

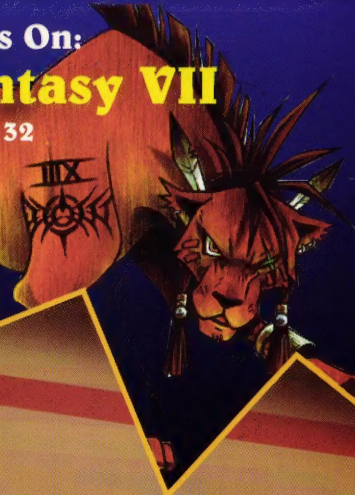
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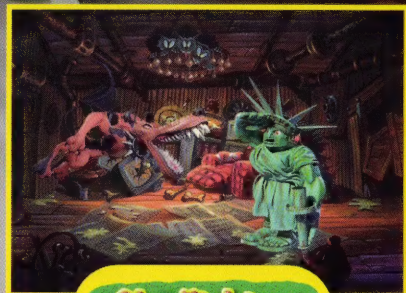
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FIFA 64



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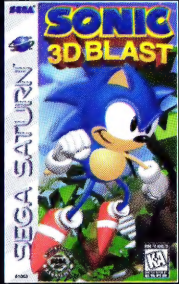


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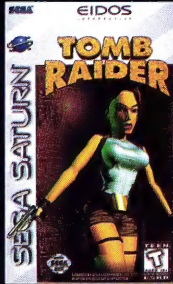
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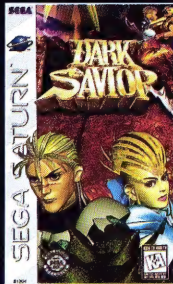
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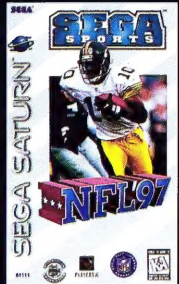
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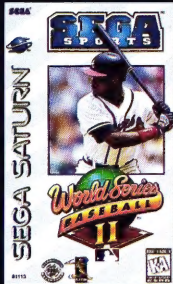
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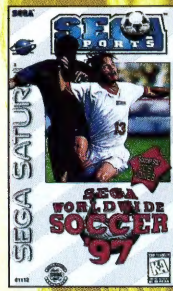


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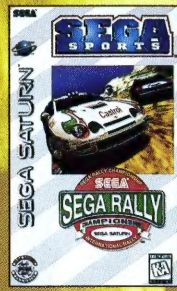


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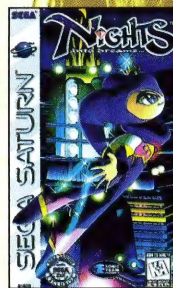
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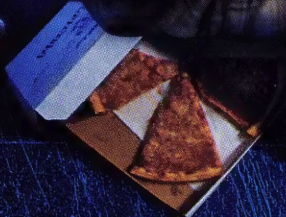
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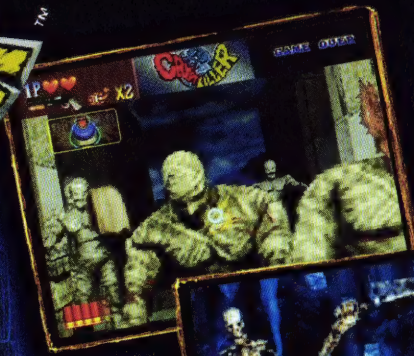
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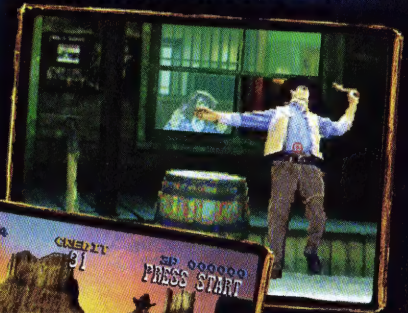




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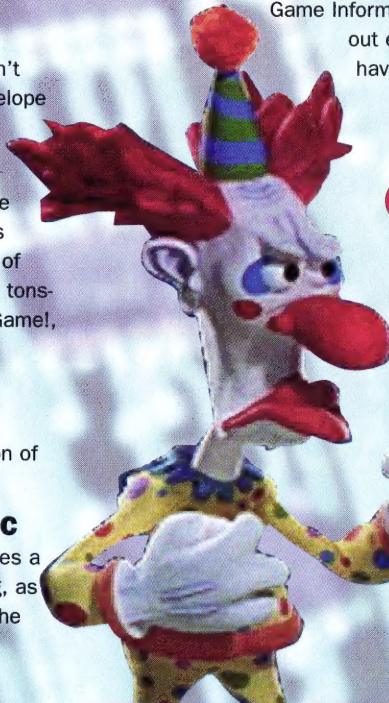
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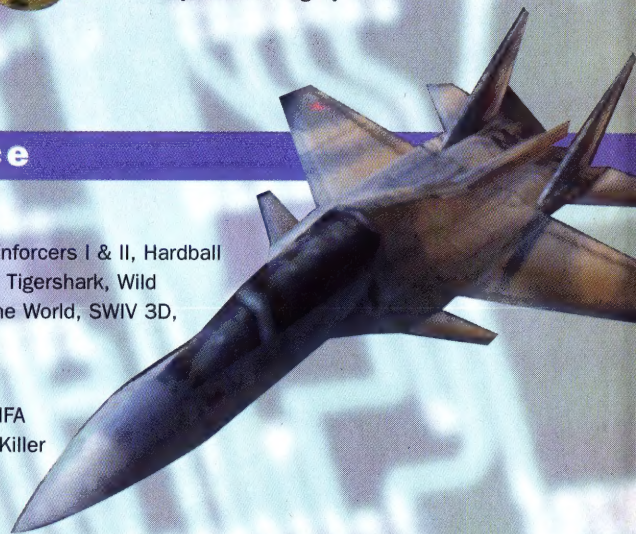
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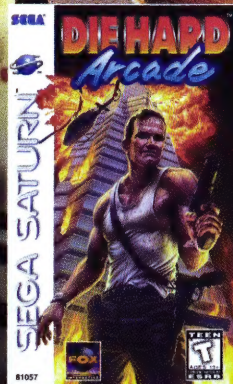


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By Andrew McNamara

How Much Is Too Much? A Question of Journalistic Integrity

HOW much is too much? It's an interesting question, and it is something that I feel needs addressing. There has been a lot of talk on the Internet about how much information a magazine or web site should report on a game. The topic, as you may have already guessed, is Final Fantasy VII.

In the weeks following its release in Japan, the Internet was buzzing with information about Final Fantasy VII. At first it was a splattering of helpful hints and mini-reviews of the game, but in time there were full-fledged walk-throughs and lots of postings giving away major plot twists. Then the all-important question came up: with a game like Final Fantasy, where the story is a major portion of the quest, should people give away pivotal points in the game?

That's a tough one. Should we, the press or anyone posting news or hints for consumption, deny a person information? Clearly, the answer is "no," but how do we present the information so that you can get it if you want it, but also easily avoid it if you don't?

I would have to say that the feat is nearly impossible because it's human nature to look when you're not supposed to. So I think the responsibility of this little quandary lies in the mind of the reporter or editor of that publication or web site. We, the gamers, need to make sure that we report on games, but do not spoil them, because keeping video games new and fresh is vital to the life of the industry.

It's a fine line, because I like publishing strategy guides and finding that all-important trick, but I do think you have to draw the line somewhere. With a game like Final Fantasy VII that won't be available to U.S. gamers until September 7th, you need to leave the story untouched until the game is out. Hey, would you go to a movie if you knew the ending? I know I wouldn't...unless it was Star Wars.

Jon, The Greedy Gamer

"All I can say is we got a boatload of really lame games this month, but in between these losers there are still a few gems. NBA Shoot Out '97 is a fantastic game, especially 5 players vs. the CPU. If Andy would just stop trying to be a hero and actually pass the ball instead of trying for three-pointers all the time, maybe we'd win a few more games. But hey, that's the way he is. FFXVII speaks for itself. Anyway, I have to say that the trip out to EA was awesome. Not only does San Francisco rule, but EA is a great place to hang. I can't wait to see EA and Sony battle it out for the sports games title this coming year. It's gonna be close."

Ryan, The Arcade Alchemist

"I have been lying low for a while because the games at home were just so good. But now, as one of my buddies says, "it's a gaming renaissance." I have returned to the arcade scene with the recent release of Street Fighter 3 and Tekken 3. I have been practicing my Arcade Kung-Fu, and it is strong! I can't believe Mortal 4 is going to be 3D, but will it be better than Tekken 3? We'll have to wait and see."

Reiner, The Raging Gamer

"There's been a lot of talk in the streets of late as to what my first game will be. All I can say at the moment is that it will be out next year for one of the high end platforms, but I can't tell you anything else. Besides working night and day on this project, I've also been working on a sub-project called Virtual Geek. This program is identical to Virtual Pet for the PC, except instead of taking care of a dog or cat, you have to take care of Paul, the Game Professor. You'll be required to show him how to play games and surf the web to keep him happy, if he becomes an annoyance or if you have work to do on your computer, I have programmed in a feature that allows you to place him in a huge Styrofoam box where he'll remain silent until beckoned."

Erik, the PC Jedi

"Did you know the bounty on Salman Rushdie's head is now 2.5 million dollars? I wish I was that famous. Did you know the average supermodel is technically starving during most of her career? I wish I was that attractive. Did you know most rich people suffer from serious work-related stress? I wish I had that much money. Did you know people who write for video game magazines spend most of their lives in dank little offices overdosing on caffeine and junk food, trying to come up with intelligent and witty things to say about games into the wee hours of the night? I wish... Oh, that's right. Never mind then."

Andy, The Game Kombre

"Any month that I get to play Final Fantasy is a good month. It's perhaps the greatest series ever made, and I just don't know if I can wait until September to get to play the U.S. version. Hopefully, I won't have to. Until then, there are a couple of good games coming up for the PlayStation including Rally Cross and NBA Shoot Out '97 (sorry, but I have to do a little promotion for my team and say that the Timberwolves are the best team in the NBA). Other than that, it seems that the market is a little slim (especially since Resident Evil 2 got delayed). Well, until next month...remember we can all get April Fooled sometimes. Heh! Heh! Think about that one!"

Paul, The Pro Player

"Generally, April and May are pretty slow for new game arrivals. All the game companies are gearing up for big presentations at June's E3 show in Atlanta, so they hold back many of their game announcements until then. Luckily, we've heard of Nintendo's next big project that includes a 256-bit VR headset, code-name "Pandora." While I'm not exactly sure what's inside the box, I know the first game will be Mario 256. As the air becomes filled with the smells of spring, I'm off to Phoenix where I'll recite the battle cry of my compatriots. I am Tiger Woods."

Reviewers (From Left to Right): Paul Anderson, Jon Storm, Erik Reppen, Reiner, Andy McNamara, Ryan MacDonald

April Issue 1997
Volume VII • Number 4 • Issue #48

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Andrew McNamara
Crop Duster

Paul Anderson
Towel Boy

Andrew Reiner
Erik Reppen
Jon Storm
Nuclear Physicists

Thomas Blustin
Cold Warrior

Timothy J. Laurie
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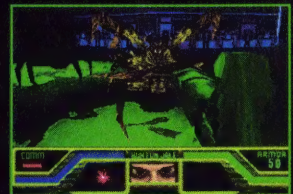
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Dear GI

Letters from Our Readers

Could "Newness Syndrome" Kill the N64? Nahhh.

With the somewhat recent release of the Nintendo 64, numerous comments have been made about the very disappointing library that the N64 carries with it. Also recent was the announcement that SquareSoft, probably the biggest designer of RPGs, had moved over to the PlayStation. Will the loss of SquareSoft in addition to the loss of other third-party companies end up dooming the N64 to a fate like the CD-I?

Also, Nintendo is the first to market a 64-bit gaming platform, and like all new things, people are reluctant to buy them. Take a look at the TurboGrafx system, with its CD based games. This system is now gone, but we still have CD based gaming systems like the PlayStation and Saturn. Take a look at the PC. It took a very long time to actually become affordable and practical, let alone popular, but now computers rule this age. My question is this: If the lack of third-party support doesn't kill the N64, will the fact that it's new finish it off? Thanks for listening to a rationalizing 15-year old with way too much time on his hands.

*Timothy Davis
Martinsville, NJ*

The fact that it's new will not in and of itself kill a system. The TurboGrafx had some killer games but it was a pretty expensive system for its time, and if you wanted to play the CD games you had to get a peripheral CD-ROM drive. Unfortunately for NEC, peripherals have historically been a "bad move" in the video game industry.

The keys to success for a new system are affordability, the power of the system, the company's track record (do we need to discuss the hordes and legions of Nintendo fanatics with ultraviolet "N" tattoos on their foreheads?), and a healthy stock of first and third-party games to kick the system off with. The last of these has been our only major concern with the N64. We were all amazed at Mario and thoroughly impressed with many of the other N64 games as well, but there is still only a handful of them. Unfortunately, Nintendo's constant delays of their system forced a lot of their long time third-party developers to expand their horizons and start putting out games on other systems. We never thought we'd see the day that Mega Man moved to Sony, or SquareSoft broke from their exclusive licensing tradition with Nintendo, but due to cartridge limitations and the fact that they couldn't just put their whole company on hold for two years, they had to.

Will the N64 be a success? It already is. Despite our advice which was to simply "wait," hundreds of thousands of you went bonkers and picked up the N64 this Christmas. Now you've all gotten 120 stars and the angry letters about not having enough games for the N64 are already starting to pour in. While we have few doubts that Nintendo will lead the market once again when they start putting out more killer titles, you're just going to have to be patient. And yes, we are still happy with our PlayStations and Saturns here at Game Informer. Nintendo has by no means blown them out of the water, and the recently faltering Saturn has been making some good signs of a comeback. Sega and Sony are getting exactly what they need from Nintendo-time...

Let's Create Generic Looking Pieces of Crap

Your mag is the balm. I just love the articles and pictures you pack into every issue. Anyways, I recently read that you can make your own game on a special PlayStation system. What I want to know is, can you make a good quality, nice looking game on the new black PlayStation or will you only be able to make a generic looking piece of crap?

*Ryan Bobowsky
Merrillville, Indiana*

Balm? Is that a biblical or lip product reference? As for your query about this mysterious black PlayStation, that would be the Net Yaroze, or "Let's Create" when it hits the States. The only real limitations of the Net Yaroze will be the experience and imagination of the programmer and what kind of hardware they have to plug it into. While we seriously doubt we'll be seeing any amateur competitors with Final Fantasy VII, a game whose production was contrived of over a hundred employees and several SGI work stations (one of the most high-tech computers in the business), you could end up seeing some pretty cool games out there. It has been proven over and over again in the computer and video game industry that the "limits of hardware" can always be broken by good software. With a little creative genius and a lot of patience, I'm sure we'll be seeing some pretty decent games spawned from the Yaroze. You should be warned though, at an estimated price of \$750, this system is by no means intended for a typical gamer with some good ideas. People who put out games on the Yaroze will be experienced programmers. If you think you're pretty bright and you still want a piece of the action, we highly recommend you start taking those Pascal or C courses your high school or college is offering.

A Word of...Support??

"If you don't change your cover I'm going to cancel my subscription! I want you to make your mag longer! I want more Saturn coverage! I want, I want, I want!!!!" If you ask me, I think your mag is the best! Some people complain about the stupidest things! If they think that they can do better why don't they apply for a job at GI? It's not your fault that there just aren't enough Saturn games out there. Why don't they write a letter to Sega or to the game companies? I think you should be insulted by what NBORK1 said in the February issue. I think that your new mag covers are better than any other mag's. Whoever does them did a great job. I think



that everybody puts a lot of effort and hard work into GI, because it shows! Thank you for your time.

*Chris Maston
Brewster NY*

Uh... thanks! But please, if you don't like our magazine, don't apply for a job here. We must say though, while complaints provide us with a convenient means of explaining why we do things the way we do them, it's nice to get a few words of encouragement here and there. It helps us feel better about some of the more ambitious projects we're working on. Keep your eyes out for the next issue when we do a 34 page cover devoted to an in-depth investigation of the new RPG game based on the O.J. Simpson trials called "Juice Quest" by Ashame Interactive.

N64 Over PlayStation? Maybe You Should Consider the PlayStation 2.01!

I really think your magazine is cool! I am a proud owner of the Nintendo 64 and the Sony PlayStation. I need your opinion. Should I sell the PlayStation or not? I heard that Final Fantasy VII and Resident Evil 2 are coming out and I can't decide.

*Jason Roeder
Chanhasen, MN*

Final Fantasy VII and Resident Evil 2 are coming out and they both look like they're going to smash hits. You might also want to consider the fact that it's still going to be a while before the Nintendo starts cranking out killer titles at a reliable pace. Of course, these systems pale in comparison to the next wave of power consoles coming out. We suggest you sell both systems and read bad Western novels until the new PlayStation debuts sometime in the next decade. The PlayStation 2.01 will feature gelatinous orb controllers and sensory input trodes. Paul Anderson of the GI reviewing staff has said of the PS-X 2.01, "Humm... It's squishy." Of course you might also want to consider the rumors of Magnavox's plans for putting out a 1024 bit handheld system that will make use of nanotechnology, which not only creates a truly 3D experience but will also eliminate the need for batteries because it feeds on small rocks for power. The drawbacks to this are that the nanites tend to cease production at temperatures of less than 54 degrees so you won't be able to take this one on the bus to school during those cold winter days. The working title for this system is currently Jell-X.

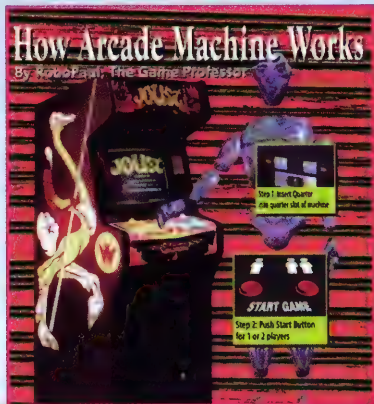
The Ongoing Saga of Snail Mail in an Electronic World

Something I noticed is that there are more letters from E-mail than from the regular old "Snail Mail." Just because we don't own a computer doesn't mean that our letters aren't important (or that we're not interested in video games). P.S. Could you show a diagram with explanations of how an arcade machine works?

*Clint Childs
Independence, MO*

It's amazing how fast people feel threatened by new things. There has only been one issue so far where we printed as many (not more) e-mails as we did snail mail. The reason they are starting to show up more often in the magazine is because with the increased popularity of our web site

(gameinformer.com), people are starting to contact us on-line as well as through regular mail. We consider all the letters that we receive based on how interesting, relevant, goofy, or up-to-date the question is. If we put in a couple of e-mails every now and then, it's only because of the content. Of course e-mailers do have a big advantage in that they can respond to something in a recent issue almost immediately. But rest assured, we are not "punishing" you angst-ridden snail mail users for not having a computer. In fact, we rather enjoy all the goofy doodles and artwork that comes with some of your letters. There is one small issue we'd like to bring up though. If you want your letters of complaint to be in print, try and stick to language you could get away with on PBS. If you don't, feel free to be as rude as you want. We think it's funny. As for your request for an arcade machine diagram we'd be happy to show you how it works.



Random Questions for Random People

I just started getting your magazine for Christmas and I love it! I do have some questions though.

1. I've been hearing about SquareSoft and Nintendo breaking relations. Could you give me SquareSoft's address so I can contact them personally?
2. I own a Super Nintendo, and I constantly look through your magazine for SNES game hints and only find one or two games that nobody in their right mind would own. Could you please get more hints and reviews?
3. Who is Reiner?
4. Why does green jello taste the same as blue?
5. Do letters like this get annoying?
6. Last, but not least: What was Jon Storm's grade point average, and did he ever take physics?

Every issue we feel that we have to answer at least one list of random questions, so let's see if we can't help you towards reaching that lofty goal of enlightenment.

1. Okay, okay, we don't usually do this, but a lot of you have requested SquareSoft's address this month so here it is:

Squaresoft Inc.
959 South Coast Drive Suite 400
Costa Mesa, CA 92626

2. I think you've missed the boat on reviews for the SNES, seeing how there aren't really any new games coming out for it. The codes that we do are based entirely on how cool they are, not how cool the game is. Since we've done all the known codes we could get our hands on (we don't like wasting long-time subscribers' time by repeating old stuff), the SNES codes you see now will tend to be from

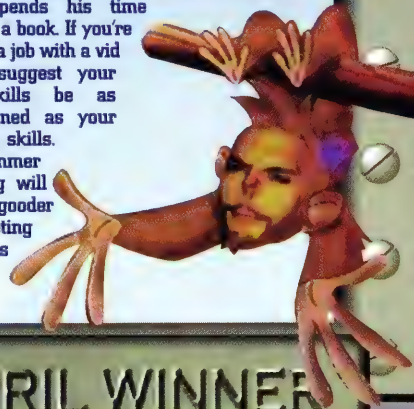
more obscure titles that people are just starting to discover.

3. We had originally thought that Reiner was a small monkey named Chico who wore a goofy little outfit and turned the crank of a music box while doing a dance to earn money for his former master. We were all shocked to discover that he was really a gelatin based life form from an alternate dimension when he suddenly and unexpectedly ate our entire executive staff. He immediately apologized for his grim and unwarranted attack so we gave him a raise.

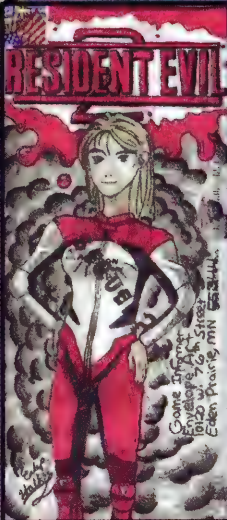
4. We know the answer to that, but if we told you we'd have to kill you.

5. Not really, because we just omit all of the annoying questions. This list, for instance, used to have three more questions on it.

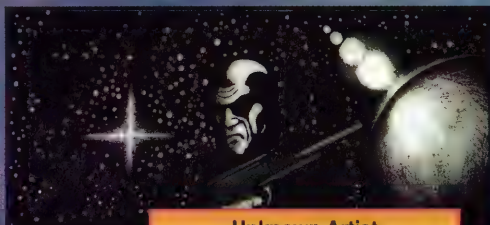
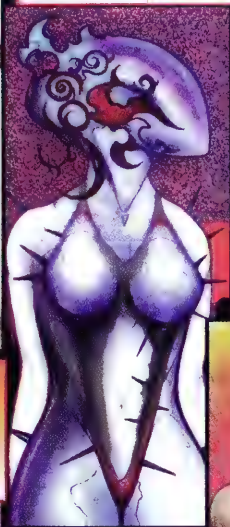
6. Storm's corner on the realm of academia is actually Literary History (reads: "English"). When he's not working in the office or just hanging out, he spends his time working on a book. If you're looking for a job with a vid mag, we suggest your writing skills be as sharply honed as your video game skills. Good grammar and spelling will give you a gooder chans of getting a job also, as wel.



APRIL WINNER
BRIAN K. OSWALD
BOLING BROOK, IL



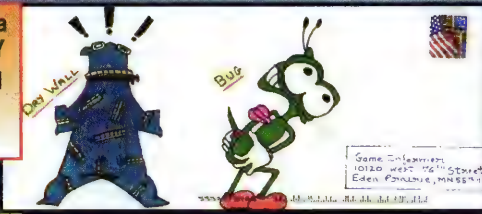
George Hinckle
Milwaukee, WI
Ahhhh...spikes!



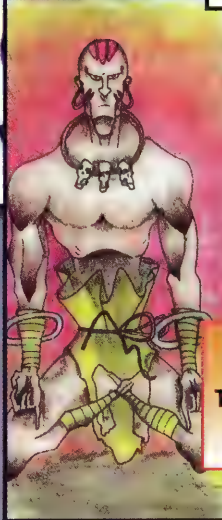
Unknown Artist
Guy in space...huh?

This ode to the greatest Saturn strategy game of all time is impressive...very impressive.

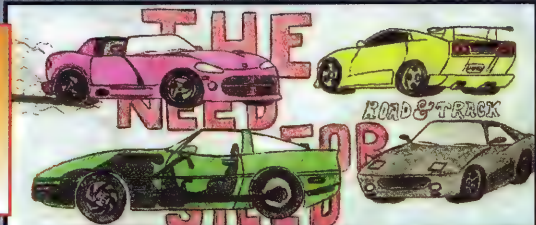
Nishank Khanna
Woodhaven, NY
Bug lets Drywall know what he thinks.



Andy Fisher
Eyota, MN
Hey, at least the envelope art wasn't delayed!



Matt Yunker
Joliet, IL
We think there is a theme to this one, but we're not quite sure what it is.



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.

Long Nguyen
San Jose, CA
That looks like it hurts.



Jim Perkins
Phila, PA
Coming soon to a theater near you.

NBA SHOOT OUT '97

Sony's Hoop Dreams Achieve the Impossible

Icon Passing

In the past, basketball games have suffered from a number of faults. People often complained about computer dominated passing. Well, Sony has that play covered. Enter icon passing, the new staple of Sony's sports line-up. Novice players will immediately notice the ease with which passes can be sent both around the arc and down low. By holding down the L2 button, players are each highlighted by an icon that is designated to one of the four buttons on the face of the controller. Press that icon and the pass will be sent directly to them, but that's not all. After the initial pass there are three possible courses of action. The first is the pass back. By holding down the icon, any pass will immediately rocket back to the original player. This is a great way to throw off the defense for a drive to the net or to set up the three-pointer. The second possible outcome is the direct shot. By

When Sony first thought of going into the video game business, people laughed. Then, after surprising the world with their 32-bit PlayStation, Sony announced that sports games would become a major effort within the company. People laughed once again. Now, two years later, Sony's GameDay, MLB Pennant Race, and NHL Face Off are turning heads across the world. Last fall, NHL Face Off '97 revolutionized the world of passing, and now NBA Shoot Out '97 is poised to redefine everything you thought a basketball game should be.

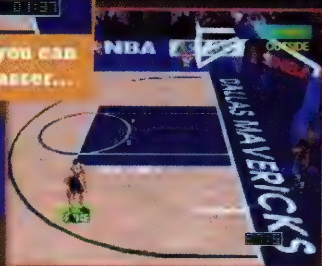
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Basketball (Up to 8-Player Via Multi-Tap)
- **Special Features:** Icon Passing, Five Offensive Sets, Crash Boards and Double Team Options, Alley-Oops, Create Player, Exhibition, Playoff and Full Season Modes, Foul Adjust, Multiple Dunks With Replay
- **Created by:** Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

tapping the icon for the pass, then quickly tapping the icon once again, the recipient of the pass will quickly turn and shoot. This is a good tactic when passing down low because the center can get up for a shot before the defense can react. The third possible outcome, and perhaps the most important, is that the recipient of the pass will hold the ball. This is achieved by tapping the icon once for the pass, then tapping and holding the icon again. Control will remain with the original passer, not the recipient. Players can then

direct this player around the court in order to get open for the shot. This form of passing is very effective against the computer but is most important when playing a human competitor. It can be almost impossible for a defenseman to follow the player while this passing mode is engaged.



While inboundng, you can either control the passer...



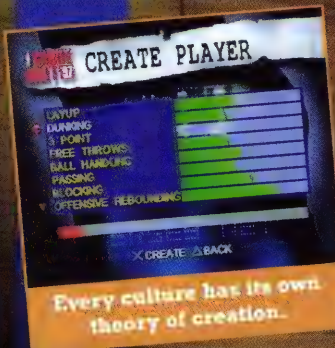
...or the recipient.



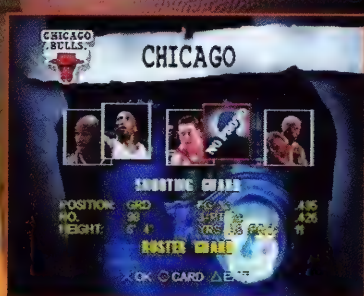
Icon passing is a great way to find the open shooter...



...it's also a great way to beat the double team.



Every culture has its own theory of creation.



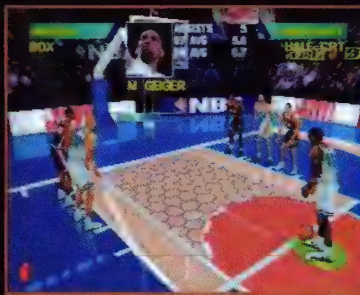
Do you recognize this mysterious roster forward?

The Players

Since NBA Shoot Out '97 has full NBA and NBAPA licenses, each team and each arena are represented. Unfortunately, Shaq, Jordan, and Sir Charles are not part of the licensing agreement, but that hasn't stopped Sony from inserting a few hauntingly familiar players. Roster Forward for the Bulls is obviously Jordan. The Roster Center for the Lakers and the Roster Forward for the Rockets are equally recognizable. Player ratings are based off the 1995-96 season, and the rosters will be up-to-date as of the week of final coding (sometime near the end of February). Gamers unhappy with the current line-up can also create a pool of players. Starting with a fixed amount of points, players must distribute these points through a number of categories. Two crucial categories are "stamina" and "overall." Usually, basketball titles tally the overall player rating by averaging the create player categories. Instead, Sony combines both, and players who neglect the "overall" category will be destined for mediocrity. Created players can be assigned to the free agent pool, then signed to any team. Stats will be kept for all created players, and their given names will appear on court.

The Games

A very important part of any basketball title is the game's parameters. In Shoot Out, Sony has catered to the desires of gamers everywhere. To start, there are three difficulty levels: Rookie, Veteran and All-Star. The difference between the three is game speed. The All-Star plays very fast, making defense difficult against the fast break. The game mode can also be toggled. In arcade mode players will not tire, therefore eliminating the need for substitutions. Simulation is as close as it gets to the real thing. Fatigue is a tremendous factor in determining these games. Bench depth is the difference between a good team and a great team, but even that's not enough. Players will have to be effective coaches, cycling players in and out, staggering line-ups, and exercising patience with the lesser players. Then, if gamers still feel they need a little more, the Custom mode lets gamers set the options for foul frequency and foul-outs, as well as toggling other options such as back-court violations, lane violations, the three second clock and the shot clock. When choosing game length, six minute quarters seem to be the closest to a regular NBA game in terms of stats and scoring. For beginners, CPU assist can be enabled in order to allow Cinderella comebacks and death defying three-pointers.



In order to make the shot, you must first pick up the ball.



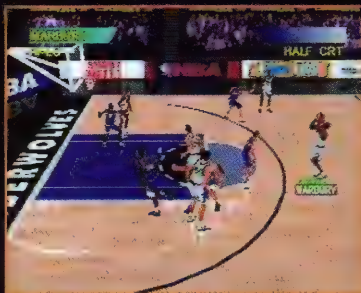
SUBSTITUTION



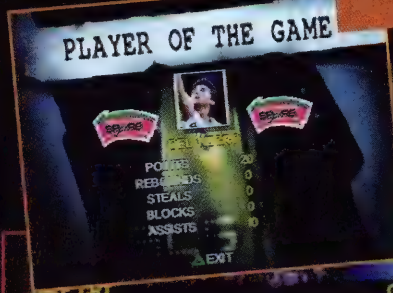
An early foul sends KG to the line.



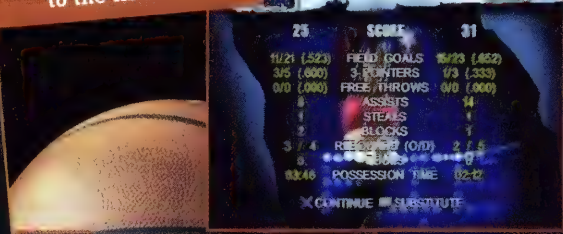
The Kid fouls out.



It's not enough to be open; you still have to time the release.



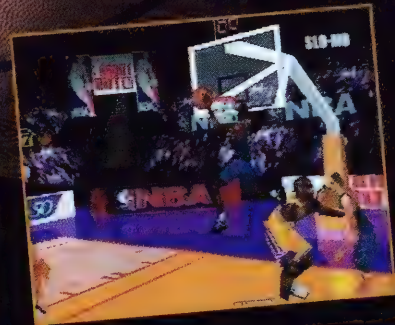
PLAYER OF THE GAME



HALFTIME



Here at GI, we like to play five players against the computer.



Design your own playoff tree.

The Season

For a quick game players can enter into the Exhibition mode; however, those looking for a little more competition will certainly want to enter either a new playoff or a new season. The season is represented by the actual NBA 1996-97 schedule. The season is 82 games long, culminating of course in the playoffs. In the interest of time (not everyone can sit down and play 82 games), any game during the season can be simulated. Gamers who are short on time might wish to simulate the games against poor teams, focusing on the all important big games. In addition, at any time during the season players can take their chances and start the playoffs. The computer will simulate the rest of the season, and your team will be seeded accordingly. Do you have what it takes to win the title?

Offense

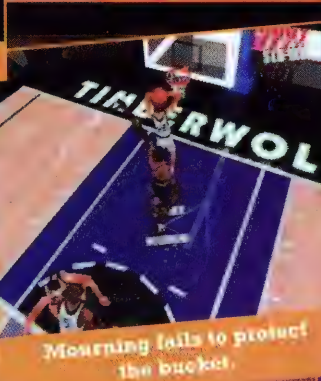
Achieving a sound offense in basketball is at best a difficult task. Teams must balance patience with a go-for-the-throat mentality. Trying to rush the shot will inevitably end in frustration because of Sony's shot mechanics. Not only do players have to release the ball at the proper height in a jump, but they must be open for the shot as well. The only way to get open for a shot is to work the pass and the pick and roll. Getting open is the most important part of offense, and in Shoot Out, it's not easy. Consult the diagrams below in order to learn of Shoot Out's four basic offensive sets. Last but not least is offensive rebounding. After throwing up the shot, players should immediately switch control to the man closest to the basket. Both positioning and timing are important for rebounding, and only through time and practice will players succeed. In addition, the crash boards option can be toggled to increase the percentage of offensive rebounds. But this comes with a price, as players caught down low will inevitably be left behind should possession change hands.



He's going to take the baseline.



This has the makings of a nice pick.



MORNING fails to protect the basket.

When you're three times the size of Reiner, it's not hard to make the dunk.



Reiner puts the moves on LA's "Koster Center."

Offensive Sets:

Box - As the most basic offense of any basketball team, the Box is a great way to patiently search for an open shot. By not extending too deeply into the offensive zone, it's easy to get back on defense while leaving good possibilities for rebounds. Note how the small forward works the high post in search of an open shot.

Inside Triangle - This set seeks to capitalize on the screen or pick, increasing the chances of a field goal or a dunk. The center and the shooting guard work a small area while the remaining players weave in and out, seeking to set up the screen.

Outside Triangle - As implied by its name, the Outside Triangle is a more open style of offense. Three players hover along the perimeter and the center digs in low while the shooting guard crosses back and forth across the lane in search of the open shot.

Hi-Lo Post - This set takes its name from the fact that the power forward stays low while the center stays high. The other players circle the perimeter, moving the ball, trying to confuse the defense.

Alley-Oop - Though not a traditional NBA set, Shoot Out includes the Alley-oop strategy.



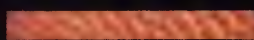
Gameplay

Never before has there been a basketball title this smooth and this realistic. Using motion-capture images of Latrell Sprewell from the Golden State Warriors, Sony has vastly improved its character animations. Now, when a player receives a pass, he won't stop and then restart. Instead, in one smooth motion, the pass is caught without a break in stride. Also, Sony has added a number of new dunks, including the tomahawk jam and the 360°. Players also have a special move executed through the Triangle button. These moves can be used to dribble around a defenseman, or to start a drive to the net. Other important moves are the pump fake, the jump and pass, and the speed burst.

Defense

In basketball, it's not enough to just get your two points. Any successful team maintains a balance between offense and defense. If the game is close, the best strategy is to rush back and set up your defense, challenging only at the half court line. In late game situations, or if team is lagging far behind in points, players can opt for a full court press. This has both guards attempting to trap the ball carrier ahead of the half court line. A full court press is both risky and tiring, thus it should be used sparingly. Often, a better method of catching up is to activate the double team option. This scheme will have both guards focusing on one player in the defensive zone, attempting to break up a pass or make the steal. Stealing itself is risky, and it often takes a player out of the action. For example, attempting a steal against the point guard opens up the possibility for a three-point shot. Attempting a steal against a forward will usually end up in a baseline drive to the net. Instead of incessant stealing, the best strategy in Shoot Out is the same as in real basketball: limit the offense to outside shots and capitalize on their mistakes. Since the AI is highly intelligent, the defense will stay in its set, and you can cycle through players in order to follow the passes and block out drives to the net.

Camera Views



The Celtics are currently in a period of rebuilding.

In Closing

Fans looking to compare Shoot Out '97 to last year's effort will immediately be pleased by the vast improvement in collision mechanics. It's a lot easier to work around defensive players, and with the icon passing, plays develop quickly. Nowhere does the game's AI shine more than in the pick and roll. Players can be seen clasping their hands below the waist, setting the pick. Working through the offensive sets, sinking the fade away jump shot, setting the pick, NBA Shoot Out '97 is basketball realism at its best. Add to this the depth of player characteristics, the stats tracking, and the special moves, and NBA Shoot Out '97 may be the most realistic and the most playable basketball title in video game history.

JOHN, THE GREEDY GAMER

Concept: 9 "Some may say that the icon passing is the most important feature, but I rarely find myself using it. Rather, I think Shoot Out's strength

Graphics: 8.75

Sound: 9 lies in its computer intelligence, which includes a tremendous

Playability: 8.75 improvement in collision mechanics. The character animations are

Entertainment: 9 smooth, but occasionally it gets a little choppy. One huge drawback is the fouls. Shoot Out doesn't have a lot of fouls, which makes it more of an arcade style than a simulation. Sure, players get tired, and the stats are pretty realistic when playing six minute quarters, but the only way to make fouls a factor in the game is to set the foul limit to two. Lame. In the end, Shoot Out is the best basketball game I've played, but it could have been even better."

OVERALL:
9

REINER, THE RAGING GAMER

Concept: 8.75 "Obviously, the ultimate goal of any sports game publisher is to create a

Graphics: 8.75 flawless simulation of the real thing. As we've advanced through the

Sound: 8.5 years, we've seen major strides towards this utopian dream, but the

Playability: 9.25 key feature for platform games is beginning to be lost in the shuffle. I'm mainly talking about gameplay.

Entertainment: 9 NBA Shoot Out '97 is the only b-ball title released this year that has managed to keep this feature alive and in focus. Sony, while adding a whole new gaming interface, managed to keep this game entertaining and easy to control. Why bother with any other b-ball title? Shoot Out '97 has everything a b-ball junkie could dream of. It's not perfect, but it's darn close."

OVERALL:
8.75

ANDY, THE GAME HOMBRE

Concept: 8 "For the most part this game is a big improvement over last year. The

Graphics: 9.5 animation is a lot better, the gameplay is much smoother, and

Sound: 8 the icon passing is a fantastic addition, but there still are a

Playability: 8.75 couple of problems with this game. The most noticeable is the

Entertainment: 9 defensive AI. Many times the computer players will just stand there and watch somebody drive to the basket, rather than collapsing on the ball. Problems aside, this game rocks. Scoring is challenging, the graphics are very defined, and the multi-player mode is a blast. Easily the best basketball simulation available."

OVERALL:
8.75

▶ THE BOTTOM LINE **8.75**

Clay Fighter was never intended to be a franchise hit for Interplay, but rather a one-time parody of the most popular fighting games. It was released for the Super Nintendo and Sega Genesis in 1993, and it embarked into a world of fighting that was so diverse, unique, and entertaining, that it became an instant classic. This is the kind of game that anyone can get into, from beginners to hard-core fighting fanatics. The game featured a remarkable cast of clay modeled characters that were as deadly as they were funny, solid control heralded as the origin of air blocking and air juggles, and it was also as challenging as it was fascinating. Clay Fighter was obviously here to stay. Interplay even went as far as to redesign the game for a Blockbuster contest called Clay Fighter Tournament Edition, which was never available for purchase.

Right on the heels of Clay Fighter's success, producer Michael Quarles released his next project for the SNES in late '93 – Claymates. Once again, the game design featured clay characters and a haunting parody of action/platform games, but it was by no means as popular as Clay Fighter. Instead, it found itself sitting idle in retailers' bargain bins.

Shortly after this event, Michael Quarles and game designer Jeremy Airey decided to bring Clay Fighter back for a sequel. Unfortunately, this time around, they ran into a few major speed bumps. The first move that disrupted the creation of another successful Clay Fighter was the relocation of the entire development house to Interplay.

ClayFighter Extreme & 63 1/3

The Clay Comes Off

done in the original Clay Fighter. The animation improved, the backgrounds became more detailed, and the fighting techniques were greatly redesigned, but unfortunately the new characters in the game just didn't have the same appeal as the first. Thus, C2: Judgment Clay didn't sit well with gamers, and from here on in, the SNES Clay Fighter craze came to an end after three releases on the SNES and one on the Sega Genesis. Four releases is a grand feat indeed for any game, but the producers of the game thought they could do better, and that brings us to the present day, and the resurrection of Clay Fighter.

With high-end platforms dominating the streets, Interplay decided to bring two exciting new Clay Fighter sequels to the Sony PlayStation and Nintendo 64. The PlayStation will receive Clay Fighter Extreme, and the N64 will unveil Clay Fighter 63 1/3. Both are different in their own ways, and surely both will be exciting. The details on these games were sketchy...that is, until we got the scoop from Jeremy Airey.

Interview with Producer Jeremy Airey

GI: Who originally came up with the idea for Clay Fighter?

Jeremy: That's me. I'm the man. The original idea was a conglomeration of ideas between Interplay and Visual Concepts. We all hated fighting games at the time so we decided to spoof them, and I think we've done a great job doing so thus far.

GI: First and foremost, what are the primary differences between the N64 and PS-X versions?

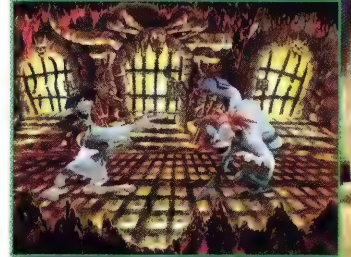
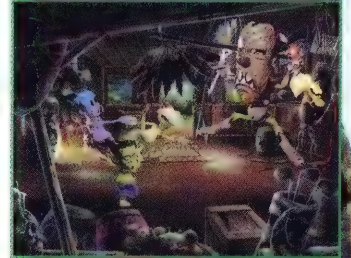
Jeremy: The PS-X version will obviously have more stuff in it since it's CD-ROM based, and we can add more to that than a cartridge. The PlayStation version will have more characters and audio, while the N64 will have a better look and clarity to it. Basically, we won't cripple either game, both will be entertaining, and both will have exclusive characters.

GI: How long have you been working on both of these games?

Jeremy: We've gone through so many platforms with this game. It's actually kind of funny. We originally tried to make it for the Titan, and then an arcade board, then we moved on to the M2 and

This meant the loss of Visual Concepts and the destruction of a tight-knit relationship with their clay company. Thus, they had to start over from scratch and attempt to design another blockbuster with a nasty deadline approaching.

With all this against them, Interplay managed to top everything they'd





Model 2 boards. We finally found the best platforms out there to be the PS-X and N64. So basically, we've racked up at least eighteen months on the project. The last four months have been the hardest so far. We're pulling in eighteen hour days. It's extremely hard work, but putting in these kinds of hours will only make the game better.

GI: What kind of approach did you take toward making these versions different from the others?

Jeremy: We did a lot more concept art, and we also planned out the moves better. This is the hardest part of making a game out of clay. If we messed up somewhere, we wouldn't be able to go back and shoot another sequence or animation. We planned ahead this time to make it as flawless as possible.

GI: What do you think the big feature or standout visual will be for those who play the game?

Jeremy: Definitely, the interactive environments and the breakthrough backgrounds. We managed to keep the characters as 2D sprites and pull off a miraculous stunt within the 3D arenas. Everything in the game, besides the characters, are 3D, even the projectiles that they fire will zoom into the fore or backgrounds. I think that the breakthroughs are going to be the most visually impressive feature in a fighter. You can side step into a Z-plane and break down a door or smash through a floor to enter a different environment. Why have them fight left to right? That's complete nonsense, and it's also unrealistic. The roving camera will capture all this action. It's hard to explain, but we can move the camera anywhere we want except on top of the characters' heads. Plus, the characters themselves are not textures like KI Gold's with the horrendous blurs. We found how to make them so they won't blur at all.

GI: This being your first N64 title, was it hard to get started with the programming in order to capture the true feel of the game?

Jeremy: I'll say this right off the bat. Cartridge space is a killer. But other than that, it has actually been the easiest platform to program for. It was a little tricky at first, not knowing what to expect. For example, how would the sound work, or the camera options? We just had to sit back and understand exactly what the machine could do before we started. Once we knew, we were on our way.

GI: What about options? We need to know what the gamers out there will be in for.

Jeremy: We didn't add much as far as options go. We are planning to incorporate a training mode, but once again, the real excitement comes from the combat. Really though, wouldn't you rather have more fighters, frames of animation, and hidden moves, rather than a silly Ranking or Special Tournament mode?

GI: How many total animations per character did you incorporate into these sequels?

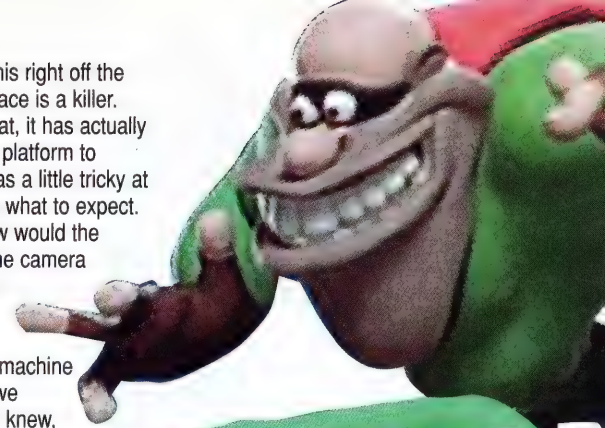
Jeremy: We probably have in our script right now...approximately 150 per character.

GI: What about hidden characters?

Jeremy: There are twelve playable characters at the beginning of the game, and there are more hidden. Plus, we want to do the alternate ego thing again, like we did in C2: Judgment Clay, but this time around they won't just be colored differently. They'll have a different appearance of some kind. Plus, to spoof MK, we have guest appearances from other characters like the Lost Vikings, and so on. They'll come in and look confused, say something, then run off the screen.

GI: What kind of hidden goodies are you planning to incorporate?

Jeremy: As much stuff as possible. We went off and got ridiculous. Like I mentioned before, the Lost Vikings and many other



"Finally, the original goal of the game can be accomplished."





“...wouldn't you rather have more fighters, frames of animation, and hidden moves, rather than a silly Ranking or Special Tournament mode?”



characters make cameos. We wanted to incorporate Elvis into our game again, but we ran into some legal problems when we had him in our first game. We asked if we could do Elvis sightings, where he flies by in the background screaming something, but they wouldn't give us that pleasure. We added Earthworm Jim as a playable character complete with new voice-overs and moves. Plus, we have tons of hidden things that will blow your mind!

GI: Are the Claytalities going to be present since they were ixnayed at the last minute for C2: Judgment Clay?

Jeremy: Finally, the original goal of the game can be accomplished. There will be Claytalities and many more 'talities, at least 10 per character. They'll mess with MK's Friendships, Fatalities, and Babalities. We originally had a list of like 300 'talities to work from. But, we had to cut them down for space reasons. C2 was the transitional period for us. We lost the help from Visual, the game was way too serious, and we also had to work with a different clay company. It was a tough time, but now we have complete control over here at Interplay and we're making the game the way it was originally intended to be.

GI: What are the key features in the game?

Jeremy: Definitely the combat. We are building in ways to detect whether people play a lot of MK or KI. Weird things will happen if the quick MK tapping is detected and so on. The KI parodies are also cool. We've added Lame Combos, Stupid Combos, and CHEESY COMBOS! We went way overboard, and I think we've got a good mix of goofiness and classic fighting on our hands.

GI: Is it disheartening to go through all the work of stop motion clay animation while other

companies use a computer to pull off something that is fairly close?

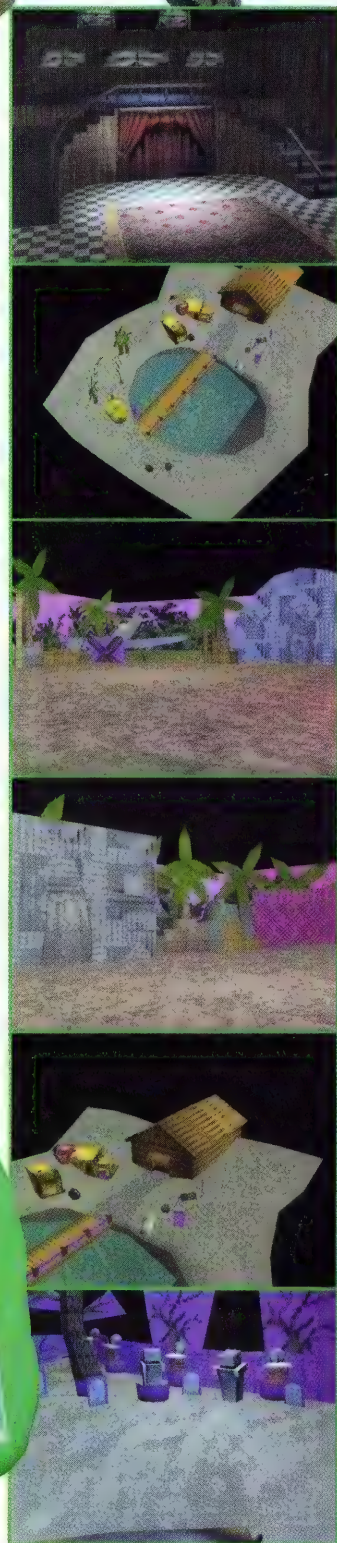
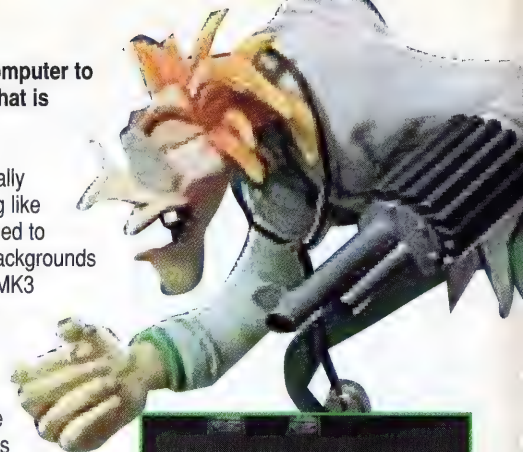
Jeremy: Actually, I really haven't seen anything like it. We originally planned to have breakthrough backgrounds years ago, and then MK3 came out with breakthrough ceilings. That was kind of scary. But our backgrounds go way more in-depth than theirs, as we stated before. But otherwise, if they did use computers, I don't think they could match the defined look of clay modeling. It's way too cool for computer geeks.

GI: Who do you think the coolest character is?

Jeremy: Right now I'd have to say Bonker. This is what he originally should have been like, not like the sixteen color SNES version. But all in all, there are twelve really good characters in the game that people will really get into.

GI: What do Nintendo and Sony want to see out of this title?

Jeremy: Well, of course both of them wanted to have something exclusive for it. We've given them different characters for each version, and both should be happy about this. But other than that, Sony's really happy about the true 3D environments. They whined about it being just another fighter, but once they heard what we were doing with the breakthrough backgrounds, they came around to our side. Go figure. And Nintendo, they love it! They're as excited as we are.



Game Informer Visits



Electronic
Arts...
It's
in
the
Name



In the world of video games, there are players and there are The Players. By "The Players" we mean those select few companies that are not only the sales leaders, but those companies that are forever at the cutting edge of development, companies that other people always copy. With a corporate headquarters just outside of San Francisco and additional development houses across the globe, Electronic Arts is a video game giant. Only one company has sold more video games than EA, and that's Nintendo. Back when the Genesis was first starting out, it was EA Sports and their revolutionary NHL Hockey and John Madden Football titles that single-handedly made possible the rise of the Genesis as the greatest sports machine on the planet. In the following years, EA has continued to grow, and their sports department has launched new franchises such

as the Andretti Racing titles, PGA Golf, NBA Live, College Football, and Triple Play Baseball.

But Electronic Arts is not just about sports. The entertainment division of EA has an equally impressive list of signature titles. 16-bit Strike titles set the



standard for action combat; Syndicate was immensely popular, as were the Need for Speed and Wing Commander series. Part of this success comes from a sound and sensible business model. Publishing quality games is one facet of this model, as is multi-platform development. It's rare to see an EA title exclusively on one system. Not only is EA one of the last remaining com-

panies still developing 16-bit titles, but they had also continued to produce software for the 3DO long after its decline. Electronic Arts also has a strong list of associated developers and publishers. Jane's Combat Simulations, Bullfrog, Real-Time, Origin, and Tiburon are names almost any gamer would recognize. Most importantly, there is no prejudice at Electronic Arts. Both the Entertainment and the Sports divisions are treated with equal respect and regard. To no one's surprise, these spring months are a slow time for video games. It's not that games aren't being made, rather, companies are holding out for E3, the largest electronic entertainment trade show in the world. Unlike everyone else, EA has a great spring line-up of games. Game Informer was invited out to EA's corporate headquarters to get a hands-on look at these games. So, without further ado, here is a report on what's going on under the roof at EA.

EA is the #1 Third-Party Publisher on 32-Bit Platforms

'96 Year-End Total for Sony PlayStation

- #1 Madden NFL 97
- #6 NBA Live 97
- #9 Need for Speed
- #13 Soviet Strike
- #14 Triple Play 97
- #16 Road Rash
- #18 NBA Live 96
- #20 NHL 97

'96 Year-End Total for Sega Saturn

- #1 Madden NFL 97
- #10 Need for Speed
- #18 NHL 97

EA is the #1 Third-Party Publisher on 16-Bit Platforms

'96 Year-End Total for Sega Genesis

- #1 Madden NFL 97
- #4 NBA Live 97
- #6 NBA Live 96
- #11 NHL 96
- #12 Madden NFL 96
- #15 College Football USA 97

(All data compiled by TRST)

EA SPORTS™

Triple Play 98 – PlayStation

Undoubtedly, one of the most impressive looking titles EA Sports now has in the works is Triple Play 98. As with its other 32-bit sports titles, EA Sports has totally revamped Triple Play's graphics engine. Now polygon based, the players are much more lifelike and fluid. Also, each player will be represented by a signature batting stance, and pitchers will only be able to select from a list of pitches they would throw in real life. If your pitcher is a fast-baller, he probably won't be able to toss a knuckler. Also new is pitch velocity. The length of time the pitch button is held will determine its velocity. There's a fatigue meter, and the mound is 3D (meaning hits will bounce up and off if they hit the rubber). The pitcher also covers first base this year, which is nice. One of the coolest things is the intelligent crowd. During the season mode, stadiums will begin to fill up as your team starts doing better. As the playoffs approach, there won't be an empty seat in the house. The announcing is also brand new. Buck Martinez and Jim Hughson both rattle out the clichés from a list of over 10,000 voice-overs! One of the more entertaining ones we heard happened when a batter went down looking. Buck Martinez: "That's his impression of Linda Ronstadt." Jim Hughson: "Blue Bayou."

Also brand new are the stats categories. Hit charts outline the percentage of balls hit to different areas of the field, which means that a batter who pulls the ball 60% of the time will most likely ground out if he attempts to poke it the opposite way. Also, records are kept for hits against individual pitchers so that lineups can be juggled according to the opposition's pitching strategy. During loading screens, players will be treated to trivia quizzes, and the create player feature offers 12 choices in over 8 categories just for appearance! Want a beard? You got it. There's even an All-Star game halfway through the season. Triple Play '98 is set to ship at the end of May.

FIFA Soccer 64 – Nintendo 64

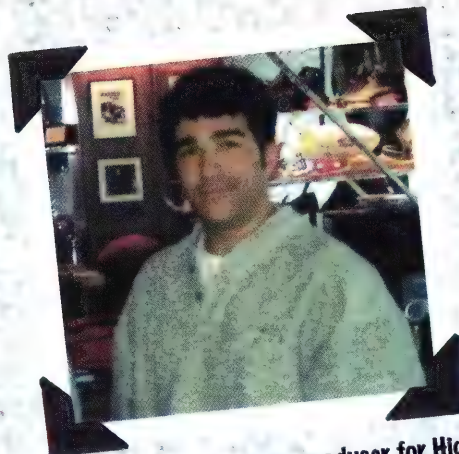
Another important title is FIFA Soccer 64. Using the previous FIFA Soccer games as a base, EA has

tackled the N64 head-on. As a test market, FIFA 64 will be available first in Japan. It should be available here in the states by the time you read this article. First off, it's important to note that FIFA incorporates the analog joystick (although players can use the digital D-pad if they prefer). The analog input makes it easier to deke out defensemen because players can walk, jog, run or sprint. There are the Action, Arcade and Simulation modes, which alter the need for substitutions, the severity of tackles, and the speed of gameplay. Up to four players can plug into the Nintendo unit, and each controller can be "handicapped," meaning each player can choose any level of difficulty and control options. Another important feature is the PIP camera. PIP stands for picture in picture. By pressing one of the shoulder buttons, a picture appears in the upper corner of the screen. Any of the eight camera angles can be displayed within this window, as well as field radar. This option is helpful when playing a close camera angle, as players off-screen will be visible within the PIP window.

Unfortunately, FIFA Soccer 64 will not allow for the trading of players, but there are 6 international leagues and close to 160 teams. Also, hard-core simulation nuts will appreciate the option to play a game of up to an hour and a half in length. FIFA 64 is compatible with the memory pak, which will save season records and stats. In league play, international rules apply, meaning a red card will be a two game suspension. FIFA Soccer 64 will no doubt be the top selling sports game for the N64.

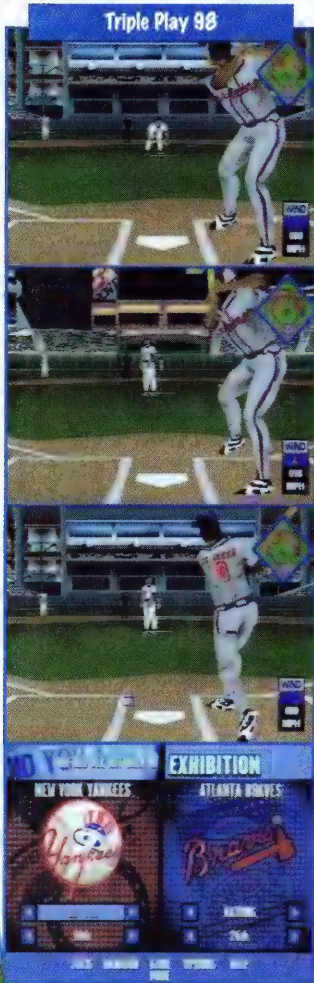
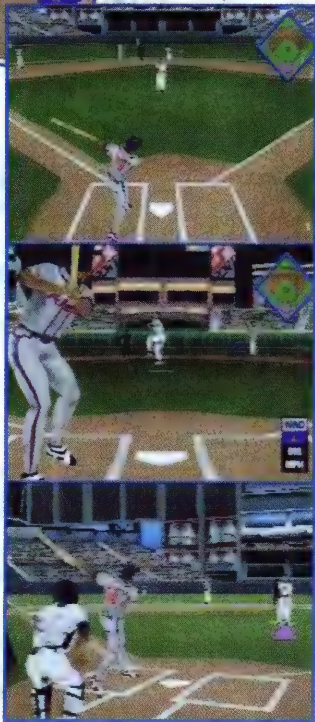
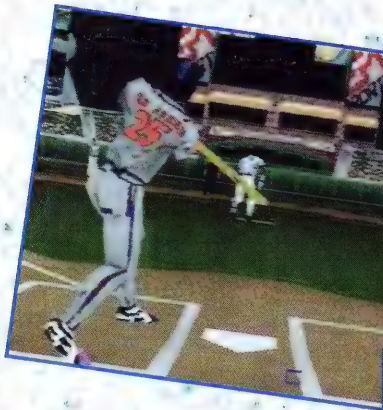
EA Sports College Football 98 – PlayStation

Though we don't have any pictures of the game, GI sat down with the producers of EA Sports' new 32-bit college football game. Immediately, they stressed the fact that college sports will be a new, independent focus within EA Sports. Therefore, the new college football game won't just be a Madden clone, but a whole new football experience for fans of college football. The game is being developed for the PlayStation and PC only (sorry Saturn owners). An important new feature is that each college team



Michael Pole, executive producer for High Score, promises plenty more hot racin' action from EA Sports this summer.





will have a certain set of plays that coincide with the team's playbook in real life. Although there will be an option to use an "open" playbook, purists will certainly want to stick to the realistic playbook. By far, the coolest feature being incorporated into the game is the Dynasty mode. Here, players must not only play the games through successive seasons, but they must also coach the team through the changing of rosters. Candidates must be recruited after the seniors are lost each year. If you choose a poor team, it will most likely take three or four seasons to mature a senior class capable of taking home the championship. It is also the only game to feature the Orange, Sugar and Fiesta Bowls. All 112 Division 1A teams will be playable with the actual 1997 schedules and rosters. There's a create player feature, and 49 stadiums. The stadiums are an important focus within the game, and EA promises that they will be accurate representations of actual NCAA stadiums (there won't just be a sign hanging from the wall saying "Go Bulldogs"). EA Sports College Football 98 should be available in August, just as the college season gets underway.

Madden NFL Football 98 - PlayStation, Saturn

In the year of 1996, Madden NFL 97 was the top selling title on the Sony PlayStation, the Sega Saturn and the Sega Genesis. According to TRST data, EA's 32-bit Madden NFL 97 sold 548,388 units, compared to 194,577 for Sony's GameDay. The production of Madden 98 is proceeding according to schedule, and by June all of the player stats and designs will be in place. The motion

capture is being done with Heisman Trophy winner Andre Ware. Fans of Madden Football will recall the presence of "money plays." This year, EA Sports is revamping the entire defensive scheme. Using what they refer to as "Liquid AI," the new defense borrows heavily from the intelligence used in basketball games. Last year, defensive players were set within the play and could react to variations only within a small area of movement. This year, defensive players will maintain a position based upon their proximity to other defensive players. Much as a man-to-man defense shuffles and slides in a basketball game, Madden 98 will allow defensive players a great breadth of movement. Calling the right defense will be extremely important, and to counter this, the offense will be able to access more audibles. The line play will be vastly improved, and the playbooks have been completely redone, so look to see a new crop of deadly defenses and awesome attacks. Madden NFL 98 should be available this September.

NBA Live 97 - Sega Saturn

In keeping with their tradition of multi-platform development, EA Sports will be releasing a version of NBA Live 97 for the Saturn. Ernie Johnson from TNT does the pre-game announcing, and because of the Saturn's multi-player capability, 1-10 players will be able to plug into all the action. Almost identical to the PlayStation in terms of options and interface, the only major difference within the Saturn version is the video. New FMV intros leave their stamp of excitement, and the popular half-time shows are still available. NBA Live 97 is available now for the Sega Saturn.



Kirk Scott illustrates the finer points of NBA Live 97 for the Saturn.



Syndicate Wars

Back in the day, Syndicate was a popular hit on the Sega Genesis, 3DO and PC. Set within a grim, futuristic world, players fought against rival syndicates in a quest to control the CHIP. For a long time, EA has been promising the world a 32-bit Syndicate title. Though a long time in coming, Syndicate Wars, developed by Origin and Bullfrog, should hit the shelves some time in late June.

Syndicate Wars follows a similar storyline as the original: players must battle rival syndicates. 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 a quest to control the planet. Somewhat like Command & Conquer, players can choose one of two sides, thus there are two-games-in-one. Some improvements over the original 16-bit title include fifteen new weapons, a 3D rotatable gameplay map, and futuristic modes of transportation such as anti-gravity vehicles and time travel. Similar to Soviet Strike, everything (and we mean everything) can be blown up. Also, within the regular missions there are numerous sub-missions, so there should be a great amount of play value. Look for Syndicate Wars to hit the shelves this June.

Need for Speed 2 - PlayStation

In the world of racing there are many styles and circuits. NASCAR, Formula 1, Busch Challenge, Sprint Cars...the list goes on and on. But there's one challenge in Europe that is so unique that people from all over the world watch in eager anticipation to see which new cars will be entered from year to year. The Le Mans circuit demands only one thing of its racers, that the cars they enter be actual production models. To qualify, a company has to produce them for sale to the public. Only fifty or a hundred cars might be manufactured, ranging in price upwards of one million dollars, but this is enough to qualify them for Le Mans. EA's popular Need for Speed took Le Mans as its inspiration featuring actual production cars from around the world. This year, the Need for Speed 2 features all new exotic cars, such as the McLaren F1, Lotus GT1, and the Ford Indigo.

Each car is represented by a slide show showcase as well as an article on the car's history. EA has pumped up the game's technology, now rendering environments on the fly. This means players will be able to go backwards as well as forwards. There are 6 tracks plus one

bonus track, and each track has multiple routes through such exotic areas as Nepal, Greece, Australia and Norway. In contrast to the original Need for Speed, this year's update includes an arcade mode with powerslides. Players will also be able to toggle the amount of incidental traffic. Along with the Tournament mode, there is also a Knockout mode. Here, the last place finisher will be knocked out of the next race, and the final race will be between the two players who have survived. Look for Need for Speed 2 to ship in late March.

DarkLight Conflict - PlayStation, Saturn

An interesting mix between Star Fox and Wing Commander, DarkLight Conflict is being developed by Rage Software in the U.K. (Origin will be publishing the PC version.) It will be available for the PS-X, Saturn and PC. Apparently, the PC version will resemble Wing Commander in its use of maps and strategy, while the PlayStation and Saturn versions will be more like an arcade space shooter, a la StarFox.

As a twentieth century pilot, you are captured by an alien race. This alien race then morphs you into the metal of a ship. You then pilot this ship through the galaxy in an attempt to free yourself. The galaxy is lit by two different colored suns, and one of the ways in which to keep your bearings is to inspect which sun is lighting the top of the ship and which is lighting the bottom. There are over fifty missions with various objectives such as space docking or seek and destroy. From what we saw, the game looks remarkably smooth, with rich color textures and pinpoint firing. DarkLight Conflict will be available in late June.

Soviet Strike - Saturn

On 16-bit platforms, each of the Strike titles was a top seller. When EA brought Strike to 32-bit, everyone watched in anticipation. The results were well worth the wait, and hot on the heels of Soviet Strike's success on the PlayStation, EA released the Saturn version of Soviet Strike on Feb. 17. Though missions, maps and assets locations are identical, the Saturn version has a few notable features not found on the PlayStation. The graphics have been fine-tuned, yes, but more importantly, Soviet Strike for the Saturn is compatible with Sega's Analog 3D controller. This adds a pinpoint touch when flying and aligning targets. Also, the Saturn version contains two new exclusive weapons. Once again, EA has made Saturn owners proud.



Please Note:

The above games are not all that EA has to offer this spring. Covered in other parts of the magazine are these titles from EA: Overblood (PS-X), Wing Commander IV (PS-X), Battle Stations (PS-X), FIFA Soccer 97 (Saturn), and Andretti Racing (Saturn).



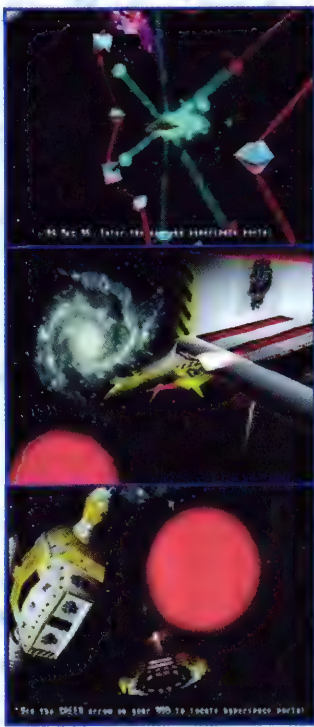
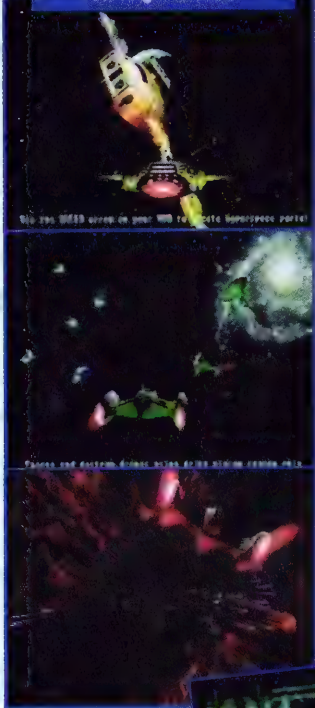
EA's PR team is one of the best in the business.



EA Headquarters, San Mateo, CA



DarkLight Conflict



Soviet Strike - Saturn



Electronic Arts and the N64



Though FIFA Soccer is the #1 selling sports game worldwide, developing this title for the N64 has not been easy for EA Sports. When the agreement to develop for the N64 was first reached, Howard Lincoln, Chairman of Nintendo of America, stated, "This agreement with Electronic Arts demonstrates Nintendo's full blown commitment to make the N64 the unparalleled sports platform." Since that time, the relationship has taken a turn towards the sour. Sources within EA have made it known to Game Informer that Nintendo is an extremely hard company to work with.

Of particular interest is EA's criticism of Nintendo's business model. To begin with, Nintendo demands a high price for licensing. Licensing costs are the fees that a company pays in order to publish software for a platform. Because of this, it immediately costs third-parties more to develop for Nintendo. Add to that the high cost of cartridges, and the risks most often outweigh the rewards. An EA spokesperson had this to say of the relationship with Nintendo: "A huge issue is the cartridge format. Between licensing and manufacturing, the production of the cartridge costs between \$30.00 and \$40.00, compared to about \$3.00 for a CD-ROM. Add to this our own costs of development and advertising, and it's clear that it will be difficult to make any money. Since Nintendo

"At the present time, there are no further plans to develop any software for the N64."

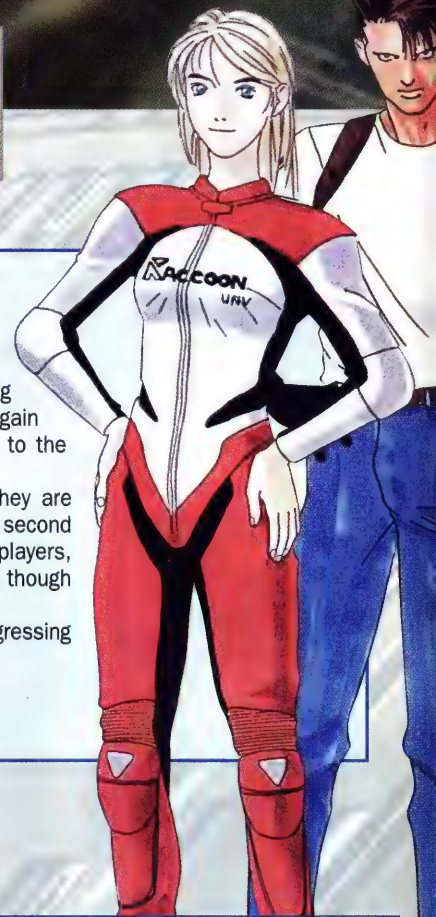
does not have to pay any licensing fees themselves, they have a tremendous advantage, and it seems that Nintendo thinks the company and the new platform can survive on first-party software alone. Also, the cartridge format limits us creatively. There's only so much we can do with it."

When GI began to discuss the recent difficulties that magazines have been having with Nintendo, specifically the limits and cataloguing of screen shots, as well as the availability of preview software, this same EA spokesperson continued by saying, "Think about it this way. Nintendo needs you guys, and you're having difficulties working with them. Think about us as a third-party developer/competitor and you can imagine the relationship. At the present time, there are no further plans to develop any software for the N64."

As for Howard Lincoln's statement about the N64 becoming a leading "sports machine," one thing is clear: without EA Sports in the picture, this will be an almost insurmountable task. As for other third-party development for the N64, if EA's current temperament mirrors that of other companies in the industry, Nintendo may have to rethink its approach to business. Certainly, they will have to be more open to third-party development if they want to survive in today's business climate.

Need for Speed 2





Game Informer's

TOP TEN

Editor's Top Ten Console Games for April

- 10 Soul Blade - PS-X
- 9 Dragon Force - Saturn
- 8 Fighter's MEGAMIX - Saturn
- 7 Carnage Heart - PS-X
- 6 Turok: Dinosaur Hunter - N64
- 5 Rally Cross - PS-X
- 4 NBA Shoot Out '97 - PS-X
- 3 Final Fantasy VII Disc 3 - PS-X
- 2 Final Fantasy VII Disc 2 - PS-X
- 1 Final Fantasy VII Disc 1 - PS-X

Reader's Top Ten by Jimmy Cagle of Norridge, IL

- 10 Super Mario 64 - N64
- 9 Resident Evil - PS-X
- 8 Cruis'n USA - N64
- 7 Star Wars: Shadows of the Empire - N64
- 6 Jet Moto - PS-X
- 5 Tekken 2 - PS-X
- 4 Final Doom - PS-X
- 3 Twisted Metal 2 - PS-X
- 2 NFL GameDay '97 - PS-X
- 1 Cool Boarders - PS-X

Top Ten Magazine Titles Rejected by GI

- 10 Cartridge News & World Report
- 9 My Generation
- 8 PS-Excrement
- 7 Exclusive
- 6 Game Street Journal
- 5 GIQ
- 4 Eclectic Gaming Monthly
- 3 Better Homes and Gaming
- 2 No. 1 Super Game Source for No. 1 Games
- 1 Gamin' Farmer

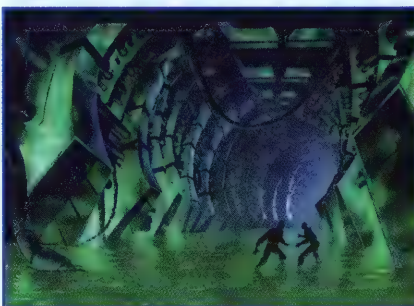
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Resident Evil 2 Slides Again, Saturn Version This Summer

To the dismay of the majority of the **PlayStation** gaming populace (as well as the entire GI staff), **Capcom** has again moved the U.S. release of **Resident Evil 2** for the PS-X to the fourth quarter of '97.

Capcom recently commented to Game Informer that they are attempting to add a huge list of new elements (including a second disc), to the highly anticipated game. Unfortunately for players, these additions translate into more delays, and it looks as though *Resident Evil 2* may not reach the U.S. until December.

The good news is that *Resident Evil* for the **Saturn** is progressing nicely and is scheduled for release sometime this summer.



What's The Deal With Bruce Willis and Activision?

In a highly publicized deal that marked the first joint venture by a Hollywood actor and a video game company, **Activision** signed action superstar **Bruce Willis** to play a "virtual partner" in their new action/shooter game **Apocalypse**. Set in the not-so-distant-future, the game puts the player in a 3D world where he/she fights side by side with Bruce Willis against the Four Horsemen of the *Apocalypse*.

While the exact dollar amount was not disclosed, CNN reported that Bruce will make about 2 million dollars on the deal. However, sources within Activision state that this figure is incorrect. It seems the deal between Activision and Bruce is based on royalties and his cut of the action will depend on how many units are sold.

Luckily for both parties, this stipulation in the contract has given Bruce a very active role in the project. Not only will he do all the voice-overs and motion capture for the project, he also has final say in most of Activision's business strategies pertaining to the marketing and promotion of *Apocalypse*.

At this point, pictures of the game are scarce (because Bruce has to approve them all), but we do have a few early screens for you here. The game engine is up and running and the game's designers are hard at work implementing some very interesting game dynamics. Look for *Apocalypse* to come out sometime in October for Sony PlayStation. We'll keep you posted as the story develops.

Sega Returns to the Plate

Sega of Japan has just put the finishing touches on the next installment of their highly acclaimed baseball game for the Saturn.

Known as **Greatest Nine '97 (World Series** in the U.S.), Sega's newest sports title introduces an entirely new batting interface. Greatest Nine's development team looks to have taken notes from Konami's **Bottom of the Ninth** with a new batting cursor. Sega has implemented a similar batting technique where you'll be required to react to placement of the ball by moving a cursor to the spot where the ball crosses the plate. Along with the new control interface, the graphics have been updated with polygonal-looking players.

Sega will release *Greatest Nine '97* on March 28 in Japan. A new U.S. version of *World Series Baseball* will obviously follow.



DATA FLOW... DATA FLOW
FLOW... DATA FLOW... DATA

Argonaut Brings a Croc to the PS-X

Similar to a scene from the ultimate horror movie *Dead Alive*, one Game Informer editor, who will remain nameless for safety reasons, basically mowed down hundreds of PR zombies to uncover this exclusive info that will bewilder and dazzle you.

Developers **Argonaut Software** (and whoever just won the bidding war for the publishing rights on this game) have a seriously powerful title on their hands. The info that we dug up states that the game is tentatively entitled "**Croc**," and it features a cute little crocodile that runs around a completely submersive 3D environment (a la **Mario 64**) climbing ledges, pulling things out of his backpack, and eliminating deadly swamp creatures. We've been unable to secure the information on when this title will be available and who is publishing it, but we'll keep you posted. Argonaut would not comment on who will publish "Croc" or give any details on the game.

Donkey Kong 64 By Christmas?

Word has leaked out from our sources at **Nintendo** that after completing the development of **Blast Corps** for the **Nintendo 64**, **Rare** has begun to devote much of its resources and manpower to a **Donkey Kong** project for the **N64**.

The project to bring Donkey Kong to the N64 has likely been underway since the inception of an N64 development system, but it looks as though Nintendo is pushing for this title to make it to the N64 by Christmas.

Ghost In The Shell for PlayStation

As we speak, **Sony Computer Entertainment Japan** is finishing development on a **PlayStation** game based on the popular comic and animated film **Ghost In The Shell**. The game looks to be an action/adventure title that relies much more upon the comic series than the film.

At last report, **THQ** secured the rights to publish *Ghost In The Shell* in North America, but no details have been released at this time.

Namco & Sony Team Up for Film Project

A joint venture between **Namco** and **Sony Computer Entertainment Japan** has spawned a new company that will develop and produce computer generated motion pictures.

The new company, **Dream Pictures Studio**, is said to have already begun development of their first project. Many have speculated that the film is based on the Namco game **Tekken**.

Sony Announces Final Fantasy VII Release

Sony Computer Entertainment America (SCEA) officially announced the North American release date for **Square's** highly-anticipated **Final Fantasy VII**.

Ending months of speculation and confusion regarding when *Final Fantasy VII* would appear in the U.S., SCEA inked September 7, 1997 (9.7.97) as the date that all RPG players are waiting for. Coincidentally, *Final Fantasy VII's* launch date will coincide with the two year anniversary of the North American launch of the **PlayStation** system, and will also mark one year since the launch of **Crash Bandicoot**.

SCEA plans to begin a *Final Fantasy VII* pre-sell program beginning in July along with numerous other advertising and promotion programs. We don't expect SCEA to take reservations through convenience stores as Square successfully did with the Japanese version, but SCEA will undoubtedly devote much of its marketing resources to promoting a title that has sold more than 2 million copies in Japan.

For the latest on *Final Fantasy VII*, don't miss our hands-on preview found on page 32.

The Mysterious Final Fantasy Numbering System

If you're unfamiliar with the history of **Final Fantasy**, this may be the question you are asking yourself: "whatever happened to *Final Fantasy 4, 5, & 6*?" In the hysteria surrounding the January release *Final Fantasy VII* in Japan, we thought we'd fill you in on why American gamers skipped from *Final Fantasy III* to *Final Fantasy VII*.

In the beginning, both Japanese and American gamers were given the chance to play *Final Fantasy I* on the **NES**, but after that, only Japanese gamers had the chance to play the next two installments on the NES, **FFII** and **III**. Luckily, U.S. gamers were given another chance with the release of the **SNES**. When **Nintendo** brought out *Final Fantasy II* here in the States; however, this title was known as **FFIV** in Japan. Next, as you may have guessed by now, U.S. gamers were skipped again with the Japanese release of **FFV** on **SNES**. So not until **FFVI** was converted to **FFIII** here in the States were U.S. gamers able to experience *Final Fantasy* again.

So, in reality, *Final Fantasy VII* is only the fourth installment here in the States. But luckily for us, and gamers everywhere, **Sony** decided to do away with the silly numbering and confusion by calling *FFVII* by its true name.



Quake and Duke Nukem 3D Coming to Saturn

Sega of America and GT Interactive announced that both **Quake** and **Duke Nukem 3D** are being developed for release on the **Sega Saturn**. The Saturn version of **Quake** is expected to be the first home console translation of the popular PC title. Apparently, the companies are working to give Saturn owners a unique gaming experience. By beefing up the light sourcing and enhancing the audio, **Quake** should be a one-of-a-kind experience on the Saturn.

SEGA SATURN

Strict German Laws Call for Turok Redo

German laws regarding animated violence required **Iguana** and **Acclaim** to replace all of the human enemies as well as remove red blood from the German release of **Turok: Dinosaur Hunter**.

Instead of the human enemies that are present in the U.S. version, robot creatures have been created for German **N64** players. The dinosaurs are still present, but the numerous human foes, including the final boss, had to be changed.

In the past, Germany has been very strict in its control over violent games. Titles such as **Doom** and **Wolfenstein 3D** have been completely banned from German consumers (that's not to say these games haven't enjoyed an underground following amongst German players).



Turok Coming To PlayStation, N64 Gets Turok 2

During a recent visit from **Acclaim Entertainment's** president **Jim DeRose**, Game Informer was lucky enough to talk a little **Turok** with him. Acclaim has big plans for its **Turok** franchise, including a **PlayStation** version.

"**Turok 1.5**" is currently being worked on for the PS-X. This product hasn't been officially announced by Acclaim, but will likely share little with its **Nintendo 64** cousin.

The PS-X game is predicted to appear in Acclaim's fall line-up.

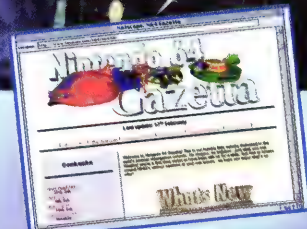
Another **Turok** game is also coming – the **Nintendo 64** sequel is in development at **Iguana Software** in Austin, Texas. The game will have the same producer, **Dave Dienstbier**, and could be done as soon as this December. DeRose also said that he had seen the game and that it looked amazing. **Turok 2** will include many new features that were left out of the first installment because of time and development constraints.



Game Informer's Site O' The Month



Smithsonian Institution



N64 Gazzetta

<http://www.famicom.com/n64>

This site offers a unique perspective on Nintendo gaming from the U.K. Plug into the Euro-pulse as Web-Slinger keeps an eye on the continent.

VIDEO GAME



- 1 What was the first NES baseball game to feature a create player option?
- 2 How many skating events were featured in the arcade classic 720°?
- 3 How many Clay Fighter games are available for the SNES?
- 4 True or False? Crash Bandicoot has sold over one million copies in the United States.
- 5 What was the first company to publish an officially licensed Disney title on an 8-bit home system?

(Answers on the bottom of page 27)



Name That Game

This Konami game debuted in 1994 for the SNES, and though a planet appears in its title, a more apt inclusion might have been "the moon," as everyone knows it's made of cheese. Do you know the game?

(Answer on the bottom of page 27)



GT Interactive Enters OddWorld



OddWorld: Abe's Oddysee is GT Interactive's break from its traditional scheme of publishing first-person 3D action games. An action/platform that originally debuted at last year's E3 as **Soul Storm**, *Abe's Oddysee* is developed by GT subsidiary **OddWorld Inhabitants**. As the first of what OddWorld is calling their "StoryDwellings," *Abe's Oddysee* mixes lifelike animation with computer generated backgrounds.



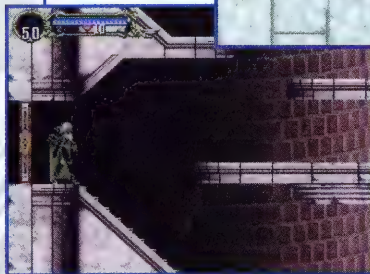
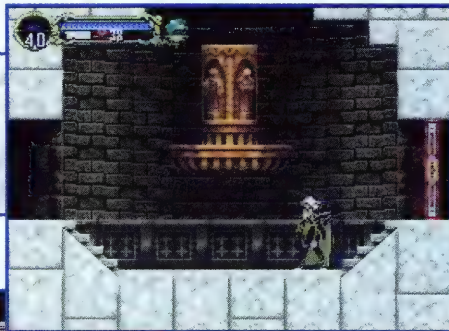
Developed for the **Sony PlayStation**, the game chronicles the exploits of an escaped slave named Abe and is said to incorporate a number of "intuitive controller interfaces."

Abe's Oddysee is scheduled for release this year, but at press time GT Interactive would not comment on further details.

Fox Interactive To Launch Alien 4

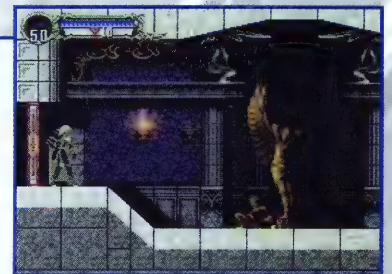
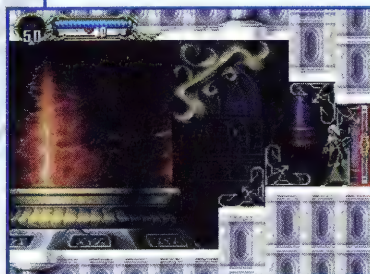
Fox Interactive announced the development of a title based upon the upcoming **Twentieth Century Fox** film **Alien: Resurrection** which is due to hit the big screens this summer. As reported last month, Fox is currently developing the first-person game **Alien Vs. Predator**, but *Alien: Resurrection* is a completely different project.

Alien: Resurrection is slated to be developed for **Sony PlayStation, Sega Saturn, and PC** by **Argonaut Software**, and although the gameplay is still a mystery, we do know that it will not be a first-person shooter. The game should fall into Fox Interactive's fourth quarter line up.



"Castlevania Bloodletting?", uh... "X?", uh... "Bloodlines?"

Recently at the Game Informer office we received several screen shots of the new **Castlevania** title being developed for the **PlayStation**. The last decent game in this popular series made its appearance on the **SNES** in the form of **Castlevania IV**. At this point there are about three working titles and no release date. Rest assured though, **Konami** is serious about getting this game out and on the market for all of you emaciated *Castlevania* fans out there. The whip is back to sate the most gothic of appetites!

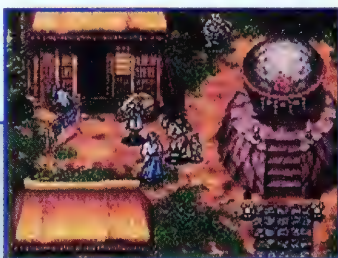
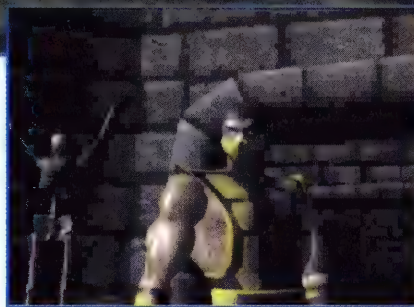


Mortal Kombat 4 Begins to Surface

Midway and some of their video game developers have begun to leak information on the next game in their extremely popular Mortal Kombat series, aptly titled **Mortal Kombat 4**.

Kombat ko-creator **Ed Boon** recently uploaded a short video trailer on **Noob Saibot's Outworld** (<http://www.mcs.net/~edboon/>). While the video footage doesn't reveal much concerning *Mortal Kombat 4*, it does show a glimpse of Rayden. If you remember, Rayden was missing from *Mortal Kombat 3* and it looks as though he will return in MK4. In regard to characters, visitors to the web site can also put in their vote for what fighters they would like to see in the MK4 roster.

Midway is hoping to release *Mortal Kombat 4* in the arcades as early as June. Keep your eyes on these pages and WWW.GAMEINFORMER.COM for additional MK4 info.



Samurai Shodown RPG

Now don't laugh at the idea of a fighting game becoming an RPG. We all chuckled at the idea of a *Mario RPG*, and lo and behold, it was the best RPG released last year. Now, if you are still laughing at this cross-over concept, why don't you take a look at the screen shots of **Samurai Shodown RPG**.

The game is being developed for the **PlayStation** by **SNK** and will be released in Japan later this month. The game's appearance in the U.S. is in question, but if you recall, **Sony Computer Entertainment America** published both *Samurai Shodown III* and *King of Fighters '95* for the Sony PlayStation. Let's hope that they do the same with this unique title.



ASCII Entertainment Breaks the Speed of Sound

ASCII is pleased to announce the release of its newest **PlayStation** peripheral controller, the **MACH 1**. True to its name, the Mach 1 provides lightning fast gameplay in addition to a veritable treasure trove of options. Witness the four controller settings (analog, digital, pulse, and analog "joystick"), a turbo-fire option, the 360° top-hat and accompanying foot pedals. Add to this the sleek, new age design, and the Mach 1 is one peripheral controller you won't want to miss. It is available now at an MSRP of \$64.95.

For discerning gamers, ASCII also offers its **Carry Bag** for the Sony PlayStation. Everyone knows that looking good is one of the keys to good gaming. Indeed, what self-respecting gamer would be caught carrying their PlayStation about the town, cords dangling, memory cards dropping in the dirt?

Now you too can look like a Pro Player (no offense to Paul). ASCII's Carry Bag not only houses an entire PlayStation unit with two controllers, memory cards, RF switches, and link cable, but it can also hold up to fifteen of your favorite games. For a modest price of \$22.95, the Carry Bag lets you make a gaming statement regardless of your pitiful gaming skills.



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Video Game Trivia Answers:

1. *Baseball Stars* by SNK
2. *Four*. The half-pipe, downhill, slalom and jump.
3. *Three*. *Clay Fighter*, *C2: Judgment Clay* and *Clay Fighter: Tournament Edition*.
4. *False*. *Crash Bandicoot* has sold over one million copies worldwide.
5. *Capcom*. The title was *Mickey Mouse for the NES*.

Name That Game Answer:

Biker Mice From Mars

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** Side-Step Block Moves, Multiple Grab Moves, Chain Combos and Combo Breakers, Eight Playable Characters, Two End Bosses
- **Created by:** Vic Tokai
- **Available:** Late April/Early May for Nintendo 64

DARK RIFT

The
N64's
First
3D
Fighter?



JUST after the Nintendo 64 was released, two fighting games were available: Mortal Kombat Trilogy and Killer Instinct Gold. Both were fun and graphically impressive, but neither one achieved great strides in the world of arena combat. The environments were 2D, and both games were playable long before their N64 debut. Well, Vic Tokai is about to jump into the ring, and it seems they have quite an impressive game in the works.

Ever since last year's E3 show, people have been waiting to see what Dark Rift was going to look like. The wait is over, and it appears the results are well worth it. Apparently, Dark Rift received a great deal of enthusiasm when it was presented to Nintendo of America. Tim Bechtel, Product Tester for NOA, told Vic Tokai, "You guys kicked. That was by far the best presentation we've ever had."

Set within a 3D environment, one of Dark Rift's visual strengths appears to be its use of fog mood enhancing. Players sometimes are surrounded by light, or launching huge projectiles. Character movements are based off optical motion-capture animation and there are a total of eight playable characters with two end bosses.

Special fighting features include side-step block moves, a number of different grabs, chain combos, and combo breakers. Since Dark Rift is being developed for the N64 and PC, don't expect to see a PlayStation or Saturn version. And to answer the question...yes, it appears that Dark Rift will be the first 3D fighting game for the N64.

HEXEN

The Demon Horde on N64

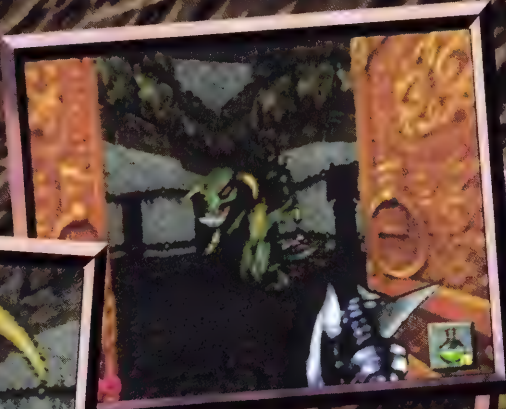
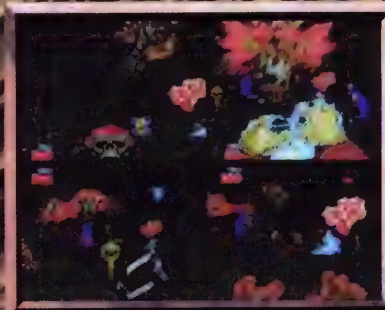
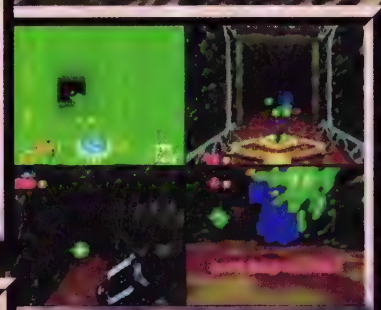
- **Size:** 64 Megabit
- **Style:** 1 to 4-Player First-Person Shooter
- **Special Features:** 4-Player Split-Screen, Deathmatch and Cooperative Modes, Special Items, Spells, 3 Different Character Classes, Three "Regular" Weapons For Each Class and One Super Weapon, Improved Effects (Earthquakes, Fog, Etc...)
- **Created by:** Raven Software and id for GT Interactive
- **Available:** June '97 for Nintendo 64

Shortly after Doom was making it big on the PC, id decided it was time to put demonic beings back in their proper place: the realm of fantasy. First we saw Heretic, a good but not great game in which players took on the role of a warrior priest. This priest sought to avenge the death of his world by banishing the demon plague that had fallen upon it. After Heretic's lukewarm reception, id and Raven realized that Heretic was a little bit too much like Doom without the sci-fi motif or the awesome weapons. Thus, they concentrated on bringing Hexen even closer to the hearts of fantasy gamers everywhere.

The Hexen engine makes use of several components found within typical fantasy games of the pen & paper and electronic varieties. There are now three character classes. Each has its own strengths and weaknesses which are measured by various ability scores and weapons. The warrior, for instance, has no magical prowess whatsoever, but can move fast and take more hits. In contrast, the magic user is weak in most respects, but has a powerful capacity for magic and uses projectile attacks to avoid having to get in close to enemies. The game also implements armor class, (AC) a measurement of protection that determines whether a character can avoid damage or not. The higher the number, the more likely the damage will be averted by your armor. AC can be improved by gaining special items and armor. Last but not least, each character

can construct a super weapon by collecting and putting together the pieces of these ancient artifacts.

Hexen's resurrection is mostly cosmetic. GT Interactive promises that up-close pixelation has been greatly reduced, and that the enemies are looking sharper as well. The new Hexen will also take advantage of the Nintendo 64's power in order to bring the fog and earthquake effects to a new level. Hexen 64 will incorporate a 4-player cooperative mode so multiple players can conquer Hexen's mazes and monsters, or if you're feeling deadly, you can play a 4-player deathmatch (a first for the N64).



BLAST CORPS



If any one company could be considered close to Nintendo, it would have to be RARE (so close in fact, that Nintendo owns quite a bit of their stock). Throughout their rather short history, RARE has developed some of Nintendo's biggest sellers, including the Donkey Kong trilogy and the Killer Instinct games. This time around, instead of making a standard fighter or action/platform title, RARE has entered the Miss Originality contest with their completely unique and explosive N64 title Blast Corps.

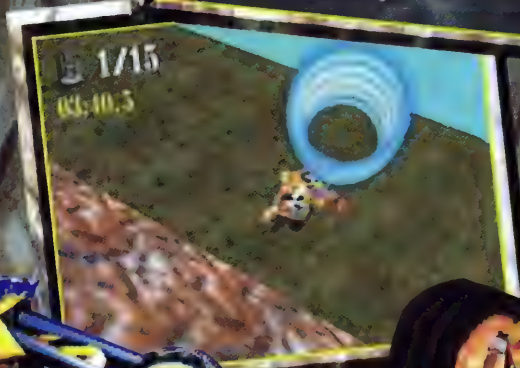
This game is based on a clear and protect strategy. All the main levels in Blast Corps demand that you clear a path for a nuclear transport vehicle. To accomplish this task you'll use a certain vehicle or group of vehicles for the level. All in all, there are twelve monstrous vehicles to choose from, ranging from buggies and sports cars to bulldozers and

Monstrously Explosive

- **Size:** 64 Megabit
- **Style:** 1-Player Destructive Strategy
- **Special Features:** Twelve Vehicles Plus Several Transport Vehicles, Jolt Pak Compatible, Sixty Plus Levels With Different Objectives, Secret Levels On the Moon
- **Created by:** RARE for Nintendo
- **Available:** March 24 for Nintendo 64

humanoid robots. Each one of these steel monsters has its own abilities that will either help or destroy you on a level. Basically, you'll need to destroy buildings and whatever else stands in the transports' way. If it hits something, you better get on the phone and call in the chemical squad, because once that bomb goes off, there will be nothing left but radioactive freshness.

The gameplay is basic, but explosively entertaining as well. Some of the later levels in the game will have you running on foot to find other vehicles to destroy certain buildings, or taking a train transport to another location on the level. But in the end, most of the game is based on nothing but total carnage. Blast Corps is a game about destruction for a better cause. Most gamers will find that the longevity of gameplay comes from blowing stuff up, while others will get hooked on the strategy and puzzle characteristics of the game.



Back Issues

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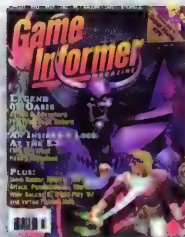
January 97

- 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: Toba 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

Other Issues Available:

April 96

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

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

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 anomalies
- 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 '96 (SG & SNES), 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)

March 97

- Cover: Turok: Dinosaur Hunter
- Special Features: Turok Strategy Guide, Soul Blade Guide, and Legacy of Kain Play to Perfection
- Secret Access: Shadows of the Empire Strategy Guide, Jet Moto (PS-X), Dragon Force (SS), DKC 3 (SNES), Soviet Strike (PS-X), NFL GameDay '97 (PS-X)
- Tip Card 20: Street Fighter III

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: Moves for Black (PS-X), Super Mario 64 (N64), Ultimate MK3 (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 Theme Park (PS-X & SS), Nightwarriors (SS), Alien Trilogy (PS-X), Jumping Flash (PS-X), College Slam (SNES)
- Tip Card 25: Open Ice

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), Toba No. 1 (PS-X), Kl 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

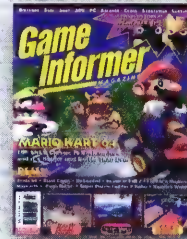
- Cover: Tomb Raider: (PS-X & SS)
- Preview: Star Wars: Shadows of the Empire (N64)
- Strategy Guide: Beyond the Beyond Part 2
- Secret Access: Wave Race 64 (N64), Alien Trilogy (PS-X), Jumping Flash 2 (PS-X), Crash Bandicoot (PS-X), Ultimate MK3 (SS), Tokyo Highway Battle (PS-X)
- Tip Card 30: NBA Hangtime

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



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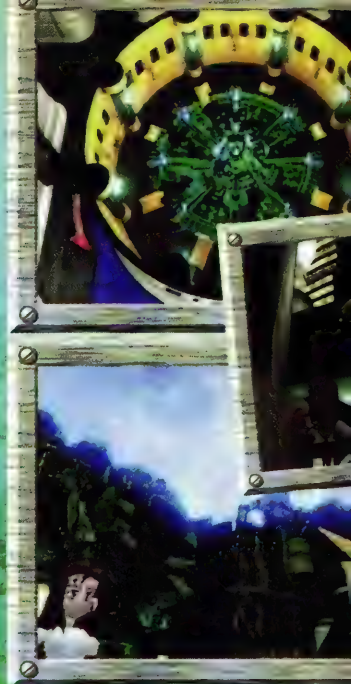
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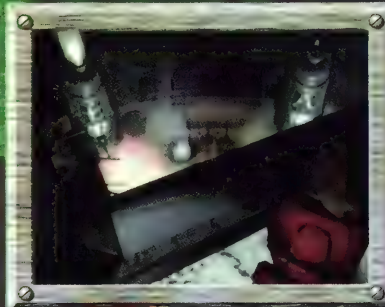
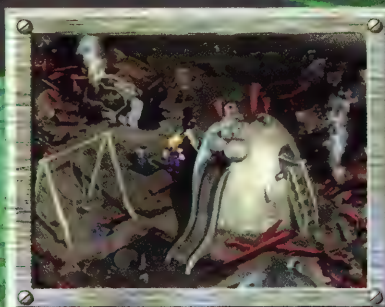
While U.S. gamers sit and wait for the release of Final Fantasy VII on September 7, Japanese gamers are tearing into this game with a vengeance. With pre-orders of the game topping 2 million, it is more of a phenomenon than a new release. And with good reason, as this game is the ultimate example of what the CD-ROM's massive memory can do. To give you an idea of what we're talking about: while writing this article, it became very difficult to stop taking pictures, simply because every place you go is so amazingly gorgeous.

The visuals in Final Fantasy VII are delivered through a combination of many different mediums, including Full-Motion Video (FMV), polygons, and sprites all mixed together to create near seamless transitions between battle, FMV, and exploration sequences. The game starts exactly the same as the demo that was packed in with *Tobal No. 1*, the goal being to escape from Midgard. As you can tell from the demo this sequence is basically very linear. But trust us on this one, it is just the beginning. After you escape from Midgard, which is no easy task, the game takes on the standard, less-linear, Final Fantasy set-up, with a world map covered with different cities and sites.

- Size: 3 CD-ROMs
- Style: 1-Player Role-Playing Game
- Special Features: 9 Playable Characters, Full-Motion Video Sequences, Computer Generated Backgrounds, Long Involved Storyline, Mini Arcade Games, 5 Different Modes of Transportation, Over 100 Enemies, and Memory Card Required
- Created by: Square
- Available: Now in Japan, September 7th For U.S. Sony PlayStation



FINAL FANTASY THE ULTIM



Exploration is done in one or two different modes. Inside a city the graphics are displayed with pre-rendered backgrounds and polygonal characters. While this may sound like a strange combination, Square pulls it off quite well. The pre-rendered backdrops feature moving sprites to give life to the area and all the characters scale in and out to give the illusion of depth. From this mode the game can turn seamlessly from a still backdrop into an FMV sequence to move characters up elevators or to show motion on a train or vehicle. Even with the FMV running in the background, the polygonal characters are still controllable, a very nice touch indeed.

On the world map, exploration is done in a huge polygon environment, putting you in complete control of the camera as you explore the world. From any of the exploration modes, battle is always a possibility. When you encounter an enemy the screen blurs into a new environment featuring polygon backgrounds and characters. In this mode the game really shows off all the lighting effects of the PlayStation, putting on a fireworks display for any limit break, standard spell, or summons. Of course, the summons spells are the end all, be all, of any Final Fantasy game, and Final Fantasy VII is no exception.

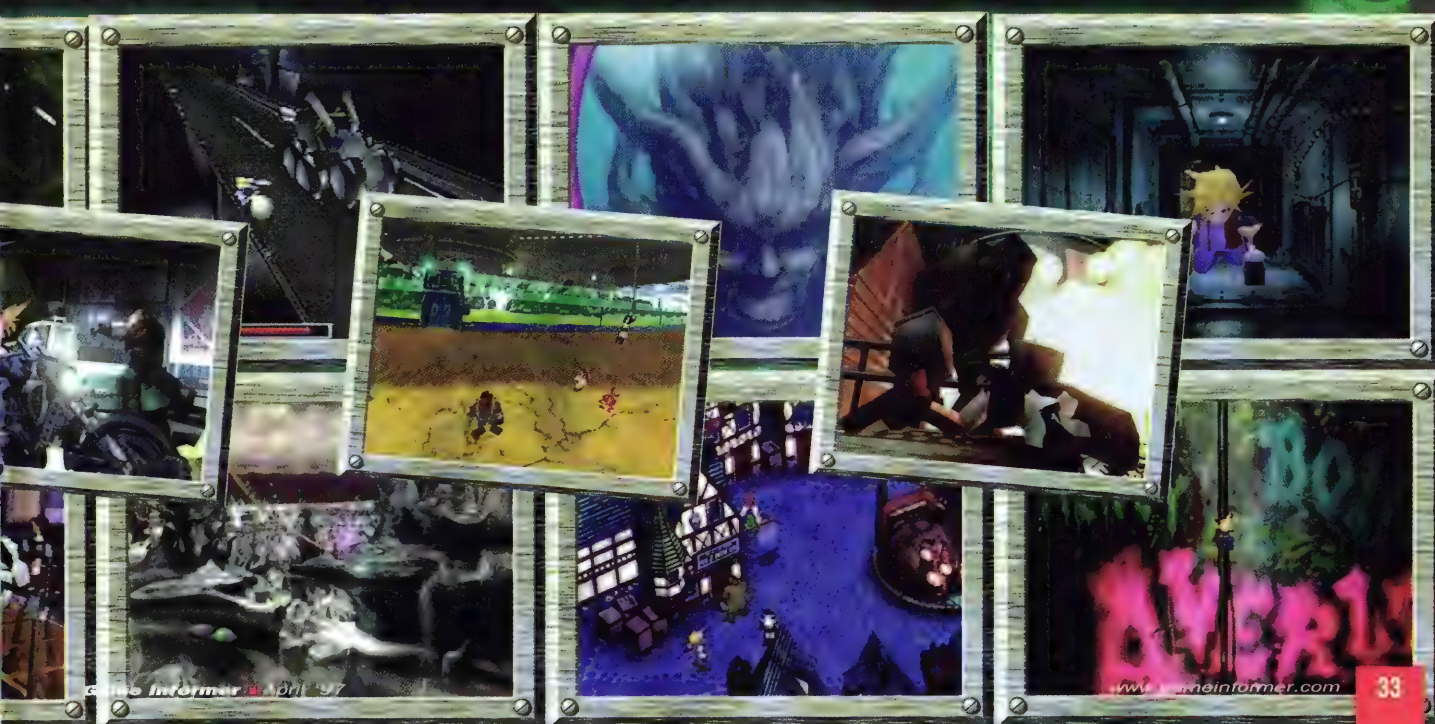




FINAL FANTASY VII

AT E R P G

ONLY IN JAPAN





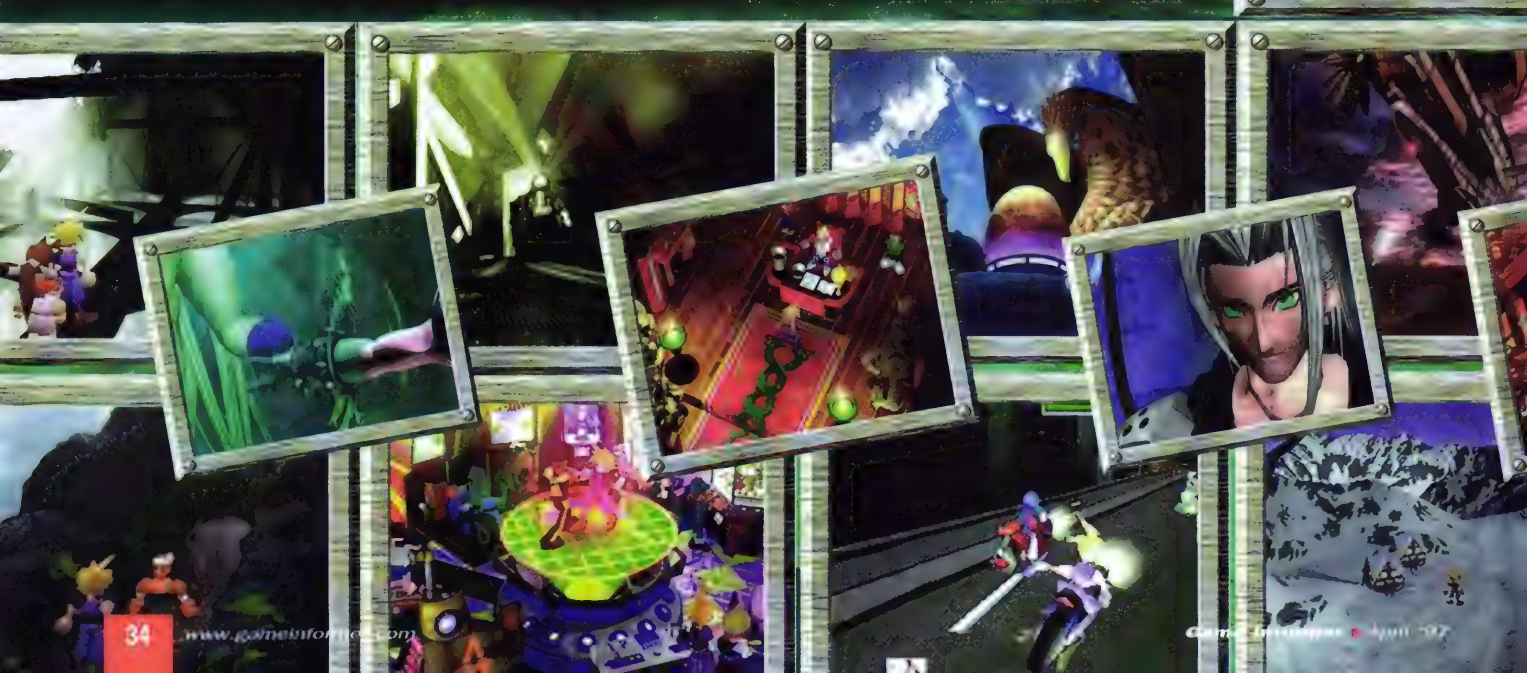
While we'd like to leave the game as much of a surprise as possible, we just have to tell you about one of the summons spells. Perhaps the most impressive summons spell in the game is a knight who rides in from a black cloud. He pulls his horse to a screeching halt and then hurls his javelin into the sky. Splitting open the sky with the fury of a god, the javelin hurls straight up and then straight down, shish-kabobbing your enemy in the process. Simply delightful!!!!

Certainly, the graphics in FFXIII are impressive, but the story is what the Final Fantasy series is all about. The story in FFXIII, which we won't reveal, is a twisting and turning soap opera that takes a touch of melodrama from Days of our Lives, and a dash of strangeness from X-Files to create a plot line full of surprises and unexplainable phenomena. All the story is delivered with text, but is well supported with long FMV sequences and pre-programmed actions in city exploration mode. To give you an idea of what we're talking about, there are scenes featuring huge sea creatures, multiple personalities, and giant meteors.

To help you explore the realm of Final Fantasy XIII, Square has equipped the characters with several modes of transportation. From an eight-wheeled off-road vehicle to an airship, you'll find yourself in control of all the things you'd expect and wouldn't expect to find in a Final Fantasy game.

The final pieces of any Final Fantasy adventure are the various arcade and action sequences that are interspersed throughout the quest. From a submarine game to a snowboarding adventure, there are numerous sequences that require some serious action skills.

Ultimately, Final Fantasy XIII is the greatest RPG ever made. With outstanding graphics, a great story, exciting battles, and more surprises than a cornered woodchuck, this game is the pinnacle of video entertainment. While it may be tempting to buy the import version of this game, we advise you to wait to see what surprises the American version has in store.



NAME	HP	MP	LEVEL
NOOSE	920	70	
SHAFT	395	134	
SASSY	729	145	

NAME	HP	MP	LEVEL
NOOSE	1826	9127	149

NAME	HP	MP	LEVEL
NOOSE	3236	471	
PINKY	2330	460	
SHAFT	2749	437	

NAME	HP	MP	LEVEL
NOOSE	26	411	
PINKY	238	427	
SHAFT	2749	2749	442

NAME	HP	MP	LEVEL
NOOSE	2226	471	
PINKY	2330	2330	479
SHAFT	2749	2749	442

NAME	HP	MP	LEVEL
NOOSE	2375	3236	415
PINKY	2330	2330	374
SHAFT	2749	2749	413

NAME	HP	MP	LEVEL
NOOSE	129	373	88
PINKY	229	299	65
SHAFT	7474		

NAME	HP	MP	LEVEL
NOOSE	436	197	
SHAFT	980	134	
SASSY	729	145	

NAME	HP	MP	LEVEL
NOOSE	3236	471	
SHAFT	2330	460	
SASSY	2749	437	

NAME	HP	MP	LEVEL
NOOSE	184	299	57
PINKY			
SHAFT	7474		

NAME	HP	MP	LEVEL
NOOSE	549	549	124
SHAFT	487	618	91
DOG	607	607	191
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	414	444	116
SASSY	394	393	73

NAME	HP	MP	LEVEL
NOOSE	97	100	10
セフィア	3264	3264	829

NAME	HP	MP	LEVEL
NOOSE	140	140	10
セフィア	3264	3264	829
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	379	485	105
SHAFT	439	439	88
SASSY	398	456	73
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	549	549	89
SHAFT	618	618	91
DOG	995	995	97
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	97	100	10
セフィア	3264	3264	829

NAME	HP	MP	LEVEL
NOOSE	332	64	
SASSY	472	59	
SHAFT	379	59	

NAME	HP	MP	LEVEL
NOOSE	481	61	171

NAME	HP	MP	LEVEL
NOOSE	549	549	89
SHAFT	618	618	91
DOG	995	995	97
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	549	549	89
SHAFT	618	618	91
DOG	995	995	97
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	219	806	59
PINKY	416	971	123
SASSY	737	821	133
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	332	64	
SASSY	472	59	
SHAFT	379	59	

NAME	HP	MP	LEVEL
NOOSE	496	597	128
SHAFT	479	618	91
SASSY	381	515	93

NAME	HP	MP	LEVEL
NOOSE	1519	3066	482
PINKY	1892	2787	488
セフィア	2418	2835	422
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	149	149	10
セフィア	3264	3264	829

NAME	HP	MP	LEVEL
NOOSE	219	806	59
PINKY	416	971	123
SASSY	737	821	133
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	344	344	95
SHAFT	371	371	91
SASSY	280	390	44

NAME	HP	MP	LEVEL
NOOSE	381	373	88
PINKY	289	289	65
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	549	549	124
PINKY	309	309	89
SASSY	605	605	94
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	549	549	124
PINKY	309	309	89
SASSY	605	605	94
セフィア	7474		

NAME	HP	MP	LEVEL
NOOSE	344	344	95
SHAFT	371	371	91
SASSY	280	390	44

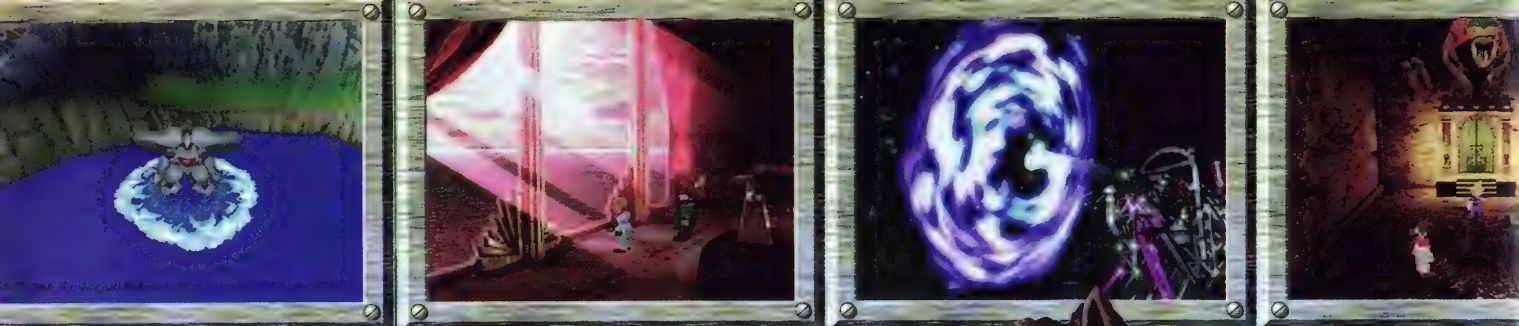


Battle System

At the heart of Final Fantasy VII is its battle system. In typical RPG fashion, battles are turn-based. However, the action is rather frenzied, similar to FF3, when you can play the game in timed mode. In this mode, the player can't go through the menus until it's his/her turn. And then, how fast you input your command will determine how quickly your character reacts. In the beginning of the game the characters only have a couple of menu choices including item usage and attacking, but as you work your way through the game you find a special item known as Materia. These jewel-like items are placed on your armor and weapons, granting the characters special powers. Some Materia give you magic spells and summons, others give you the ability to attack multiple enemies or uncover your enemy's hit points.

Speaking of enemies, FF7 has hundreds of them. Each new area features new baddies, as well as huge bosses (and we do mean huge). Some of the enemy characters even have multiple attack zones. But perhaps the best part of all the attacks is the number of animations. All the characters, friend or foe, have multiple attacks and lots of spells.

Another unique feature to Final Fantasy VII's battle system is each character's limit break. This meter, which increases every time a character is hit, is in a sense, the player's rage meter. And once a character loses his or her temper, it's time to let loose a deadly limit break attack. Every character's attack is different and there are four different levels of limit breaks with 2 attacks each. Limit breaks are fantastic for evening the odds.



TIFA

She may look sassy, but this lass is not to be messed with; she has an iron will and fists of steel.

CLOUD

He is the hero of the story and is played by you. He's armed with a massive sword and is the only character that must always be in your party.

AERITH

This magic-user may lack some offensive punch, but when it comes to magic she doesn't play around. You'll meet Aerith early in the quest and she will surely become one of your favorites.

CHARACTERS

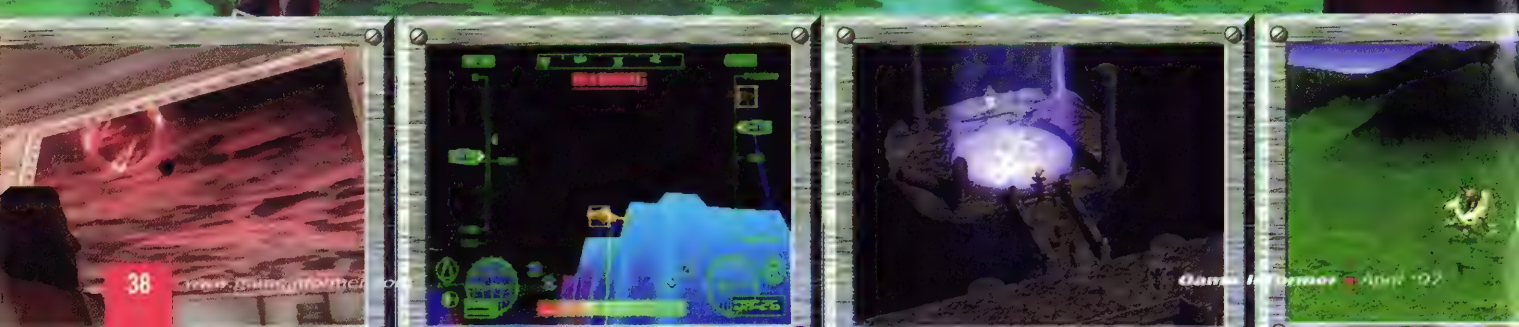
Let us introduce you to the virtual actors in Final Fantasy. The game starts with Cloud and Barret inside Midgard, but as the game advances you'll meet many interesting characters along the way. Here is quick look at each of them.

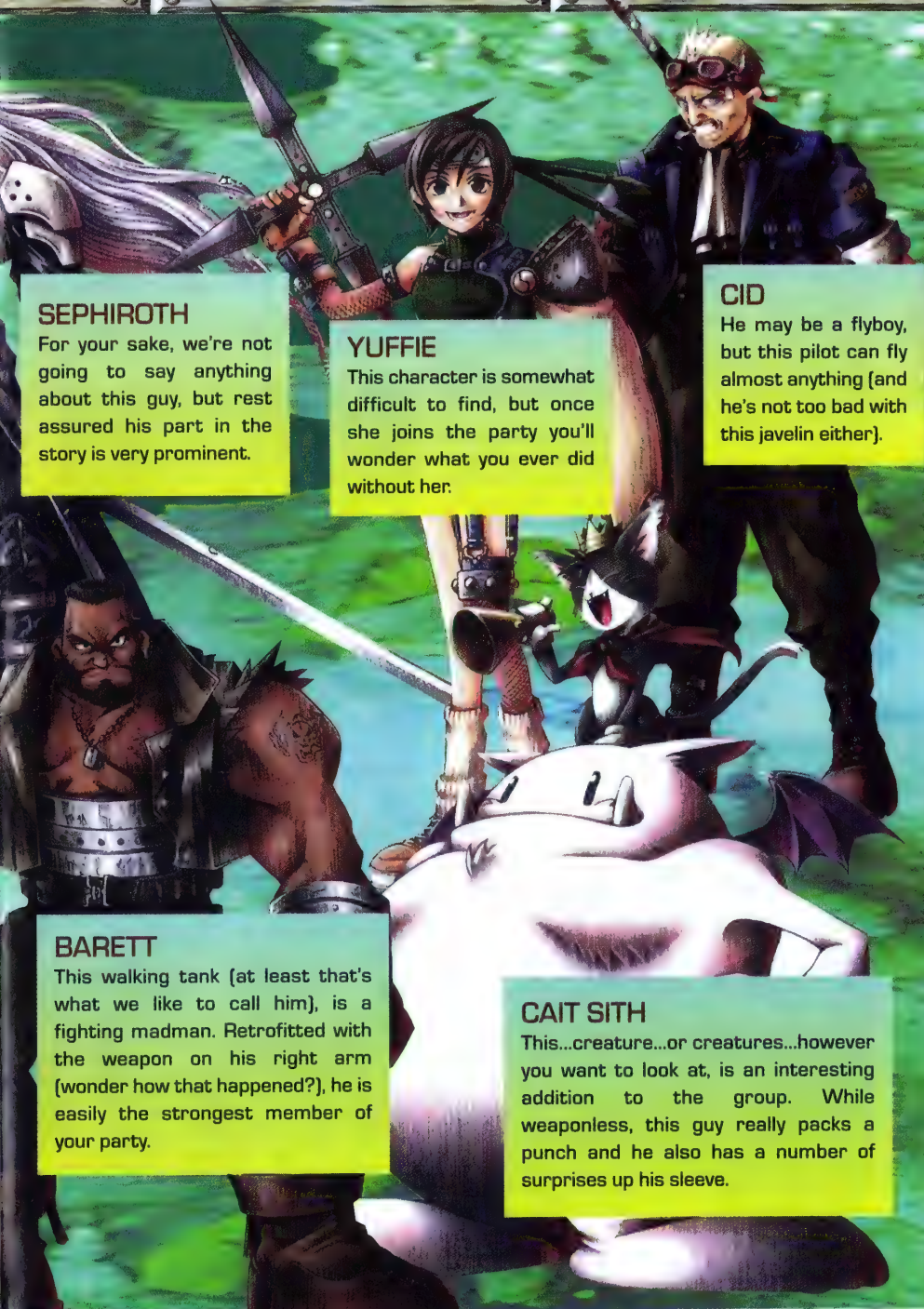
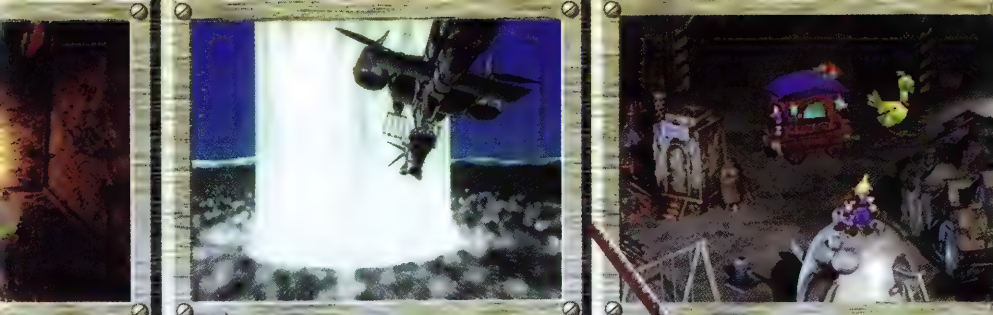
VINCENT

This creature of the night is yet another difficult character to find, but his knowledge of guns is great for long-range attacks. He also has one of the best break limit attacks that morphs him into a hideous creature.

RED XIII

This wonder of science is an attack machine. Besides being loyal to his master this beast also has a couple of special attacks that add a needed offensive punch.





SEPHIROTH

For your sake, we're not going to say anything about this guy, but rest assured his part in the story is very prominent.

YUFFIE

This character is somewhat difficult to find, but once she joins the party you'll wonder what you ever did without her.

CID

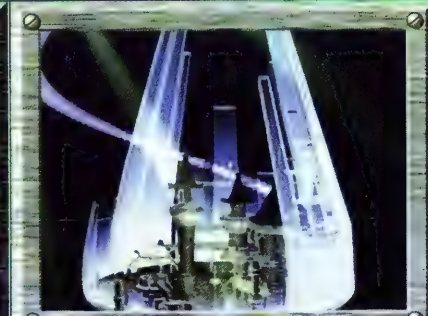
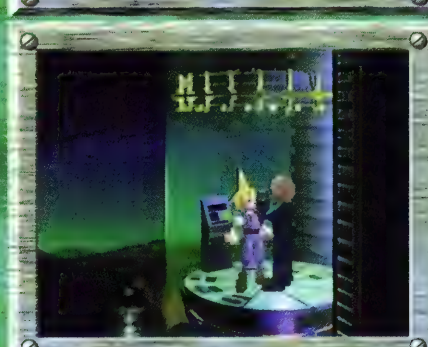
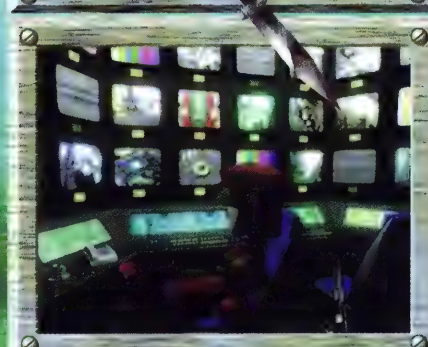
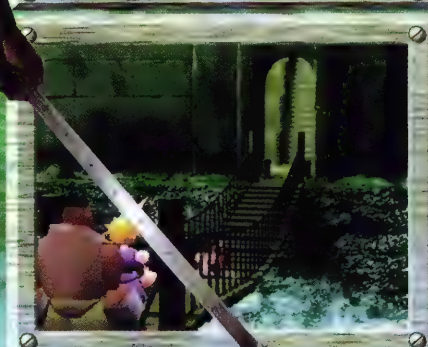
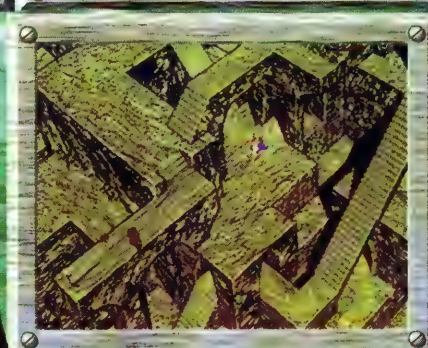
He may be a flyboy, but this pilot can fly almost anything (and he's not too bad with this javelin either).

BARETT

This walking tank (at least that's what we like to call him), is a fighting madman. Retrofitted with the weapon on his right arm (wonder how that happened?), he is easily the strongest member of your party.

CAIT SITH

This...creature...or creatures...however you want to look at, is an interesting addition to the group. While weaponless, this guy really packs a punch and he also has a number of surprises up his sleeve.



Shadow of the Disoriented

DESCENT

MAXIMUM

ANDY, THE GAME HOMBRE

Concept: 7 "Certainly, any Descent title is a good solid game. The levels are long, somewhat complicated, and the bosses and enemies put up a good fight. The real question is, did you beat the first one? If you did, you understand the kind of time and effort it takes to beat this game and you may or may not want to do it again. If you didn't, Descent Maximum might be a good place to start, because it isn't quite as complicated as the first game, but it is still challenging. While I do recommend this game to hard-core first-person fanatics, I want to make sure that everybody understands that this game is not for everyone. If 'too many buttons' or 'what does this card do?' are part of your gaming vocabulary, you definitely want to steer clear."

OVERALL:

8

PAUL, THE GAME PROFESSOR

Concept: 8 "The PlayStation Descent will always be overshadowed by the excellent PC versions, and although this is basically the second PC version, Interplay did some overhauls to make this version shine on the PS-X. The mines seem to be a little more compact than the PC's, but they are still loaded with tons of secret rooms and switches. Screen shots do not really do this game justice. The textures and lighting give you really impressive 3D environments. Not only is this a killer one-player game, but the combat mode is easily the best link game available. Anyone who enjoys first-person shooters should pick this game up."

OVERALL:

9

REINER, THE RAGING GAMER

Concept: 9 "In the same vein as Carnage Heart, Descent Maximum has been released to impress an extremely small majority of PlayStation gamers, primarily those who demand complexity over the ease of playability. But in the end, Descent is both easy to man and entertaining. The disorientation that occurs within each and every level is something to behold, and the new levels and the addition of the Guide Bot, which can be programmed to respond to your needs, make this sequel even more enjoyable than the original. Descent Maximum is not for the weak of heart, but mainly for those who want a merciless simulator that brings the action of space combat to life."

OVERALL:

9

Interplay originally believed that the PlayStation version of Descent would be just as popular as the PC offering. They even loaded their warehouse full with thousands of copies to ensure that no one would have a hard time finding one. Well, at the time, the PlayStation was growing enormously, but the consumers that bought the unit picked it up to play MK3, or some kind of fighting or sports title, not a complicated first-person war simulator. So Interplay is to this day stuck with an abundant amount of Descent, but that didn't stop them from giving those who live off games like this another shot. Thus, Descent Maximum is upon us with a handful of new features and the oh-so-familiar disorienting gameplay.

While this 'Maximum' offering is basically the same as Descent 2 for the PC, a few things have been added and taken out as well. The new options are mainly level upgrades, but for a Descent junkie this is all that's needed. Descent Maximum is in a way easier to understand than the original offering. Parallax Software added a new Guide Bot feature, which on certain levels will help you find keys, power-ups, and whatever you command it to find. The mission objectives are basically the same. Once again, you'll need to either destroy a reactor or boss (which there are more of), and then find the exit before the whole mine blows.

Solid control is the key to success in this game, and luckily, Interplay has kept the user configure option in the game. Finding a suitable controller configuration will help ease the burden of being completely out of control on a new level. Most of the time you'll find yourself in a state of disorientation, you don't know what is up and what is down.

Descent Maximum is a surprise to all of us since Descent sold so poorly, but we love the game, and we hope that this time around you'll come and see how much fun it can be. Plus, it's one of the few games left to still use the prehistoric (or thought to be so) Sony Link cable.

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action (2-Player With Link)
- **Special Features:** New Guide Robot Helper, More Treacherous Enemies and Weapons, Headlight Power-Up, New FMV Cinematics, Controller Configure, Link-Up for Cooperative or Combat Play
- **Created by:** Parallax Software for Interplay
- **Available:** Now for Sony PlayStation

► **THE BOTTOM LINE** **8.5**



INDEPENDENCE DAY

**They Killed Brent Spiner!
Let's Get 'Em!**

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 10 Different Planes, New Enemy Ships and Devices Not Featured in the Movie, Special Mission Objectives, FMV Clips Directly From the Film
- **Created by:** Radical Entertainment and Centropolis Entertainment for Fox Interactive
- **Available:** Now for Sony PlayStation



▶ THE BOTTOM LINE 6

I'm going down but maybe I can take Euro Disney with me.



Somewhere on this level is a shameless Fox Interactive sign.



It's Moscow. You can tell because of those big golden things.



The alien ship tricks the enemies by blending into the level.



That's a big ship. In fact, you never see the edges of it.



Time to get ugly with the Warthog.



ID4 wasn't exactly the premier plot or storyline of the year. Despite this, the movie was immensely enjoyable. While the special effects were downright mindboggling, they weren't enough to justify the sublime experience of listening to the President's speech just before the final battle. Maybe it was because instead of speaking for the unlikely prospect of world unity through peace, he was talking about the idea of world unity through kicking butt, something all members of the human species have enjoyed considerably throughout history. Suddenly we could all kick the butt of something that wasn't human without getting the animal rights activists after us.

Herein lies the basic premise of Independence Day, the game. Kill the aliens. Other than basic "shooter" skills, the only strategy that makes a difference in the game is which aliens you kill first. In some levels you will want to destroy all the cannons on the saucer and then take out the ground artillery before moving on to the mission objectives.

While all of the levels but one take place under a saucer, each one has its own specific objectives that need to be met before you can go in for the final kill by launching rockets at the central doomsday weapon. Whether it's destroying force field generators or taking out enemy "ground sweepers" intent on finishing off the populace, the last part of the mission is always the same. Take out the alien city-destroyer and head home to those kids you love.

Fortunately, as the levels get nastier you will acquire new planes. Each level has a hidden icon representing a new type of plane that you will be able to use. If a plane gets destroyed, you will lose access to it for the rest of the game. Lose all the planes and the game is over. We recommend holding back the YF-22 and YF-23 for the most challenging levels. On the final level, which takes place in the interior of the alien mothership, you will have access to the alien fighter craft, or the F-117 stealth fighter.

ANDY, THE GAME HOMBRE

Concept: 5 "As far as movies go, ID4 was alright. As far as games go, ID4 needs some help. First off, the last thing the world needed was another plane game that is unrealistic with extremely shallow gameplay. Shoot the turret...shoot down ten planes...yawn! Overall, I guess the graphics are pretty good, but I think you'd have to be a pretty big ID4 fan to really want to play through this game. I'm not, so I won't!"

OVERALL: 6

REINER, THE RAGING GAMER

Concept: 3.5 "As it stands, I'm clearly the only one in the office who was impressed by the movie, so maybe there was a chance that I would take a liking to the game as well. Sorry, but this translation does nothing for me, primarily because the gameplay heckles you with monotony. It appears that all the attention to detail went straight to the level designs and not into the plane physics or gameplay. Engrossing it is not, and all I can say is that this title could very well amuse youngsters for hours upon end, since the game itself is amazingly easy and straight forward. This is a disappointment indeed, but really, could a game based off this movie be any better?"

OVERALL: 5.5

JON, THE GREEDY GAMER

Concept: 7 "The movie ID4 was a rather uninspired, in your face sequence of horribly written action scenes masked by high budget special effects. As goes the movie, so goes the video game. There's nothing terribly exciting about repeating similar missions over and over. Sweep the bottom of the spaceship, focus on ground targets, knock out the main power source. The only thing worse than the mission repetition is the length. This is a short game, and though the two-player adds a little in terms of play value, I can't see playing this game for more than a few days. Not to mention that, unlike the movie, there are no great special effects to hide behind."

OVERALL: 6.75

BIG BASS WORLD CHAMPIONSHIP

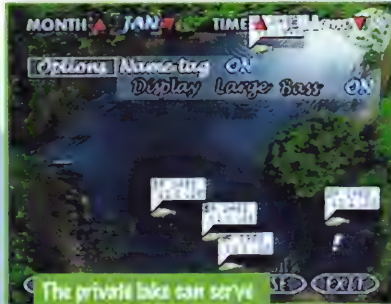
A Fishin' Frenzy for the Sony PlayStation

- **Size:** 1 CD-ROM
- **Style:** 1-Player Fishin'
- **Special Features:** Trollin' Motor, Underwater View Toggle, Three Bass Species, Nuisance Fish, Variable Weather, Private Lake Available for Stocking, Three Cast Styles With Cast Meter, Tips From Bass Pro Hank Parker
- **Created by:** Hot-B
- **Available:** Now for the Sony PlayStation

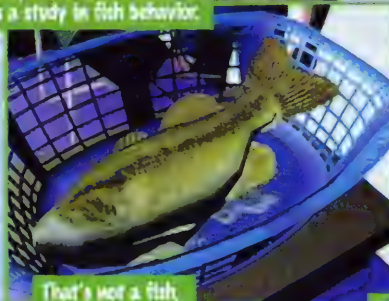
▶ THE BOTTOM LINE 7.25

Each spring, like ants to a picnic basket, hordes of anxious fishermen descend upon the lakes, rivers and reservoirs of this nation. The months of cleaning tackle boxes and watching videos are finally over. It's opening day, time to test your skills against America's most popular sportfish – the bass! But you're not alone. This time around, Hank Parker, that inveterate angler, is right by your side with hints, tips, and advice.

With a list of hits including Bassin's Black Bass and Super Black Bass, Hot-B is the undisputed ruler of home fishin' games. Their newest game, Big Bass World Championship for the Sony PlayStation draws heavily from these previous games. The object is to win both amateur tournaments, then enter into the two day, two lake pro tournament. During this two day event, players will not be able to save until the end of the second day, making for a long and difficult two days of fishin'. In these last two lakes, players will need to average about twenty pounds a fish, or in other words, a livewell upwards of one hundred pounds.



The private lake can serve as a study in fish behavior.



That's not a fish, that's a weather!



An impressive tackle box indeed.

One of the new options is a casting meter. Fans of golf games will immediately recognize the three tap cast, determining distance, height and accuracy. A large tackle box is available, and every lure can be switched between bright and natural colors. Typically, one or two lures will serve you well, the others offering an interesting variety for fun and replay value. While moving about the lake, different waters will demand different tactics. Ask for a tip from Hank Parker and he'll let you know the scoop. Inside information includes the movement of the bass, hot lures, and weather patterns.

Rarely will more than one lunker be found in a given area. Once you catch that big one, take off for new waters. Only by exploring the entire lake will the biggest bass be found. After each tournament, livewells can be emptied into a private hawg lake. The big bass can be tagged and the date and time altered in order to study behavior and feeding habits. With all these options, and opening day just around the corner, Big Bass World Championship is one fishin' adventure you won't want to miss.

ANDY, THE GAME HONORE

- Concept:** 7 "Whenever I think about Hot-B's bass fishin' games I always get a warm spot right in my gut. Since their inception, every game they've done has been exciting and fun to play. Unfortunately, I think they missed the boat on this one. While the graphics are much improved over their previous versions, I'm really disappointed with the play in this one. Yes, it is fun, but the excitement that the other games offer is gone. Without the tension meter, reelin' in a fish consists of pushin' and holdin' a button until the fish finally gives up. Your line hardly ever snaps, and pullin' in the mack daddy doesn't give the feelin' of accomplishment that it did before. If you must play 32-bit fishin' this is the only way to go, but my advice is that you stick with Bassin's Black Bass on SNES."
- Graphics:** 7.5
- Sound:** 7
- Playability:** 6.5
- Entertainment:** 6.5

OVERALL: 7

PAUL, THE GAME PROFESSOR

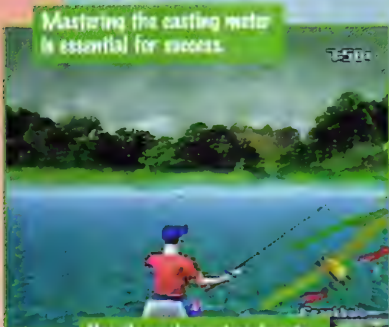
- Concept:** 9 "I've been a fan of Hot-B's fishin' games since their first game appeared on the NES, so I couldn't wait to get the line wet with this newest installment. There are plenty of great features such as the castin' options, private lake for your best hawgs, and an underwater view. The basics of learnin' the lakes and findin' the hot spots haven't really changed, but the actual fishin' is not up to par with the 16-bit games. At times, the graphics bog down the play and the underwater view is relied upon too much. I also found that the boat seems too large for the lakes. I always had the sense I was castin' across the entire lake. I would recommend you test these waters before purchase."
- Graphics:** 7.75
- Sound:** 6
- Playability:** 9
- Entertainment:** 8.5

OVERALL: 7.5

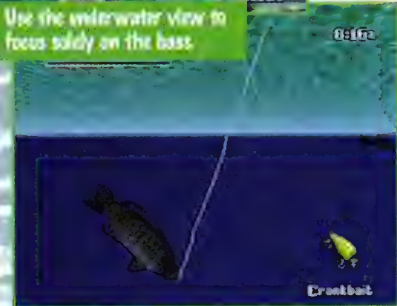
JOE, THE GREEDY GAMER

- Concept:** 7 "I'm more than just an avid fisherman. I live for fishin', and boy, do I love fishin' video games. But I have a few problems, a few big problems with Hot-B's latest title. First, it's not much of an improvement over the 16-bits, and fightin' the fish is actually lamer. Also, on the new platform, couldn't Hot-B have included nettin' the fish, tackle upgrades, larger lakes, line mishaps, trollin' and driftin', cool out-of-water jumps? They didn't, and the results are disappointin' mostly because I've been waitin' for this game forever. Another complaint is the load time; changin' lures appears to be in real-time. Not Hot-B's best, but a decent game nonetheless."
- Graphics:** 7.25
- Sound:** 6.5
- Playability:** 7.75
- Entertainment:** 7.25

OVERALL: 7



Mastering the casting meter is essential for success.



Use the underwater view to focus solely on the bass.

DESCENT MAXIMUM™

All New Addiction Exclusively for the PlayStation™ game console.

- 36 All-New levels exclusively for the PlayStation game console, never-before-seen in any Descent.
- High-impact, non-stop subterranean action designed specifically for PlayStation Console Gamers.
- New throbbing "stroboscopic" light source shading effects brings the intensity right in-your-face.
- More than a dozen weapons of devastation, from double-damage cannons to Level 6 Lasers.
- We mean 360° fluid movement — any direction, any time, at full speed. Use Sony's Analog Joystick for more enhanced control.
- Grab a Link Cable and go from One-player to Two-player Anarchy Levels.
- Metal pounding digital soundtrack takes your sensory input past all safety zones.

The best parts from the original have been augmented, updated, and super-charged in this, the latest, and the final release of Descent for the PlayStation game console. Experience the thrills of upgraded weapons, faster reaction time and never-before-seen levels and you'll know why this one is called MAXIMUM. Your latest addition includes brand new levels, a crafty robot helper and enough ammo to broil every robot invader that's gunning for you. The action comes faster and hotter (no PC installation delays) in this all-new version designed especially for PlayStation game console fanatics who just want to plug-in and play!

But you better hurry — this is the last time Descent is coming to the PlayStation game console. So go down for the last time in this 360° non-stop, laser-blazing underworld you got hooked on known as Descent. After this, the only thing left will be some incredible memories and a few new craters.

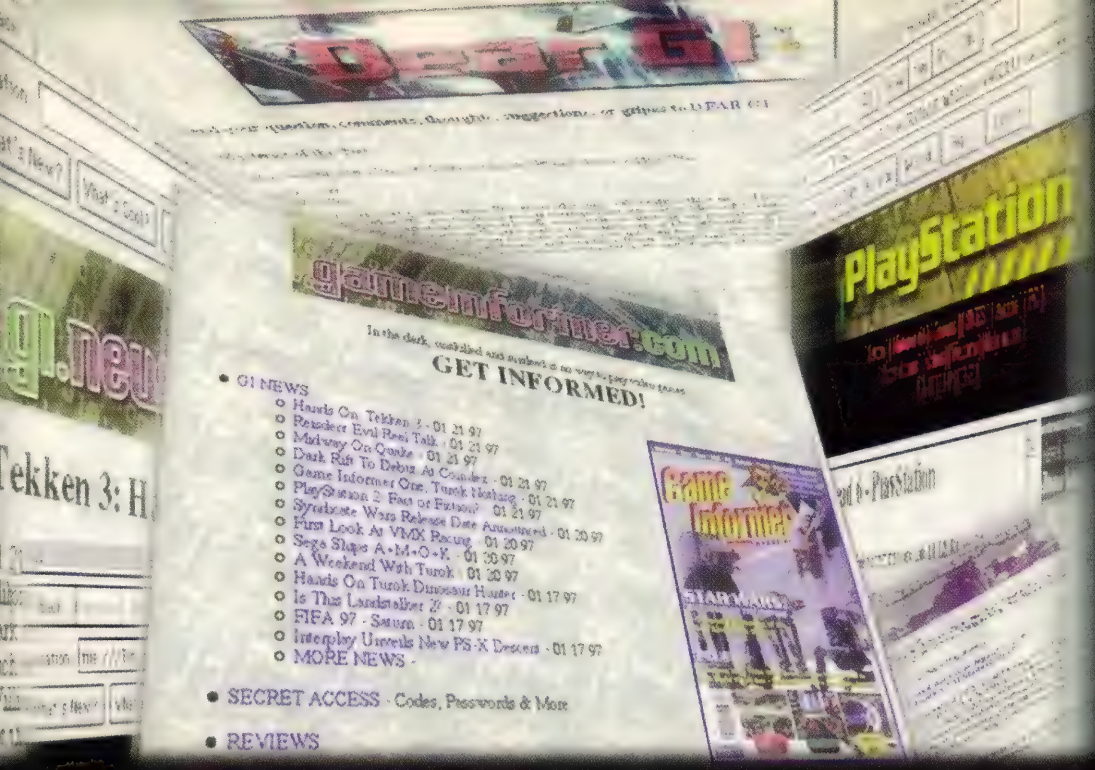


Last Time to Catch
The Descent Addiction™.
on The PlayStation™.
CATCH IT NOW!



Take The Final Plunge at Full Throttle!





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.

Visit our website at:
<http://www.gameinformer.com>

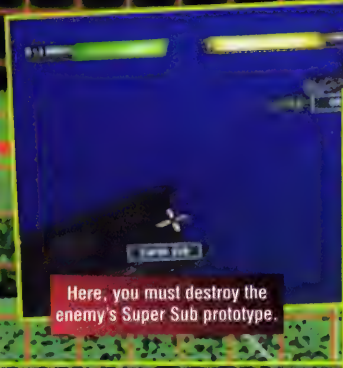


GI News ■ Dear GI ■ Secret Access ■ Reviews ■ Previews ■ Play to Perfection

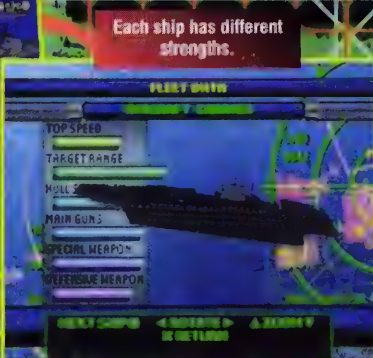
MAN YOUR

BATTLESTATIONS

- Size: 1 CD-ROM
- Style: 1 or 2-Player Naval Combat
- Special Features: 15 Special Weapons Including Anti-Aircraft Guns, F14s, and Cruise Missiles, Special Defenses, Arcade and Campaign Modes, Numerous Missions, Eight Different Ships (Nine if You Include the Whale)
- Created by: Electronic Arts
- Available: Now for Sony PlayStation



Here, you must destroy the enemy's Super Sub prototype.



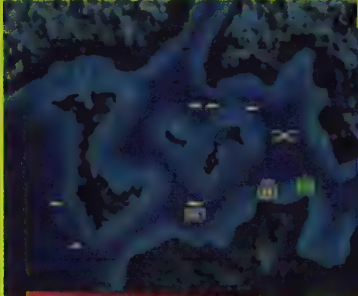
Each ship has different strengths.



In the Arcade mode, choose any ship-to-ship matchup.



As a whale you must seek revenge.



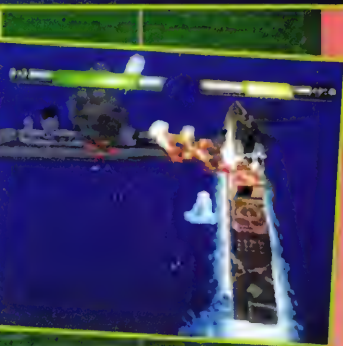
Use the main map to plan your strategy.



Each enemy commander has a different style.



Abandon ship!



JUN, THE GREEDY GAMER

Concept: 7.5 "I like the premise behind *Battlestations*, an inventive cross between action combat and naval strategy, but there's a huge limit in terms of gameplay. Not only are there no save options, meaning you'll have to use pen and paper to keep track of wins vs. a friend, but also there's only 1 ship vs. 1 ship combat. It's rare to use your wits and skill in battle to suffer any less than 50% damage. On the up side, the two-player mode adds a lot of appeal, and there are way more 2-player missions than 1-player. Considering EA's work with *Soviet Strike*, *Battlestations* is definitely a disappointment."

OVERALL:
5.75

REINER, THE RAGING GAMER

Concept: 8.5 "Most war sims are expressed by way of turn-based combat, with the exception of course being real-time like *C&C*. *Battlestations* has mixed the two genres together and created a confusing new gameplay formula. The problem with this title occurs in the combat sequences. The combat is real-time based and is only programmed so that every battle is a one-on-one competition. The graphics and control within this scenario are fantastic, but when entering a war, you'll never send a transport to take on a battleship. This game should have gone with less user control and more computer assistance to allow for larger battles. It's fairly entertaining, but by no means anything a war junkie could really get into."

OVERALL:
6.75

Battlestations is a strange and interesting mix between strategy and arcade action. Players pit their ships against one another on the high seas in a deadly game of cat and mouse. Missions range from protecting migrating whales to destroying the enemy's new prototype sub.

Particular strategy elements include establishing convoys of up to four ships, locating secret bases via fast patrol boats, and blockading crucial straits and channels. Players control their ships on the map screen, and as ships are lost, reserves can be launched from the home harbor. In order to succeed, you'll have to obtain an optimum matchup in ship-to-ship combat. For example, patrol boats work well against aircraft carriers and shore artillery, while destroyers are most effective against submarines. Unfortunately, it can be difficult to determine the make of the enemy's ships. Therefore, carefully planned groupings and attacks are essential to victory.

In the Arcade mode, players choose a ship and enter immediately into combat. The goal is to acquire points and increase your leadership class. This is also a good place to practice before entering the Campaign mode. In the one-player campaign, there are ten missions to choose from. Within these missions, there are up to five enemy commanders who differ in style and tactics. In

PAUL, THE GAME PROFESSOR

Concept: 8 "Battlestations is fairly unique in concept and it mixes elements of action and strategy together fairly well. The battle animations and the look of the ships are outstanding. However, I think that it really is lacking solid play mechanics. There are plenty of controls to learn, but when it comes down to the actual battle it's like driving semi-trucks rather than ships. Most of the time it came down to squaring off and just blasting. *Battlestations* has its moments, but the mix of the lame overhead map and clunky battle action make it tough for me to recommend. This is one you will definitely want to try before you buy."

OVERALL:
7.25

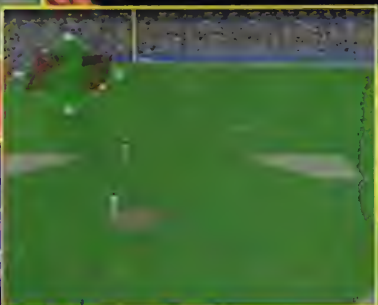
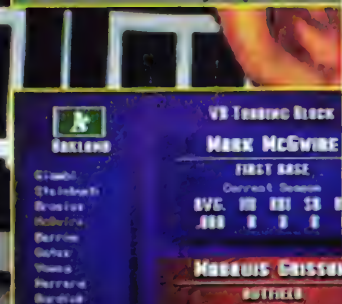
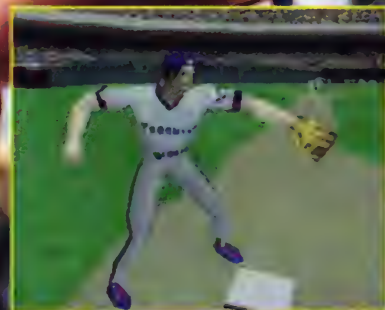
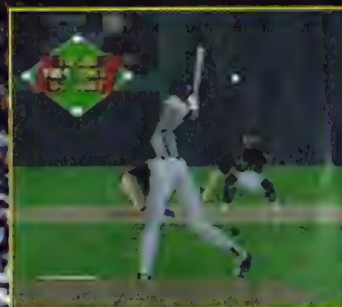
the two-player War Game mode, the idea is similar, except each player can create and edit his/her own fleet of ships. Depending upon the objective, players may wish to have more destroyers, more patrol boats, etc.

Although players have numerous ships in their fleet, combat always involves one ship versus another. This takes place on the battle screen. Each ship has two weapons of attack and one defensive maneuver. Plus, most ships also have a special attack and special defense. Understanding these specials is crucial to victory. Players who enjoy a mix of action and strategy, or who enjoy naval combat, should keep an eye out for EA's *Battlestations*.

▶ THE BOTTOM LINE **6.75**



**Finally Off The
Drawing Board**



VR Topping Block	
OUTFIELD	MARK McEWINE
1st Base 2nd Base 3rd Base Catcher Umpire Manager Benchwarmer	FIRST BASE Career 6 Seasons AVG: .300 RBI: 50 HR: 100 R: 100
STARTERS	MORRIS CRISMON
	OUTFIELD
	Career 4 Seasons AVG: .280 RBI: 50 HR: 100 R: 100

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Full MLB and MLBPA License, Authentic Stadiums, Pitcher Fatigue, All Star Voting, Player Trading, Complete Season and Play-Offs, Multiple Camera Views, Four Uniforms for Each Team
- **Created by:** VR Sports/Interplay
- **Available:** April for Sony PlayStation

The inaugural year of VR Sports was considerably poor in unit sales and gaming attention, but this didn't keep Interplay down. This year they are ready and raring to go. The first VR title to be introduced is stated by Interplay themselves to be the flagship out of this year's line-up. The game is VR Baseball '97. Originally planned for release last year, Interplay went back to the drawing board and completely redesigned the entire game to try and capture all the fans' attention to America's favorite pastime.

Beating out EA and Sega is a hard thing to do when it comes to baseball, but Interplay is giving it their best, and from what we've seen, we have to admit that the changes are drastic and will surely turn the heads of all baseball enthusiasts. VR Baseball '97 features the complete MLB and MLBPA licenses, plus all the stadiums and a few that are hidden, like the old Fulton County Stadium in Atlanta. New features range from four team uniforms spread throughout home, away, practice, and alternate jerseys, to a season mode consisting of a complete schedule for '97, All-Star voting, massive statistic tracking, and a trade player option.

In gameplay, certain things have been simplified, as shown with the lead-off and run button being changed to the shift buttons. Pitchers will have realistic fatigue; they'll run out of juice late in the game; and only the best will survive. Other enhancements include slower and more realistic gameplay, thousands of ball variables, and authentic stadium announcers who warn fans about running into the field and provide concession stand recommendations.

VR Baseball '97 doesn't have the expansion teams in it yet, but Interplay plans to update the rosters all the way through the last week of code, which means that they should be in there. Will VR be the king of baseball this year and secure the pennant? Only time will tell.

The City Of Lost Children

A Race to Save the Children

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

JON, THE GREEDY GAMER

Concept: 5 "I would have liked to have been able to score this game up in concept, but the play mechanics are so lame that even the movie license can't save it. Yeah, it's a lot like the movie, but it's still a game, and as such, it could have been called the City of Lost Gaming Fun.

Graphics: 7.25

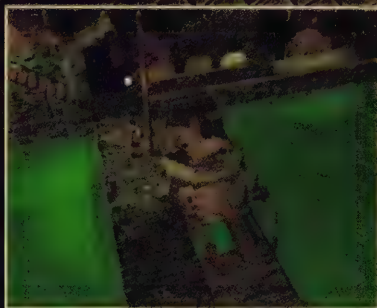
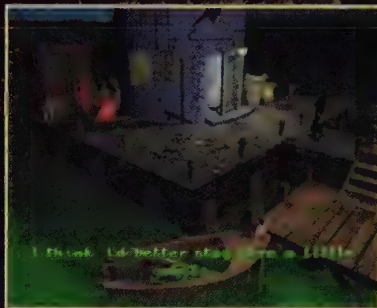
Sound: 8.25

Playability: 6

Entertainment: 4.5

OVERALL:
5.5

The potential fun that once may have existed for this title has been whisked away and kept under lock and key. Furthermore, anyone who looks at these pictures and says, "Hey, it looks like Resident Evil"....they're terribly mistaken. The graphics are intriguing, and the rendered cinematics are pretty cool, but there's no action whatsoever."



REINER, THE RAGING GAMER

Concept: 2 "No, this is all wrong. A game should not have been made after this movie. The same scenario here in the States would be someone making a game based on Powder. Nothing exciting happens in the movie, and the same applies for the game. Granted, they made it into a puzzle game, but seriously, I don't need to trench through hours of useless gameplay to make an old man fall asleep. The only significant thing to note here is that they did a great job of capturing the scenes in detail, and the animation on all the characters is superb as well. Basically, this game is an alternative to the sleeping pill. You'll feel drowsy after the first ten minutes of gameplay."

Graphics: 8

Sound: 5.75

Playability: 2

Entertainment: 2.25

OVERALL:
4.5

PIVOT, THE GAME ENTHUSIAST

Concept: 6 "A little known French film has inspired what will likely become a lesser known video game. The character animation and pre-rendered backgrounds are fairly interesting, but the gameplay moves at a snail's pace. Since the objects you need to pick up are not visible unless you're right on top of them, the game becomes an aimless search of bumping into objects and listening to annoying voice-overs. If I hear "I can't manage it" one more time, I think I'll break something. The only way this game is entertaining is with the complete walk-thru. How fun is that?"

Graphics: 8.5

Sound: 7.5

Playability: 4.5

Entertainment: 4.5

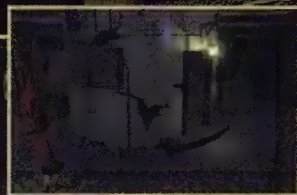
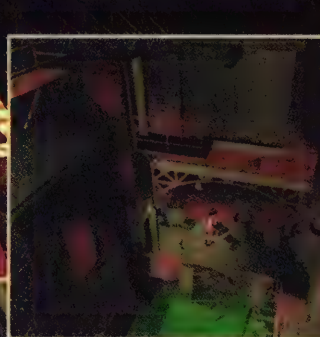
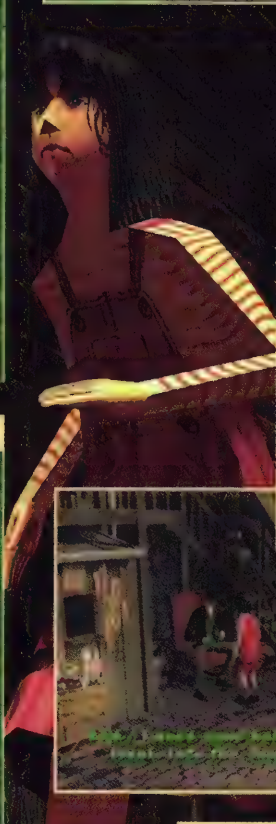
OVERALL:
6.25

The concept of captured or enslaved children is nothing new to the world of the big screen. Chitty Chitty Bang Bang and Temple of Doom both dealt with this frightening fantasy. The City of Lost Children borrows from this familiar theme, but this time the evil villain, Krank, is stealing children in order to possess their dreams. Jean-Pierre Junet and Marc Caro are the creators of the obscure but popular French movie. Set somewhere between Oliver Twist and a fairy tale from The Brothers Grimm, The City of Lost Children is one story you'll never forget.

Following up on the success of the movie, Psygnosis purchased the rights to publish a video game translation. Never before has there been a game as true to its movie predecessor. The game is laden with tiny details from the movie. During certain scenes, the camera angle is identical to that in the movie. The items, artifacts, and characters are likewise a near perfect translation.

As Miette, your goal is to work through the levels in order to obtain the map and compass that will allow you to travel to the island and defeat the evil Krank. You will be helped by One, a circus strongman. Though not a playable character, One appears in numerous cinematic sequences, and even assists you by killing an evil watchman. The City of Lost Children relies on numerous rendered cinematics to fill in missing parts of the story.

Gameplay is an interesting mix of point and click and action/adventure. Items can be carried, used, and dropped. There's a conversation button, a crouch button, and a run button. Objects can be difficult to locate, and only through a keen sense of purpose and strategy will the player know which objects to use and where to use them. If you don't watch out, if you don't think through the plot, then The City of Lost Children is one game you could definitely get lost within.



▶ THE BOTTOM LINE **5.5**

RALLY CROSS

Sony Goes Off-Roadin'

- **Size:** 1.5GB
- **Style:** Action
- **Special Features:** Multi-Course, Multi-Directional, Multi-Player, Multi-Track, Multi-Vehicle, Multi-Map
- **Created By:** Sony Interactive Entertainment
- **Available:** Sony PlayStation 2



Novice Cars



Veteran cars

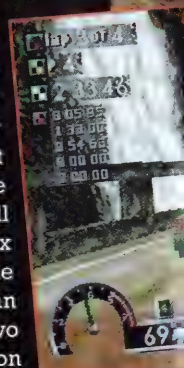
Sony Interactive Studios has gained notoriety by developing simulations that revolve around traditional sports like basketball, football, and hockey. Although Sony has gained a solid following in racing with their non-traditional Extreme Games series, Rally Cross is their first attempt at motor sports. A racing style made popular by legendary off-roader Ivan Stewart, Rally Cross mixes the bumps, jumps, and closed circuits of motocross with the changing terrain, surfaces, and vehicles of rally racing.

Graphically, Rally Cross is filled with rich artwork and ingenious course designs. Besides the racing surroundings, Sony has incorporated an impressive physics model to the 18-plus vehicles that can be acquired throughout the game. Each of the four-wheel drive vehicles bounce, jostle, and launch into the air in reaction to the ever-changing terrain. Take a turn too wide and the car will pop onto two wheels or go into an uncontrollable roll. Mix in some mud, sand, snow, water, and ice, and it will take precision control to drive your machine to first place.

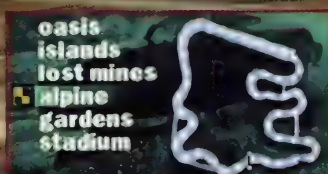
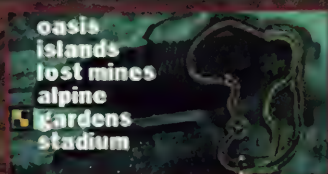
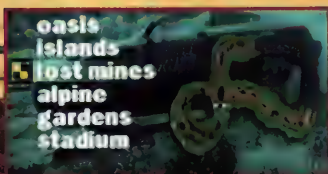
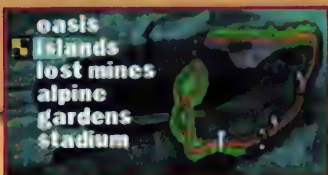
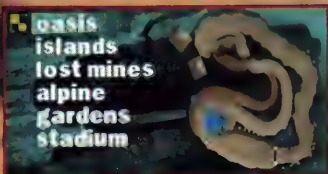
Maneuvering the car involves some standard controls that are found in most racing titles. Gas, brake, and shifting options (including reverse) are the basics, but Rally Cross also has controls for rocking the car. Using the L and R shoulder buttons (or other configurations) shifts the center of gravity on the vehicle and is crucial in making speedy turns and keeping the car off its roof. However, if you happen to make a mistake and your car ends up on its topside, using the rocking buttons will flip the car back on its wheels.

The bread and butter of the game is the season mode. Successfully completing the series of races that make up a season will open up new courses and vehicles. The preliminary rookie season gives access to the first eight of the 18 vehicles and three of the courses. Winning the rookie season will then give you another track and six additional cars that can be used in the veteran season. Winning the veteran season will open the remaining two tracks and six pro vehicles. The season game can be played in normal mode with races consisting of a pack of four cars, head-on mode with a car racing in either direction, suicide mode with all three opponents racing in the opposite direction as the player, or mixed mode which is a grab bag of the other modes.

There are a number of off-road racing games for the PlayStation, but none come close to Rally Cross. If you're in the mood for some mud-slingin', four-wheelin' action for one, two or four-players, then look no further. Rally Cross' action, speed, and jumps would make the Iron Man proud.



Tracks



Pro cars



JON, THE GREEDY GAMER

Concept: 8.5 "After finally wrestling this game away from Paul, *The Rally Cross* Gamer, I sat down and gave it a good long play. First of all, this game is so much fun. Once you start to appreciate the depth of play-control and car physics, the races become easier. But don't get me wrong; this is a tough game, and to win you'll need to take out a car or two along the way. And talk about options... Wow! The track configurations, the cars, the suicide mode, the split-screen, there's tons of gaming here. Being the first 'in house' racing game from Sony, I must tip my hat. Good job."

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8.75 "You always know you've got a classic game on your hands when you don't care whatsoever about finishing first or beating it completely, but rather how many massive wrecks you can get into. *Rally Cross* has everything going for it. The track designs are dynamic, the graphics and vehicle physics are as close to real as they can get, and the challenge requires a master's touch. It's the perfect blend of *Ridge Racer* and *Destruction Derby*. You'll need to learn the techniques for power sliding, and you'll also be required to cheat and knock other cars out of the race early. All racing titles should have the kick-your-opponent-in-the-face feeling that *Rally Cross* delivers."

OVERALL:
9

PAUL, THE GAME PROFESSOR

Concept: 9.25 "This game is a mix of *Destruction Derby 2* and *Ridge Racer*. One of the best features of *Rally Cross* is the jumps. A little slip-up in the direction of the car means some crazy airborne action. The varying course configurations and changing surfaces make the races very challenging. The rocking buttons also add quite a lot to the dynamics of the races. I'd have to say the two-player is well done, but don't go out of your way to try the four-player game unless you already have the set-up. Otherwise, the outstanding animation and superb control ranks *Rally Cross* with the likes of *Ridge Racer* and *WipeOut*. A must have for racing game fanatics."

OVERALL:
9

► THE BOTTOM LINE 9

Back With a Vengeance

BLAZER CHAMPIONS

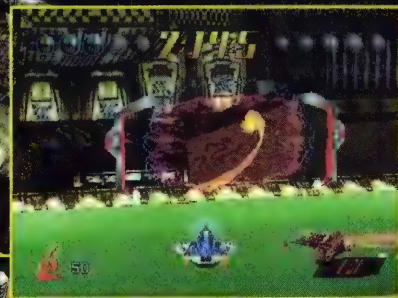
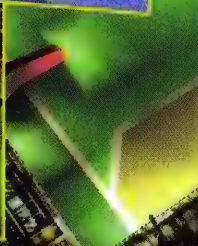
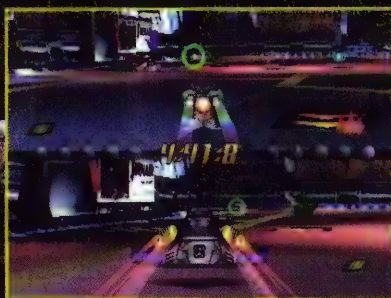
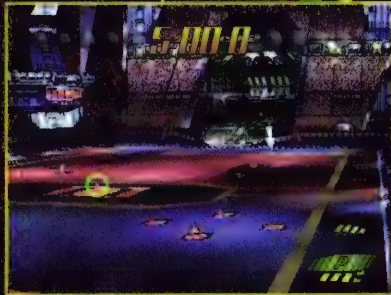
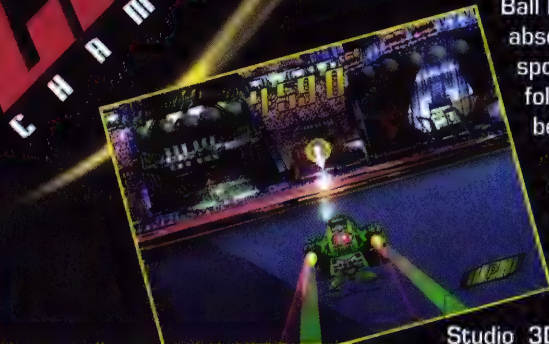
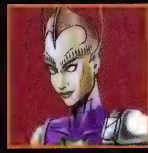
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player 3D Cyber Sport/Action
- **Special Features:** 2-Player Split-Screen or Link Play, Eight Playable Characters, Customizable and Upgradable Vehicles, Four Arenas, Multiple Camera Views, Statistic Tracking and Player Ranking, Tournament and Freeplay
- **Created by:** LucasArts Entertainment
- **Available:** Second Quarter for Sony PlayStation

In 1985 *Ball Blazer* made its formal appearance on the Commodore 64 and garnered awards and accolades for its multi-player options and its revolutionary cyber sports gameplay. Now, thanks to LucasArts and the backing of 32-bit PlayStation power, *Ball Blazer* has returned with a vengeance from its twelve year absence. *Ball Blazer Champions* is a state-of-the-art cyber sports game that will more than likely manifest a huge following, because once again LucasArts has included the best multi-player options available.

It appears that LucasArts is one of the few companies around the world that really understands what multi-player gameplay is all about. Players can compete in either the 2-player split-screen or through the use of the PlayStation Link, making for one heck of a bout. The gameplay itself is revolutionary and only comparable to Studio 3DO's *Battle Sport*. The object is similar to hockey and soccer as the playing field is equipped with two goals at each end of the field. The cyber portion of this game comes from the players themselves. Each team consists of only one player who mans the helm of a huge hovercraft that is equipped with radar, weapons, and fuel. The basics of the game are easy, grab the Plasmorb and shoot for the goal.

The difficulty of the game is that it relies solely on the competition. There are eight teams total and the vehicles for each are completely different with varying stats. Some will be good for defense and others for offense. Gameplay can either be played through Freeplay or the Tournament, which requires you to beat all eight teams by winning 2 out of 3 rounds. The champion will receive the much coveted Master Blazer title. Plus, throughout the Tournament, you'll be able to customize your vehicle, add upgrades, and view stats and player rankings.

Four arenas, eight hungry competitors, and unique gameplay head LucasArts' march for cyber sports game of the year. It found a home on the Commodore and maybe it will find the same smashing fame on the PS-X. Let's wait and see.



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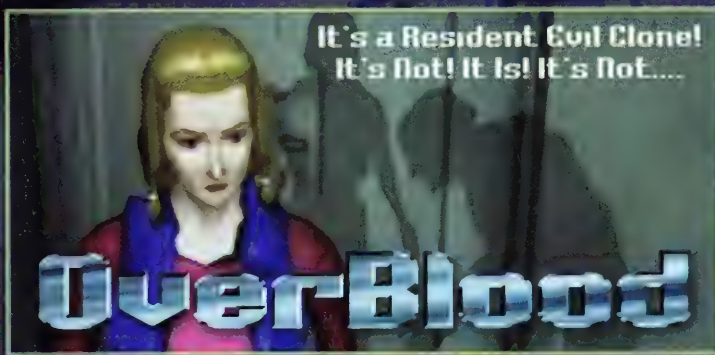
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RECOTON®

2950 Lake Emma Road, Lake Mary, FL 32746



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Play as Two Characters at Once, 3 Characters, Heavy Puzzle Oriented Gameplay, Memory Card Save, 3 Camera Views
- **Created by:** Riverhill Soft for Electronic Arts (EA is Doing the Translation)
- **Available:** May for Sony PlayStation



Ann!!!

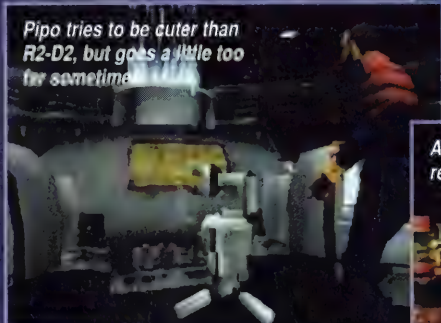


I think it's time we work on our communication skills!

Catwalk of the future!



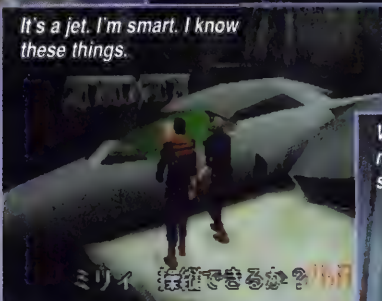
Yes... That's a big research center all right



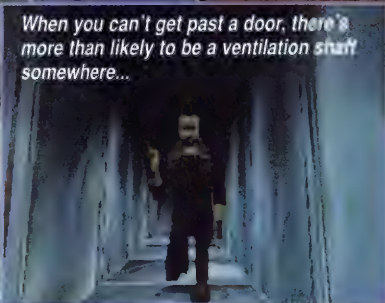
Pipo tries to be cuter than R2-D2, but gets a little too far sometime



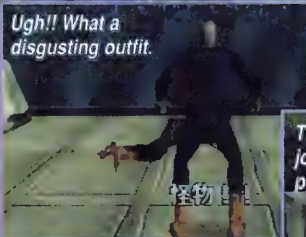
A horrible secret is revealed in this room.



It's a jet. I'm smart. I know these things.



When you can't get past a door, there's more than likely to be a ventilation shaft somewhere...



Ugh!! What a disgusting outfit.



This looks like a job for the fashion police!

Electronic Arts made a pretty smart move in porting this title over to the States. All that needs to be said in order for people to go completely bonkers over it is that the gameplay is a lot like Resident Evil. Overblood is similar in terms of graphics and overall gameplay, but is by no means a clone. The first thing you notice is that the action takes a back seat to puzzle solving in this game. The few times you do fight in this game, it's against the same type of critter and half the time the action is automatic.

The puzzles themselves are highly reminiscent of Sierra's sequel pumping "quest" games on the PC and occasional console releases. Most of the game consists of picking up items and using them to gain access to new areas. If you fail to do things correctly, you will often subject yourself to immense pain, usually resulting in death. Possible deaths include falling off cliffs, being sucked into a fan, being shocked to death, and getting crushed by heavy objects. The key to avoiding these deaths is thinking two steps ahead. The statue, for instance, falls on you when you remove and pocket the anti-gravity device that holds it up in the air. To avoid getting squished into the second dimension, you'll want to push it out of the way first.

Another big difference between Resident Evil and Overblood is the overall feel of the story. While both plots are somewhat grim, Overblood has more of a Sci-Fi take on things. The game begins when Raz, the main character, awakens from a cryogenic chamber that has malfunctioned. He has total amnesia, is deep within a research center that's been severely damaged by an earthquake, and must find his way out. As the game progresses, he learns that he has a strange disease that

is turning his skin a moldy shade of green. A sense of urgency grows when he is attacked by a crazy monster freak thing that has the same color skin, only all over its body.

Fortunately, Raz is not alone in his quest. He is accompanied at first by a maintenance robot named Pipo. Later on, Pipo is replaced by Milly, a woman of mysterious origins whose full story is revealed as the game goes on. Many of the puzzles in the game are solved by switching between characters. At one point Raz gets locked in a ventilation shaft, and it is up to Milly to unlock the gates at a computer console.

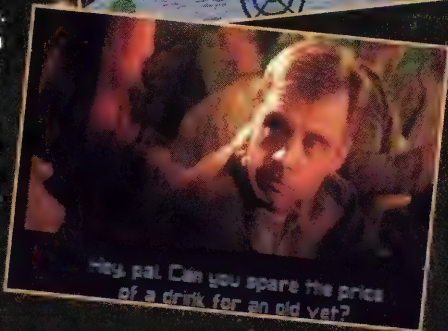
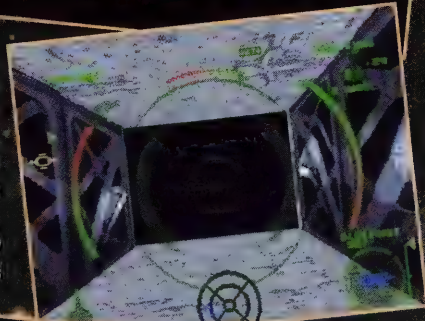
Overblood is definitely worth a look. The characters and the plot all appear to be pretty interesting. It's just hard to sympathize with someone's plight when you have absolutely no idea what they're saying. When you hear that this game is exactly like Resident Evil though, just make sure you were a bigger fan of the puzzle-solving aspects of the game than the action before you start slapping yourself silly in anticipation.

WING COMMANDER

THE PRICE OF FREEDOM

Wing Commander is in an elite class of its own and has received unprecedented praise and respect through all four of its blockbuster releases. It is no fluke that the series has won a loyal following, mainly because two cult heroes, Mark Hamill (Corvette Summer and Star Wars) and Malcom McDowell (Star Trek: Generations and Clockwork Orange) have been the big stars in the last two installments. For sci-fi and space dreamers, there is nothing in the industry that delivers a fictional space soap opera like Wing Commander. The newest installment, Wing Commander IV: The Price of Freedom, is the biggest and best offering yet. Origin installed a ten million dollar budget for this mammoth project, and after selling well on the PC, it now makes its way to the console and you.

Chris Roberts, the creator of this series, obviously has a vision similar to Babylon 5 and Star Wars. The goal through all of these games has been to incorporate the biggest space battle ever into your television. Until recently, technology has held Origin back from accomplishing this, but now through the magic of special effects, FMV, and solid space simulator controls, you will encounter the most deadly assassins in the galaxy who harness the deadliest weapon known to man. It's up to you to stop them.



You assume the role of Mark Hamill's character throughout the entire game. At times during the FMV footage you'll be required to make certain decisions for Mark. For example, you can either be friendly to the new rookie on base, or tell him off. The decision you choose will alter the rest of the game, and the path you lead. All the battles in Wing Commander IV require that you man some kind of vehicle. New to the series, you'll now be able to cruise planets and participate in spy missions where you'll need to take pictures of certain factories and such.

The controls for the game are configurable to your liking, but in a sense are the same as part III. The graphics have jumped a light year ahead and have been drastically improved. This applies to the animation and frame rate of the vehicles as well. You'll no longer see them right side up, and then a second later completely upside down. Instead, you'll see them spin.

This is a huge game chock full of action and drama, and we're sure fans of Star Wars and Star Trek will love this game. Hey, it has actors from both universes in here. Collectors, go get it!

- Size: 4 CD-ROMs
- Style: 1-Player Space Simulator
- Special Features: Starring Mark Hamill and Malcom McDowell, Multiple Mission Objectives Including Ground Assaults, Several Camera Views, Exciting FMV Clips With Multiple Gameplay Choices and Paths
- Created by: Origin
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE 7.75

ANDY, THE GAME MONSTER

Concept: 7 "It goes without saying that the Wing Commander series is very well produced and features some of the most amazing video sequences ever in a video game, as well as a gripping storyline. The problem I have with WC 4 is that the missions are rather boring. So boring in fact, that the storyline can't keep my interest up enough to make me want to finish this one. If you're a Wing Commander nut, this game will appease you, but otherwise there are better games."

Graphics: 8

Sound: 7

Playability: 7.5

Entertainment: 5

OVERALL: 7

PAUL, THE GAME PROFESSOR

Concept: 8 "An epic struggle of Hollywood and interactive entertainment, Wing Commander IV has a star studded cast that greatly overshadows the actual gameplay. Granted, the abundance of FMV has great acting and a number of plot twists, but the actual missions take a long time to get going. I don't enjoy waiting through a load of FMV for the game to give me a challenge. It's annoying as well as boring. This game has a great look that will appeal to all who have played the previous versions, but I prefer the last installment with its less forceful use of FMV."

Graphics: 8.75

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: 8

REINER, THE RAGING GAMER

Concept: 7.5 "While this game comes off a little old fashioned and out of date, I have to admit that I am thoroughly impressed with what Origin has done. I don't quite know where the ten million went in development, but I'm sure Mr. Hamill is fairly happy. Wing Commander IV is every bit as good as the third version, and battles such as the ground missions are drastically better. There is still a ton of disorientation when in combat, and it is still hard to keep an enemy in sight, but in the end, it isn't half bad. Wing Commander IV isn't all that I expected, but it definitely won't disappoint all sci-fi geek gamers out there!"

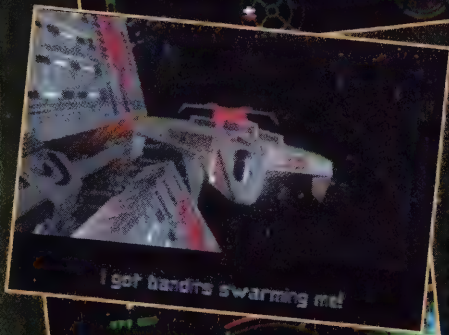
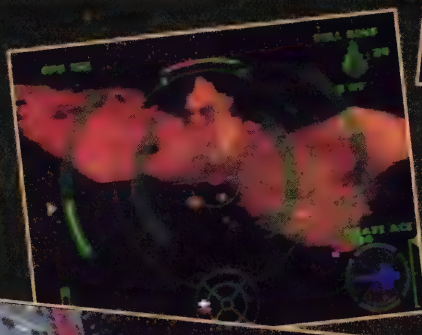
Graphics: 8.75

Sound: 8.5

Playability: 8.75

Entertainment: 9

OVERALL: 8.5

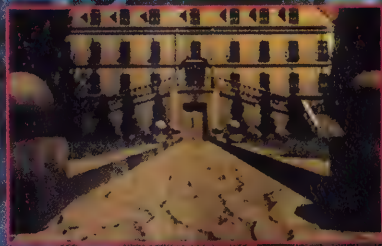
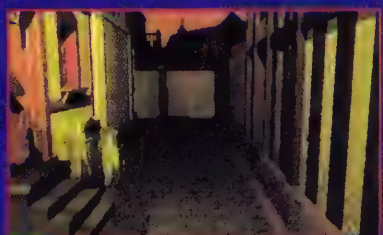


LOST IN A DREAM WORLD

LUNACY

► THE BOTTOM LINE **5.75**

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Adventure
- **Special Feature:** Quick and Simple Gameplay Interface, Rendered FMV Sequences, Minimal Load Time, Puzzles, and a Host of Townsfolk
- **Created by:** Sega of Japan for Atlus
- **Available:** Now for Sega Saturn



YOUR name is Fred, but everyone calls you Traveler. You've awakened inside a jail, devoid of all memory. A man gives you a key, and tells you to find the City of Moons. Exit the jail...enter the world of Lunacy.

In a dreary, dreamlike state, accompanied by sleepy music, it is your job to tour the town and interact with its residents. Doctors, clock makers, and farmers can all be found. But there are two other mysterious people who appear. From them you learn that the evil Lord Gordon is playing with your mind, toying with your spirit. Unless you can escape to the City of Moons, it will be your destiny to forever serve the whimsical fancies of Lord Gordon.

The best way to describe Lunacy is to say it's an interactive movie. Not just a point and click, half of the gameplay is composed of rendered FMV sequences. The items are easy to locate, and

conversation proceeds beyond your control. Exploring is done in first-person, a simple walking and turning style. The gameplay is remarkably smooth. With little to no load time, doors open immediately into rooms, and movie sequences meld into the action.

Simple adventure strategies apply. Talk to everyone, get every object you can, then figure out where and when to use them. When you get stuck in Lunacy, the best strategy is to return to places you've already been. This will inevitably trigger a new series of conversations.

Undoubtedly, Lunacy shows off the power of the Saturn. The movie sequences are impressively smooth, and the lack of loading time makes the game a pleasure to play. If you're looking for an interesting and lengthy adventure without the point and click nonsense, Lunacy just might be your ticket.

REINER, THE RAGING GAMER

Concept: 1.75 *"Obviously, our blood curdling cries over the banning of pointless FMV games have not been heard. But nonetheless, Lunacy is upon us with very little to offer."*

Graphics: 8.25 *"It doesn't even feature the amazing point and click technology that we love."*

Sound: 8 *"Instead, Lunacy's gameplay is constructed of walking to a certain location and using an item from your inventory to trigger the next five minutes of story. The story is intriguing, but the dialogue is vague and unimaginative. Even those folks out there who dig Myst and D will have a hard time finding excitement within this lame excuse for a game."*

Playability: 1.25

Entertainment: 4

OVERALL:
4.75

JON, THE GREEDY GAMER

Concept: 7 *"Lunacy is a good attempt at smoothing out the annoying problems of many of the adventure games out there. Not only is there no loading time, but the graphics really shine. All the rendered FMV sequences are clear and detailed, with really cool voice-overs. Also, the story is intriguing, and cruising around to the dream music can be quite relaxing. On the down side, it's lame to have to keep visiting the same places in order to unlock items and conversations. This is a huge drawback since it takes away from the natural flow of the story. Saturn owners who enjoy Myst-styled adventures will certainly enjoy Lunacy, but all others should probably stay away."*

Graphics: 8.5

Sound: 8.25

Playability: 7.75

Entertainment: 6

OVERALL:
7.5

PAUL, THE GAME PROFESSOR

Concept: 5 *"Lunacy has just about driven me to lunacy. Although the 3D models and animation are smooth and seamless, playing Lunacy is less enjoyable than channel surfing. It's like sitting home on a weekday afternoon and watching soap operas. Click...lame story...click...another lame story. Look, it's a mysterious traveler and his name is Fred? If you're into games like Myst, you might like this game. I'm not, so I will maintain a safe distance from Lunacy."*

Graphics: 8.5

Sound: 6

Playability: 3

Entertainment: 2

OVERALL:
5

CONTRA

LEGACY OF WAR

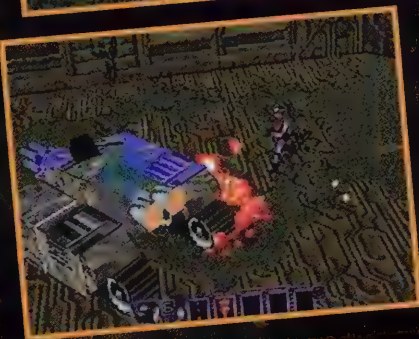
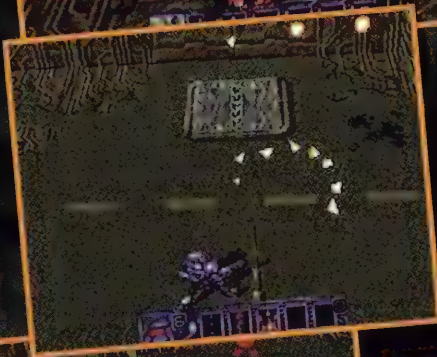
The Legacy of Contra on the Saturn

CONTRA fans who ditched their old 16-bit systems for the Saturn can fulfill their 32-bit cravings for constant warfare at last. Once again, Saturn fans have had to wait a little bit longer than PlayStation owners for a dual-system game, but if *Contra* is what you've been waiting for, we think you'll find that an extra month is worth it.

The new *Contra* features a choice of four characters. Each character can use the machine gun, flame thrower, or bomb, and each has two special weapons of their own. Characters with more powerful weapons move more slowly. This can be a decisive factor when faced with the constant assault of enemy canon fodder.

The one thing that remains the same about this *Contra* is the gameplay. While focusing on more heavily armored enemies, lesser opponents will be coming from all directions. This makes things both challenging and extremely stressful at the same time. It's hard to enjoy a new weapon when you realize that instead of leaning over the edge of death, you're merely looking over it.

One thing Saturn fans should be happy about is that *Contra* for Saturn actually looks better than the PlayStation. The environments are a little sharper and the perspective shifts aren't quite as annoying as they were on the PS-X. Even the 3D mode, a pretty sad feature on the PS-X, seems to give the player a sense of depth that was lacking previously.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Feature:** 3D Isometric View, 4 Characters, Each With Different Special Weapons, Challenging Difficulty, Wide Variety of Polygon and Sprite Characters, 3D Mode Slightly Improved
- **Created by:** Appaloosa for Konami
- **Available:** Now for Sega Saturn

▶ **THE BOTTOM LINE** **7.75**

REINER, THE RAGING GAMER

Concept: 7.5 "Legacy of War is a game of arbitrary and unremitting horror, where death and deceit stalk gamers through the means of false hope. There is no way you'll be able to beat this game without the cheat codes, that much is known, but the one big difference between the old *Contras* and this new pseudo 3D version is the fact that the old versions were fun to play, and this one comes off boring and extremely frustrating. The graphics are impressive, and the weapons available are once again awesome, but I can't see myself or anyone else finding the addictiveness that the others hold."

Graphics: 8

Sound: 7.75

Playability: 8

Entertainment: 8

OVERALL:
7.75

JON, THE GREEDY GAMER

Concept: 7.25 "Though the overall score is identical to the PlayStation version, I scored the Saturn version up on graphics and playability. It's a heck of a lot easier to tell what's going on during the mayhem, and the ability to use the analog controller makes running a little smoother. The 3D version is still pretty worthless, but the two-player game adds a lot of appeal. Also, this game kicks my butt. It's tough. There are a lot of gaming hours here. In closing, I still have to stick with my previous complaint, that *Contra: Legacy of War* could have been more creative, the greatest *Contra* ever. But in the end, it doesn't offer much over its 16-bit forefathers."

Graphics: 8

Sound: 7.25

Playability: 8

Entertainment: 7.5

OVERALL:
7.5

PAUL, THE GAME PROFESSOR

Concept: 8.25 "After a lukewarm reception for the PlayStation version, it looks as though Konami made some refinements for the Saturn version. The graphics are considerably cleaner, which makes the playing perspective a lot easier to deal with. The controls do take a little while to get used to, but as in past *Contra* games you have to practice for long hours in order to get anywhere. While I don't think this game quite lives up to the *Contras* of old, any Saturn owner who enjoys a good two-player shooter should take a look."

Graphics: 8

Sound: 7.5

Playability: 7

Entertainment: 7.5

OVERALL:
7.75



by Erik,
the PC Jedi

Another Gamer's Rave Review of Windows '95

There were three more games I was going to try to squeeze in this month. One of them wasn't a DOS game, but insisted on going into DOS to install itself on Windows. When I attempted to play it on Windows, the game flickered like no tomorrow. When I tried it on DOS, the screen kept changing sizes, one size to another (click, click, click). Another game refused to play because as far as it was concerned my version of Windows '95 didn't support DirectX. DirectX has automatically been installed and reinstalled about 30 times so far by "user-friendly" games. I have no idea where it's being installed, it just happens. Thank you Bill! The PC is so much less intimidating now!



Banzai Bug - Grolier Interactive

6.25 I love nothing better than a wacky idea. Unfortunately, while the environments are really nice, there are very few different kinds of enemies and the flying itself is really simplistic and not much fun. Kids and people who have "only played Tetris" could dig it though.



XS - GT Interactive

5.25 XS looks so awesome when you load it up and check out all the cool menu screens and the huge list of individual AI opponents. Then you start playing and it's just not that entertaining. The graphics need work, and the lack of canon fodder hurts it bad.



A Fork in the Tale - AnyRiver Entertainment

5 I don't know why people keep on doing FMV games, and this one still hasn't convinced me that the genre has any merit. This game is hilarious at times, but incredibly confusing and hard to play. Stick to USA Up All Night.

MDK (Murder Death Kill)

- Shiny Entertainment/Playmates

Demo



In order to do this game the way they wanted, the programmers resorted to doing the whole thing in assembly language. For people who don't realize how truly psychotic that is, assembly coding is the closest thing to actually programming the game in binary by entering ones and zeros. Okay, it's nowhere near that bad, but it is a big pain in the butt, and the smoothness of motion shows in the MDK demo. MDK is a third-person Doom-style shooter featuring a sniper mode and the ability to glide after jumping. The game could have easily been done as a serious shooter, but there are some great elements of wackiness within. One item you can pick up allows you to perform

an airstrike on your opponents. When you use it, there is a brief FMV clip of Captain Dog gritting his teeth in anticipation of his next bombing run. During the practice mode, robot enemies wave targets at you from afar for sniper practice. There are even enemies behind protective shields that wave and wag their butts at you as you attempt in vain to shoot them with a normal weapon.

PC Profile:

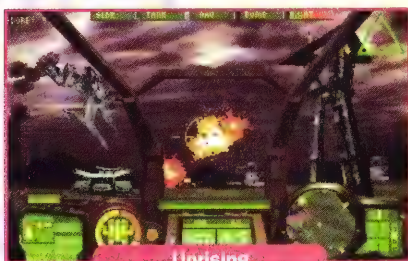
Cyclone Studios and Their Game - Uprising

Usually when we get a press release with slogans like, "We will ship no game if it is lame," I burn it. Fortunately for Cyclone, I like the way they say it, and they've got screen shots and decent credentials to back it up. If the screenshots don't lie (and they often do), Uprising could turn out to be the next Doom and Cyclone its "id." While the "id comparison" to every small upstart company out there is becoming a tired one, Cyclone may have a chance at this lofty level of success.



Cyclone started as a small "garage" operation consisting of two people in 1994. In 1995 they were purchased by 3DO and have risen to a full complement of 35 employees. Not surprisingly, many of the programmers working on Uprising have been involved with 3DO's Captain Quazar (one of the 3DO's best), while a number of the artists worked on Battlesport, a so-so game with a great look.

Uprising is a unique and ambitious project. The game combines first-person action and military strategy. While blasting through the enemy with a futuristic battle tank you will also be



Uprising

calling in for back-up from a choice of 40 different types of vehicles (including air support), establishing gun emplacements and citadels, and allocating resources for research in order to gain new weaponry for your tank. Basically, it sounds like a seriously pumped up version of Herzog Zwei for the Genesis (an awesome game for its time). The game will also allow network play for 1-4 players. Just think about it. First you shoot the enemy. Then you hide behind a hill and call in an air strike! Flight of the Valkyries anyone?

From the screen shots, it appears as though they've got their engine up and running. The game's planned release date is October of '97, which may be frustrating to those of you who are excited at the prospects of this game, but this will allow Cyclone all the time they need to put out a game that meets the ambitions of its creators.



Uprising



By the time you read this, Westwood Studios should

have released a special mission disk for Command & Conquer: Red Alert called Counterstrike. Counterstrike is loaded with 16 new missions, new units and technology, and 100 new multiplayer maps. The disk also features Windows '95 backgrounds, icons, and AVA movies in the Red Alert theme.

Play Doom II marine style: Sgt. Snyder of the US Marine Corps has made the USMC's own Doom II WAD file available to the public. The WAD was written in order to simulate group assaults, in which factors like avoiding friendly fire and covering your teammates are crucial to surviving. The WAD features completely new weapons meant to realistically emulate weapons of the armed forces like the M-16, M-249, and the M-47 fragmentation grenade. You can find more info on the game by downloading information at the following web site address: <http://www.usmc.mil/opages/doom.htm>.

WizardWorks has recently published two CD-ROM strategy guides for Duke Nukem 3D's Plutonium Pak and Phantasmagoria. The guides, titled Unlock the Secrets, feature maps, fully indexed clips from actual gameplay, and printable tip booklets. Each Unlock the Secrets set should retail for about \$25.

Also available from WizardWorks will be a series of scenery disks of foreign countries for Microsoft's Flight Simulator 5.1 and 6.0. The first scenery disks include England & Whales, Hong Kong, Madrid, and Italy. Each scenery disk has an estimated shelf price of about \$20.

If you are a proud owner of an **Atari Jaguar**, **Nintendo Virtual Boy**, or a **Panasonic/GoldStar 3DO**, then you may want to brace yourself and grab a tissue. Lo and behold, your prize gaming machine has been quite dead for the last four to five months. True, your machine will still work and play the games that you've purchased, but when we say it's dead, we mean you will more than likely never see any new software for the machine ever again.

Yes, a well groomed salesman wearing a fancy tie probably told you that this is the machine to have, and nothing will ever surpass its breakthrough technology. At the time he was right. For about six months, the Jaguar banged out some massive hits. The 3DO survived for about a year and a half with some of the coolest games on the planet, and the Virtual Boy and its first five games turned out to be an amusing diversion from console gaming.

The main reason that these great systems fell to their knees was the release of the high-end systems, primarily the **Sega Saturn** and **Sony PlayStation**. With these well designed systems available and tons of software backing, the attention to the first generation of 16-bit power and beyond was dispelled from any kind of spotlight. Slowly but surely, all three of these systems began to lose their once loyal crowds. All three can still be found in stores across America, but you won't see a hot new release in their game selection rack, or even a game with a price of over fifty dollars.

Both the **Sega Genesis** and **Super Nintendo** are still alive and kicking, and game retailers are, at times, selling more software for these machines than the 32's or 64's. Why, you might ask? Well, it all has to do with the amount of software and sure-fire hits available for the unit. This could have been the fate for any one of these machines, but none of them had that one big hit like **DKC** for the SNES or the EA sports titles for the Genesis. Thus, we either have to part with our machine, or do some hard-core bargain-bin shopping for the rest of our lives.

For Jaguar owners, you don't need to cry, there are some classic games available for this machine that you might have missed out on. Obviously, if you bought your machine new, you already have the unique shooter

CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

Cybermorph in your library. But if you don't, be sure to hunt for this awesome title. Other favorites here at the GI office are **Tempest 2000**, which features fast and furious gameplay with an awesome soundtrack, and **Iron Soldier**, a first-person mech simulator with complex missions and amazing control. You may not be able to find this accessory anywhere, but if you do locate a Jaguar Catbox, which connects two Jags together for link play, pick it up right away and grab two copies of the best Jag game of all-time - **Doom**. We also found **Alien Vs. Predator**, **Power Drive Rally**, and **Val d' Isere Skiing and SnowBoarding** to be worthy purchases for the

For those of you holding onto a 3DO, there are tons of games that we think you'll enjoy. Electronic Arts, who built up a massive sports empire for the Genesis, also developed some of the best 3DO software. Be sure to check out **Road Rash**, an intense cycle game with more carnage than some of the bloodiest fighters, **Shockwave 1 & 2**, which are two great space simulator games chock full of FMV and insane alien vs. human battles, and **Immercenary**, a revolutionary first-person title that places you in the center of a digital death world. Other instant 3DO classics are **Blade Force**, **Alone in the Dark**, **Hell**, **Star Control 2**, and **Gex**. The 3DO has a huge library of games available for it, and you should find many more that you'll enjoy. But we do warn you to stay away from the multi-media junk like **The Animals!**, **Dennis Miller That's News to Me**, and **Shelly Duvall's It's a Bird's Life**.

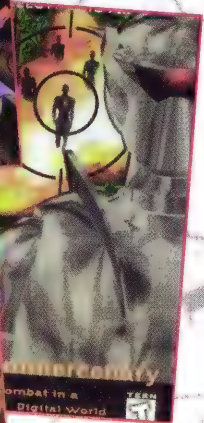
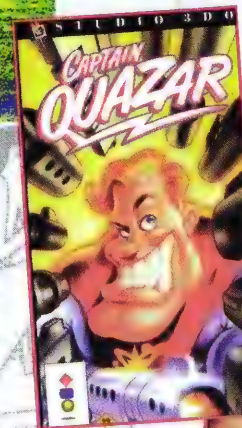
In closing, we have to say that there is hope for the Jaguar and 3DO. **Telegames** announced that they are releasing four new games for the Jag that should be out now. In addition, the M2 (which was to attach to the 3DO) might just breathe some life into 3DO software. But until then, we'll sit idle with our hand on its life support system, waiting to pull the plug.



basic Jag unit. If you have a Jag CD we recommend staying away from **Highlander** and every other game for it except **Battlemorph**.

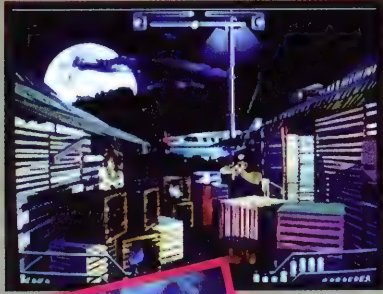
This may disappoint Virtual Boy owners, but we can only recommend five titles that would actually be entertaining. First and foremost, we recommend **Wario Land**, an action/platform game which is comparable to any 8 or 16-bit Mario adventure, and **Mario Clash**, which is a reincarnation of the original **Mario Brothers**, but in 3D with several new options.

Lastly, we think you'll find hours of entertainment in **Nester's Funky Bowling**, **Red Alarm**, and **TeleroBoxer**. Other than this, the other four or five releases are not worth the purchase.



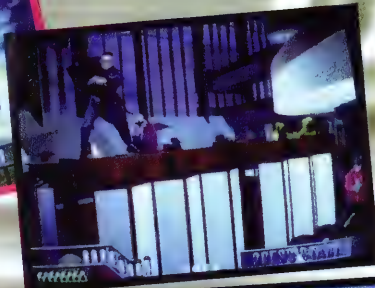
ARCADE BRIGADE

By Ryan MacDonald



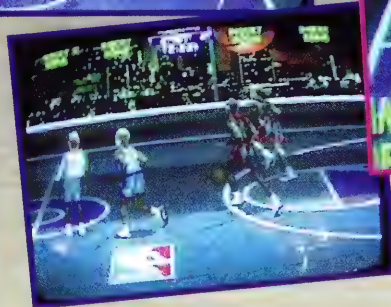
Building off the success of Area 51, Atari Games has released its newest gun-based shooter, Maximum Force. Players take the role of counter-terrorists whose jobs are to stop a band of thugs from implementing a new world order. Maximum Force's action will take a player across the globe in an attempt to gun down these oddball terrorists. As with Area 51, certain levels will put players in different modes of transportation including helicopters, ATVs, and hydrosleds. In addition, Maximum Force boasts 30 hidden stages that can be accessed by shooting various objects throughout the stages. If you thought Area 51 was a blast, you're not going to believe the power of Maximum Force.

- **Size:** Deluxe or Standard Arcade Unit
- **Style:** 1 or 2-Player Light Gun Shooter
- **Special Features:** Atari's AccuAim Guns, 30 Secret Stages, Hidden Power-Ups, Interactive Backgrounds
- **Created by:** Atari Games
- **Available:** Now at an Arcade Near You



NBA MAXIMUM HANGTIME

NBA Maximum Hangtime is an updated version of NBA Hangtime featuring new rosters, dunks and other goodies. Of course, the ever popular create a player option is still available, as well as the exciting gameplay and graphics that we all know and love. I haven't gotten the full lowdown on this one yet and I'll need to play it a bunch more times to find all of the new stuff, but if you're a fan of Hangtime, go see if it's at your arcade.



TOKYO WAR

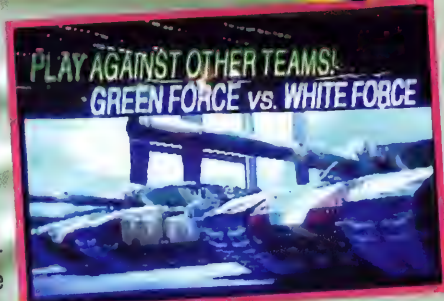
- **Size:** Deluxe Arcade Unit
- **Style:** 1 to 4-Player Tank Action
- **Special Features:** Team Modes, Force-Feedback Controls On Deluxe Versions, Huge Explosions
- **Created by:** Namco
- **Available:** Now at an Arcade Near You

Let's get ready to rumble, tank style. Namco has brought the realism of tank combat to the arcades. Tokyo War is basically a super deluxe, 90's version of the arcade classic Battle Zone.

Tokyo War is very simple to play. It consists of patrolling an area and taking out other tanks. The objective of the game is to destroy 15 enemy tanks that are causing trouble before your time runs out. Once the four quarters are in the slot, a player is given only two choices: what team they would like to be on, and what area they would like to battle in. The only apparent difference between the two teams are their colors—white and green (the green tanks look cooler, though). As for the different areas (Downtown or Bay Area), the only difference between them, other than appearance, is that the Downtown Area seems a bit easier on a player when a life is lost.

The controls are straightforward. Steer the tank with a steering wheel and shoot the cannon with either of the two red buttons on the steering wheel, and the tank moves forward or backward via foot pedals. A player can also choose between two different views: a chase view or a first-person view. To give the player a super realistic feel, the front of the chair recoils when a cannon blast is let loose. The sound effects and music are boomin' as they are blasted through speakers in the seat's headrest.

Tokyo War isn't like most conventional arcade games in that better play doesn't necessarily equal longer gameplay. In fact, if you completely obliterate the 15 enemy tanks before your time is up, your game is over. No fame, no fortune, not even a nice thanks for playing, just a big "GAME OVER." The game is hella fun to play, especially at a good arcade that has four of them hooked up for multiplayer action. This gives you a chance to blow your friends to smithereens. Tokyo War is fast and fun for everybody, check it out.



PlayStation

REVIEW

6.75

Size: 1 CD-ROM

Style: 1-Player Interactive Adventure

Special Features:

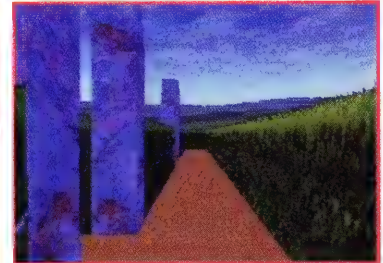
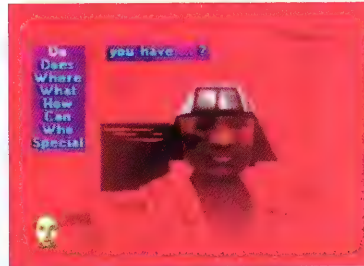
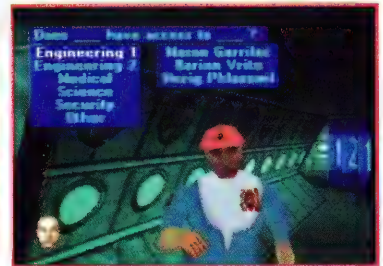
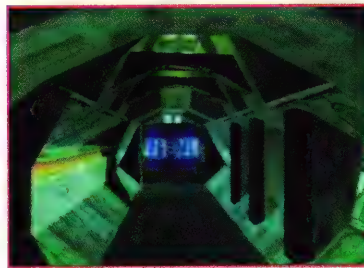
Multiple Branchings of Plots and Sub-Plots, Sentence Construction, Six Major Plots, Character Personalities, Frown or Smile, Can Choose to Play as Scofflaw or Hero

Created by: Psygnosis

Available: Now for Sony PlayStation

Sentient

Beware...Sentient is a complicated and ever-changing game. Depending upon which plot (or plots) you choose to get involved in, no two games will ever be the same. The idea is to interact with members of the space station in order to save the station before it's too late. You may have to run errands, gain access to other levels, or find important individuals. But in any event, you're free to create and explore your own plot lines. The interface is very inventive, but building sentences can be slow and frustrating. Also, exploring can be hampered by the annoying sentence bubbles. There's a lot of gaming to be done within Sentient, but those looking for action should turn their attentions elsewhere.



Saturn

PREVIEW

Size: 1 CD-ROM

Style: 1 to 6-Player Soccer (Via Saturn Multi-Tap)

Special Features: Indoor or Outdoor Rules, Arcade, Action and Simulation Modes, Complex or Simple Controls, Player Transfers, Over 4,200 Players From 12 International Leagues

Created by: EA Sports

Available: Late March for Sega Saturn

FIFA Soccer '97

EA Sports seems to pride itself on multi-platform development. Like Madden Football and Andretti Racing, FIFA Soccer will be available on multiple platforms. In terms of options, the Saturn version is identical to the PlayStation. Players can choose outdoor or indoor rules and tailor both the difficulty and control options. A nice feature is the ability to change difficulty options for each player, thus handicapping beginners for a more even game. Unlike Sega's Worldwide Soccer '97, FIFA offers an incredible amount of teams and players. Although at this point the gameplay looks a little choppy, there's no doubt that FIFA Soccer '97 will be the most stat-laden, option-loaded soccer game available for the Saturn.



PlayStation

REVIEW

8

Size: 1 CD-ROM

Style: 1-Player Action/Shooter

Special Features:

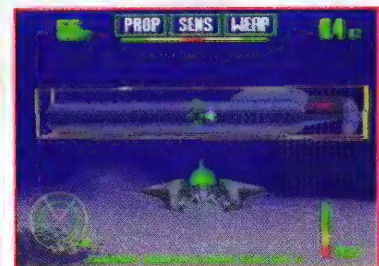
Sonar Detection, Underwater and Surface Combat, Three Difficulty Settings, Different Mission Objectives, Barrel Rolls, Heat Seeking and Laser Attacks

Created by: N Space for GT Interactive Software

Available: Now for Sony PlayStation

TigerShark

For the first time since Battlemorph on the Jaguar CD, players will be involved in high stakes combat both above and below the ocean's surface. Your cunning combat skills will be put to the test as you battle your way through complicated missions to find your ultimate goal in the ruins of a sunken Japanese archipelago. This GT Interactive PC port is an extraordinary combat shooter that features seamless gameplay and complex controls. Players will be required to use sonar to locate certain enemies, take out surface targets from beneath the sea, and hunt for the command post in the heart of sunken Tokyo. TigerShark delivers the same gameplay experience as WarHawk and ID4. It's intense, amazingly detailed, and a true challenge for even the most experienced of gamers.



PlayStation

PREVIEW

HardBall 6

Size:
1 CD-ROM

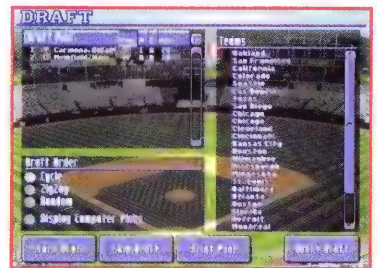
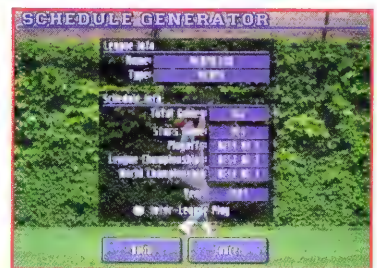
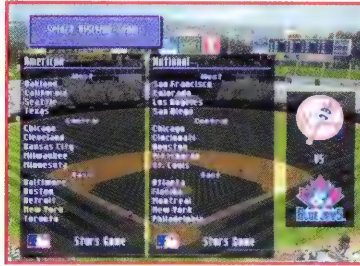
Style:
1 or 2-Player Baseball

Special Features:
Create Player Option,
Career and Season Play,
Massive Stat Tracking,
Multiple Camera Views,
Draft Mode, End of
Season Awards

Created by:
Accolade

Available:
May for Sony PlayStation

Accolade's insanely popular PC series, HardBall, still hasn't found an enthusiastic crowd for the 32's. So instead of releasing another disappointment, Accolade has gone back and redesigned the entire game. The biggest change, of course, is the surrender of sprite characters to motion-captured polygonal players with a variety of sizes, swings, and batting stances. Also revamped is the season mode, which can be played as one complete season or as many seasons as you want through the Career mode. The Career mode accumulates year-to-year stats, incorporates player fatigue and aging, and even goes as far as asking an old-timer to retire. Hardball 6 will more than likely be out before the '97 season.



Saturn

REVIEW

7

Size: 1 CD-ROM

Style: 1 or 2-Player
Light Gun Game

Special Features:
Constant Movement From
One Point To Another,
Different Weapons,
Bombs That Kill
Everything, 3 Continues,
Wacky Enemies

Created by:
Konami

Available:
Now for Sega Saturn

Crypt Killer

If you're not a very discriminating gun gamer, Crypt Killer isn't half bad. The graphics are less than impressive and the levels are often exactly the same (only with different enemies), but the game still manages to be mildly entertaining. Unfortunately, repetitive game play is the curse of most gun games and Crypt Killer does nothing to solve this problem. "Kill the enemies in the background. Ahh! Kill the enemies in front of you. Ahh! It's a boss. Get lucky or die." The good points of this game are the levels that you move through continuously, the weapons, and the wacky monsters. If you find yourself digging most gun games out there, Crypt Killer definitely warrants a rental. Otherwise, steer clear.

PlayStation

PREVIEW

WCW Vs. The World

Size:
1 CD-ROM

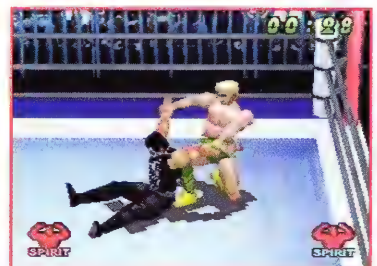
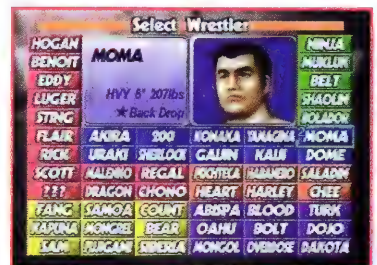
Style:
1 or 2-Player Wrestling

Special Features:
7 Match Modes, 6 World
Leagues, More Than 50
Playable Characters, Up to
30 Moves Per Character,
Ring-outs, Rope Breaks,
Belt Matches

Created by:
Kokopeli for TH*Q

Available:
Now for Sony PlayStation

True to its name, WCW really does take on the world. Seven leagues are represented from around the globe, and single players can enter the League Challenge. Taking on successive competitors through the League Challenge will award you with a belt. Then this belt can be bet against other belts from other leagues. Players will recognize some WCW favorites such as Hulk Hogan, Lex Luger and the eternal Ric Flair. Each player has a number of moves and submission holds. In addition, strength is measured by the spirit meter. Spirit can be increased by doing damage to an opponent or by appealing to the crowd. With all the playable characters, belts, and celebrations, WCW Vs. The World could be the best wrestling game ever made.



PlayStation

REVIEW

8.5

Size: 1 CD-ROM

Style: 1-Player Mech Simulator

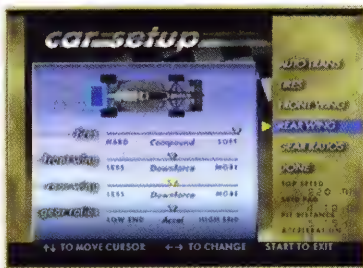
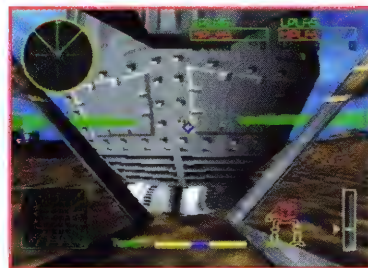
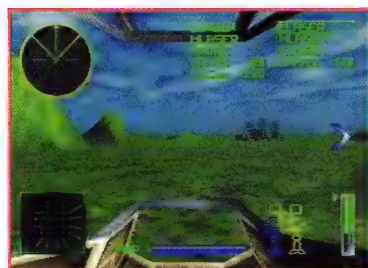
Special Features: Lots of Mechs and Weapons, Configurable Weapon Grouping, FMV From the Original PC Version, Full-Fledged Mech Movement (Torso Twists, Tilt Up and Down, Jump Jets!), Memory and Password Save

Created by: Activision

Available: Now for Sony PlayStation

Mechwarrior 2

In previous issues we talked about the impressive detail and control of Mech 2. The screenshots we showed were of crisp polygonal mechs made of different parts that could be shot off. We lamented only that there were no jump jets. Activision not only added jump jets to their final version, but they've put in texture maps on all of the mechs and buildings as well. Now you can actually see the insignias of the other clans when you approach enemies. Activision has done a great job of making this game everything it could be instead just getting it done. This game comes highly recommended to anyone who has enjoyed the Mechwarrior universe or similar games like Gun Griffon.



Saturn

REVIEW

8.75

Size: 1 CD-ROM

Style: 1 or 2-Player Racing

Special Features: Indy and Stock Car Racing, 2-Player Split-Screen, Sixteen Tracks, Three Views, Customizable Cars, Compatible With Sega's Arcade Racer Stick

Created by: EA Sports

Available: Now for Sega Saturn

Andretti Racing

Racing games don't come much more complete than this. Andretti Racing features the option to either play as an Indy or Stock car through a split-screen versus mode, and the complete season stretches over sixteen tracks. All the tracks are entirely different from one another, and you'll need to use your wits to customize your vehicle in order to perform admirably on these tracks. Besides being weighed down with numbers and options, Andretti Racing has amazing graphics that even include tiny decals on the cars. Until now, the Saturn has only had arcade oriented racers available. This makes Andretti the perfect purchase for those who demand realism in their racing.

PlayStation

PREVIEW

SWIV 3D

Size: 1 CD-ROM

Style: 1-Player Real-Time War Simulator

Special Features: Seek and Destroy Enemy Bases, Obtain More Powerful Weapons and Vehicles as the Game Proceeds, Multiple Mission Objectives, Amazingly Detailed Polygon Graphics, and a Thundering Soundtrack

Created by: SCI for Interplay

Available: June for Sony PlayStation

Hot on the heels of Westwood Studios' Command & Conquer platform release comes Interplay's real-time war simulator SWIV 3D. War junkies won't want to miss this revolutionary gaming experience. SWIV 3D is a sure-fire hit in every category, ranging from complicated infiltration missions to all out Armageddon with death around every corner. The creative team behind this monster, SCI, has taken real-time strategy gaming to the next level by incorporating extremely detailed polygon graphics with the most complex controls around. Real-time war simulators are extremely rare on the consoles, and those who crave another Command & Conquer won't want to miss this amazing gaming experience.



PlayStation

PREVIEW

Lethal Enforcers 1 & 2

Size: 1 CD-ROM

Style: 1 or 2-Player Light Gun

Special Features:

Multiple Weapons, Bosses, Side-View Car Chases, What Else Do You Want? It's A Gun Game

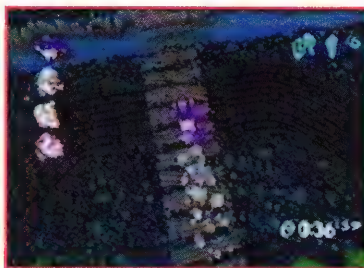
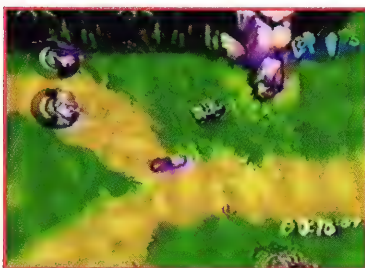
Created by:

Konami

Available:

May for PlayStation

Previously released for the arcade, 3DO, and Sega CD, Lethal Enforcers 1 and 2 will now be made available for the PlayStation. As with all gun games Lethal Enforcers is very basic: "Shoot them before they shoot you." The most interesting part of the game is the bosses. For instance, the final boss in the first game is an Apache helicopter fully equipped with guns and a full complement of missile racks. All the weapons need to be shot off before the pilot makes himself vulnerable. If you were a big fan of these games in the arcade and on the other systems, there doesn't seem to be anything missing graphically, or in gameplay. Of course, the game has been out for a while...



PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1 or 2-Player
(Up to 4-Player With Sony Multi Tap)

Special Features:

Forty Levels, 12 Characters and Vehicles With Different Attributes, Several Game Modes, Weapon Power-Ups

Created by:

Merit Studios Limited for Ocean

Available:

Late April for Sony PlayStation

Motor Mash

Programmer Ian Copeland, creator of the SNES classics Micro Machines 1 & 2, is bringing his zany overhead racing mayhem to the Sony PlayStation this April. While his new game no longer has the Micro Machines license, you can expect to endure the same tiny bite-size racing. Motor Mash features over forty completely different tracks and twelve characters with their own vehicle. All the vehicles in the game handle differently, and naturally, each has its pros and cons. The gameplay consists of racing to the max; you'll be required to power slide through turns and launch missiles and other weapons at enemies near and far. Micro Machine groupies rejoice! Motor Mash is here to enlighten you!

PlayStation

PREVIEW

Wild Arms

Size: 1 CD-ROM

Style: 1-Player Action/Role-Playing Game

Special Features:

Dynamic Storyline (You Won't Feel Like You're on a Track), 3D Battles With Polygonal Enemies, Multiple Camera Angles, Huge Rendered Bosses, Run and Throw Buttons, Force Attack Meter, Cool Magic Effects

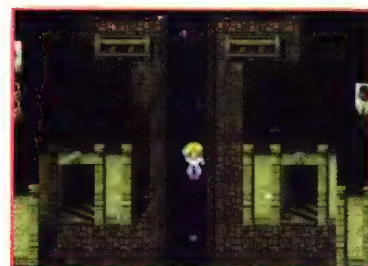
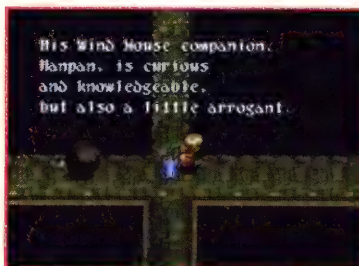
Created by:

Sony Computer Entertainment Inc.

Available:

April for Sony PlayStation

While not quite as graphically mind blowing as Final Fantasy VII, Wild Arms is an excellent RPG. At the beginning of the game you will become acquainted with each of the three characters through individual mini-quests. Once this part of the game is completed you will have access to a full-fledged party of three. What separates Wild Arms from other RPGs is its use of Zelda-styled action while in town and dungeon map areas. One character uses bombs to remove obstacles; another can take advantage of his intelligent rodent friend to get into places too small for prying human hands. The drama is traditionally soap opera-ish but more involved and interesting than typical RPGs. Combat is also exceptionally done with the use of polygonal enemies and cool effects.



SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



Independence Day – PlayStation

Enter all of these codes at the Password screen.

- Canyon (Easy) – BBFHB
- Canyon (Normal) – BBFMC
- Canyon (Hard) – BBFQC
- Washington (Easy) – DBKHN
- Washington (Normal) – DBKMO
- Washington (Hard) – DBKQO
- New York (Easy) – GBKHW
- New York (Normal) – GBKMX
- New York (Hard) – GBKQX
- Paris (Easy) – LLSHW
- Paris (Normal) – LLSMX
- Paris (Hard) – LLSQX
- Moscow (Easy) – NL9HW
- Moscow (Normal) – NL9MX
- Moscow (Hard) – NL9QX
- Tokyo (Easy) – R39JD
- Tokyo (Normal) – R39NF
- Tokyo (Hard) – R39RF
- Oahu (Easy) – T59HW
- Oahu (Normal) – T59MX
- Oahu (Hard) – T59QX
- Las Vegas (Easy) – Z99HY
- Las Vegas (Normal) – Z99MZ
- Las Vegas (Hard) – Z99QZ
- Mothership (Easy) – 399HG
- Mothership (Normal) – 399MH
- Mothership (Hard) – 399QH

*Chance Tarkin
Wilmington, NC*

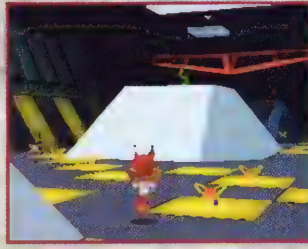
Street Fighter Alpha 2 – SNES

Play as Classic Chun Li – Go to the Character Select screen and highlight Chun Li. Now, hold Start for approximately six seconds then hit any button.

Play in Australia – First, go to Versus mode and highlight Sagat's stage. Now, hold Start for five seconds and then press any button.

Select Victory Pose – Right after you knock down your opponent hold Start, Select and any other button to view different victory poses.

*"Lord Tarkin"
Santa Barbara, CA*



Bubsy 3D – PlayStation

To enter these codes, enter the Load/Save option, then punch in the code you desire.

- Level Select – XLVLCHTMSB
- Bonus Round – XBNSCHTMMM
- Coordinates – XDBUGLOCNC
- All Rockets – XTOOROCKER

*Damion Sinclair
Felton, MD*

Ten Pin Alley – PlayStation

Taunts – Enter the Team Play option and while your opponent is in his or her approach, hold down L1, L2, R1, R2, and hit any one of the buttons below to try and get under your competition's skin.

Taunts

- You Suck – ●
- Choke – ▲
- Miss – ■
- Loser – ✕

*Marc Silvestri
Histerberg, NM*

Jet Moto – PlayStation

All of these codes can only be entered after all the tracks are unlocked and the game is beaten. Enter them at the bubble menu on the Title screen.

- Super Agility – Down, ●, Left, L1, Left, Right, Left, Right
- Zero Resistance – ■, L1, ▲, Right, L1, Down, R2, ▲
- Double Stunt Points – Right, Up, ●, L2, ▲, ●, R1, R2
- Show Off Camera Enabled – ▲, Down, ■, ▲, L1, L1, R1, R1
- Air Brakes – R1, R2, Right, L2, Up, ●, Up, ●
- Rocket Racer – ▲, Up, Up, L2, L2, Up, Up, Up
- Unlimited Turbos – ▲, ●, Right, R2, Up, ■, Up, ▲
- Ice Racing – Up, R2, R1, Right, L1, ■, Right, Right
- Computer AI Code – ●, ■, R2, ●, ▲, L2, Right, Up

*Shaun Ahuja
Plano, TX*



NBA Live '97 – PlayStation

Type in the name of these NBA Live producers and programmers in the Create Player option. Make sure that you push Start on the last letter of each name or the code won't work. It will put them on the Free Agency list, and it won't count as a created player. You can have all these names entered and still create forty other players.

- Amory Wong
- Allan Johanson
- Brian Krause
- Dom Humphrey
- Daniel Ng
- Robert White
- Dan Scott
- David Bollo
- Sebastian Reinarz
- Sheila Allan
- Michael Vanaselja
- Casey O'Brien
- Daryl Anselmo
- Giovanni Sasso
- Kim Gill
- Mark Soderwall
- Greg Allen
- Cindy Green
- David Laviolette
- Adam MacKay-Smith
- Traz Damji
- Steve Rouea
- Crispin Hands
- Jeff Mair
- Sam Nelson
- Ed Fletcher
- Stan Chow
- Tarnie Williams
- Michael Klassen
- Marcus Lindblom
- Dave Warfield
- Ivan Allen
- Brain Wideen
- Brent Nielson
- Aaron Grant
- Renata Antonic
- Zoe Quinn
- Sean O'Brien
- Novell Thomas
- Al Murdoch
- Ernie Johnson

*Gillian Anderson
Gradon, NY*



FIFA Soccer '96 – PS-X

You'll need to enter all of these codes while the game is paused. Go to the Options menu from the Pause screen and enter in the code you desire. Now, highlight options on the Pause screen and hit ■. This will bring up the Cheats screen that allows you to turn on the code you entered.

- Invisible Walls – ✕, ✕, ✕, ▲, ■, ■, ■, ▲
- Silly Team – ■, ▲, ✕, ■, ▲, ✕, ✕, ■
- Dream Team – ■, ■, ▲, ▲, ✕, ✕, ■
- Curve Ball – ▲, ■, ✕, ▲, ✕, ✕
- Crazy Ball – ✕, ■, ▲, ✕, ✕, ▲, ■, ✕
- Shoot Out – ■, ▲, ■, ✕, ■, ▲
- Super Power – ▲, ■, ▲, ▲, ▲, ▲, ▲, ▲, ▲, ▲
- Super Goalie – ■, ■, ■, ■, ■, ▲, ▲, ▲, ▲, ▲
- Super Offense – ■, ■, ■, ■, ■, ✕, ▲
- Super Defense – ▲, ▲, ▲, ▲, ▲, ▲, ✕, ▲
- Secret Intro – (Enter at the Title screen.) While the intro is playing press ■, ▲ to view some extra footage.

*Todd Andretti
San Mateo, CA*

Crusader: No Remorse – Saturn

- Level 2 – FWQP
- Level 3 – PLRQ
- Level 4 – SZNF
- Level 5 – TD5S
- Level 6 – J1BT
- Level 7 – K2CV
- Level 8 – N3DW
- Level 9 – M4FX
- Level 10 – X5GZ
- Level 11 – C6HO
- Level 12 – D7J1
- Level 13 – F8K2
- Level 14 – FGL3
- Level 15 – JFM4
- Bonus Level – LRTN

*Judy Hestler
Hunts, GA*



NBA Jam Extreme – PlayStation

To access these new stars first enter the three letter PIN followed by the birth date that is listed for each hidden character.

Sports Team

- Junior Seau – JR 6/1
- John Elway – WAY 9/30
- Frank Thomas – BIG 12/6
- Marv Albert – MRV 12/31
- Newt Gingrich – NEW 8/12
- XX Samoa – TVH 6/6

Special Sports Team

- Cheryl Swoopes – SWO 1/1
- Rebecca Lobo – LOB 7/4
- Carol Blazejowski – BLZ 3/1
- Bob Lanier – LAN 9/10
- Air Nick – ARN 5/18
- George Gervin – ICE 4/27

Rookie Team

- Rookie Team 2 – REG 1/17
- Rookie Team 3 – BAP 8/11

Sculptured 1

- Dwain Skinner – DAS 2/21
- Dave Ross – DJR 6/8
- Jeff Peters – JBP 5/17
- Daren Smith – DRS 4/10
- Mike Callahan – MWC 5/1
- The TinMan – TIM 1/24

Sculptured 2

- Mark Ganus – MMG 9/16
- Roy Wilkins – RNW 9/15
- Rob Dautel – RAD 3/19
- James Hebbon – JPH 4/26
- Dean Morrell – DSM 5/9
- Mike Peery – MJP 5/26

Squid Team

- Melissa Pardike – MAP 3/26
- Jane Bradley – JLB 5/23
- Jonathan Dansie – JWD 8/2
- Lee Phung – LEE 1/1
- Jason Greenberg – JAY 4/18
- Chris Hawkes – CDH 2/21

Acclaim Team

- XX Weasel – DAN 2/1
- Magic Hair – SET 12/8
- XX Sequoia – SDR 4/10
- XX Pistol – WAN 6/10
- Acclaim Team 2**
- Mark Shafer – XTL 5/2
- Bob Davidson – RAD 10/18
- XX Fumongous – GUN 1/11
- Geoff Higgins – GCH 4/13
- Air Dog – SAM 1/21
- Ice Princess – MDK 12/24
- All-Star East – LMH 6/28
- All-Star East 2 – EST 3/14
- All-Star West – WST 7/12
- All-Star West 2 – RMC 4/21
- Happy Team**

- Pirate Bill – SAL 2/2
- Mr. Happy – MJT 3/22
- Dufus the Clown – GRR 6/19
- Three Feet Under – TOD 4/17
- Mr. Unhappy – GEM 11/3
- Ooohh – JLH 1/26

Invisible Team

- Who – WHO 1/1
- Brained – BCS 1/7
- Monkey Boy – PJP 11/2
- Howie – BCE 7/10
- Jim Jung – JKJ 12/13
- Huh – CBR

God Code – YME 5/17

Dribble Mode – During gameplay tap **Pass**, **Turbo**, **Extreme** at the same time to send your player into a dribbling frenzy.

Dribble Under Legs – During gameplay double tap **Turbo**.

Dribble Behind Back – During gameplay double tap **Extreme**.

Big Feet Mode – Hold the directional pad either **Left** or **Right** when exiting the **Big Head Select** screen.

Head-Er-Oids – To access this hidden four-player mini-game, have all four joypads hold **Up** on the directional pad and then hit the **Extreme** button while exiting the **Select** screen.

Enter the following codes before the tip-off. Note: Your players must be on the court before trying to enter a code.

Max Rebounding – Pass, Pass, Extreme, Special, Extreme, Turbo

Computer Assistance Off – Extreme, Turbo, Pass, Pass

Beach Ball – Pass, Pass, Turbo, Extreme, Turbo, Pass, Pass

Soccer Ball – Pass, Pass, Turbo, Turbo,

Extreme, Extreme, Extreme
Quick Hands –

Pass, Pass, Pass, Turbo, Turbo, Turbo, Extreme, Extreme, Extreme, Pass, Pass, Pass

Max 3Pts – Pass, Pass, Pass, Pass, Pass, Pass, Pass, Pass, Extreme, Pass, Pass, Pass, Pass, Pass, Pass, Pass

Legal Goaltending – Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme, Extreme

Dead-Eye-Dick – Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo

Super Rainbow Shot – Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo, Turbo

Power Push – Turbo, Turbo, Pass, Pass, Turbo, Turbo, Pass, Pass, Turbo, Turbo, Turbo

Enter these codes at the **Keep Record** screen. First, input the first two letters, then backspace twice, enter the next two letters, backspace twice, enter... You'll know the code worked when you hear an odd sound.

Start in the Play Offs – PLAY OF FS

Start in Finals – FI NA LS

Start With Two Games Won in Play Offs – CH EE SY

Start With Three Games Won in Play Offs – NO VI CE

45 Second Shoot Out – SH OO TO UT

Sound Test – KA ZO O

Enter this code at the **Big Head** screen.

1/2 Size Players – Up, Down, Left, Right, Down, Up, then hit Yes.

Sydney Charles
Boston, MA

Soviet Strike – PlayStation

Enter these codes at the **Password** screen.

Unlimited Lives – ELVISLIVES

Infinite Armor – IAMWOMAN

Lucas Barlington
Grate, WA



Turok: Dinosaur Hunter – N64

Enter this code at the **Code Entry** screen. Note: This may only work in the Beta version of the game. If it doesn't work, we are extremely sorry, and we will print the real codes ASAP.

Infinite Lives –

FRTHSTHTTRLSCX

The VidMan
Uptown, MN

Dark Forces – PlayStation

Mission 4 – 885BVHMCQ8

Mission 5 – I32ZNJQHT3

Mission 6 – GV8KFIG6KL

Mission 7 – 3X8MJ47R3X

Mission 8 – LMZRK4IR3D

Mission 9 – BR2WYK2CQJ

Mission 10 – 00GBNLJ4G0

Mission 11 – T2GDTJG5JT

Mission 12 – H2DCTKH40S

Mission 13 – PPRQP58LD

Mission 14 – RT2W121V7J

"Dusty Wookiee"
Tyler, MA



Contra: Legacy of War – PlayStation

Enter this code at the **Title** screen.
Stage Select – Press L2, R1, L1, R2, Left, Right, ●, ■, R2, L2

Amy the Giggling Gamer
Tokyo, Japan

Command & Conquer – Saturn

Air Strike – While playing, press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, and C.

Ion Cannon – While playing, press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, and B.

Nuclear Bomb – While playing, press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, and A.

Sam Kinterson
St. Paul, AK



Powerslave – Saturn

Master Code (Must Be Entered) –
f6000914 c305
b6002800 0000
 All Weapons and Artifacts –
1608607 efff
 Infinite Pistol Ammo –
16086096 003c
 Infinite M-60 Ammo –
1608609a 001e
 Infinite Flame Thrower Ammo –
160860a2 00e0
 Infinite Ring of Ra Ammo –
160860aa 0004
 Infinite Manacle Ammo –
160860ae 0004
 Infinite Health – **1608608a 00c8**
 All Seeing Eye – **1605186e 0001**
 All Keys – **1604a556 ffff**



Ridge Racer Revolution – PlayStation

Extra Cars – **801dd208 0001**
 Course Select – **801dc9c8 0707**
 Race as Black Car –
8007c43a 000c
 Race as Black Mini Car –
8007c43a 000d
 Race as White Car –
8007c43a 000e



Spot Goes To Hollywood – Saturn

Master Code (Must Be Entered) –
f6000914 c305
b6002800 0000
 Infinite Lives – **160694c2 0009**
 Have 5 Stars – **160661b4 001f**

Cool Boarders – PlayStation

High Scoring – **80016210 0000**
80016212 0000
 Extra Tracks – **801ef82a 0005**
 Extra Boards – **801ef82e 0007**

Warhammer: Shadow of the Rat – PlayStation

Infinite Cash – **800db920 270f**

WipEout XL – PlayStation

Infinite Energy – **30094529 0001**
 Track Select – **801fe4d2 0001**
 Piranha Team – **801fe4ac 0100**

NBA Jam Extreme – Saturn

Master Code (Must Be Entered) –
f6000914 c305
b6002800 0000
 Home Team Scores 0 –
1602e446 0000
 Away Team Scores 0 –
1602e44a 0000



Twisted Metal 2 – PlayStation

Infinite Armor – **80187d00 0096**
 Rapid Fire – **801882fe 0000**
 Infinite Specials – **801882e6 0009**
 Extra Vehicles – **80180d04 0101**



Andretti Racing – Saturn

Master Code (Must Be Entered) –
f6000914 c305
b6002800 0000
 Quality in First – **160b3786 0064**

Super Puzzle Fighter 2 Turbo – PlayStation



Play as Akuma – Place your cursor on Morrigan and hold **Select**. Now, press **Down, Down, Down, Left, Left, Left, ●**. For player 2, press **Down, Down, Down, Right, Right, Right, ●**.

Play as Dan – Place your cursor on Felicia and hold **Select**. Now, press **Left, Left, Left, Down, Down, Down, ●**. For player 2, press **Right, Right, Right, Down, Down, Down, ●**.

Play as Devilote – Place your cursor on Morrigan and hold **Select**. Now, press **Left, Left, Left, Down, Down, Down**, wait until the character select timer is at ten seconds and hit **●**. For player 2, press **Right, Right, Right, Down, Down, Down**, wait until the character select timer is at ten seconds and hit **●**.

Play as Hsien-Ko's Sister – Place your cursor on Morrigan and hold **Select**. Now, move your cursor one square to the right and press the **L** button. For player 2, place your cursor on Felicia and hold **Select**. Move your cursor two squares to the left and press the **L** button.

Play as Anita – Place your cursor on Morrigan and hold **Select**. Now, move your cursor two

squares to the right and press the **L** button. For player 2, place your cursor on Felicia and hold **Select**. Move your cursor one square to the left and press the **L** button.

Play Against CPU Devilote – Before stage 7, you must and have the following accomplished: without using any continues Defeat an opponent within one minute in one round, have at least one super combo, have a max chain of four or more, and your max power gem must be at least be twenty units.

Play Against CPU Dan – By the end of level 6, the player must not have accomplished any of the feats needed to access Devilote.

Stage Select – (VS Mode only) Right after selecting a character hold **L2, R2**, and **Select**. Now, choose your handicap, and while still holding down the combo press one of the following buttons for the level you desire.

- Donovan** – ●
- Hsien-Ko** – ✕
- Sakura** – ▲
- Felicia** – ■
- Akuma** – L1
- Devilote** – R1
- Morrigan** – Up
- Chun-Li** – Down
- Ryu** – Left
- Ken** – Right
- Dan** – No Button

*Martin Scorsese
Milwaukee, WI*

Crusader: No Remorse – PlayStation

Enter all of these codes at the Password screen.

- Level 2 – FWQP
- Level 3 – PLRQ
- Level 4 – SZNF
- Level 5 – TD5S
- Level 6 – J1BT
- Level 7 – K2CV
- Level 8 – N3DW
- Level 9 – M4FX
- Level 10 – X5GZ
- Level 11 – C6HO
- Level 12 – D7J1
- Level 13 – F8K2
- Level 14 – FGL3
- Level 15 – JFM4

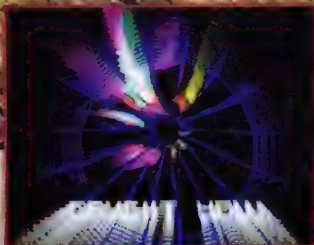
*Kyle McCluen
Los Vegas, NV*

Shining Wisdom – Saturn

See Hidden Passages –

There is a way to see some of the secret passages through a very easy process. Press **Start** while you are playing the game and the menu will pop up. Make sure the background menu setting is set to translucent. Now look at the scenery through the **Pause Menu** screen and you may just see something you've spent hours looking for.

*Steve Rogers
Washington, DC*



Tempest 3X – PlayStation

To Enable Cheats –

At the **Select Game Type** menu simultaneously press **R1, L1, ▲, ●, Up/Left, Select and Start**. Once entered the game will scream at you confirming that it is ready for the codes to be entered.

Level Skip – During gameplay, hold down **R1** then press **L2**. Once all the bad guys are eliminated with (**R1** and **L1**) you'll skip to the next level.

Trippy Tempest – At the **Select Game Type** menu hold **R1, L2, ▲, ✕, and Up**. This will trip out the background and make gameplay extremely difficult.

Mini Games – Score high enough to get a first place ranking, and enter your name as **HVS**. Now, at the next entry screen enter in **YIFF!** Tempest 2000 and Tempest Plus will appear on the main menu.

Sam
Irvine, CA

Iron & Blood – PlayStation

Enter all of these hidden boss codes at the **Character Select** screen.

Minion of Chaos –

L1 + L2 + R1 + R2 + Up + ✕

Avatar of Order –

Left + ■, Right + ●

Lord of Chaos –

Half circle counter clockwise from **Up, ▲ + ✕**

Strahd –

Full circle counter clockwise from **Up, R1, R2, L2, L1**

"The Rhino"
Toledo, OH

Slamscape – PlayStation

All Weapons – While in gameplay, hold **Select**, and press **Left, ■, Right, ●, Up, ▲**. (This can be used to recharge them as well.)

Invincibility – While in gameplay, hold **Select** and press **■, ■, ●, ●, ■, ■, ▲**.

Eliminate Danger Ranger and Queen – While in gameplay, hold **Select, L1, L2**, and press **Left, ■, Left, ■, Left, ■**.



Christmas NIGHTS – Saturn

Acid Snow –

Set the date to **December 12, 2099** to view some seriously whacked graphics.

Play as Reala –

Set the date to **April 1, 1997** to play as this prankster.

"Tickle Me Elmo"
Unknown

Wayne Gretzky 3D Hockey – Nintendo 64

View Logos –

Press the **Z Button** on any of the options in the **Records** screen to view several advertisement logos.

Instant Start With Gretzky –

Hold any one of the four **C buttons** while pressing **Start** on the **Title Screen**.

Head Scale –

Enter the **Options** screen during gameplay and press **Right Button** and **Bottom C button**.

Body Scale –

Enter the **Options** screen during gameplay and press **Right Button** and the **Left C Button** (hit twice to make even larger).

Voice Scale –

Enter the **Options** screen during gameplay and press **Right Button** and **Top C Button**.

Select Opposing Team –

At the **Team Select** screen press **Right C Button, Right C Button, Right C Button** on the team that you want the computer to control.

David Silverman
Rosemont, WA

Delfon 5 – PlayStation

Play Asteroids – Find any **VOS** terminal and enter the **Communications** link. Select **Local Communications** and when the message of unavailability appears press **▲**. The game will load for a second, and before you know it, you'll be freakin' on Asteroids!

"Virtua Gap Boy '97"
Minneapolis, MN

ACCESS + ALLIES

OPERATION: CODE HUNT

Twisted Metal 2 – PlayStation

Enter these codes while in gameplay.

Minion Special – **Up, Down, Up, Up, R2**

Regenerate Life – **Down, Up, Right, Left, Up, Up, Down, Down**
Karmen Khaleli
Webville, COM



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 64 *Blast Corps*
Doom 64
Turok: Dinosaur Hunter

PlayStation *Battle Stations*
Carnage Heart
Descent Maximum
Final Fantasy VII
Independence Day
NBA Shoot Out '97
Rally Cross
Spider
Suikoden
Vandal Hearts
Wing Commander IV

Sega Saturn *Andretti Racing*
Contra: Legacy of War
Die Hard Arcade
Independence Day
Tomb Raider

Norse by Norsewest: The Return of the Lost Vikings
Scud: The Disposable Assassin

Arcade *Tekken 3*

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10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com

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

PlayStation:

ASCIIPad,
Specialized ASCIIPad,
Specialized ASCIISTick

Saturn:

ASCI Saturn Stick,

Super NES:

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

Genesis:

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

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

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Game Boy® pocket.



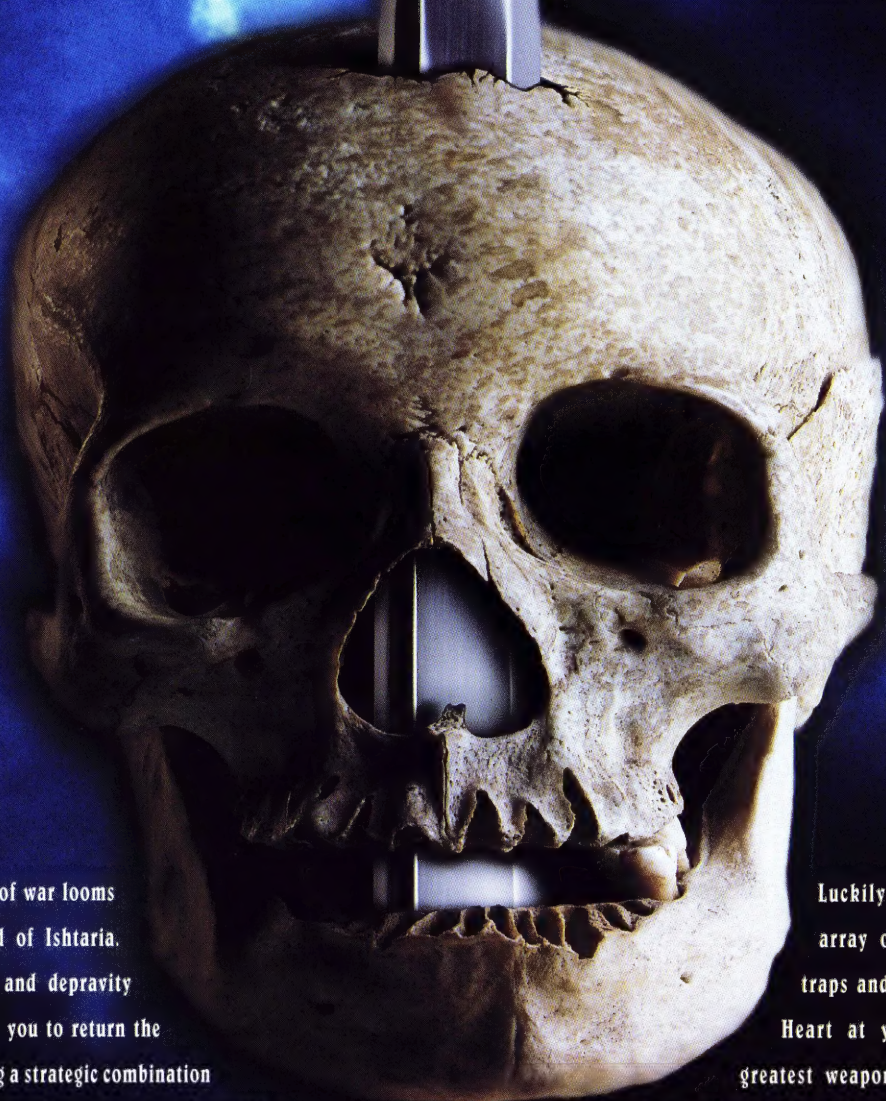
Now in six tasty colors.



GAME BOY.pocket



IF YOU DON'T USE YOUR HEAD SOMEONE ELSE MIGHT.



The spectre of war looms over the peaceful land of Ishtaria. Terrorism, corruption and depravity run rampant. It's up to you to return the land to democracy, using a strategic combination of wits, muscle and magic. It's an epic confrontation that unfolds on multiple, glorious, 3-D isometric battlefields.

Luckily, you have an awesome array of weapons, spells, booby traps and The Great Sword Vandal-Heart at your command. Plus the greatest weapon of them all-your brain. Enter the world of Vandal-Hearts. Where a sharp sword is no match for a sharp mind.



Classic RPG Combat



3-D Isometric Battlefields



3-D Magic & Spells



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