions are a little monotonous, but after that this game starts to get fun; the levels get really outrageous and the enemies come out in droves. However, while this game does have missions, the action is the major focus. If you're not a shooter fan, you won't enjoy this one, but if you're tired of playing Doom this game is a great break from the norm."
- Playability:** 8
- Entertainment:** 8
- OVERALL:**
7.5

REINER, THE RAGING GAMER

- Concept:** 7 "Scavenger made a valiant attempt to hide the physical complexity of AMOK behind an obstructive visual front. Sure, the impressive graphic display and the superbly animated mech movement are grand indeed, but the one thing a true gamer needs is solid and imaginative gameplay. Unfortunately, AMOK is lacking in this category. This is one of those games that you'll play and think to yourself how cool this or that could have been. I'm fairly disappointed, and I'm sure experienced gamers will be too, but then again, this game could very well be right up the alley for beginners who need an intense action/shooter."
- Graphics:** 7.5
- Sound:** 6.75
- Playability:** 7
- Entertainment:** 7
- OVERALL:**
7

JON, THE GREEDY GAMER

- Concept:** 8.5 "I'm very impressed by the work they've done on this title over the past few months. Adding the 2-player mode is such a great addition to any game, and in particular, AMOK lends itself to this cooperative style of play. Also, the upper levels are huge. The thrill of this game comes from charging into a nest of enemies and strafing with your machine guns, all while launching bombs and missiles at your objective. The play control is far and away better than most of the shooters on the market. It's very fluid. After you win the game, you can go back and try to find all the secrets, which will take more than a little doing."
- Graphics:** 9
- Sound:** 8.25
- Playability:** 9.25
- Entertainment:** 8.75
- OVERALL:**
8.75

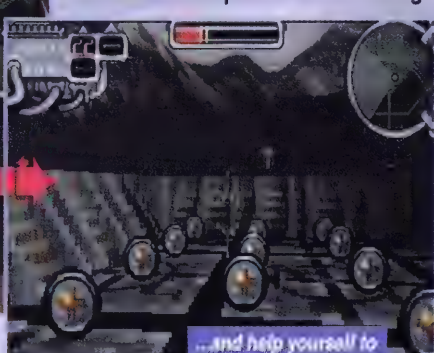


To say this game has been long in the making would be a vast understatement. Finally, after more than a year in development, Scavenger and Sega are ready to let their game run amok. The result is an impressive mix of graphics and gameplay. In addition, the concept of A+M+O+K is quite original in that players command a transforming submersible mech, racing to restart a war that had finally come to an end.

Before each mission, players will receive a briefing. Typically, there will be three or four tasks to complete before reaching the rendezvous point. Scavenger did a great job in making each task different and challenging. Sometimes you'll have to destroy a depot or clear a minefield in order to let a transport through. One mission involves rescuing POWs, while another demands that you disable an enemy escape vehicle.

As for gameplay, the control of A+M+O+K is fairly standard. The mech can strafe while firing one of four different weapons, and there's a run button to help speed through enemy territory. Certainly, A+M+O+K's strength lies in its secrets. The environments are very large, and finding the secret areas involves blowing up structures and rock walls. Sometimes you'll happen upon them, but most often you'll have to do a thorough search of the entire level. After each mission you will be graded on the number of enemies killed as well as the amount of secrets uncovered.

The graphics are something to talk about as well. Not only are the underwater scenes a visual pleasure, but the walking version of the mech seems almost alive as it runs and strafes against the enemy. As if this weren't enough, Scavenger went ahead and included the two-player mode (which was a contributing factor to the series of delays). Here, players can either compete in a head-to-head battle to the death, or they can team up and try to beat the computer through all the same missions as the one-player game. Three mech views, two difficulty levels, and a stingy password save system round out this much anticipated Saturn offering.

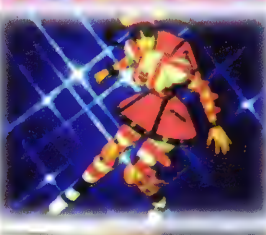
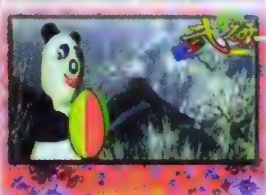
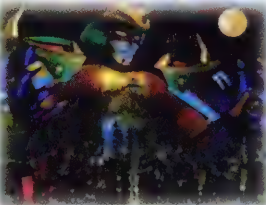


FIGHTERS MEGAMIX

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Thirty-Four Playable Characters, Survival Mode, Training Mode, Nine One-Player Courses (A-I), Grapples, Evade Buttons, Book Keep Save
- **Created by:** TrueMotion/AM2 for Sega
- **Available:** Now in Japan, April for U.S. Sega Saturn



ONLY IN JAPAN



POWER OF THE AMALGAMATE

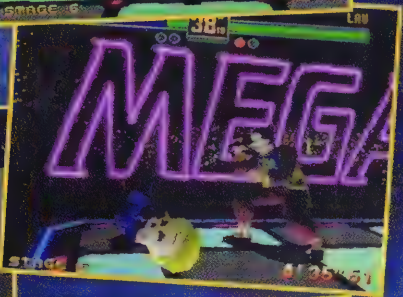
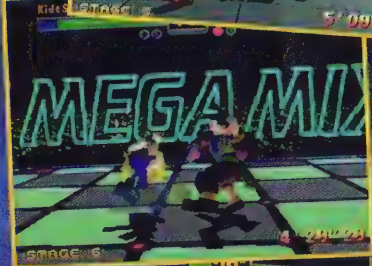
We've seen the evolution of fighting games, and we've seen drastic improvements between sequels, but no fighter has done what FIGHTERS MEGAMIX has just accomplished. SNK came close with their King of Fighters series; however, Sega and AM2 didn't just combine two or three games into one. This is the biggest fighter Sega has ever released, and surprisingly, this is the only one that didn't start out as an arcade machine.

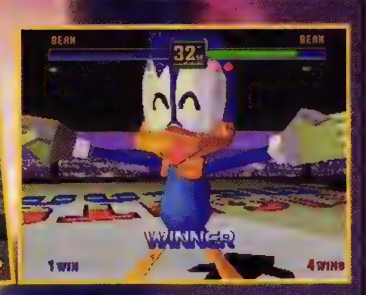
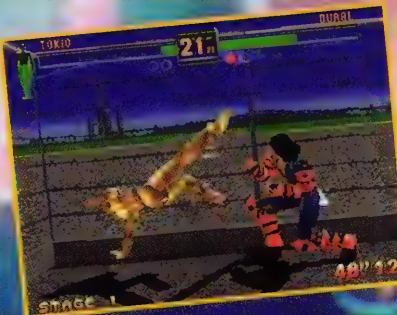
Never before has there been a fighter that added multiple courses to the one-player game. Each course features different opponents and different fighting styles that range from pacifistic to dirty fighting. Each course is loaded with a secret character boss. Beat the course and you'll unlock this boss as a playable character. There are nine courses (A-I) which are both challenging and intimidating to say the least. The hidden characters you'll unlock are: left out characters from Virtua Fighter 2 and Fighting Vipers, a select few from Virtua Fighter Kids and Sonic Fighters, a surprise from Daytona USA and Virtua Cop, and several wacky inventions by AM2.

The combat style is very similar to that of the primary two games (Virtua Fighter 2, Fighting Vipers) that collide in FIGHTERS MEGAMIX. All the arenas from the two games are present, meaning you'll have to battle through cage matches and open arenas. The ring out from VF is no longer available, so don't expect to win some cheap battles, as you'll now be required to deplete the opposition's health completely. More moves and combos have been added to each character's arsenal, plus each character can now evade (with the shift buttons) and grapple. The grapple is tricky and very rare, but once you are in one, three things can happen: you can pull through and perform a throw, be countered and thrown, or push back and release.

The biggest revelations in FIGHTERS MEGAMIX are, of course, the secrets. The Saturn back-up memory will save every match, the number of times the machine has been turned on, and any secrets you've obtained. Playing tons of matches, turning on the machine a certain amount of times, and beating the game a number of times will also unlock other characters within the game. The total number of playable characters available is thirty-four. You only start the game with the twenty-two characters from Virtua Fighter 2 and Fighting Vipers. So to unlock all the characters you'll need to play the game for hours upon end.

This is hands-down Sega's best fighter to date. It has everything you'd want, ranging from a tricky one-player game to the Survival and Training Modes. If you're a fan of either of these games then you'll definitely want to take a look at this well polished amalgamation.





REINER, THE RAGING GAMER

Concept: 9.25 "If I had the chance to name this game I think I would have called it A Grab Bag of Sega Kung Fu. Yes, it's cool that Sega added all these characters to the mix, but most of them are cheesy additions. Other than adding a bit of flatulence to the game, Sega actually designed a premier one-player mode.

Graphics: 8

Sound: 8.25

Playability: 8.5

Entertainment: 9

OVERALL: 8.5

The course concept is the coolest enhancement I've seen in a fighter. Plus, all the new special moves for each character and the awesome Training Mode really helped this game out in the end. Sega did a commendable job on this fighter, and let's hope that VF3 is just as impressive, if not better."

ANDY, THE GAME HOMBRE

Concept: 9 "Now this is what I call a fighter. Tons of characters, great graphics, new moves, and huge combos make this game a blast. In actuality, I'm not that much of a VF or FV fan. They were good games, but they weren't great until now. I really like the addition of the evade move, and the different courses are a fantastic innovation. Plus, you can play as a car and a tree. Far and away this is the best fighting game available on the Saturn, and a must-buy for any Saturn owner."

Graphics: 9.25

Sound: 9

Playability: 9.5

Entertainment: 9.5

OVERALL: 9.25

JON, THE GREEDY GAMER

Concept: 9.25 "I kind of stand alone here at GI, whereas Reiner, Andy and company always stray to the Tekken, Street Fighter side of the street; I've always drifted towards the Virtua Fighter side of the argument. Whatever Virtua Fighter 2 or Fighting Vipers had lacked in the past is now there in full glory. Countless characters, hidden options, and a conglomeration of moves and stages are truly a sight to behold. I especially appreciate the training mode and inventive circuits, they really boost the 1-player appeal. Fight on grasshopper, only 400 more matches until the hidden options!"

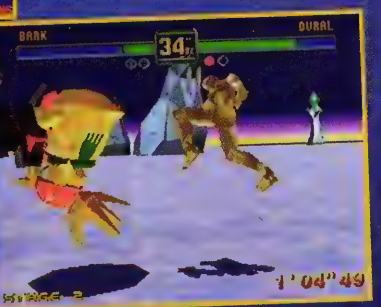
Graphics: 9

Sound: 8.25

Playability: 9.25

Entertainment: 9

OVERALL: 9



► THE BOTTOM LINE 9



by Erik,
the PC Jedi

When Consoles and PCs Collide

Have you heard about that new mech game where you don't actually control the action, but you program the mechs' AIs before the battles begin? It's called *Carnage Heart* and oddly enough, this brain game to top all brain games is coming out for the PlayStation – not the PC. It seems that for years now, PC owners have had a stranglehold on all of the best strategy games on the market. With recent releases like *Dragon Force* for the Saturn, *C&C* for Saturn and PlayStation, and *X-COM* for PlayStation, I can't help but wonder how much more insane PC strategy games are going to have to get to stay a step ahead of the consoles.

X-COM: Apocalypse – Microprose **Preview**

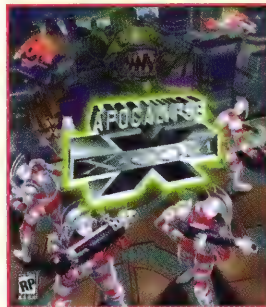
It's been a long wait, but we can finally give you some solid gameplay information on *X-COM 3*. The game takes place in a huge megalopolis (an enclosed city-state of the future). This time around, the aliens have started to invade from alternate dimensions. The level of technology you can start with appears to be exactly where it left off in the first game. Yes, that



XCOM: Apocalypse

does mean you have Blaster Launchers and Psionics from the start; however, some of these items may be limited in the final version by how well your investors think you're doing. The list of new vehicles is huge. *X-COM* will be able to select from both aircraft and road vehicles this time around. Purchase anything from an APC to a hover-bike. Unfortunately, we didn't get to see many of the new alien toys, because the missions aren't working very well yet. The game's focus on interdimensional technology creates some interesting

possibilities, though. A cool twist on the old *X-COM* theme is how much more like the aliens the humans have become in the year 2066. In the *Cyclopedia* of buildings there is a reference to the "procreation" center where human babies are grown out of the womb because birth is a hazardous and "unhealthy" thing. Education is performed through mental implants and the natural environment is on the brink of collapse. It makes one wonder what *X-COM* is really fighting for.



XCOM: Apocalypse

Star General – SSI **7.75**

If you loved *Master of Orion* and any of the other "General" titles, you'll probably really dig this game. *Star General* features seven races, a multitude of ship and ground combat units, and technology upgrades. Resource points are gained through merchant ships, and by placing special buildings next to your cities. Unfortunately, a lot of these features were lacking for me. Aside from the diplomacy screens (diplomacy seems to consist solely of bribing your opponents) and some minor variations in the units, the races aren't very different from each other. The technology upgrades are just that. You buy a new tech center and the statistics of your units are improved. There are no new ships, no new guns, and no special devices. Despite these complaints I did find *Star General* to be fairly entertaining. The way the units work together is dynamic and there is a large variety of them to choose from. *Star General* is also one of a few starship strategy games to feature extensive ground combat. When considering a purchase, you should remember that *Star General* is entirely about the fighting and nothing else. *Master of Orion II*, on the other hand...



Diablo – Blizzard **8.5**

Every now and then a game comes around that's really simple but extremely fun. *Diablo* is reminiscent of *Ultima 8* with its beautiful graphics and aesthetic appeal. *Ultima 8*'s downfall, unfortunately, was its obnoxious control. Fighting and leaping over obstacles were made challenging by a crappy engine instead of the clever machinations of the game designers. *Diablo*'s answer to this problem was simplicity. There is only one kind of attack for each weapon and this is executed by clicking on your opponents. While this does make the action a little hokey, it keeps the game running at a fast pace, allowing for a speedier multiplayer net game. Players can choose from three character classes: warrior, rogue, and wizard. Characters receive experience points for defeating enemies and completing tasks. When they get enough points to increase a level, they will be allotted five points to add to their attributes in any fashion they desire.



recent releases



Powerslave – Lobotomy Software for Playmates Interactive

7.25 This game would have been a great *Doom* clone. The levels and weapons are great. Unfortunately, the game was done too sloppily for us to ignore. PC games shouldn't flicker and have discoloration.



Roberta Williams' Anthology – Sierra

9.25 This is another "price value" review. The entire *King's Quest* series alone is worth your money. Especially the first four, before Sierra changed their winning text-based engine to a cheesy icon system.



Obsidian – SegaSoft

8.75 Holy smokes! It's an *FMV/Myst* clone and I actually like it! Not only is the premise downright funky, but it makes fun of *Myst* as well. "Where are the blue pages." Har har.



Accolade has done well by *Deadlock* fans through their release of free upgrade software. In response to overwhelming customer feedback, the upgrade features the ability to play multiplayer net games with one CD, a multiplayer save game, improved Internet/LAN stability, and improvements to the game's AI. The upgrade has also jacked up the maximum number of buildings and allows multiple units to be dragged from one territory to the next all at once.

Command & Conquer makes its way to DVD. *Westwood Studios* has announced the original *Command & Conquer* game will make an appearance in DVD format. Digital Video Disk technology allows 4.7 gigabytes of information to be stored on a single-sided DVD. That's over nine times the storage capacity of a CD. A double-sided dual-layer DVD can hold up to 17 gigabytes. The *C&C* on DVD (Hey I'm a...) will be identical to the original game with greatly enhanced *FMV* and scenes. *Westwood* has not said what they plan on doing with the remaining 3.75 gigs.

In the early days of home console gaming, there were two kinds of people in the world: those who drove a Chevy truck, and those who drove a Ford. Hey, wait a minute, this is an article about video games (got confused for a minute there). Anyway, in the early days of console gaming there were two kinds of people: those who owned an Intellivision and those who owned an Atari (we'll leave the Dodge/Colecovision camp til next time). This month, we're going to take a look at what made many people want to own an Intellivision, and anyone who remembers the old George Plimpton commercials will know immediately what we're taking about here...Sports Games!

Atari certainly produced a wealth of pathetic sports titles, and Intellivision attacked this weakness with zeal. What was it that made Intellivision a better sports machine? Well, the controllers were far more advanced offering a combination of keypad, direction disc, and shoulder buttons, and at the same time, Mattel gobbled up every major sports license they could. Also, Mattel Electronics had established a strong market presence with their hand-held sports games, so there was probably some sharing of ideas between the divisions. Regardless, they were great games for the times, truly intelligent television, and here's a look at some of those sports classics.

Naturally, Mattel had the five big ones covered. The most popular professional sports were the first to come to the platform. By the end of 1979, Intellivision had the five most popular North American sports available for home play. What follows is a brief discussion of each game's most memorable options and features.

NFL Football was tremendously popular, offering five players per side, one of which was the Captain (highlighted in black or red). The Captain could run, pass and kick on offense, or tackle and intercept on defense. There were also nine offensive and nine defensive formations. Players would first choose a pass,

CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

INTELLIGENT TELEVISION AND SOPHISTICATED SPORTS GAMES

run, or kick, then choose one of the formations. Running was pretty straightforward, but in order to pass, players had to choose one of two eligible receivers, then select a passing zone. In case a runner broke into the open field, the computer could adjust defensive speed in order to enable the run down.

The most interesting aspect of **NHL Hockey** was the penalties. Being able to trip people was exciting enough, but if you tripped someone who didn't have the puck, it was two minutes in the sin-bin. There were three players per side plus the goalie (who could be knocked down), face-offs, and six different sound samples for true hockey action.

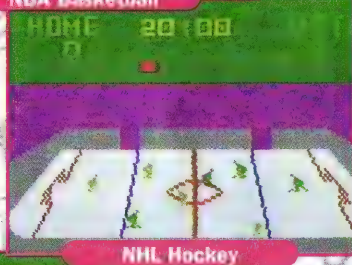
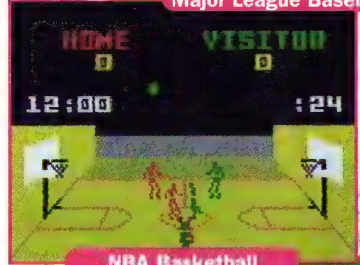
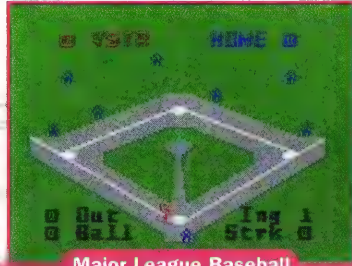
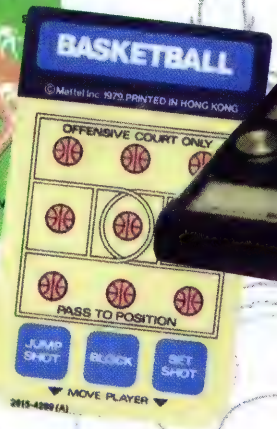
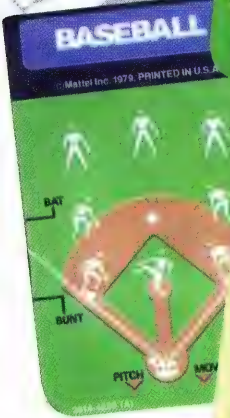
Atari must have known they were in trouble when their "Pele" had to compete with Intellivision's **NASL Soccer**. Like hockey, NASL Soccer had three players per side, but you could partially control the goalie when he was visible. There was also a unique passing feature in that players who disappeared as the screen panned right or left would reappear on the opposite side. Skilled players could use this to obtain a great advantage, estimating scroll speed and reappearance position. There were also throw-ins, goal kicks, corner kicks and five sound samples.

NBA Basketball was a great example of Intellivision's superior control pads. Much like Sony's contemporary icon passing, players could pass the basketball to any of nine locations around the court. Basketball offered both jump and set shots, as well as defensive blocking. Players could steal the ball only when the offensive player was moving, and passes were often intercepted. Also worthy of note were the shot clock and overtime features, crucial elements in any basketball game.

Last but not least of the big five is **Major League Baseball**. Arguably the most popular, most in-depth Intellivision sports game ever, Major League Baseball allowed nine players on the field at once. This in itself was nothing that special, but with the Intellivision controller, players could easily throw to any defensive position on the field merely by pressing that position's icon on the control pad. The pitching was also something to talk about in that there were four pitches (Fast Ball, Inside Curve, Outside Curve, and Change Up) with variable speeds for curves. Pitchers could either check the runners on base via a pick off, or pitch out to try and stop the steal. During all of this, batters could either bunt or swing away. But they could also pull or poke the ball, changing its direction. Other baseball staples included the run down, the tag,

the double play, lead offs, stealing, and extra bases. Unfortunately, all the hits were grounders, so there were no fly balls (though home runs were possible).

All of these games featured a speed adjust (typically three different speeds), and two-player capability. For those who never played them, it's not hard to imagine the feeling of playing these games for hours on end, each game different and down to the wire. There were both friendly rivalries and intense hatreds. As advanced as sports games have become today, the enjoyment and excitement is still the same. Just as a caveman is happy with his stone hammer, we were content with these home games. But all things must change, and as the 8-bit Nintendo suddenly took the world by storm, Intellivision and its peers fell to the wayside. But for those four or five years, it was a grand time indeed, a time we still have not forgotten.





ARCADE BRIGADE

by Ryan MacDonald

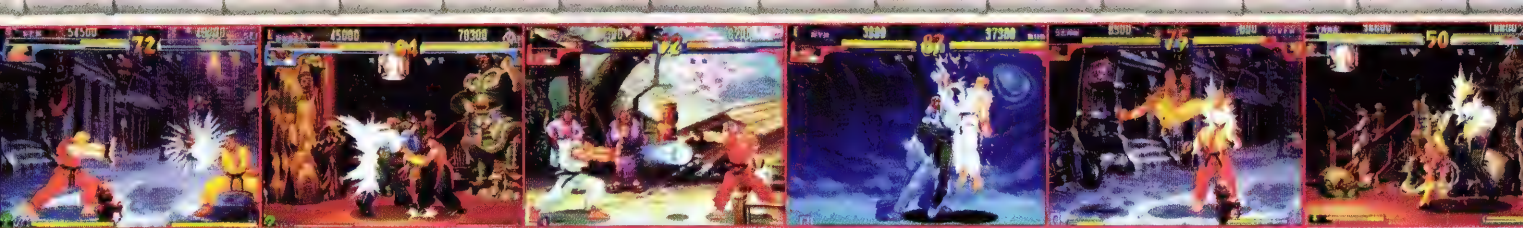
TRAINING CARD

Check out GFA's Training Card #33 for Street Fighter 3 moves.

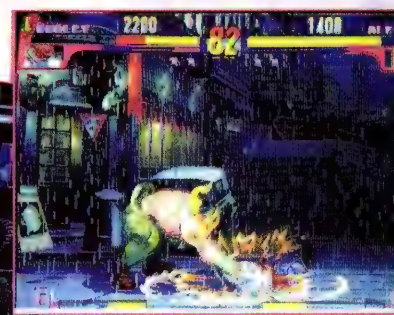
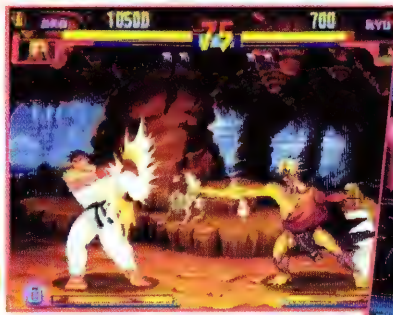
The Most Anticipated Game of All Time, Finally!

After six years and countless SF2 Turbos, Supers, and Alphas, Capcom has unveiled the true sequel to the game that started the fighting game craze. With all of the questions and rumors surrounding the recent release, it's hard to really know all the facts. Well, here they are. Of the ten characters featured, only two are familiar, Ryu and Ken. The other eight are entirely new to the world of Street Fighter! All the alpha counters, custom combos, and air blocks have been junked. SF3 plays a lot like the original SF2, and it's so refreshing. Now you're ready. Immediately after picking your character, you must choose one of three super arts. A super art is basically a super move, like the super moves found in SF Alpha. There are only three new features in the game. One is a harmless little stun meter that shows when you're about to be dizzied by your opponent. Another new addition to this Street Fighter is the offensive block. The offensive block is like an alpha counter, but it's executed by pressing forward or down (depending on a high or low attack). There are also new ways to jump. If you tap down twice and punch, your character will do a short hop and punch downward. If you tap down then up on the controller your character will jump slightly higher than normal. The graphics and sound are tremendous. The screen shots don't do it justice. The difference between this Street Fighter and previous releases is the amount of frames per character. Frames are the individual drawings of each tiny movement. For example, in SFA2 their were only 5 frames of animation from the time Ryu started to throw his fireball to the time he was done; in SF3 there are 14 frames. In fact, there are over twice as many frames in SF3 as in previous Street Fighter games. The detail and fluid movement of the characters give them a new sense of movement and realism never before seen in any other 2D fighting game.





STREET FIGHTER NEW GENERATION



Ryu: The wandering warrior is still on a quest for true strength. The quest may never end. Ryu is honorable and always cares about his opponent's well-being, but he never holds back in battle. Ryu's Karate style is solid and intense, unlike his friend and rival Ken's style, which is flashy.

Ken: Ken is both Ryu's friend and rival. They trained under the same master. Now tied down to domestic life, Ken has agreed to honor his wife Eliza's request not to enter martial arts tournaments unless Ryu also participates. Ken's style is seemingly reckless, but he should never be underestimated.

Sean: He was born and raised in Brazil. He is a great athlete and comes from an ordinary Brazilian family. Sean has always been impressed with Ken's fighting style and wishes to study under Ken. Sean hates to lose; he is very aggressive, and has the ability to surprise opponents with a fatal blow.

Alex: He's a tough guy from Manhattan. Alex left home at a young age to train with Tom, a retired

U.S. soldier and member of the family. Alex now fights to avenge Tom's defeat at the hands of a mysterious man. Alex is big, buffed, and nimble, but deep down he's a nice guy.

Dudley: He's a heavyweight boxer from Britain. His father was a successful athlete and businessman, so Dudley grew up in an affluent family. He became a boxer in college. He is small for a heavyweight, but his speed and skill make him deadly.

Yun and Yang: They are twin Kung Fu masters from Hong Kong. They were raised by their grandfather who taught them the martial arts at a young age. Yun is the more outgoing of the two – a born leader. He can be very impulsive. Yang is calmer and looks at things a bit more subjectively.

Ibuki: She's a Japanese high school student from a small village who has studied the art of Ninja all her life. She is easygoing, but very determined.

She combines her Ninja style with ancient Japanese martial arts. She is adept at finding her opponent's weak point.

Elena: Elena is the daughter of a great African tribal leader. She is dearly loved by her father as she is an only child. She fights using the Capoeira style, which places emphasis on the use of her legs. Elena has very powerful legs, which make up for her lack of upper body strength.

Oro: Oro is a 140-year-old mystical creature who lives in a cave in the Amazon rain forest. His only companions are wild animals. He is more god-like than human and his powers are unrivaled. His style is artistic and fast, and he often looks like he is dancing. He only fights with one arm.

Necro: He was born in Russia in a small village by a lake. After the collapse of the Soviet regime, Necro wandered toward Moscow where he was abducted, and strange experiments were conducted on his body. Necro now has super flexibility in his limbs, but his greatest desire is freedom from his captors.



Blood Sinner

Legacy of Rain

Play to Perfection:

The "Complete" Legacy of Rain 99.5 Secrets Guide

Perhaps you've killed over a thousand people and the game is still mocking you with the title, "Gimp." Maybe that one section is too hard and you wish you had a few more Implore Spells. Whatever your need, we've got 99.5 secrets. The ".5" refers to an apparent bug in the program that doesn't allow you to open a door in Uschtenheim. Don't worry though, you're not missing out on any kind of huge powerup or special ending. The secrets are just there to give the game a little more play value and a stronger sense of exploration.

1. Light Dungeon (2 Points) – The first secret is in the Southeast corner of the entire dungeon. Just keep traveling East when you enter. You should see a purplish light. Step on it and a Blood Flask will avail itself. The second secret is towards the end of the dungeon in a room where there are locked doors on the East and West sides. In the middle of the room is a sarcophagus with an obelisk that glows red when the light spell is off. Touch the obelisk to open the doors.



2. Mausoleum and Graveyard:

Mausoleum (1 Point) – (requires first strength power up) After the first Mausoleum (the place you get to by casting sanctuary), take the path down to the next one and push the two stones off of the blood red symbols on the floor to open a door to the Southeast.

Graveyard (3 Points) – Directly to the East of the starting Mausoleum is a Flay card. Directly South of the first Mausoleum is a Blood Flask. Use the Wolf or Mist Forms to bypass the fence and acquire these items for two points. Now move to the mausoleum to the Southwest to teleport across the river where there is a cache of Pentaliche of the Tarot cards.

Ziegsturhl:

Secret Entrance to the Flay Spirit Forge (2 Points) – After you've acquired Wolf Form, go back to Ziegsturhl. Enter the tavern to the Northwest (the place where the game starts). Use Wolf Form to jump over the bar and touch the glowing area on the North wall to open a door that leads to the Flay Spirit Forge.

Nachtholm:

Cave (1 Point) – Go North of the town and travel east along the shoreline until you get to some rocks blocking your path. Use Mist Form or Wolf Form to move quickly in and out of the water and to get past the rocks. This will bring you to a cave with a teleport that leads to a hidden area.

Steinchencroe:

Secret Entrance to Implore Forge (2 Points) – Enter the building directly West of the North gate. Go to the Northern room and push the chair on the North wall to reveal a secret door.

Demon Statue Cave (2 Points) – To the East of Steinchencroe is a cave with statues of demons within. You get one point for entering the cave, and another for completing the cave by smashing the statues with the mace.

Boulder Blockage (1 Point) – To the Southeast of Steinchencroe is a gray boulder. After you receive the third strength power up push it out of the way to score several Hearts of Darkness, a Blood Flask, and a Magic Rune.

Secret at Top of Nupraptor's Retreat (1 Point) – Exit the brain room (after beating the four-room challenge) through the North door. To the South is a group of switches. Hit them and enter the room that opens up to the West.

Vasserbunde:

River Crossing (1 Point) – Smash the pillar South of the Gypsy tents with a mace. Move up the path until you get to the water. Use Mist or Wolf Form to get to the North shore. Move West along the shore and you will find a Magic Rune and two Pentaliche of the Tarot cards.

Menhir Smash (1 Point) – In the West part of town there is a bridge that crosses over to the path leading to Nupraptor's Retreat. On the West side of this path is a pillar. Smash the pillar and get the items.

Secret Entrance to Putresce Forge (2 Points) – In town, there is a house to the North with a Pillar blocking the door. Smash the pillar and go inside. In the Western room walk up to the Northwest corner and mess around until you trigger an invisible floor switch that opens a door on the North wall in the central room. Finding the switch can be tricky so be persistent.

Coorhagen:

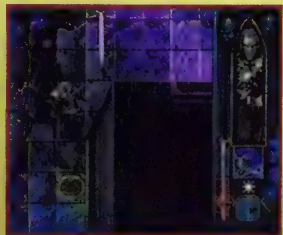
Menhir Smash (1 Point) – In the area South of Coorhagen, there is a pillar to the Northwest blocking some items. Smash it with the mace.

Inspire Hate Dungeon (1 Point) – After you exit the Bone Armor Dungeon, go to the big house to the North. Once you enter the basement you will be in a room with five locked doors. A switch by the North door opens the door to the Southwest. Pull the chain in that room to open the door to the Northeast. The switch in that room opens the doors to the Northwest and Southeast rooms. Now go back and hit that first switch to the North to open the North door. This leads to the Inspire Hate spell dungeon. Enjoy.

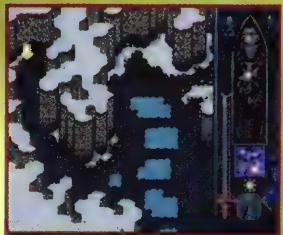


Malek's Bastion:

The Power Orb (1 Point) – In the first room, hit the grate to the North of the East teleport "re-entry" pad. This opens a door to the East. Proceed through several obstacles to a puzzle that requires you to figure out the proper order of four switches to get to the huge globe that powers Malek's fortress. This will power down all of the spirit warrior machines in the castle.



3. At the Bat Flight Vantage Point for the Oracle (1 Point) – Use Wolf or Mist to get to the dungeon across the water to the Northwest. By "Vantage Point" we mean the place where you first see a new area so you can fly to it. We're not talking about the Bat Flight Markers.



4. Mind Control Dungeon (7 Points):

This dungeon not only gives you the Mind Control spell but contains two secret entrances to Spirit Forges as well. In the room where you get the Mind Control spell, Mind Control the bandits on the Southeast and Southwest platforms and use them to activate the switches in the other rooms for two secret points. Now go to the room to the Northeast. Mind Control a Knife Thrower on the West platform and hit the switch to open the North door. Hit the switch to the South of the passage with the arrow launchers. Now Mind Control the Knife Thrower on the East platform. Send him North to retrieve the Heart of Darkness. This will give you another secret point. Go back to the first room and head to the secret door you opened to the North. (Note: If the switch on the Northeast platform has been flipped the door will not be open.) In the Secret Room to the North you will need to Mind Control one of the brigands on the upper platform and use him to hit the switches to the Northeast and the Northwest for two secret points. This will lower a staircase so you can get up. On the other side of the teleport pad is a button. Use a Force Bolt to trigger it. This will open a door to the Northwest teleport pad and is worth another secret point. These two teleport pads are secret entrances to the Energy Bank and Purify Spirit Forges. Using them will grant you two more points.

Dorador's Mansion:

First Section (2 Points) – In the second room, use mind control on the gypsy to the North. Hit the switch on the North wall to open a door to the West. The door to the West leads to a secret room to the South. Now use Mist Form to go through the door to the East to get a Magic Rune.

Room with Floor Spikes and Knife Throwers (1 Point) – There is a trigger behind a curtain to the East of the Northwest door. This opens a new door to the Northeast back on the other side of the spikes.

Secret Room (1 Point) – Go back to the Northwest door and enter the next room. A switch to the West of the North door opens a new door North of the door you came in from. (Just use your map.)

Room with Chaos Armor (1 Point) – Trigger a curtain switch directly North of the Armor. This opens a door by the brigand across the spikes to the Northwest. Use Mind Control to get the secrets in the next room.

Two Rooms North of the Blood Shower Spell (2 Points) – Search the North wall for an unusual tile. This will trigger a door to the West that leads to a secret room. Enter the secret room and trigger a switch on the North wall that will open a secret door to the North of the first room.

Secret Rooms (2 Points) – After these secret rooms, go back to the original room and head East. There is a curtain switch on the North wall of the very next room. Now use Mind Control on the gypsy to the South of the spikes. Keep on moving him South until you can't go any further. West of the North door of this room is another curtain switch. This opens a door to the Northwest in the room where Kain is waiting for you to release control of the gypsy's mind.

Vorador's Dining Room (1 Point) – Use Mist Form to go through the grate in the wall to the Northwest.

Final Secret (1 Point) – In the room Northeast of the dining room is a curtain switch that reveals another grate that must be bypassed with mist form.

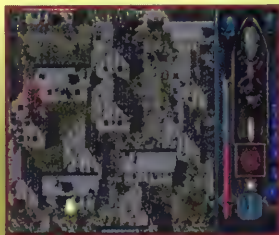
Uschtenheim:

Hidden Path (3 Points) – Push the large boulders West of town to gain access to an Implode Card. Now move up the path and use Wolf Form to acquire two Pentaliche of the Tarot cards to the East.

Secret Entrance to the Heart of Darkness Forge ("5" Points) – This is the .5 point secret we've been talking about. Apparently you were supposed to be able to enter the house in the middle of town and arrange the chairs into a certain order during a full moon to open the Eastern door. If anyone finds a way to do it, we'd love to hear from you but don't waste too much time on it. We're pretty sure it's a glitch.

Avernus:

Shortcut Basements (5 Points) – In the first area of Avernus, enter the house in the Southeast corner. After getting through the basement and exiting the house in the new area, use Mist Form to enter the fourth house to the South on the West side of the path. The Slow Time card in first room is worth a secret point. Now use Mist Form to bypass the East wall through the crack. Take the stairs to the Northwest. Use Mist Form to get through the crack and into a new house. The secret is a trigger switch somewhere on the floor (you should hear a clicking sound). Go back to the basement. Move to the South gate and collect the Heart of Darkness to the East for a secret point. Use Mist Form to go through the door. A Slow Time card in the second basement counts as a secret. Go up the stairs to the Northeast, use Mist Form to get through the crack, and collect yet another Slow Time card for a secret point.



Avernus Cathedral Demonic Scripture Reading (1 Point) – In the very last section of the teleport puzzle (before you enter the Soul Reaver Dungeon), look for an inconspicuous door to the South. Just when you thought the game was starting to get freaky...



5. Area East of Willendorf:

Boulder Blockage (1 Point) – (requires third strength power up) Push the boulders to the East out of the way to gain way to the Pentaliche of the Tarot cards.

6. Southeast of Willendorf:

Boulder Blockage (1 Point) – Push a boulder (third strength required) out of the way so that you can get to the area Southeast of Willendorf.

Secret Cave (1 Point) – The second cave to the South contains random items and will give you a secret point.

7. West of Gypsy Village Between Avernus and Willendorf:

Two Large Boulders (1 Point) – Push the boulder on the left to the West. A Heart of Darkness will give you a secret. Move South to the new area.

Secret Cave (2 Points) – Enter the secret cave to the Southeast. Proceed until you reach a group of Knife Throwers. Mind Control the Knife Thrower on the Eastern platform and look for a hidden switch on the floor. This opens a door to the Northeast.

8. Secret Entrance to Slow Time Spirit Forge (2 Points) – Northwest of the town of Willendorf is a lone house on the other side of the mountains. Use Mist Form to cross the water.

9. South of Willendorf Castle (1 Point) – Use Mist Form to pick up the Magic Energy on an island to the South.

10. South of the Doll Maker's Mansion (4 Points) – Use Mist Form to collect items on the island to the South of the Doll Maker's house and to scour the shores across the water from the island to the West, the Southwest, and the East.

Nemesis Castle (1 Point) – In the last area of the castle there is a room with three corridors and axes swinging out of the walls. Activate all four of the switches to open a door to the Southeast. Collect the items in the secret room for a point. To get the Northern door in the first room to open, deactivate the second switch from the West.

Moon Gates:

Every Eighth day there is a full moon. Not only does this lend great strength to your Wolf Form (1 hit kills just about anything), but it also opens a number of portals throughout the land.

Nachtholm:

1. East of Nachtholm (1 Point) – Cross the bridge to the East and use Wolf Form to get to a moon gate that leads to a dungeon containing miscellaneous items, a blood flask, and a magic rune.

2. South of Nachtholm (1 Point) – Use the Wolf or Mist Forms to cross the water to the South of Nachtholm to get to a small area nestled within the mountains. The moon gate here is another dungeon with random items.

3. On the Road Between Dark Eden and Avernus (1 Point) – There is a large moon gate directly North of a bat flight marker. Beyond this gate lies the Lightning Bolt Spell.

4. On the Road Between Dark Eden and Uschtenheim (1 Point) – There is a large moon gate and a rock requiring the third strength power up blocking the way to the Heart of Darkness spirit forge.

5. Pentaliche of the Tarot Spirit Forge (3 Points) – West of the Nemesis Castle is a path that leads to an area with this moon gate. In order to gain three secret points, you will have to enter the forge in the present, past, and alternate present. Unfortunately, the moon cycle remains the same no matter what time you're in, so you'll have to sit around for a week in each time period to do this. Just leave your game on and eat lunch. You could also use your down time to mutilate and feed on the local populace so as to come a step closer to the "Devourer of Worlds" prestige title.

6. The Lost City (28 Points) – This whopper of a secret is worth a total of 28 points. To enter The Lost City, use Mist Form to cross the lake directly West of the Mist Form Dungeon. A teleporter on an island will send you to a chamber with a door that opens only on a full moon. Most of the secrets here are pretty obvious but we will give you some warnings. When you enter a pyramid with a bed of spikes on both sides of you, do not kill the priests. Use Mind Control on them and immediately move them to the North to trigger the switches. If you screw up and die they will remain only









as undead spirits and you will have to wait until you have Spirit Wrack spell and another full moon to get the secrets within the pyramid. Do not use the teleport pad in the Pyramid in the Northeast corner until you're sure you've gotten all of the secrets.



Blood Temples:

These temples not only refill your life meter, but they grant you improved ability and protection as well.

-  **Strength No. 1:** Southwest of Nachtholm
- Protection from Rain:** South of Steinchentroe
-  **Improved Magic Recovery No. 1:** South of Coorhagen
- Protection From Snow:** Cave Complex Near the Oracle
-  **Strength No. 2:** Area West of Vorador's Mansion
-  **Improved Magic Recovery No. 2:** South of Dark Eden
-  **Strength No. 3:** East of Willendorf
-  **Improved Magic Recovery No. 3:** Area Southeast of Willendorf



Random Tips:

Spiked Mace: The second swing is the only attack that stuns opponents (unless they're villagers). If an enemy is approaching, don't worry about the first swing. Try to time it so they walk into your second swing. The mace is always effective on humans, but sometimes it works on other red-blooded creatures as well. The shark-headed wolf creatures in Dark Eden, for example...

The Axes: It was quite some time before we discovered that The Axes actually have two modes of attack. To do the nonspinning attack, tap the attack button, wait for the first swing to execute, and then do a double-tap. This attack is good for when you want there to be something left of your victim to feed on. The Axes' spinning attack works really well with Flesh Armor and a whole

cluster of enemies.

Chaos Armor: Enemy attacks actually do 25% more damage to you when they hit. This, of course, is balanced by the fact that they take the damage too.

Wrath Armor: This armor causes enemies to miss on occasion. We're not sure of this, but it also seems to render you invisible to certain enemies from time to time.

Implode: This hideously sadistic item can affect multiple enemies at once if they're in the same area. It is also very powerful. Demons (the toughest creatures in the game) can only take two hits from implode.

PlayStation

PREVIEW

Mega Man: Blast & Chase

Size: 1 CD-ROM

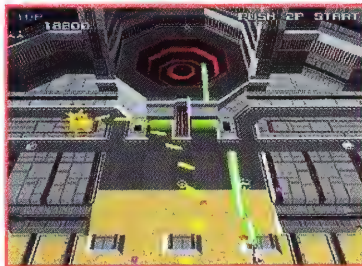
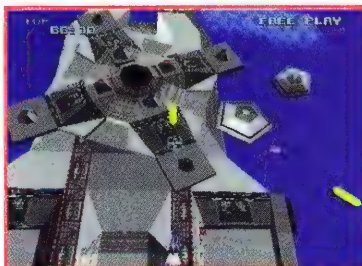
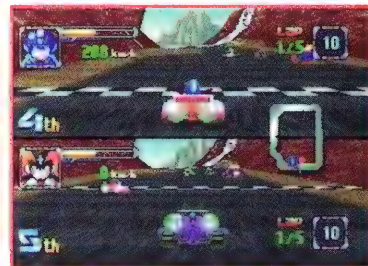
Style:
1 or 2-Player Racing

Special Features:
10 Different Racers (Plus Hidden Characters), Upgradable Vehicles, 2-Player Split-Screen, Memory Card Compatible, Weapons

Created by: Capcom

Available: Now in Japan, April for U.S. Sony PlayStation

Just when you thought you'd seen everything, Mega Man shows his face in yet another weird title. Luckily, Battle & Chase is less of a stretch than Mega Man Soccer was, but it is still strange. In typical Mega Man fashion, defeating opponents awards the player with parts from the rival's vehicle. By mixing and matching the various pieces from the other cars, you can upgrade your own car's wheels, engine, or weapon. Your quest is to defeat all the regular characters so you can move on to the boss tracks. Defeating the bosses enables you to play them in the 2-player split-screen mode. As far as the racing is concerned, it is nothing spectacular; it's like Street Racer with weapons. Let's hope they rectify that problem in the final product.



PlayStation

PREVIEW

Xevious 3D

Size:
1 CD-ROM

Style:
1 or 2-Player 3D Shooter

Special Features:
2-Player Simultaneous Play, 3 Different Weapons, Weapon Upgrades, Rotating Camera Views

Created by:
Namco

Available:
Summer For Sony PlayStation

In February of 1983 the face of shooter games changed forever when Atari published Xevious for Namco in the arcades. This incredibly addictive game was one of the first games ever to let the player destroy both air and ground targets. Now, fourteen years later, Namco is bringing Xevious back, but this time in 3D. Loaded with polygons, this update brings a whole new twist to the classic shooter. While some levels will look familiar, most are new so that Namco could use a roving camera to make the action more intense. Plus, this time around Xevious is loaded with power-ups which bring the level of destruction to a new high.

PlayStation

REVIEW

7.75

Size: 1 CD-ROM

Style:
1 or 2-Player Isometric Shooter

Special Features:
Isometric View, Two Control Modes, Numerous Special Items and Weapons, Harsh Deaths, Memory Card Save

Created by:
RealTime Associates Inc. for Origin

Available:
Now for Sony PlayStation

Crusader: No Remorse

There are a lot of bad things we could say about Crusader: No Remorse. The graphics are less than mind boggling and the play control is really obnoxious at times. But the game does have a few saving graces. It does a good job of creating a gritty atmosphere, full of grim deaths and vicious weapons. Another interesting feature of the game is your character's ability to crouch, do rolls to avoid hostile fire, and strafe. It doesn't have the vast number of levels or graphics of Project Overkill, but Crusader is still a decent time.



PlayStation

REVIEW

2

Size: 2 CD-ROMs

Style: 1-Player Point and Click Adventure

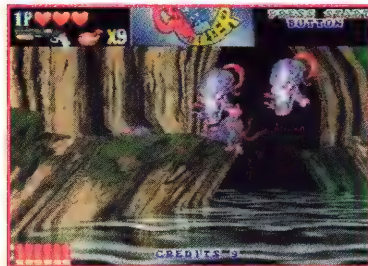
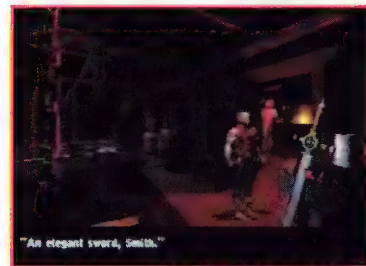
Special Features: On-Screen Inventory Menu, Arthurian Storyline, Item Combination, Massive Gaming Hours

Created by: Synthetic Dimensions for Psygnosis

Available: Now for Sony PlayStation

Chronicles of the Sword

Point and click adventures don't get much worse than this. Not only are the graphics completely lame, but the character interface is slow and boring. Obviously, the designers attempted to up the difficulty and playtime by making objects difficult to locate. This is not the way to increase a game's appeal. Brain puzzlers are much more interesting. In *Chronicles of the Sword*, you'll find yourself clicking over the same area for as much as five minutes, until you finally hit upon the microscopic "hot spot." On the up side, the story uses the popular Knights of the Round Table/Merlin motif, but that's all this game has going for it. Steer well clear of this two disk menace.



PlayStation

REVIEW

7

Size: 1 CD-ROM

Style: 1 or 2-Player Shooter

Special Features: Light Gun Compatible, Difficulty and Bomb Options, Gun Adjust, Six Crypt Areas, Path Branching, Weapon Power-Ups

Created by: KCET for Konami

Available: Now for Sony PlayStation

Crypt Killer

If you're a fan of light gun games, then you should be happy with the recent release of arcade shooter translations. Now you can get all that great arcade action on your home console. *Crypt Killer* is one of these arcade translations, and as such, it stays true to the original. A total of six areas can be chosen for play, each with unique sequences including swimming, falling, and level-ending bosses. Use the "gun looseness" toggle to adjust your aim, and for the beginner, auto reload will help as well. The graphics are nice, but foreground objects tend to be quite blocky. For a real challenge, up the difficulty to hard, and if you're so inclined, bring along a friend to help in the mayhem. A good game for light gun fans.

PlayStation

PREVIEW

Time Crisis

Size: 1 CD-ROM

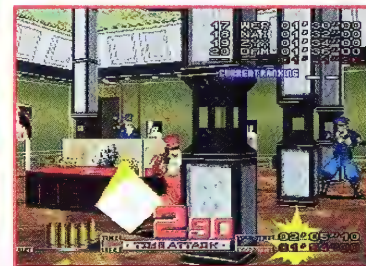
Style: 1-Player Shooter

Special Features: 3 Stages (Plus New Hidden Level), Button Activated Reload, Mischievous Bosses

Created by: Namco

Available: Summer for Sony PlayStation

As far as arcade translations are concerned, Namco is king. They take already impressive arcade games, then add new elements for the home translations. *Time Crisis* is no exception. Besides the standard three levels of intense shooting action that the arcade offers, the home version will also offer a fourth hidden level that can only be unlocked after defeating the standard game. For those of you who are unfamiliar with *Time Crisis*, it's a gun game along the same lines as *Virtua Cop*, but with a twist. The player can dodge bullets by pushing a button on the light gun that moves the player (and the screen) behind various objects in the playfield. This not only gives the game a realistic feel, but pulls the player into the role as well.



PlayStation

REVIEW

6

Size: 1 CD-ROM

Style: 1 or 2-Player
Superbike Racing

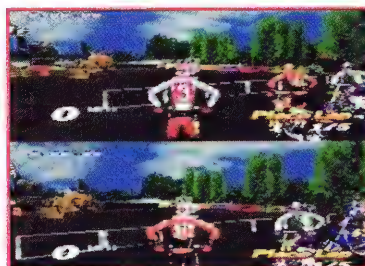
Special Features: Full Circuit or Practice Mode, 2-Player Split-Screen Competition, In-Air Tricks, Stadium and Outdoor Courses, 2 Engine Classes

Created by: Playmates Interactive Entertainment

Available: Now for Sony PlayStation

VMX Racing

We've seen many "alternative" sports games lately, everything from monster truck car smashing to jet ski racing. Many of these games are quite good, capturing the look and feel of their respective sport. Unfortunately, VMX Racing does not belong in this class. Small things like flying mud and spin-outs are missing, but that can be forgiven. The true weakness of this game is the racing physics. Simply tapping left and right with an occasional adjustment in bike pitch just doesn't feel like motocross racing. The in-air tricks are cool, but too limited, and the pack lacks any credible AI whatsoever. On the up side, the tracks are nicely laid out and the 2-player mode can be fun, but it's not enough to save this disappointment.



PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1-Player
Sci-Fi RPG/Adventure

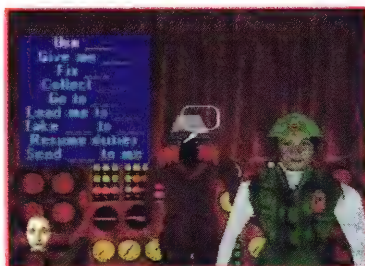
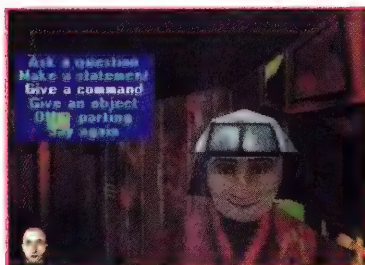
Special Features: Sentence Building, Random Plots, Existence of Special Information, Race Against the Clock, Technical Sci-Fi Jargon, Depth of Character Personalities

Created by: Psygnosis

Available: April for Sony PlayStation

Sentient

Sentient (or as Picard would say, Senchunt) is an adventure game that thinks it's an RPG, and an RPG that thinks it's an adventure. With random plots and an almost infinite path of action, players can return to missions again and again. The action proceeds as a series of conversations and item acquisition. Sentences can be constructed while altering facial expression, and in order to find out your tasks you'll have to obtain the right information from people. Set upon a starship, it's a race against the clock...using computer override devices, maintaining shield integrity, even becoming an engineer for a short while. This sophisticated game requires a correct mix of conversation and temperament to receive clues.



PlayStation

PREVIEW

Syndicate Wars

Size: 1 CD-ROM

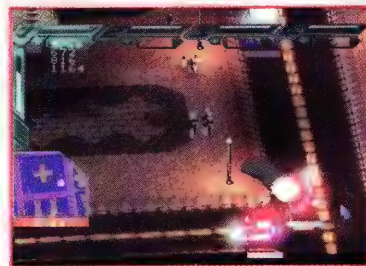
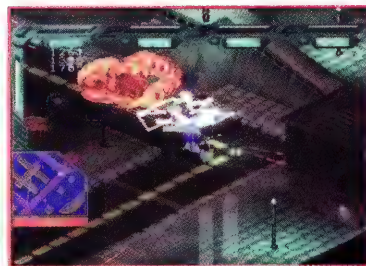
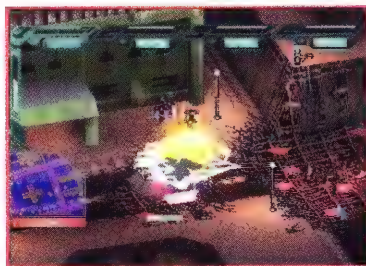
Style: 1-Player
Real-Time Strategy

Special Features: Play as Either Eurocorp Syndicate or Church of the New Epoch, Over 60 Missions in 30 Cities, 3D Rotatable Gameplay Map, Over 15 New Weapons, Time Travel, Fully Destructible Environment

Created by: Bullfrog Productions for Electronic Arts

Available: April 15 for Sony PlayStation

Just as the dust from the corporate wars has settled, a secret syndicate group discovers an alien technology promising unparalleled destructive power. As a rival syndicate, it's your job to shut them down in your quest to control the planet. Players can choose to play either side in the conflict, so there are two-games-in-one. Syndicate Wars offers a number of improvements over the original Syndicate title, namely, fifteen new weapons and a 3D rotatable gameplay map. It even has futuristic vehicles and time travel. With sixty missions in thirty cities, players can be assured of a long and detailed gaming experience. Also, in the world of Syndicate Wars, everything can be blown up. Fans of real-time strategy games should keep an eye on this highly anticipated title.



PlayStation/Saturn

PREVIEW

Grand Slam

Size: 1 CD-ROM

Style:

1 or 2-Player Baseball

Special Features:

Unique Pitching Meter, Full MLB and MLBPA License, Full Season With Stats, "Tater" Derby, Difficulty Adjust, Two Views

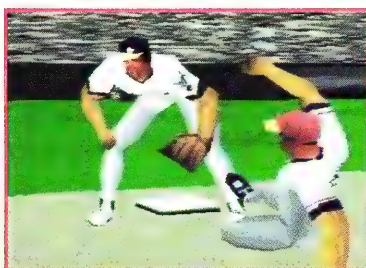
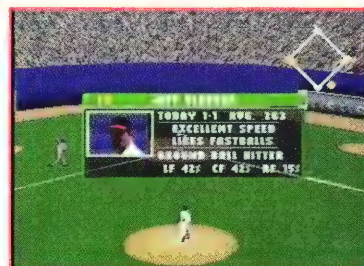
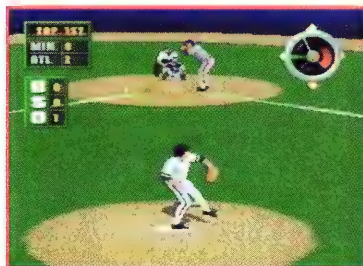
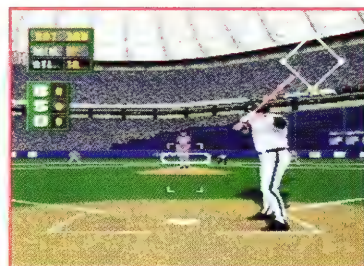
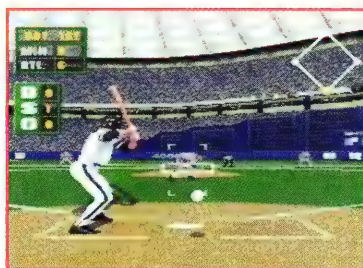
Created by:

Burst for Virgin

Available: Summer '97

for Sony PlayStation and Sega Saturn

The most interesting aspect of Grand Slam is the pitching meter. By mastering the golf-style pitching meter, players can throw a variety of heaters and off-speed pitches. The batting is also unique, in that players can move a window around the strike zone which helps in pulling and directing the ball. Grand Slam features a full MLB and MLBPA license, meaning life-like stadiums and up to date rosters. A full 162 game season can be played, as well as a "tater" (home run) derby. Although Virgin did an outstanding job with their Powerplay Hockey, it remains to be seen whether they can translate this success into a baseball game. But with the pitching meter and batting options, they've certainly made a great start.



PlayStation/Saturn

PREVIEW

VR Baseball '97

Size: 1 CD-ROM

Style: 1 or 2-Player Baseball

Special Features:

Complete Season With Stat Tracking, Batting Practice, Home Run Derby, Three Difficulty Settings, All the Stadiums, Trade Player Feature, Special Pitches, and Noticeable Player Fatigue

Created by:

Interplay

Available:

April for Sony PlayStation and Sega Saturn

It's that time once again when America puts their hearts back into the rawhide lacing of Major League Baseball. In the video game realm, Interplay is the first out of the gate this year with their follow up title - VR Baseball '97. As needed, the differences between '96 and '97 are night and day. New features to the series range from four different uniforms per team, with all the stadiums, to a few hidden classic ball parks and realistic pitcher fatigue. Stat freaks will love the addition of the numerous statistical categories and the updated rosters. Interplay promises to keep the rosters updated until the last week that they go to final code on VR '97. Sounds promising.

PlayStation

PREVIEW

Battle Stations

Size: 1 CD-ROM

Style: 1 or 2-Player Action/Strategy

Special Features:

8 Ships to Choose From, Arcade and Campaign Modes, Ships Have Special Attacks and Abilities, Real-Time Strategy, Memory Card Save

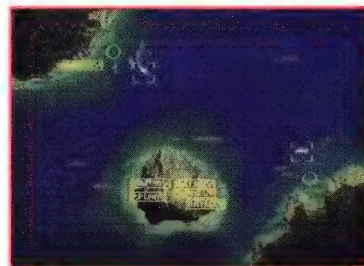
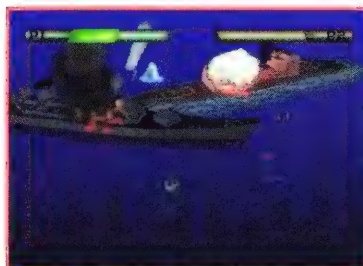
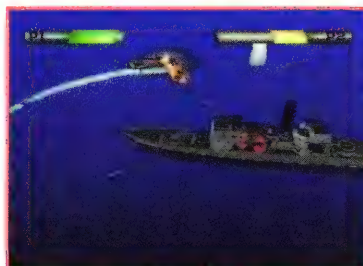
Created by:

Electronic Arts

Available:

April for Sony PlayStation

The best word to describe Battle Stations is "wacky". The premise of an arcade/action engine for a battleship game is so far out there that we got a real kick out of it. Some of the more exotic ships include a PT Boat with a hydrofoil, a submarine, an aircraft carrier that actually launches fighters, and a transport that drops marines off at beach heads during base attacks. Unfortunately, the action still needs a lot of fine-tuning. Battling with the big ships doesn't seem to involve much skill. You just sit there and blast the heck out of each other until one goes down. Keep an eye on this one. It could be interesting.



NINTENDO 64

PREVIEW

Doom 64

Size: 64 Megabit

Style: 1-Player
First-Person Action

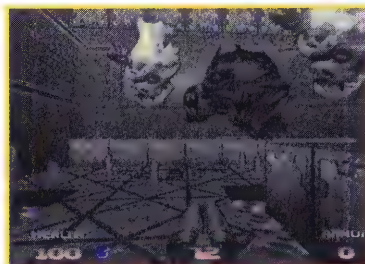
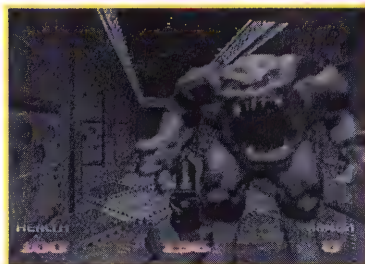
Special Features:

Thirty New Levels, One New Weapon, Several Alternate Monster Designs, Memory Pak and Password Save, Intense Lighting and Soundtrack

Created by: id Software & Midway Home Entertainment

Available: March 30 for Nintendo 64

Originally the talk of the industry was that Doom 64 was a completely different design from the original, but now that the game is finally out of the shadows, you'll notice that the differences are in fact minute. The big news is the arrival of a new weapon. Doom addicts will now be able to shred demons with the ease of a pulse laser, which has single and triple shot settings (only with extra pick-ups). The only completely new monster in the game is an enormous slug who is only fought at the end of the game. Otherwise, all the monsters are the same with a few new color changes, animations, and newly designed texture maps. Over thirty new levels, thumping sound, and the best graphic driver around top this off, the best version yet of Doom.



PlayStation

PREVIEW

The Need For Speed II

Size: 1 CD-ROM

Style:
1 or 2-Player Racing

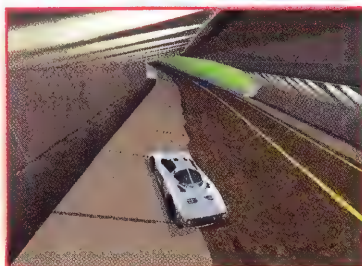
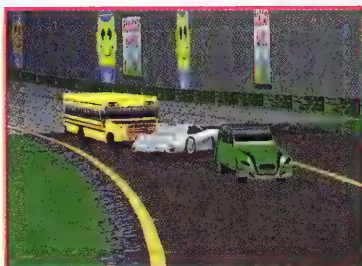
Special Features:

8 Exotic Cars, Tracks With Worldly Themes, All New Graphics Engine with 50% More Polygons, 2-Player Split-Screen

Created by:
Electronic Arts

Available:
Late March for Sony PlayStation

If you thought that the Lamborghini or Ferrari found in the original Need for Speed were the ultimate in driving machines, you haven't seen anything yet. Breaking away from the more traditional production cars found in first installment, EA is giving players more exotic performance cars from around the world, many of which aren't even street-legal in the U.S. This game includes eight cars such as the McLaren from England and the Isdera from Switzerland. It boasts an entirely new graphics engine with over 50% more polygons. The courses seem to have strayed away from open road tracks for the more traditional closed circuit raceways. Each of the eight courses will have a wide variety of terrain and driving surfaces for the racer to contend with.



Inner's Outback Envelope Art Jamboree

FIRST AND FOREMOST, WE'D LIKE TO GIVE EVERYONE WHO ENTERED THIS INSANE ENVELOPE ART CONTEST A BIG ROUND OF APPLAUSE. THIS HAS BEEN, BY FAR, THE BEST CONTEST WE'VE EVER DONE, AND ALL THE THANKS GO OUT TO YOU FOR YOUR FINE CONTRIBUTIONS. SO WITHOUT FURTHER DELAY, HERE ARE THE WINNERS...

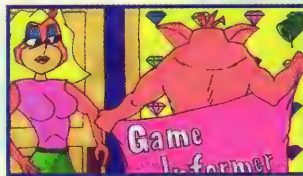


WINNER: ANTONIO SANTOS RACKAWAY, NY

BRYAN MCCUTCHAN EDEN PRAIRIE, MN



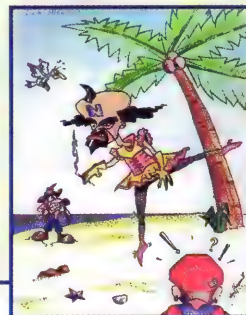
SANTELMO VAZQUEZ NEW BRITAIN, CT



RUSSELL STICHLAM NOKESVILLE, VA



JOHN MARCHAN YONKERS, NY



LOUIE MARCHAN YONKERS, NY

SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



Daytona Championship Circuit Edition – Saturn

Mirror Mode – Hold X + Y + Z while selecting any track.

Race as the Ultimate Car –

Place in first on all five tracks in Normal mode.

Race as a Horse – Place first on all five tracks in Hard mode.

Race as a Silver Horse – Use the horse and place in first on all five tracks in Normal mode.

WaveRace 64 – Nintendo 64

Color Change –

Highlight any character and hold Up on the analog stick until the character changes color.

Dolphin Ride – Enter the Stunt Mode and pick Dolphin Park as your track. Now, you'll need to go through every ring and perform every stunt. Here's what you'll need to do: **Handstand**, **Spin**, **Stand**, **Flip**, **Dive**, **Roll**, and a **Helicopter** (do a Roll off the ramp and hit Up then Down in the air). Once done correctly, the dolphin will squeal. Now, leave the Stunt mode and choose Practice in the Championship mode. When selecting your character hold Down on the analog control and press Start. You can only use the dolphin in Dolphin Park.

*Karen Sith
St. Petersburg, FL*

Legacy Of Kain – PlayStation

Enter all these codes at the map screen (use L2 to bring up the map).

Blood Code – Press Up, Right, ■, ●, Up, Down, Right, Left to refill Kain's blood supply.

Magic Code – Press Right, Right, ■, ●, Up, Down, Right, Left to give Kain more magic.

Cinema Code – Press Left, Right, ■, ●, Up, Down, Right, Left to access all the FMV in Blood Omen.



Jet Moto – PlayStation

Super Easy Tricks – After beating the game a window will appear with the words "Codes Enabled." At this screen enter this code: **Down, ●, Left, L1, Left, Right, Left, Right**. Doing this will make the tricks easier to perform and much faster.

Trick Experiment – Once you have the Super Easy Tricks code entered go to the Joyride track. The location you are looking for is the large ramp with the tiny palm tree island behind it. This is the perfect spot to perform tricks. If you hit the ramp at top speed and hold L1 or R1 and Up or Down you can easily perform three flips and twists. A cool spot to be indeed.

*Dilbert Clause
Littleton, KY*



Rage Racer – PlayStation

Larger Color Palette – To access more colors to paint your car with, move the cursor away from the painting board and press and hold L1 + L2 + R1 + R2 + Select. An RGB option will appear. To change the tone, use Left or Right and R1 + Up or Down.

Mirror Mode – Select any track and hold L1 + R1 + Start + Select until the race starts.

Rotate Your Car Logo – Hold L1 + R1 + any direction to rotate your logo.

*Yukon Jack
Tacoma, WA*



Dragon Force – Saturn

No Escape – If you are victorious in capturing or defending a castle, and a few of the opposition's generals escape quickly, press pause. Now, recruit as many men as you can and deploy them in the direction in which the opposition's army is fleeing. Finally, unpause and your character will be right on top of the enemy.

Paine and Agonnie Trick –

To keep these nuisances at bay for the rest of the game simply have your battle end in a draw. To do this we suggest knocking out all of their troops with Mages or Archers. Then, disperse the troops and call out stand by. Paine and Agonnie will march toward the nearest town and will stand there until someone runs into them, or better yet, untouched until the end of the game.

*"The Rhino"
Toledo, OH*

Disruptor – PlayStation

To enter these codes you'll first need to turn off real-time by pressing L1 at the in game map. Hit Select to go to the map.

Full Health –

▲, ×, ×, ●, ×, ▲, ■, ■

Full Ammo –

×, ■, ▲, ▲, ×, ●, ▲, ×

*Brandon Eid
Irving, TX*

Legend of Oasis – Saturn

Two Player Extravaganza – While in gameplay press Z, then press and hold the L Button and X. Now, release these two buttons and a clone of your character should appear. Player two will now be able to use this character.

*Glenn Close
Houston, TX*



Donkey Kong Country 3 – SNES

Cheats – Go to the Load screen and place your cursor on the slot you would like to load, then press Left Button, Right Button, Right Button, Left Button, Right Button, Right Button, Left Button, Right Button, Left Button, Right Button, and A. Doing this will bring up the Cheat menu with these options available.

Auto Save After Every Level – ASAVE

Start With 50 Lives – LIVES

Bonus Rounds Feature

Christmas Themes – MERRY

Dixie Kong Music Test – MUSIC

Different Colored Characters – COLOR

???? – WATER

Increased Difficulty – HARDR

No Halfway Barrels – TUFST

???? – ERASE

*"The Eradicator"
Phoenix, AZ*

Command & Conquer – Saturn

Enter all these codes at the Password Entry screen for GDI only.

Mission 1 – SCUH4J8YS

Mission 2 – DNZXIYB6D

Mission 3 – FP5E9K55K

Mission 4 – E5Y1KLZAC

Mission 4 – 406N8HTRI (Medium)

Mission 4 – UVOLRE1VT (Difficult)

Mission 5 – WW4MQI666

Mission 5 – 400WDUIZC (Medium)

Mission 6 – 82O5Y9WL5

Mission 7 – WWMD4KAXM

Mission 8 – WWQ1ESAJQ

Mission 9 – T4AZALAWV

Mission 14 – J8ITQJ2NK

Mission 16 – OS2LSFNP6

Mission 16 – WWMVFRZIC (Difficult)

*James J. Alter
Stewartstown, PA*

STAR WARS SHADOWS OF THE EMPIRE

Nintendo 64

Here's the mind blowing complete strategy guide to this insane N64 title. You will no longer need to drudge for hours through each level to find all the challenge points. Accurate descriptions on where to go are listed for every point in the game. Good luck and may the Force be with you!

Mission 1 : Battle of Hoth (3 Challenge Points)

To receive the three challenge points on this level you must destroy the AT-AT's using the tow cable.



Mission 2 : Escape from Echo Base (10 Challenge Points)

Stage 1

Challenge Point 1: From the room where you see the Millennium Falcon take off, follow the corridor to the right. You'll come to the door that leads to the bunker. Inside the bunker there is a room with a red cylinder. Just opposite from the cylinder is a secret wall. Inside you'll find a challenge point and a full health pack.

Challenge Point 2: Continue down the hallway, and you will eventually come to 4 stacked boxes on your right. Behind them is a small room with a challenge point and some health.

Challenge Point 3: Head back to the hallway and take a right at the first junction. When you come to a bridge you'll see the challenge point off to your right. Jump over to claim your prize.

Challenge Point 4: Cross the bridge and you'll go through a dark hallway. As you emerge from the darkness, follow the small ledge to the right and it will lead you to the next challenge point.

Stage 2

Challenge Point 5: At the end of the hall is a large room with two large structures on either side of a ramp. The one on the right holds a challenge point.

Challenge Point 6: Climb the ramp and go straight. Jump into the small room at the first split in the road and you will find the challenge point.

Challenge Point 7: Follow the catwalk around to the elevator that leads to the generator room, and you'll see two large structures that look very similar to the ones where you found challenge point number 5. Jump to the structure on the left and you will find another challenge point, but don't leave yet.

Challenge Point 8: From the structure on the left you can jump to the structure on the right. Here you will find the eighth challenge point. To get back to the top, use the ledges on the left structure.

Challenge Point 9: This challenge point can be found in the room where the ground splits open. It is located on the left side; however, you will have to wait a couple of seconds for the challenge point to appear.

Challenge Point 10: After you defeat the AT-ST, head down the corridor and you will come to another set of 4 stacked boxes. Blast your way through, kill the Wampa, and then jump to the challenge point.

Mission 3: The Asteroid Field (6 Challenge Points)

To receive the six challenge points on this level you must destroy the red-colored asteroids that appear during battle.



Mission 4 : Ord Mantell Junkyard (12 Challenge Points)

Stage 1

Challenge Point 1: At the beginning of this level the first challenge point will come at you from the center of the screen. Jump up to get it.

Challenge Point 2: The second challenge point is on the left side of the first obstacle that you must jump over.

Challenge Point 3: Jump over the next three obstacles and then head to the right side of the train so that you can grab the third challenge point over the right side of the fourth obstacle.

Challenge Point 4: After riding the train for a while a boxcar will pull up on your left. Jump inside and you'll find the fourth challenge point.

Challenge Point 5: Shortly after the hover train on the left crashes into the mud, you will start to go uphill. Watch closely. The challenge point is above you in the center of the train as you go through a hole in the wall. Jump up to get it.

Challenge Point 6: In a few moments you will need to jump to the next hover train. There are three challenge points on this train. The first one is in the front of the first car you enter.

Challenge Point 7: The next is in the air between the two boxcars. Go up to the boxcar with the ramp inside it, climb up onto the roof, and go back to get the challenge point.

Challenge Point 8: The eighth challenge point is in the air above a small ledge in the lead boxcar of the hover train. Use the ledge to reach it.

Challenge Point 9: This challenge point can be found on the right side of the hover train that Leebo tells you to jump from.



Stage 2

Challenge Point 10: You'll find this point at the top of the garbage heap to the left of the train.

Challenge Point 11: This challenge point is located inside the large melting pot to the right of the train.

Challenge Point 12: The final challenge point is inside the other large melting pot to the left of the train.

Mission 5 : Gall Spaceport (15 Challenge Points)

Stage 1

Challenge Point 1: This point is found on top of the ship. Use the rock formation to get there.

Challenge Point 2: As you work your way around the ledges, you will come to a path that leads out into the canyon. The challenge point is located on top of one of the structures, and can be reached by jumping to the stair-like ledges on the side of the structure.

Challenge Point 3: After you head indoors you will come to a section with bridges. You'll see a challenge point floating in the air. You have two choices: either climb up to the highest bridge and jump off to grab the challenge point, or play it safe and wait until you get the jetpack and come back and get it.

Challenge Point 4: You'll find this challenge point on the top of the observation tower where you get the jetpack.

Challenge Point 5: Fly out to the first rock column and look up and to the right. Yep, that's the challenge point. Fly up and grab your prize and then try to land on the platform just to the left of the point. Hint: Turn the jetpack off and then back on to conserve energy while descending back down.

Stage 2

Challenge Point 6: When you come to the cave with the automatic transport, jetpack down into the chasm where you'll find an alcove with a challenge point inside it.

Challenge Point 7: Hop on the transport and head out across the canyon. About halfway there you'll see a platform up and to your left. Jetpack up and you'll find your prize. Use the jetpack to get back to the transport room. Recall the transport and head out.

Challenge Point 8: Now take the transport to the hangar, but don't enter. Use the jetpack to fly across the canyon to the ledge on the far side. Score...another challenge point.

Challenge Point 9: Destroy the AT-ST, and a panel will open revealing this challenge point.

Challenge Point 10: The tenth point is located in the first room with vertically spinning blades. Drop down, and then jetpack up.

Challenge Point 11: After you make it past the area with the spinning blades you will enter a large valley. The challenge point is located up and to the left of where you entered.

Challenge Point 12: As you ride on the second automatic transport ship you'll ride underneath the challenge point. Jump, don't jet up to get it.

Challenge Point 13: This challenge point is on top of the imperial shuttle found in the second hangar bay.

Challenge Point 14: When you get to fight Boba Fett, jetpack down out of the arena onto the canyon floor. Run around and you'll eventually find what you're looking for.

Challenge Point 15: Before you head back up to battle Boba Fett, jump down from where you found the 14th challenge point, and you'll land in front of a hangar door. Grab the challenge point and then go rock Boba Fett's world.

Mission 6 : Mos Eisley and Beggar's Canyon (12 Challenge Points)

The easiest way to find the challenge points on this level is to destroy the swoop gang and then head back to look for the challenge points. They're not that hard to find if you look around every corner.

Mission 7 : Imperial Freighter Suprosa (10 Challenge Points)

Stage 1

Challenge Point 1: The first challenge point is located to the left of the first door.

Challenge Point 2: Take a right just past the Stormtrooper barracks and you'll see the 2nd challenge point.

Stage 2

Challenge Point 3: This challenge point is located in the left corner of the second set of revolving gears.

Challenge Point 4: After the 4th set of revolving cogs, you'll see the challenge point up and to the right. Jump from the inside of the blast door to claim your prize.

Challenge Point 5: The fifth challenge point is to the right of the two spinning walkways. Jump onto the structure to grab the point.

Challenge Point 6: As you can probably already tell, the sixth point is on the structure to the left. Either jump from where you got challenge point number 5 or use the moving walkways.

Stage 3

Challenge Point 7: Inside the three-story storage bay you will find the seventh challenge point in the first storage bay on the second floor to the right side as you enter the level.

Challenge Point 8: Inside the three-story storage bay you will find the eighth challenge point in the third storage bay on the second floor on the left as you enter the level.

Challenge Point 9: You'll find this challenge point in a box inside the middle door on the third floor.

Challenge Point 10: After you defeat the Loader Droid, the challenge point is located on the floor behind the super computer.

Mission 8 : Sewers of Imperial City (9 Challenge Points)

Challenge Point 1: As you go down the corridor with the platforms surrounded by water, there is a niche to the left of the second spinning wheel. There is a secret door there. Open it, kill the guard, and grab the point.

Challenge Point 2: As soon as you can dive underwater, this challenge point is located just underwater below the small island on your left as you enter the room.

Challenge Point 3: After you enter the open pipe that leads to a circular room you will see two switches underwater. Activate both of them and a door will open between them. The challenge point is just waiting for you to grab it.

Challenge Point 4: In the same room where you got challenge point number 3 there is a nook with a pipe about halfway up. Go down the corridor then fly up and to the left. Head down this corridor and you'll find another challenge point.

Challenge Point 5: After you get challenge point 4, head back to the air shaft and then take the corridor straight across from you. Proceed to the end of the corridor and go down. At the end of the pipe is the prize you seek.

Challenge Point 6: After you get the security key, head back to the room where you got the second challenge point and use the key to open the door. Kill the Dianoga, and then head for the left-hand corner (underwater, of course) and you'll find the challenge point.

Challenge Point 7: Head down the underwater corridor until you get to the room with the water mixer. The challenge point is floating above.

Challenge Point 8: Next, you should come to another circular room with a column of power-ups in the middle. Head underwater and you'll see an opening in the column that holds the challenge point.

Challenge Point 9: This challenge point is located in the room right after the spinning gears, and just before you face the boss. Take the corridor on the right and look up at the center island and you'll see the challenge point.

Mission 9 : Xizor's Palace (10 Challenge Points)

Stage 1

Challenge Point 1: After you climb the stairs you will be in a two-story room with a single switch that opens a security door at the other end of the room. Press the button and quickly press back and you will run into a hidden room that holds the challenge point.

Challenge Point 2: Soon you will reach an elevator. Enter it, but don't activate the switch. Instead, jetpack up to the upper switch and activate it. This will move the elevator down to a secret room that holds the challenge point.

Challenge Point 3: At the second drawbridge, hop off and head around the corner to the right. Fly up to the last window and you will find the treasure you seek.

Stage 2

Challenge Point 4: Activate the first switch, but don't take the elevator down. Fly up the elevator shaft and you will find the challenge point.

Challenge Point 5: Next, you will enter a hallway with three moving gears. Drop down into the pit housing the second slow moving gear and you will find a challenge point, but don't go anywhere.

Continued on page 62



Soviet Strike – PlayStation

Infinite Armor – 80075D68 05DC
or 80083680 05DC
Infinite Chain Gun –
800F51D4 03E7
Infinite Hellfire – 800F5204 03E7
Infinite Fuel – 80083786 6323

NFL GameDay '97 – PlayStation

Away Team Scores 0 –
800ca050 0000
Home Team Scores 0 –
800ca04c 0000

Ridge Racer Revolution – PlayStation

Course Select – 801dc9c8 0707
Race as Black Car –
8007c43a 000c

Andretti Racing – PlayStation

Qualify in First – 801eb35c a26d
801eb360 c9ae
801eb374 0t11

Tecmo's Deception – PlayStation

Infinite Gold – 800a3868 ffff
Infinite Health – 800a37e2 6464
Infinite MP – 800a3860 ffff

Dark Forces – PlayStation

Assault Cannon – 800950b2 ffff
Assault Ammo – 80095112 03e7
Infinite Cells – 8009510c 03e7
Infinite Shells – 8009511a 03e7
Level Select – 80010018 000f
Concussion Rifle – 800950ae ffff

Continued from page 61

Challenge Point 6: To reach this challenge point you must open the secret door located just behind challenge point number 5. Head down the hall and fly up to claim your prize.

Challenge Point 7: This challenge point is located in the second hallway of gears. In this room you must jetpack down to the bottom (there's a floor, really) and then walk around until you find the challenge point.

Challenge Point 8: In the large air shaft where you need to activate all the green switches, there is a small window in the center structure just

WipEout XL – PlayStation

Piranha Team – 801fe4ac 0100
Track Select – 801fe4d2 0001

NBA Jam Extreme – Saturn

Master Code (Must be entered) –
f60009114 c305
b8002800 0000
Away Team Scores 0 –
1602e44a 0000

Battle Arena Toshinden URA – Saturn

Master Code (Must be entered) –
f6000914C305
b6002800 0000
Infinite Health Player 1 –
160723a2 0200
Infinite Health Player 2 –
1607476e 0200

Batman Forever – Saturn

Master Code (Must be entered) –
f6000914 c305
b6002800 0000
Infinite Health Player 1 –
160b806a 0014

Hyper 3D Pinball – Saturn

Master Code (Must be entered) –
f6000914 c305
b6002800 0000
Infinite Balls – 1604f37a 0001

Sonic 3D Blast – Saturn

Master Code –
f6000914 c305
b6002800 0000
Infinite Lives – 16097c2e 0009

below and on the opposite side of the lowest switch. Fly down and grab your prize.

Challenge Point 9: Fly up from challenge point number 8 and land on the platform behind the lowest switch. There is a secret door here that holds the challenge point.

Challenge Point 10: When you reach the third bridge, right before you fight the last boss, there is a secret door at the closed end of the bridge. Open the secret door and grab the final challenge point.

**Mission 10 :
Skyhook Battle
(No Challenge Points)**



Cheats

Infrared Overhead Map –

(Can only be accessed on Easy or higher difficulty with all the challenge points found) Hold down the **camera button** for five seconds on any one of the Dash Rendar stages. Doing this will bring up an interesting map view.

Fly as X-Wing and TIE Fighter –

(Can only be accessed on Medium or higher difficulty with all the challenge points found) All you have to do is hold down the **camera button** for five seconds on the final stage against the Skyhook to turn into an X-Wing. Do it again to become the enemy TIE Fighter.

Standard Cheat –

(Can only be accessed on Hard or higher difficulty with all the challenge points found) Hold down the **crouch button** for fifteen seconds on any one of the Dash Rendar stages. Doing this will make Dash immortal (invincible) and will supply you with 100 ammo for each weapon.

Fun With Wampas –

(Can only be accessed on Jedi with all the challenge points found) This secret can only be done on the stages with Wampas present. Instead of them attacking you, these furry beasts will become your friends like a Wookiee is to a Solo, and will help you kill off the Imperial scum.

See Wacky Credits –

When first starting out enter your name as “_Credits”. Make sure you enter a blank space for your first character and make all the letters after the capital C in lower case. This is a funny and mostly worthless code.

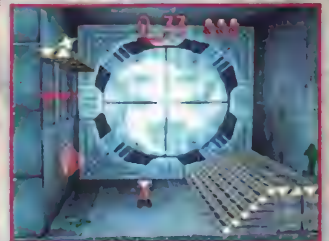
Cruis'n USA – Nintendo 64

Lighting Trick – Race with the Bus or Police Car and make sure you hit a new “Hot Time” record. Then, enter your initials and scroll to the bottom of the **Hot Time** screen. At this point hold **Left** on the analog stick. After thirty seconds of holding Left, a head will roll across the screen. Now, start a new race as the Bus or Police Car, and while playing press **Brake, Brake, Accelerate** to turn on the sirens and lights.

Turbo Cars – Enter in the code above all the way ‘till the racing point. Instead of hitting Brake, Brake, Accelerate, this time hit **Brake, Brake, Brake, Gas, Brake, Gas, Right** after each checkpoint to access a turbo acceleration.

Burnt Wheels – After successfully completing a two-player challenge have the losing player rotate the analog joystick clockwise while the car rotates on screen. Do this three or four times and the car's wheels will fall off.

“Los Lobos”
Venture, IL



Blast Chamber – PlayStation

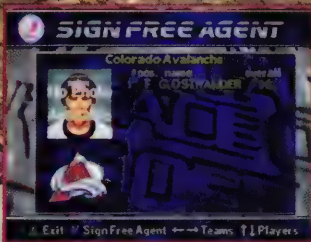
Infinite Lives – At the **Main Menu** (with all the game options) press **■, Left, ■, Right, ●, Down, ●, Up**. Now choose **Sole Survivor mode**, return to the **Main Menu** and begin your game with infinite lives.

“Loki”
Jackson, AZ

Killer Instinct Gold – Nintendo 64

More Options – Wait until the **Character Bios** screen appears, and press **Z, B, A, Left Button, A, Z** to access more goodies through the Option screen.

“The Rhino”
Toledo, OH



NHL Face Off '97 - PlayStation

Hidden Characters - Go to the **Create Player** screen and enter one of the following names. Then, enter "1" for the jersey number, "F" for the position, and 150 for their weight. After successfully entering these stats, exit the Player Creator with **▲** and head to the free agents screen. The player you just created should be on this screen with an overall score of 99.

Raja Altenhoff
Craig Ostrander
Tom Braski
Craig Broadbooks
Josh Hassin
Tawn Kramer
Alan Scales
Kelly Ryan
Jody Kelsey
Chris Whaley
Peter Dille

David Touchan
 Ville Platte, LA

NFL GameDay '97 - PlayStation

???? - DEVERISH
Closer Coverage - TIGHT COVER
Stronger Wind - TWISTER
Rushes are Stronger - PANCAKE
Jump Higher - REJECTION
Easier to Catch One-Handers - STRETCH
Recover Specials Faster - STEROIDS
 ???? - ASSASSIN
Stronger Passing - BAZOOKA
Star Players are Huge - BIG STARS
 ???? - BLASTERS
More Injuries - BRITTLE
Players Twitch - ELECTRIC FB
Harder CPU - GD CHALLENGE
 ???? - NYSE
Weaker Offense - OUCH
Noisy Crowd - SHOUT
Burn Coverage - TOAST
 ???? - HOME COOKING
 ???? - PISTON
 ???? - CRUNCHY

Greg Tullverson
 Webville, COM



Power Move Pro Wrestling - PlayStation

Play as the Announcer - At the **Title** screen press **L1, L1, L2, R2, R2, R1, ▲, Down, ✕, Up,** and **Select**. Now, at the **Character Select** screen highlight **Agent Orange** and press **Select** to access this new character.

Play as the Referee - At the **Title** screen press **Up, Down, Left, Right, ▲, ✕, ■, ●, L1, R1, L2, R2,** and **Select**. Now, at the **Character Select** screen highlight **El Temblor** and press **Start** to play as Sallie.

Play as Sparrow - At the **Title** screen press **●, Right, ▲, Up, ■, Left, ✕, Down, ✕, Down, ■, Left, ▲, Up, ●, Right, Select**. Now, at the **Character Select** screen highlight **Commandant** and press **Select** to access this deadly new character.

"Captain Russia"
 Oslo, Norway

Re-Loaded - PlayStation

Play as Fwank - To access this silly character highlight **Mamma** and press **L1, ●, R1, Down, Down, R1, ●, L1, L1**. Now, a red balloon will appear over **Sister Magpie**. Move your cursor over to her icon, and **Fwank** will replace her as the character you can select.

"The VidMan"
 Uptown, MN

Contra: Legacy of War

Enter all of these codes at the **Title** screen.

Gyruss Game - L2, L1, Left, Right, R1, R2
Arcade Game - R2, R1, Right, Left, L1, L2
FMV Reel - L2, L1, R1, R2, Up, Left, Down, Right
Sound Test - R2, R1, L1, L2, Up, Right, Down, Left
Unlimited Continues - L2, R2, L1, R1, Left, Right, Right, Left

Paul Newman
 Fargo, ND



Soviet Strike - PlayStation

Enter all of these codes at the **Paused Entry** screen.

- Level 1 - WORSTCASE
- Level 2 - GRANDTHEFT
- Level 3 - GROZNEY
- Level 4 - CHERNOBYL
- Level 5 - CIVILWAR

Mark Grace
 Chicago, IL



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 64Doom 64
 Mario Kart 64
 Turok: Dinosaur Hunter

PlayStationCarnage Heart
 Command & Conquer
 Cool Boarders
 Mega Man 8
 Nanotek Warrior
 NBA Shoot Out '97
 Persona
 Suikoden
 War Gods

Sega SaturnAlbert Odyssey
 Command & Conquer
 Crimewave
 FIGHTERS MEGAMI X
 The Incredible Hulk

GenesisVirtua Fighter 2

ArcadeStreet Fighter EX
 Street Fighter III

PCTomb Raider
 C&C: Red Alert

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ASCII Pad,
 Specialized ASCII Pad,
 Specialized ASCII 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

Saturn:

ASCII Saturn Stick

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

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Coming Soon!



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Shaken,
BLOWN UP,
Shot At...
But not Stirred.

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.



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DESTINY

is in your hands.

But time

is running

out.



Real Time Audio Interaction

You'll encounter realistically rendered aliens, scientists, marines, warbots, mutants, hybrids, and computers.



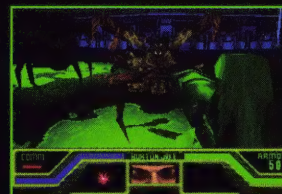
Cop an Attitude

When dealing with aliens, you can be nasty or you can be nice. It's your funeral.



20 Minutes of Rendered Cinemas

Highly detailed mini-movies explain your mission, show flashbacks or what's happening on other levels.



4-D Real Time Gameplay

Move wherever you want, whenever you want. Get advice, ask questions. Or just walk away.

Konami[®] presents Broken Helix[™]. Brought to you in incredible Real Time 4-D. Where there's no right way - or wrong way to accomplish your mission. You've got to ask questions first and shoot later. Or you just might end up whacking the only guy with the information you need to get out alive. But don't take *too* long, or you'll end up becoming alien luncheon meat. Broken Helix stars Bruce Campbell as Jake Burton, the marine commando explosives expert assigned to find out why scientists are threatening to blow up Area 51, (yes, *that* Area 51) and to stop the mutated aliens from escaping. Either by curing them, or by destroying them. Or you might choose another scenario, that has you turn into an alien - human hybrid. Or perhaps you feel like being an evil scientist this time around. The choice - and the outcome, is totally up to you. So enter the world of Broken Helix, where the only sure thing is that there are no sure things.

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