

Special  
Arcade  
Report

Pg. 52

# Game Informer

MAGAZINE



## FIGHTERS MEGAMIX

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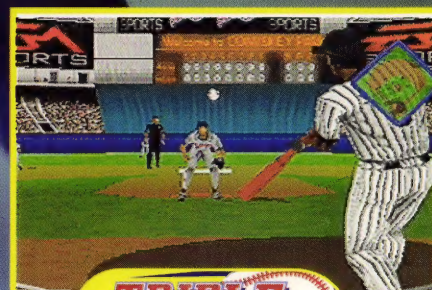
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PLAY '98

May 1997

Vol. VII • Issue 5 • #49



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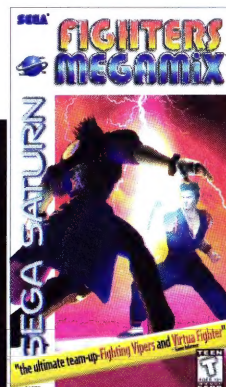
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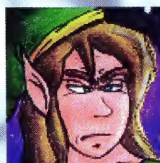


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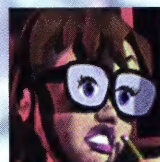
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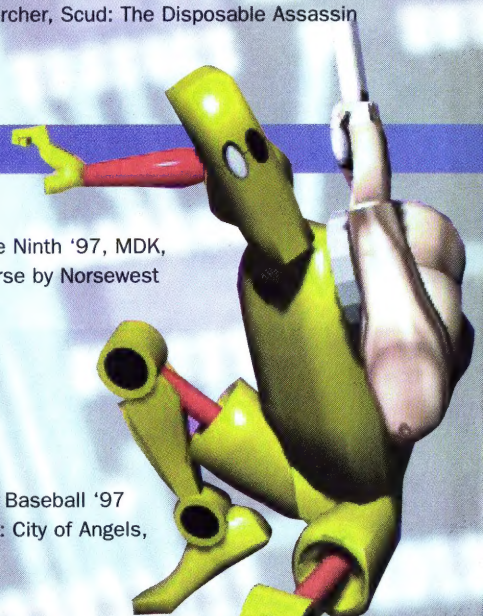
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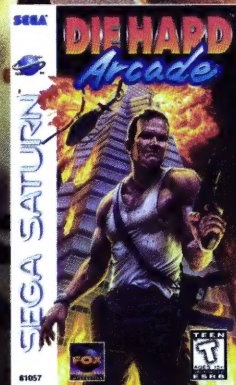


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# LETTER FROM THE EDITOR

By Andrew McNamara

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## How Low Can You Go?

No, I'm not referring to the Limbo, I'm talking about price wars, one of the best things that can happen in this industry. Sure, game companies aren't making as much money off the hardware as they were before (in some cases they're actually losing money), but the increase in units sold translates into an increase in software sales. And if you didn't already know, software is the meat and potatoes of this industry.

This is especially true for Sony, Nintendo, and Sega since they charge a licensing fee for every single title sold for their respective systems. Think about it — they make about 10 to 30 dollars off every CD or cartridge sold (and they sell millions every year). Do the math on that and it translates into a lot of cash.

So don't let the sudden price drops scare you into believing that the video game industry is in trouble, because

nothing could be further from the truth. For the systems to reach their full market potential companies have to drop the price of hardware. For example, Super Nintendo and Sega Genesis sold well at their original \$199 price point, but when they dropped to \$149, they really started moving. But not until the systems went to \$99 did they start flying (and I mean flying) off the shelves. At \$99 the systems are just slightly more than the software that runs on them, and that makes the systems into an impulse buy that almost anyone can afford.

Nintendo and Sony were the first to go to \$149, but you can expect Sega to follow suit before the end of summer. Also, you and I both know this isn't the end of it. I'd be willing to bet 50 bucks that they'll hit \$99 within the next year, and you can take that to the bank.

### PAUL, THE GAME PROFESSOR

"I finally got a chance to play the first Sega Model 3 racer and I must say it looks phenomenal. However, the design of the game itself is a little archaic when you think about it. There is little change in the design, other than the graphics, that distinguishes it from Virtua Racing. Speaking of driving games (my favorite type of arcade game), be sure to look for Konami's GTI Club and Atari Games' San Francisco Rush. Hopefully, these and others will make their way to the home systems very soon."

### REINER, THE RAGING GAMER

"Lately, I've been receiving the strangest of mail, suggesting that I, the catatonic gamer, am somehow a god or cult hero. Really, it is flattering, but come on! We all know that I'm nothing but a human from the gene pool of pond scum. Sure, if you want to worship me, go right ahead! Send me all of your money and toys, tattoo my face on your butt, grant me access to your livelihood and prepare to be exiled to the catacombs of my realm where a band of gimp gypsies with magnetic faces will order you to do a strategy guide of Mortal Kombat 2 until your eyes bleed. Serve me well, and I'll grant you access to my fortress of video game solitude. Disobey me, and since I have no real powers, I'll lie to you about mass murder and torture, then let you go with nothing but a warning."

### JON, THE GREEDY GAMER

"I just can't believe how many baseball games are going to be out this spring. I've looked at a lot of them, and for the most part, they're impressive. I'm still waiting to see a finished Triple Play, so I'll hold off judgment until then. As for fighting games, we had a lot of fun with Dynasty Warriors. Whoopin' Paul's butt is the next best thing to ice cream. As for other games, I feel I have to print a retraction. Back in December, I gave Soviet Strike an 8.5, and in the words of Paul, I definitely did "miss the boat." After playing through all the missions, I've come to the conclusion that Soviet Strike rules! Pick it up, and appreciate its intense attention to detail."

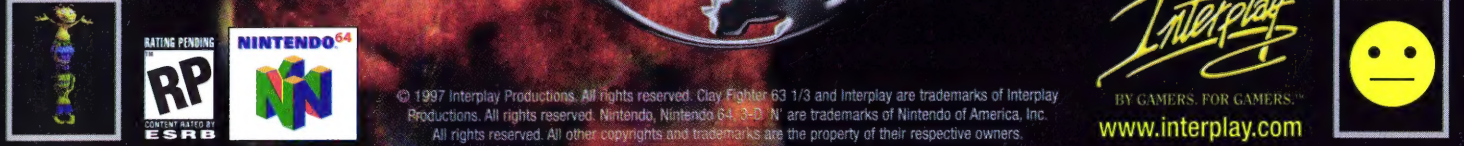
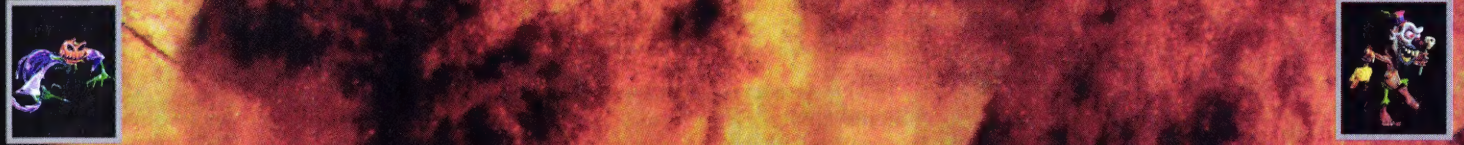
### ERIK, THE PC JEDI

"I heard they were going to make a Tomb Raider action figure line but they had problems with Lara Croft. She kept on falling over. I wonder why. Maybe if they gave her a pair of clown shoe feet she would stand up, but that would look silly and not very anatomically correct. Besides, it would be kind of hard to do all those gymnastics and tricks with a pair of such gigantic... feet, now wouldn't it? Maybe they'd just be better off sticking to video games where the laws of gravity and structural support are theirs to command."

### ANDY, THE GAME HOMBRE

"All right, here's a rhetorical question. If you're sitting in a room, and you have a choice between playing an arcade game and playing a home game (presuming that both games are good) which one would you choose? Well, obviously you would choose the arcade machine, or would you? What if the home machine had a couch, a big TV, and a cooler filled with your favorite beverage? Now, which one would you choose? All I've got to say is move over Homer Simpson, I'm comin' home!"





They have been born of fire —  
hopefully they won't melt.

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# Dear GI

Letters from Our Readers

## GI Answers the Mono-Questions

A lot of you wacky people have been sending us the same questions over and over again for the last four months so we thought we'd morph them into one big Q&A so we can resolve these issues once and for all.

**Readers:** Will there be a sequel to my favorite game which has sold millions of copies and me and all my friends own and play over and over again until we feel like we're going to puke and start hallucinating from sleep dep?

**GI:** Most probably. Video game companies aren't always that creative. If something is a smash hit they'll keep on regurgitating it until they take a loss on it. These requests are kind of goofy though. Trust us. We're a vid mag. If we don't get every important thing that reaches our bat-like ears out to you as soon as possible, we aren't worthy of your subscriptions. The one thing we won't do is write ridiculous stories about stuff that we don't have any real, substantiated information on. We won't write about Tekken 4 until Namco is actually done programming Tekken 3 and they're ready to talk about their future plans. We also won't talk about the PlayStation 2 (unless we're spreading mischief in our April issue) until Sony lets something slip. Are they designing a new system? Of course they are! They just haven't confirmed anything yet. And we'll do everything short of industrial espionage to get the first scoop.

**Readers:** Is the best system on the market the Saturn, Nintendo 64, or the Sony PlayStation? I want a definite answer. Don't dance around the question like you always do.

**GI:** No. This is all wrong. The reason we "dance around the question" is because we don't really know what's best for you. Some people will buy an entire system for just one game or a particular series of games. Other people consider the variety of good games a system has to offer and whether they will be satisfied with future products for that console. Now, we've been telling you all for months that we currently favor the Sony PlayStation. This is simply because it has the widest variety of cool games right now and it looks like it still has a lot of life left in it. You have seen the screenshots of Final Fantasy VII, haven't you? Of course, in three or four months Nintendo could be knocking everyone's socks off with their new stuff. They could also end up deep-sixing themselves by going with a peripheral and being so slow about getting decent games out, but we aren't suggesting anything, we just don't know. If you trust Nintendo implicitly then go ahead and run with the N64. If you want to play it safe and be content with a whole bunch of rockin' good games (which isn't to say you won't need to look out for a lot of bad apples), then go with the PlayStation. If you've got a lot of favorites on the Saturn and can't wait to get your hands on the NetLink, by all means go with Sega.

**Readers:** Why did you kill my Jaguar/3DO/SNES/Genesis? How come I don't see any reviews of games for these systems? If you're not going to cover them why are they still on your cover banner?

**GI:** We don't kill systems. We just arrive on the scene and declare them dead, dying, or retired (in the case of the SNES and Genesis). This isn't to say that there will never be any more games for these

systems. It's just not likely. We keep a lot of those systems on our cover banner simply because we continue to make frequent reference to them in Classic GI, and we still consider them active in the gaming community. These systems are still selling a lot of games at used retailers. Our assumption is that many people still have their older systems in addition to their new ones and it's a plus to see the occasional article on them. We'll be honest though. If you don't have the PS-X, Saturn, or N64 you're just not going to see a lot of stuff that relates to your system right now.

**Readers:** How come you guys are so lame about the Saturn? All I see are PS-X and N64 reviews! Game Informer is stupid!

**GI:** Okay, that's it. We've just about lost our temper on this one. If there are any of you who have been getting our mag for at least a year and think we don't cover enough Saturn material, we challenge you to send us a list of all the Saturn games we've blatantly ignored in the last 12 issues. If you can't find more than five, don't bother to write to us. That goes for you grumpy N64 fans as well. We warned you there wouldn't be a lot of games for the N64 since it came out in November but you didn't listen. If you have to complain, write to Nintendo and Sega, not us.

Now then. Let's move on, shall we?

## Nintendo's Just In It For The Money?

I have to give credit to Nintendo for pushing back the release date of the N64 over and over again until late September '96 because they made a huge profit from desperate buyers. You would have thought the N64 would be almost perfect by then, but go figure. Now Nintendo is coming out with the 64DD peripheral unit that could cost as much as \$200 and we'll all have to buy it to play the cooler games like Zelda.

And what about those colored controllers? At a local store they cost ten dollars more than a regular controller! What I'm trying to say is that Nintendo is milking us like a bunch of suckers.

Matt "The Game Freak" Guevera  
Chicago, IL

Nintendo's just in it for the dough? You don't say... But seriously, as annoyed as we are with Nintendo for their arrogance and spoiled attitude, we have to say a few things in their defense. The N64 really wasn't completely finished until the last minute. As Mario was being designed, new ideas were implemented for the machine to enhance performance and allow more options for game developers. The 64DD seems to be Nintendo's response to the challenge that CDs are better because they can hold more memory and they're cheaper to manufacture. Nintendo doesn't want to be left out in the cold in any corner of the industry so they decided to put out the 64DD. Our only trepidation about this device is that developers might get cheasy and start making games solely for the 64DD. We're still somewhat mind-boggled that Nintendo is taking this risk. With the fall of the Sega CD, 32X, Turbo-Duo and countless other peripherals, we have to wonder if putting out Zelda will make enough of a difference for the 64DD to break from the trend of add-on units biting the dust within the first three months of their debut.

## Another Happy Customer

I would like to start off by saying that your mag rules but I had some pretty big problems with your February issue. What were you thinking when you did the awards? Sega's game for the year should have been Sonic 3D Blast and the Gameboy game of the year is obviously MK3. All I'm trying to say is, do them over and give me a call. My friend and I are video game maniacs. We know every game, accessory, and system that has ever existed. We just want to try every game and give an average to it. We'll bet you five bucks that your readers will be happy because they count on your mag. They spend money based on your opinion. All I'm saying is to give me and my friend a chance.

Zero Cool  
Medford, NJ



We'd love to take you up on your bet, but after searching our pockets and underneath the cushions of neighbor's couches, we could only gather 4 dollars and 98 cents. We do appreciate the fact that you actually suggested games that might be better though. Most people write in telling us how lame we are but don't really say what we should have done. Unfortunately, we thought Sonic 3D Blast

was a horrendously lame game standing on the crutches of the Sonic name and MK3 was "okay," but did not rival the addictive power of Tetris Attack. Trust us. We play a lot of games. The fact that our readers count on us is something we're very aware of. That's probably why we spent so many hours wrangling over those awards in the first place.

## GI Wades

I've been reading a bunch of video gaming mags lately, and I've been seeing some strange rumors. I'd like to know if you think it could be possible for any of these to be even the slightest bit close to the truth.

1. Street Fighter III will be on the M2 next year. Capcom will also be releasing X-men Vs Street Fighter on the Saturn, but not PS-X, due to limited RAM.
2. Mortal Kombat IV will be in 3-D. They'll be using new Obsidian hardware with a chip producing 1,000,000 texture mapped polygons a second. Rayden, Sonya, and Scorpion will be there, and a new feature will be added, like the RUN button from MK 3.
3. Both Sony and Sega will be dropping the prices of the PS-X and Saturn to \$149 for the holiday season, and Nintendo will follow suit.

Josh "The Kombatant" Gilbert  
Fox Point, WI

We've often been thoroughly amazed by our competitors' unique information gathering abilities. It's almost like they pull information out of thin air. Truth is, most of the rumors you're talking about are



just that. Rumors. Rest assured, Game Informer is committed to reporting what we know - not what some people might want to hear.

1. This is the most humorous rumor we've heard since we're not even sure the M2 is going to come out at all, much less in the States. Sounds like BS.
2. We heard the rumor that MK IV would be in 3D a long time ago, but that may have had something to do with Williams' other project, War Gods, which took MK style combat and attempted to put it in a 3D fighter. The only thing we're definite about is that Sonya, Rayden, Scorpion, Sub-Zero, and Liu Kang will be in MK IV (see our news section for more info). This information comes from the CG movie clip available on the web. We've never actually heard of this "Obsidian" hardware, but pumping 1,000,000 polygons a second is entirely possible on an arcade machine.
3. The N64 and the PlayStation have already dropped to \$150 so you need not wait for the holidays. While there is no word on a Saturn console price drop, we can only assume they will follow suit to avoid being stomped by Sony and Nintendo. Sega did recently cut the price of a number of their games in Japan by 50% so they're obviously not willing to be left out in the cold. Let's just hope for Sega's sake that they aren't suffering from the delusion that price drops in games will get more people to buy their system for \$199.

### Japanese Conspiracy to Make Gangly Americans Play Bad Games?

I know this guy who orders all of his video game stuff from Japan. I am well aware that Japan gets all the video games first (since they make almost all of them!) but this kid I know claims that

Japanese-made games are superior to their American counterparts as far as graphics are concerned. I'm pretty sure he's just full of it, but I'd like to hear it from you just to be sure. I was also wondering if the hardware units are the same in both countries?

Alan W. Hayes  
West Allis, WI

Rest assured, that kid you know is full of crap. Games that are ported over from Japan are graphically identical to the originals, however, changes do often occur. Most of the time these changes are strictly linguistic, or removals of items that are considered a tad too risqué for the American gamer. Sometimes minor changes can make a big difference though. Brahma Force: Assault on Bellogger 9, for instance, used to have non-regenerating enemies. When the game came to the U.S. under Jaleco's wing they thought it was a little too easy so they twisted a couple of nuts and bolts and made them reappear after a certain amount of time passed. This made sense on some of the earlier levels but we're not sure Jaleco played the game all the way through because as the game goes on, the line between regular enemies and full fledged bosses becomes pretty thin and the game gets seriously tough to beat. Typically though, aside from minor changes, you won't see many differences between a Japanese and U.S. version of a game.

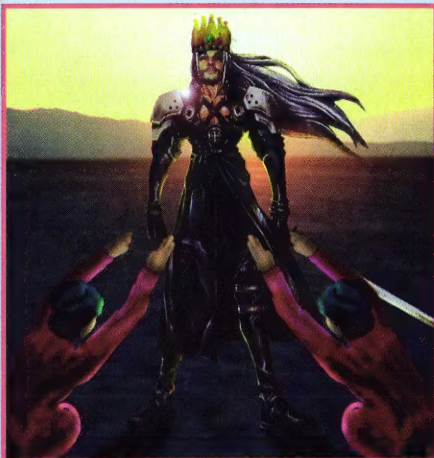
The only reasons we could see someone wanting to get an import is that they're too impatient to wait for a translated version of a game or they want a game that will never be available in the U.S. Of course, they might also just get imports so that people will think they're cool.

### All Hail the Reiner

Ooo, weee, um, oooo. Ooo, weee, um, oooo. Hail the lord of thou can see. The Lord Reiner the Raging Gamer! Pledge allegiance to him, and only him! He can not be challenged by Andy the Game Hombre, nor Erik the PC Jedi, Paul the Pro Player, Jon the Greedy Gamer, or Ryan The Arcade Alchemist. Therefore, Reiner is ALMIGHTY!

Zombiefreak9999 (e-mailer)

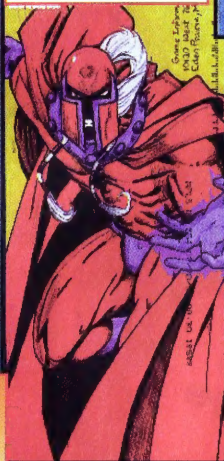
Wow... Um... That's weird... And scary.



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Never underestimate the power of schoolgirls.

Phirun Roewn  
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Here's three  
characters from  
next season's  
The Real World.



Joshua Hurst  
Dallas, TX  
Here are some  
out-take shots of  
Lara Croft from the  
Sports Illustrated  
swim suit issue.



Baby... You can  
kill me any day!



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Larue James Binder  
Los Angeles, CA

Boba Fett enters this ship in the most casual of ways - through the ceiling with spread fire on auto.

### 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.

Nick Vrona  
Dartmouth, MA  
Once again, this art confirms that Link really is a geek.



Ahmet Dillice,  
Annandale, VA  
While throwing a fireball, Ryu now screams Cream of O'lay instead of Hadoken.





# Get Shafted for

An all-new addition exclusively for the PlayStation game console.

The best parts from the original have been super-charged for the latest and final version of Descent for the PlayStation game console. Use upgraded weapons, a faster reaction time and blow through never-before-seen levels and you'll see why this one is called MAXIMUM. Your newest addition comes faster and hotter for you gamers 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. After this, the only thing left will be some incredible memories and a few new craters.



**Take The  
Final Plunge  
at Full  
Throttle!**



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- High-impact, non-stop subterranean action designed specifically for the PlayStation game console.
- 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.



# DESCENT<sup>™</sup> MAXIMUM<sup>™</sup>



# FIGHTERS MEGAMIX

## Universal Unity

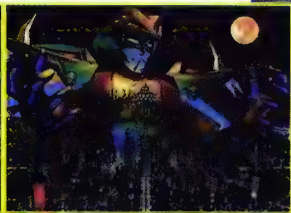
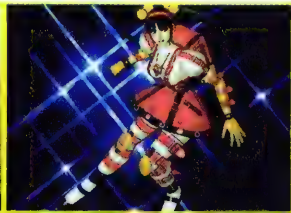
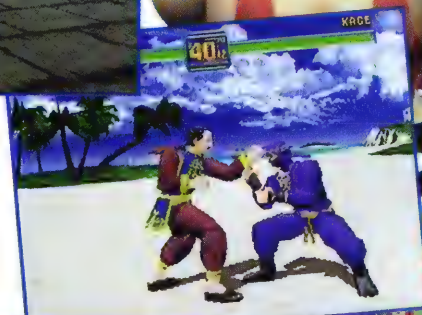
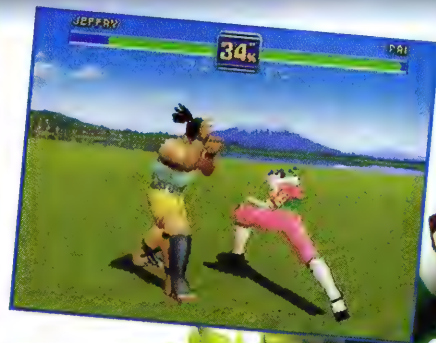
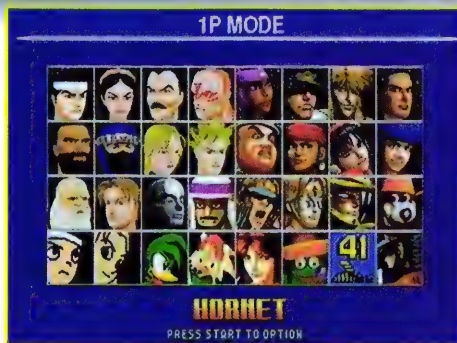
- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-To-Head Tournament Fighter
- Special Features: Thirty-Four Playable Characters, Nine One-Player Courses (A-I), New Moves for All the Characters From Virtua Fighter and Fighting Vipers, Grapples, Evade Buttons, Practice Mode, and Book Keep Save
- Created by: TrueMotion/AM2 for Sega
- Available: Now for Sega Saturn

### Kung-Fu Roots

With an abundance of premier three-dimensional fighting games within its arsenal, Sega has initiated a move that no other company can match. We're talking about the creation of the industry's largest multi-verse fighter – Fighters Megamix. Sure, we've seen Capcom and SNK attempt this feat, but in the end both Street Fighter Vs. X-Men and the King of Fighters series merely touch the surface of combining separate universes. At first, Fighters Megamix appeared to be nothing but a collision of the Virtua Fighter and Fighting Vipers cast. There's obviously nothing wrong with this union, but as we progressed through the game we soon found that this fighter packed much more than anyone could comprehend. Like an airborne virus, Sega's vast roots began to spread through the symbiotic Fighter's Megamix body, and thirty-four different characters from a handful of different Sega titles arose to bring Fighters Megamix to life.

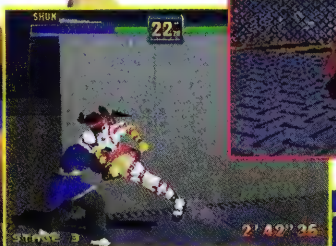
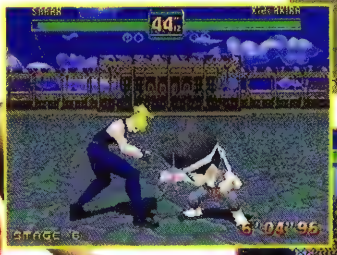
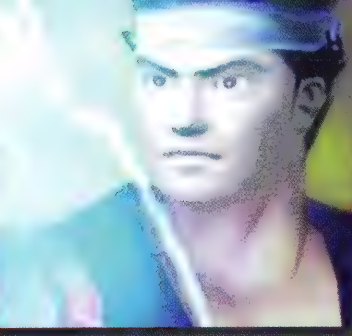
Since almost every high-end Sega title has utilized polygon character models, Sega had no trouble combining these games into one shell. Naturally, all of the characters from Virtua Fighter 2 and Fighting Vipers are present including Siba, the test animation character from the original Virtua Fighter. This character never made it into any of the VF games, so now for the first time you'll be able to spice up your VF fantasy with a touch of Arabian kung-fu. He's a powerful character indeed, and he is the only character from the VF cast to use a weapon while in combat. Fighting Vipers didn't receive the greatest of new additions, but you'll be able to unlock Kumachan the stuffed bear, B.M. and Mahler, and Ura Bahn far more easily than in the Fighting Vipers game.

These characters alone make Fighters Megamix a hefty game, yet Sega still decided to go all out and combine several mind-blowing additions to the fray. Both Sarah and Akira from VF Kids made





# COVER STORY



the cut to compete in this universal tournament, meaning you'll now have the chance to initiate these bite-size versions of the hero against their instructor in an unbound match to the death. Two characters from Sonic Fighters also snuck into Fighters Megamix. They are the feisty dog-like character Bark and the wacky duck Bean, who devastates adversaries with an arsenal of bomb attacks.

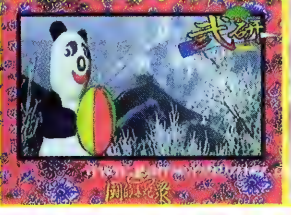
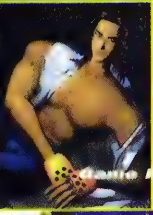
Sega even went so far as to include Janet from Virtua Cop, who is as good of a fighter as she is a marksman, and the Hornet car from Daytona USA. This vehicle isn't the best warrior in the world, but it certainly makes Kit from Knight Rider look like a piece of junk. The interesting and somewhat odd character additions stretch

from the offices of AM2 (the developers of the game), to Japan-only games. One character, Rentahero, was the main character from a game that never came to the states. His moves and techniques are awesome to say the least, and he'll give any Fighting Vipers character a run for their money. Another character named Deku appears to be from a Japanese title as well. He's a strange lad indeed, with two interesting costume choices. Finally, the last two character installments are an AM2 palm tree (which is their logo), and a slab of meat that can really rip some sweet moves.

All in all, the thirty-four characters move and interact with each other in a flawless manner; and while some of these additions are silly, we're sure it won't bother fighting game fanatics too much. Sega has opened the doors of their universe to competition from one and all, and hopefully this Saturn exclusive title will only be the first of many Sega amalgamates to surface.

1P MODE

COURSE A NOVICE TRIAL	[Character Portraits]
COURSE B VIRTUA FIGHTER	[Character Portraits]
COURSE C VIPERS	[Character Portraits]
COURSE D GIRLS	[Character Portraits]
COURSE E MUSCLE	[Character Portraits]
COURSE F SMART GUYS	[Character Portraits]
COURSE G DIRTY FIGHTERS	[Character Portraits]
COURSE H BOSSSES	[Character Portraits]
COURSE I SECRETS	[Character Portraits]





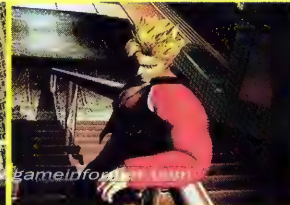
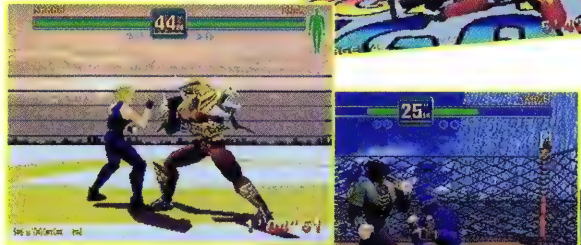


## Sega Flexes Their Muscles

This is the only three-dimensional Sega fighter to land on the consoles without first having an illustrious life in the arcades. While most of the characters originally rose to fame in the arcades, they are now more powerful than ever. All the characters from Virtua Fighter and Fighting Vipers have new moves, techniques, and animations. For example, the VF cast is equipped with wall slams and throws to interact within the caged arenas from Fighting Vipers.

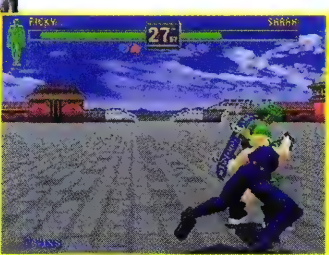
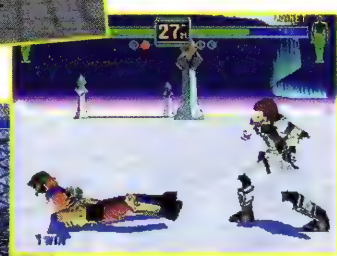
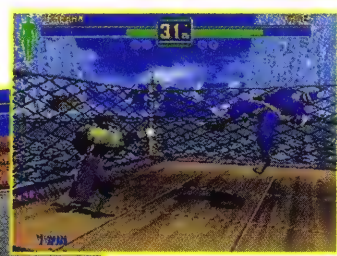
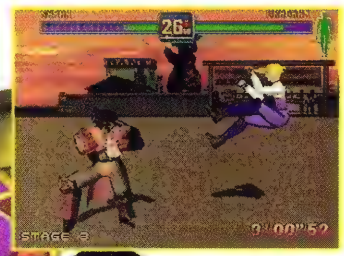
As technology changes, so do the games, and now for the first time you'll have three-dimensional movements for all the characters within Fighters Megamix. This evasion technique is easy to use since evade right is used with either Shift button, and evade Left is the Shift button and down. This technique can be used in numerous ways. You can simply swing yourself around the arena, quickly duck out of a corner, or dodge an incoming attack. To make the game even more action packed, Sega made sure that when a character evades in 3D, the opposing adversary will immediately face that character on a single plane track. This does make it hard to evade certain attacks, but it brings about a flair of realism that was missing from the other Sega fighting titles. Plus, if you hold down evade and towards, your character will immediately charge. This simple command removes the frustration of double tapping the direction pad to charge.

For the sake of flawless control, and since this game is an amalgam of several games, Sega has included a total of eight different controller configurations, four of which you can edit to your liking. To become accustomed to your controller default or to simply hone your skills with a certain character, you can enter the completely original Training Mode, where a drone dummy acts as your punching bag. When practicing, you can view a





COVER STORY

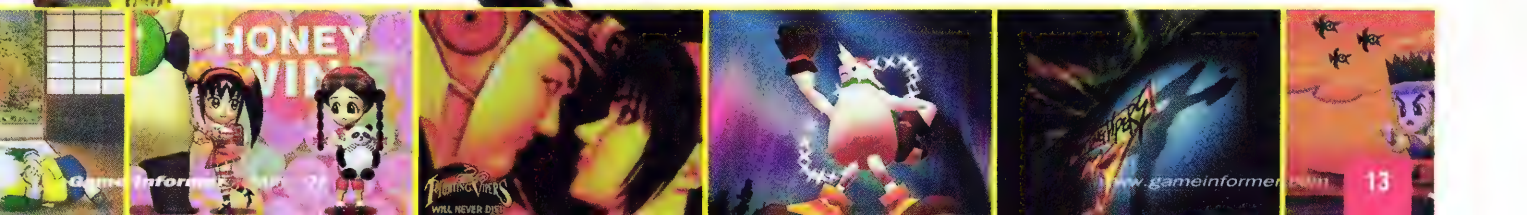


complete moves list while the computer tracks and "okays" the moves you have performed correctly. After successfully training in the gym, we suggest testing your combat skills in either the 1-Player Mode, Verses Mode, or Survival Mode. The Survival Mode is simply a test to see if you have what it takes to knock down multiple characters with only one full meter of health.

The 1-Player Mode is a revolutionary addition to any fighting game. Within this mode you'll be required to beat nine courses (A-I). Course A serves as the trial run, and is justly named "Novice." Other courses, like C, are battles against only Fighting Vipers characters; D is against only females and is entitled "Girls," and H is against all the bosses. Every course has a different theme, and the further you proceed the harder they get. To win each course you'll need to beat seven different characters. If you are successful in your attempt, you'll unlock a hidden character or two.

Not all of the characters are locked within the courses; some are hidden within the game, along with several other goodies ranging from a drone select in the practice room to a Survival Mode course select. Fans of Virtua Fighter and Fighting Vipers will not be disappointed with the combat changes to the game. The Fighting Vipers cast still has the armor damage, whereas the VF cast does not.

Once you are done with a hard day's work of Fighters Megamix, you can save your progress within the amazing Book Keep Save feature. This key feature tracks how many fights you've been in, how many characters you've beat each course with, and so on. Sega has kept this Japanese port almost identical, and the only changes within occur in move names and subtle changes here and there.





## The Match Up

Through hours of e-mails and phone calls, the Game Informer staff has managed to recruit the greatest of fighters from the VF and FV games to compete in Game Informer Magazine's very first Polygon World Bout Championship Tournament. This series of fights is similar to the Marvel Vs. DC sweeps, where fighters from the two games are matched as closely as possible in every category including hobbies, hair-dos, and favorite foods. We predict that the Virtua Fighter squad will come out on top, but the Fighting Vipers team sure looks pumped. Let's go down to the ring and see what happens!



### Sanman vs. Jeffrey & Wolf



While this tournament doesn't have the tag of Mortal Kombat, we're sure it would be at least as gruesome (if not more) than any one of the MK bouts. Honestly, we're not sure why these fighters are matched up, but we'll tell you right now that Jeffrey and Wolf will dominate

the entire match. That is, until Sanman casts his sleep spell. Come on, he's the Sanman! Remember this pro-wrestling tip: whenever it's two against one, the single player always wins.

### Bahn vs. Akria



Sure, Bahn may look like a ferocious killer, but lo and behold, he's only a high school student at the ripe young age of seventeen. On the other side of the ring, the mighty Akria stands in as a trained kung-fu instructor at twenty-six years of age. We predict that Bahn will put up a good fight for about the first

six seconds of combat, then Akria's superiority will show. At the end of the match Akria will stand tall with not even the slightest of injury, while Bahn will be as bruised as a prune, and featured on the cover of next month's Ugly Teen Beat Magazine.

### Picky vs. Lion



Wow! What a match-up! Both of these daring fighters are actually skateboarding champions with only a one year age difference between them. Lion stands as the older fighter at fifteen, but his carelessness will surely grant him the title of Loser. Sure, he has a unique fighting style, but

Picky came prepared and wore his helmet and protective pads. Plus, if the battle turns against Picky, he could take out Lion with an easy skateboard to the face attack. The mantis has fallen.

### Grace & Jane vs. Sarah



Okay, so the odds are against everybody's favorite Virtua Fighter character, but that doesn't mean she's the loser. While both Grace and Jane will put up a good fight, we think that Sarah will come through in the end because she's intelligent, resourceful, respectful, crafty, and cute. Her deadly roundhouse kick

and lunging knee jab cannot be topped by Grace's roller attack, or even by Jane's military assault.

### Tokio vs. Kage



Kage, the most mysterious fighter out of the Virtua Fighter bunch, will certainly have his hands full with the Black Thunder gang leader Tokio. This fight will be such a close one that we'll have to decide the winner by their apparel and not their combat skills. Thus, we'll crown Kage, the

shady ninja, Champion, and send Tokio home with a bag full of prizes and a letter stating that the tiger-stripe pants fad died in the 80's.

### Candy vs. Pai



Now here's the match-up of the century. Both of these young fighters are in their late teens, and both sure seem to have the same anatomy and hair style. This fight will probably last for at least an hour with both warriors exchanging blow after blow. In the end, both fighters will fall down in exhaustion,

compliment each other on their fighting style, and run to the nearest ice cream shop for a slice of pie and a handful of candy.

### Raxel vs. Jacky



The ring will definitely be a rockin' when these two combatants clash. Both fighters are trained to fight dirty, and both can surely take the roughest of blows and still manage to return something just as fierce. Obviously, we'd like to say that Jacky would be the victor, but Raxel has a special surprise that even Jacky can't avoid. It's called

a guitar. After railing Jacky with a few power chord smashes, Raxel will be victorious. He'll walk away a proud man with his guitar in one hand, and tablature of Motley Crue's Dr. Feelgood in the other.

### Kumachan vs. Lau & Shun



In Fighters Megamix, the intimidation factor only goes so far, and frankly, Kumachan's odd Smokey the Bear appearance will only frighten the fighters into more of a frenzy. The fight will probably end up like so: Lau and Shun exchange

blows on the fallen Kumachan until he is unconscious. Then, once he's out, they skin all the fur off of him and have themselves a good ol' fashion barbecue with Shun's mystery drink being supplied as the quenching factor.

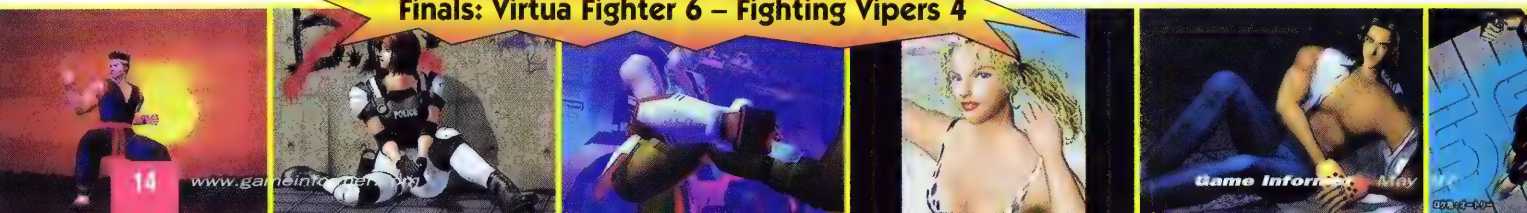
### B.M. vs. Dural



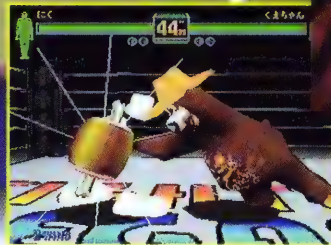
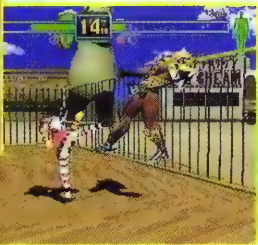
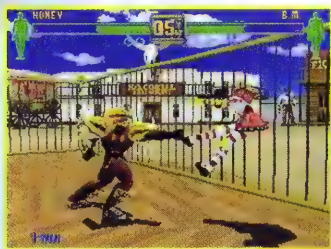
Here's the grudge match of the century. Whenever two bosses collide in combat you can be guaranteed that the sparks will fly. Honestly, we'd like to put our money on B.M., but really, how do you stop a manshe fighter made out of gold and silver? This

fight will be won shortly after Dural knocks down B.M. for the first time. His/her pounce move, with approximately a ton of gold backing it, will puncture B.M.'s stomach and the fight will be called. Always place your money on the golden choice, not B.M.

## Finals: Virtua Fighter 6 – Fighting Vipers 4







COVER STORY

## The Secrets Revealed

We slaved day and night to find everything that is hidden in Fighters Megamix. We hope you enjoy these priceless codes.

**Unlock the Hidden Characters** – Beat every course (A-I) in Normal Mode. The only characters you will not be able to unlock through this method are the AM2 palm tree and the slab of meat.

**JPGs** – Place the CD in your PC and open the omake\_\*.lhz to view thirteen JPGs from the game. Plus, if you open the READ\_ME.DOC, you can view some comments from the makers of the game. (This may only work on the Japanese version.)

**Hyper Mode** – Enter Survival Mode and finish all three time limits (3 minutes, 7 minutes, and 15 minutes). This mode will appear in the Options. Another way to unlock this option is to successfully defeat the computer with the default settings in the Team Battle Mode.

**Unlock VF1 Siba** – When choosing Siba as your character press either X or Z to bring up the blocky VF1 version.

**Unlock More Options** – Play more than 500 matches and you'll unlock three new options. Two are 1 and 2-player invincibility options and the other is a stage select for Survival Mode.

**Choose Training Drone** – Simply enter the Training Mode and OK all the moves for every character. Doing this will raise the number to just above 600 and the option will appear.

**Play as Niku** – Turn on and off your Saturn at least thirty times (make sure it goes to the title screen) and then highlight Kumachan and press the X button to unlock Niku.

**Play as AM2 Palm Tree** – First clear all of the courses with at least five different characters. Then, play at least 1000 games, choose Niku, and select course "I" to access this bizarre fighter.

**Play As Schoolgirl Honey** – At the Character Select screen highlight Honey and press X or Z to access her two hidden schoolgirl uniforms.

**Janet's Assault** – To use Janet's gun simply press Back, Forward, Punch and Kick during combat. If you keep repeating this process continuously, she'll take less time in re-loading.



### ANDY, THE GAME HOMBRE

**Concept:** 9 "I loved this game when we reviewed the Japanese version two months ago, and I'm still addicted to this game even now. Obviously, the graphics are good, but not until you've played this game for a while do you realize that there are literally thousands of animations for each character. But perhaps my favorite part of this game is how fun it is to kick butt. Yeah, the computer AI may be a little easy, but anytime you start playing this game you just get totally addicted to seeing how many characters you can waste. So far, this is the best Saturn game of 1997."

**Graphics:** 9.25

**Sound:** 9

**Playability:** 9.5

**Entertainment:** 9.5

**OVERALL:**  
**9.25**

### JON, THE GREEDY GAMER

**Concept:** 9.25 "Never has there been a more balanced set of characters, and even two months later this game is still intense. Pitting the classic VF moves against the Vipers' combos is a good study in contrast, and the evade button makes close-quarters combat a stick & move affair. In fact, one of the coolest things is the characters' attack ranges. It'll take a long time to learn a respectful distance, especially against Janet's gun. The 1-player mode is getting pretty old, but in the end, if I'm playing with friends, this is the game to play."

**Graphics:** 9

**Sound:** 8.25

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**9**

### PAUL, THE GAME PROFESSOR

**Concept:** 9.5 "VF 2 is solid and Fighting Vipers is O.K., but when the two worlds collide one heck of a game is born. What makes the game so enjoyable is the sheer number of fighters. You can really rub it into your opponent's face when you beat his Akira with the Daytona Car or disgrace him with a few Bean bombs. Yet, FMM still offers battles on the more serious side. The additional character moves and combo juggles give a lot to those who already own FV and VF2. With all that and the tremendous replay value involved with unlocking all the secrets, this has to be one of the finest fighters to ever grace the consoles."

**Graphics:** 9

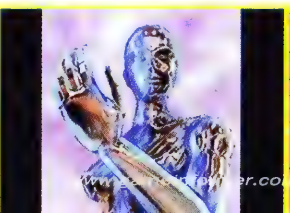
**Sound:** 9.25

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**9.25**

▶ THE BOTTOM LINE **9.25**





# GI Feature



**Name:**  
Hiroshi Kataoka

**Occupation:**  
Crew Chief AM R&D  
Dept. #2

**Favorite Genre:**  
RPG

**Favorite Fighting Game  
Besides Megamix:**  
Fighting Vipers

**Last Game Defeated:**  
Final Fantasy VII

**Total Staff on  
Megamix:**  
20

## An Interview with AM2's Crew Chief Hiroshi Kataoka

For years, Sega's AM2 Research and Development team has been pumping out video game masterpieces. From Virtua Fighter to Daytona USA, AM2 is responsible for most of Sega's premier titles. Of course, when everybody thinks about AM2 they think about its famous and much publicized programmer, Yu Suzuki, but there is more to AM2 than meets the eye. Hiroshi Kataoka, the Crew Chief of AM2, has been the driving force behind many of Sega's arcade and console hits, including this month's cover story, *Fighters Megamix*. Game Informer got a chance to sit down with Kataoka and discuss video games and his role at AM2.



**"All the Fighting Vipers characters were much stronger than the Virtua Fighter characters at first."**

**GI:** First off, we think gamers everywhere would like to know your history at Sega, including what titles you have done.

Hiroshi Kataoka: I started off doing very Japanese games that didn't really sell much but were more like research. The first big title that I produced was an arcade game on Sega hardware called Desert Tank. My next two projects were Sonic Fighters and Fighting Vipers for the Arcade. And of course, now I've done Fighters Megamix for Saturn.

**GI:** If you had to pick one, which one of your games would be your favorite?

Kataoka: Sonic Fighters.

**GI:** Really?

Kataoka: Yes, it's a lot of fun.

**GI:** Who's idea was it to have two fighting giants like Virtua Fighter and Fighting Vipers battle it out in one massive game?

Kataoka: User input. The users wanted to see the combination of Virtua Fighter and Fighting Vipers, so we did it.

**GI:** How difficult was it to put the two together?

Kataoka: There's a very similar software base between Fighting Vipers and Virtua Fighter. The software itself wasn't that difficult to implement, but it was character balance that was the problem. All the Fighting Vipers characters were much stronger than the Virtua Fighter characters at first.

**GI:** Surely there must have been a couple of arguments at the office between the fans of Fighting Vipers and Virtua Fighter over which characters were stronger?

Kataoka: Not in the company itself, but the user base either loves Virtua Fighter or Fighting Vipers, and that's where most of the arguing took place.

**GI:** There are obviously various other characters from AM2 games, like Virtua Cop, Sonic Fighters, and Daytona, but where does Siba come from?

Kataoka: Siba comes from Virtua Fighter 1 where he was planned to be a character,



but when the game went into production he was left out. There is an interesting side-story to Siba though. It seems that on the sides of the Virtua Fighter arcade cabinets here in the U.S. there is a picture of the characters and where it says Akira, somebody accidentally put Siba's face.

**QI: And where is Rentahero from?**

Kataoka: A long time ago the AM2 group produced a game for the Megadrive CD [known as *Sega CD* in here the U.S.] called Rentahero. It was an RPG. He is the main character from that, and that's why we included him.

**QI: Where did the Megamix ham come from?**

Kataoka: It's the Megamix meat. It's just a joke. One of the designers did it on his own. I walked by one day and there it was [laughs].

**QI: Now that Megamix is finished, is there anything you would have done differently?**

Kataoka: I would have liked to have added more characters from Sonic Fighters and Virtua Fighter Kids, but because of limitations in the programming we were unable to do so. Where's Sonic [laughs]?

**QI: Obviously, the graphics and in Megamix are the best yet on the Saturn. So how much of the Saturn's hardware power is left?**

Kataoka: I think the characters from Fighting Vipers are close to pushing the outer limits of what the Saturn can do, but the Saturn is a very flexible machine. In my opinion, it can still do a lot. The same programmers that did Virtua Fighter did Fighting Vipers, so they are always finding new ways to get more power out of the Saturn.

**QI: Would you like to do a Megamix 2 sometime down the line?**

Kataoka: It's very difficult to tell if we will do another Megamix title anytime soon, but if the users want it, we'll certainly do it.

**QI: Have you ever thought of doing Megamix in the arcades?**



**“...the characters from Fighting Vipers are close to pushing the outer limits of what the Saturn can do...”**



**What Is AM2?**

At Sega Enterprises, LTD. (Sega's home base in Japan) they have a special research and development (R&D) division known as AM. We aren't exactly sure what the AM stands for, but we'd guess that it is probably a good indication of how late these guys work (as in "into the"). In total, there are seven AM teams, with AM1 through 3 dedicated to designing games, 4 through 6 to designing arcade cabinets and artwork, and the mysterious AM Annex that is clouded in mystery, doing whatever it is they do. Apparently, nobody at Sega knows (or will tell) exactly what it is they do, but we would guess that they are involved in some kind of hardware research.

Certainly, AM2 is the most famous of the three AM R&D game design teams, but the other two divisions have also had their fair share of hits. AM1 created such arcade smashes as Die Hard Arcade, Altered Beast, and Wing War, while AM3 has had success with games such as Sega Touring Car, Sega Rally, and Virtual On.

There are other teams in Sega's R&D division such as Yuji Naka's Sonic team, but there are few that are as famous as Sega's legendary AM groups.

Kataoka: I think that consumers don't like arcade games that have a lot of characters. When you have a lot of characters in the game it is not as balanced, there are too many characters with really strong techniques. In home games people don't mind that as much, but in the arcades, where people have to put in money every time they play, they get frustrated by the character imbalances.

**GI: Is working at Sega's AM2 the coolest job ever?**

Kataoka: This year we did a lot of Saturn titles, but next year they're planning on doing a lot of arcade titles. For example, this year we did a lot of sequels like Virtua Fighter 3 and Virtua Cop 2, but next year we're going to do new titles and I'm excited about that.

**GI: Do you prefer to work on arcade games or home games?**

Kataoka: I like making arcade games, but I like playing home games.

**GI: What exactly do you do as Crew Chief of AM2?**

Kataoka: I'm like an overseer, but I've got a lot of input. Much like an advisor.

**GI: Are there any games you've seen at Sega that you are excited about?**

Kataoka: I would really like to see the new Sonic game that is in the works, but the Sonic Team won't let anyone in to see it.

**B.M.**



**"...next year we're going to do new titles and I'm excited about that."**



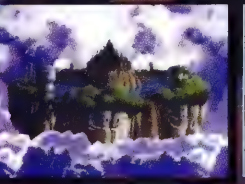
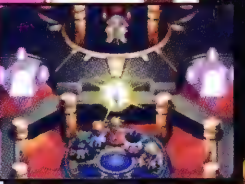
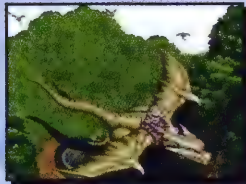


# ALBER ODYSSEY

## LEGEND OF ELDEAN



In A World Borne Of Enchantment,  
There Exist Only One Rule:  
*Expect The Impossible.*



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



# SEGA SATURN



*Our games go to 11!*



# Spotlight on the Future of Shiny Entertainment

Shiny Entertainment, whose accomplishments include the creation of the entire Earthworm Jim saga and now MDK, has been laying low since the arrival of the high-end platform machines. MDK has been in development since December of '95, and Wild Nine, their next blockbuster title which pumps the same blood as Earthworm Jim, has hit an entire year's delay which means it won't be available until this December. Shiny, who claims to have some of the most revolutionary games in development, has shown far too little to impress, and we won't let them brag any longer without a powerful punch to back it. So without further delay, we invite you all to take an in-depth look at Shiny and their products through the eyes of producer David Perry.

**GI:** First off, let's talk about your upcoming title MDK. There's a lot of personality in the game, but the most unique thing is how it's being programmed. Can you explain the process that you are using?

Perry: Basically we programmed it in pentium assembly language instead of using C. The result is that it will run ten times faster. It's the same as the MMX language, and using assembly will effectively make the game run better. Plus, the language we use internally allows the artists to design levels themselves. It avoids a lot of confusion and it speeds up the development process.

**GI:** How long have you been working on the game?

Perry: We started in November of '95, and most of the time was spent getting to know 3D, since it is our first 3D title. We've just started to put the finishing touches on it now. There's some awesome levels and features that will blow gamers away. It should be out on May 6 for the PC and a little bit later for the PS-X.

**GI:** What will be the differences between the PS-X and PC versions?

Perry: There won't be any huge differences. The 3D will be faster on the PlayStation, and the graphic level will be higher on the PC.

**GI:** Obviously, Wild Nine is your next big hit. What do you think will be the key features that will turn gamer's heads?

Perry: This is going to be the first game where you can actually torture your enemies. Lots of companies will copy us after they see it. It opens up a new door to how action/platform games are played. Another breakthrough feature is the ability to be able to pick up things and pile stuff up to solve puzzles on certain levels. It's equivalent to having a big hand on-screen. And of course, similar to Earthworm Jim, we'll combine action with humor.

**GI:** How many playable characters will there be?

Perry: Only Wex. He has tons of amazing abilities and animations. We always try to have the characters bring the game to life and Wild Nine does have that, but we've also tried to make the game as realistic as possible. For example, if there is an explosion in a room that has hanging ceiling lights, the lights will react to the shock wave produced by the explosion. They'll all react accordingly to the distance of the blast. Plus, Wex will have different animations that react to these situations as well.

**GI:** Will the character be tethered to a track like Pandemonium?

Perry: Some bits will be tethered, other levels will feature complete 3D. It's basically a dual engine, and to make it easier to roam about in 3D we've made the game compatible with Sony's analog controller.

**GI:** How many levels will there be?

Perry: Ten levels (worlds). But we are actually trying to program three games into one. Kind of like what I did in Aladdin, where you can fly on a carpet and play as a monkey.

**GI:** What about hidden secrets?

Perry: As in EWJ, we are trying to hide all sorts of wacky stuff in the game. Some are controversial and some are not. We are hoping that Sony will approve them all.

**GI:** Why did the game hit an entire year delay?

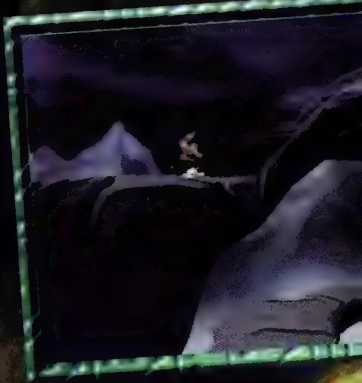
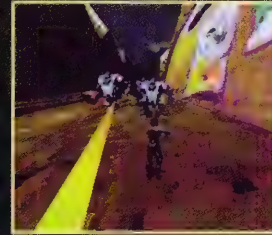
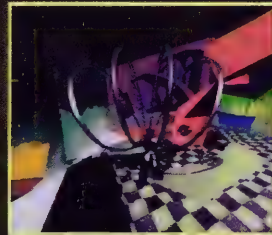
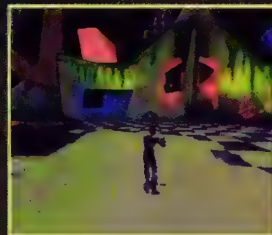
Perry: Basically, I've been scouring to assemble the best team in the world. But after a year I still don't have a full team. We actually have two positions still open, and without a full team, development has been slow.

**GI:** Did the loss of Doug Tenaples to DreamWorks affect any of your future plans?

Perry: Not the slightest. Doug is against 3D, and we are all for it, so it didn't affect anything. They went for Clay, we went for 3D. It hurt them, and their game [Neverhood] didn't even sell in the Top 200 in Europe.

**GI:** Lastly, what about another EWJ title? We've heard that Shiny is working on EWJ3 for the N64, and you are not in the producer's chair on this project.

Perry: No comment.







# GI Feature







## Game Informer's



### Editor's Top Ten Console Games for May

- 10 Dragon Force – SS
- 9 Dynasty Warriors – PS-X
- 8 Fighters MEGAMIX – SS
- 7 Soul Blade – PS-X
- 6 Blast Corps – N64
- 5 Mario Kart 64 – N64
- 4 Rally Cross – PS-X
- 3 NBA Shoot Out '97 – PS-X
- 2 Turok: Dinosaur Hunter – N64
- 1 Final Fantasy VII – PS-X

### Reader's Top Ten Console Games for May

- 10 Dragon Force – SS
- 9 Tekken 2 – PS-X
- 8 Super Mario RPG – SNES
- 7 Resident Evil – PS-X
- 6 Star Wars: SOTE – N64
- 5 Super Mario 64 – N64
- 4 Donkey Kong Country 3 – SNES
- 3 Mortal Kombat Trilogy – PS-X
- 2 Twisted Metal 2 – PS-X
- 1 Turok: Dinosaur Hunter – N64

### Top Ten Characters We Would Have Liked to Have Seen in Fighters MEGAMIX

- 10 Milk & Cheese
- 9 Ecco the Dolphin
- 8 MANX TT Bike
- 7 Evil Emperor Reiner (see Dear GI)
- 6 Panzer Dragoon Guy
- 5 The Sega "Black Belt"
- 4 Bald Bull (he should be in every fighting game)
- 3 ToeJam (but not Earl)
- 2 Shaq-Fu
- 1 Wire Head

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:  
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 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

## Ever Held a Tiger in Your Hands?

Recently, **Tiger Electronics** announced the production of their first high-end gaming machine - **game.com**. This hand-held unit debuted at this year's **Toy Fair**, and while it doesn't have the most revolutionary name or hardware, it does possess some interesting features and titles that may give **Nintendo's Game Boy** a run for its money.

This is the first true hand-held game machine released by Tiger that can play different titles. It once again features an LCD screen, but this time it comes to life with pixels and a larger screen. Several unique features from this new renegade machine are touch-screen technology, speech, organizer functions (calendar, phone directory, calculator), a save score function, two cartridge ports, and a built-in Solitaire game. As of June, the **game.com** will come with the pack-in game **Lights Out** for a low price of \$69.99. Plus, in the near future, Tiger will release a modem cart that will allow Internet and e-mail access.



Right now, Tiger has announced that nine games will be available upon release, with seven more available in the fourth quarter of this year. Tiger is the only publisher of compatible games at the moment, and they mentioned that there is no news as to whether any other companies will sign on. Here's a list of the games to expect in June and later this year.

#### June

- Batman and Robin
- Duke Nukem
- Mortal Kombat
- Wheel of Fortune
- Henry
- Indy 500
- Jurassic Park: The Lost World
- Quiz Wiz
- Arcade Classics: Defender, Defender II, Joust, Robotron, Sinistar

#### 4th Quarter

- Jeopardy!
- Name That Tune
- Tiger Casino
- Sonic X-Treme
- Virtua Fighter 3
- Madden Football
- NBA Hang Time

## Mortal Kombat Is Coming Back To the Big Screen

**New Line Cinema** is readying the highly anticipated **Mortal Kombat** sequel for an August release. This time around there will be no tournament, and it appears that Shao Khan has found a way to cheat and bend the tournament rules so that the Outworld can begin their invasion of Earth. Almost all your favorite actors and characters from the first movie are present in **Mortal Kombat: Annihilation**; including the return of Sub-Zero, and the debut of Cyrax, Jax with mechanical arms, Mileena, and many more.

We predict that **Mortal Kombat 4** will more than likely hit the arcades at about the same time as the movie. Coincidence? We think not!





## Sony's Analog Controller

GI staff members got their first chance to play with **Sony's** new **Analog Controller** for the **PS-X**. The first thing we noticed after placing this monster within our hands was how incredibly smooth the analog joysticks are (both of them). Next, we plugged it in and got our first chance to experience the force feedback feature on this controller. The best way to describe the experience is that it feels a lot like a beeper when it is set to vibration mode. Nothing spectacular, but still entertaining.

You can expect Sony to release this product some time around September of this year. While we still don't have a complete listing of games that will be compatible with this new controller, we do know of couple that will work: **MDK** and **VMX Racing** from **PlayMates**, **Apocalypse** from **Activision**, and the previously released **Rally Cross** from Sony.



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

Recently we got our hands on a copy of **Midway's N64** release list for 1997. Besides the surprising addition of **MK Mythology**, you may also notice that **Quake** is missing from the list. Interesting...very interesting.

- *San Francisco Rush* – October
- *Final Doom 2* – November
- *Joust Epic* – November
- *Mace* – November
- *Mortal Kombat Mythology: Sub Zero* – November
- *Bio Freaks* – December
- *Wayne Gretzky Hockey 2* – December

**Saturn** owners will be disappointed to know that **Electronic Arts** has dropped its development of **Syndicate Wars** for the Saturn. However, the **PlayStation** version is still moving along and should be available by June 15.

Much to the chagrin of baseball fans everywhere, **Nintendo of America** has stated that **Ken Griffey Jr.** for the **N64** has been put on "To Be Announced" status. While it was originally planned for an April release, the game may not surface until after summer (or maybe even next season).

**Ubi Soft**, creators of **Rayman**, are jumping head-first into **N64** development. At this point, Ubi Soft is planning on publishing two titles for the **N64** in the next year. The first game they will release will be **F1 Pole Position**, based off the Japanese game **Human Grand Prix**. But unlike the Japanese game, the U.S. version will feature the full **F1** license. Watch for **F1 Pole Position** to be available this August for the **Nintendo 64**. Also in development at Ubi is the game codenamed **HED** (pronounced ED in French, since the game is being developed there). At this point, UBI is unsure as to when the game will be released, but they hope it will be no later than early '98. We hope to have more on this title in the near future.

**Top Gear Rally**, being created by **Boss Studios**, is nearing completion and should be available for the **N64** in August. The game, which features 9 cars, 4 tracks, real-time physics and weather, is being published by **Kemco**.

## GameWorks Opens In Grand Style

Move over **Planet Hollywood**, take a seat **Hard Rock Cafe**, **GameWorks** is coming to take a piece of your pie. On March 15, a host of celebrities, industry dignitaries, and *Game Informer's* Paul Anderson were introduced to **GameWorks**, a joint venture between **DreamWorks SKG**, **Sega**, and **Universal Studios** (see *GI News*, Mar. 97).

To help open this upscale arcade complete with restaurant, brew pub, and Internet coffee lounge, **GameWorks** teamed with **MTV** to present a live broadcast from the grand opening party in Seattle, WA. Featured at the event were live performances by Beck and Coolio along with appearances by Gillian Anderson (*X-Files*), Will Smith (aka *Fresh Prince*), Chris Cornell (*Soundgarden*), Bill Gates (*DOS God*), and Joey (former drummer of *Walt Mink*).

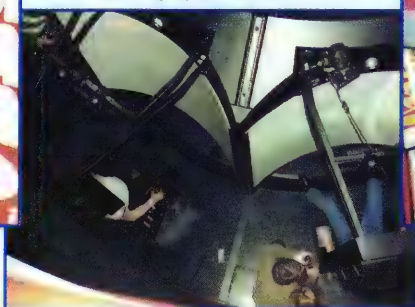
With all the TV hoopla and tons of television equipment, it was hard to get a true sense of the gaming environment. The "classic gaming" center in the Loft area was over-priced at 50 cents a pop and the space definitely lacked a solid pinball selection. However, after the grand opening, **GameWorks** should settle down a bit and become the premier arcade franchise of the world.



The Arena (above) is the central gaming zone at **GameWorks**. Forget the quarters, all of the games require a **Smart Card** (left).



A look at the specially designed arcade version of **Interplay's Descent**.



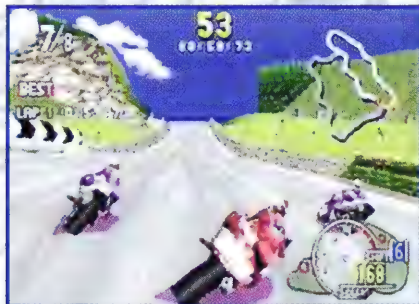
Beck tries a little **Rail Chase 2** after performing for **MTV's** live broadcast.

Computer sites are located throughout. Check moves, scout players, or research future arcade releases.



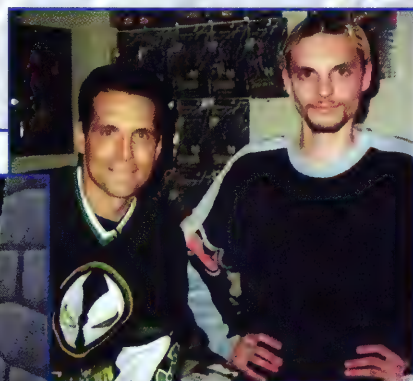
*X-Files* star **Gillian Anderson** takes a spin on **Sega Super GT**.





## Sega's MANX TT Coming Home

Ever since the days of **Hang On**, motorcycle racing has been firmly entrenched as an arcade standard. **Sega's MANX TT** is no exception, and will soon be making its way to the **Saturn**. Typically housed in a deluxe arcade unit where players sit atop a plastic motorcycle, **MANX TT** is the standard against which all motorcycle racers are measured. There's no word yet as to when this awesome arcade racer will be available for the Saturn, but if these shots offer any forecast, a finished version can't be too far off.



This shot was taken right before Reiner spilled Todd's ink all over page 21 and 22 of **Spawn** issue 61.

## Sony Brings Spawn To Life

On March 11, at **Sony Interactive Studios** in San Diego, **Game Informer Magazine** finally had the chance to see **Spawn** in action. This third-person action/adventure title will definitely appeal to fans of **Tomb Raider**, since you'll do some serious exploring through the massive levels. It will also please **Tekken** followers, since the combat is based on a similar control configuration. The screens shown are actual shots from the game, and don't worry, **Spawn** will wear his cape and chains. These items are power-ups that will act as an additional weapon and shield for certain fights. Over ten characters from the comic will be featured in the game, and there will be three **Spawn** characters present for play (one being an exclusive new character designed for the game). Stay tuned to **Game Informer** in the following months for more coverage and an interview with **Spawn** creator **Todd McFarlane** and the Sony team.



## Duke Nukem to Support Saturn NetLink

During a visit to **GI** headquarters, **Sega** announced that the **Saturn NetLink** will finally provide gamers with Internet gaming galore. Months ago, Sega had announced that **Sega Rally** would be the first Net game, and it would be up and running a few weeks after the NetLink's launch. Well, that plan fell through the floor, and to this day, the NetLink's only purpose is for web surfing.

Sega further stated that while **Sega Rally** will be the first link game, **Duke Nukem 3D** will also have two-player NetLink compatibility when it hits the Saturn this summer. With Sega in the office, we were finally able to get some hands-on play of **Duke**, and to our surprise, the pre-alpha version runs quite smoothly, with graphics almost identical to the PC version. Sega is also planning to incorporate some "Sega Exclusive" levels to **Duke**, but once again, it's too early to tell how many levels there will be. Sega also commented that they are considering Net Link options for **Quake**, **Doom** and **Hexen**.

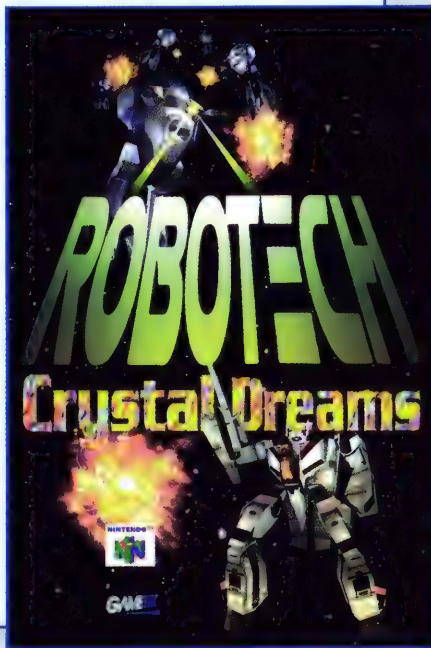




## Robotech 64 - Mired in Mystery

**Robotech: Crystal Dreams** for the **Nintendo 64** has been in development for quite some time. In fact, it was the first Nintendo (Ultra) 64 title we reported on. Recently, **GameTek** proudly announced that the game is coming along nicely and should be out this fall.

As we all know, GameTek has been looking for a publisher, but at the moment no contracts have been signed. GameTek states that they plan to finish the game before it is sold to a publisher. Recently, **Ocean** revealed that they are planning to publish another company's game for the N64. We can't say for sure, but with so few games in development, there is a good chance that Ocean is planning to publish GameTek's *Robotech: Crystal Dreams*.



## No More Resident Evil?

**Capcom** has announced that as of March 31, they will cease shipment and production of **Resident Evil** in order to allow stores to clear out their current supply of the game. This, of course, is to keep the original game, which has sold two million copies since it debuted a year ago on the **Sony PlayStation**, from interfering with the sales of **Resident Evil 2**. Capcom anticipates that *Resident Evil* will continue to sell at a good pace until the last unit is purchased. *Resident Evil 2* should be hitting the stores some time in the fourth quarter.



## First Look at Tomb Raider 2

Certainly, information on **Eidos' Tomb Raider 2** is scarce, but we still managed to get our hands on a few shots. These pictures are of the level editor for *Tomb 2* and will give you an idea as to the kind of detail that **Core Design** is putting into this game. *Tomb Raider 2* should be available this holiday season.

In further Eidos news, the much anticipated title **Ninja** has been touted by some industry experts as their next big action game for the **Saturn** and **PlayStation**. Eidos has notified *Game Informer* that *Ninja* is being shelved until next year to make way for a number of other products, namely *Tomb Raider 2* and **Fighting Force** (see pg. 30).

Eidos commented that they believe that *Ninja* is a "AAA" title, but they think that releasing these three titles in the last quarter of the year will only bite into their own sales. Additionally, dwindling shelf space at retailers is a key factor in Eidos' decision. The focus for Eidos will be to develop and market both *Fighting Force* and *Tomb Raider 2*.



**Unofficial Nintendo64 Headquarters**  
<http://www.n64hq.com/>

Webmaster and Editor-In-Chief Scott McCall (Cap Scott) created this site over two years ago. It was the first site on the web strictly devoted to the Nintendo64 and is still the most comprehensive N64 location anywhere.

## VIDEO GAME



- 1 What is the title of Sega's new Model 3 racing game?
- 2 How many issues, including this one, has *Game Informer* produced?
- 3 Nintendo's U.S. headquarters is located in what state?
- 4 Name three companies that create console and arcade games.
- 5 What development house is responsible for *Battle Toads* and *Donkey Kong Country*?

(Answers on the bottom of page 27)



Everyone knows that in the world of television Bruce Wayne and Brit Reed were high school competitors. But not everyone knows that the Green Hornet's TV sidekick is also the star of this 16-bit game.

(Answer on the bottom of page 27)





## Price Drop War Now Well Underway

For quite some time, rumors had been circulating the industry concerning a price reduction on both games and software for the three high-end systems. The fuss is now over, and here's how it all panned out.

**Sega** first offered its "3-Free" deal, extended it until March 15th, then extended the offer again through the end of May. Furthermore, on March 13, **Sega of Japan** announced that it would be cutting its prices on certain games up to 50%. There is still no word as to whether this price cut will reach U.S. shores. In yet another move, Sega initiated a direct mail campaign. The campaign furnishes recipients with a demo disc and three mail-in coupons, offering \$35.00 off both the **NetLink** and **Saturn**, as well as a useless coupon for the still running "3-Free" deal.

**Sony**, as of March 3, reduced the **PlayStation's** price point to \$149.00. Apparently, Sony had redesigned the internals of its popular PlayStation in order to lower its manufacturing costs (see GI News, January '97). Sony is also implementing a new pricing strategy on their current and upcoming software. Sony-published titles such as **NBA Shoot Out '97**, **Rally Cross**, and **Twisted Metal 2** will carry an MSRP of \$49.99. Additionally, SCEA will launch a "Greatest Hits" series - a value pricing program for "older" titles. Games such as **NFL GameDay**, **Twisted Metal**, and **WarHawk** will carry an MSRP of \$24.99.

Two weeks after Sony dropped its price, the cost of the **N64** fell by 33% in Japan. The U.S. price reduction to \$149.95 soon followed. Because of the cost of cartridges, we don't expect to see any reductions in the cost of N64 software.

In the end, the Sega Saturn comes in as the most expensive console purchase, but also offers the most affordable software. Will Sega also drop its price? A spokesperson at Sega had this response: "No." But, considering that their "3-Free" promotion is due to expire near the time of E3, does Sega have something up their sleeve? We'll just have to wait and see.



## SQUARE®

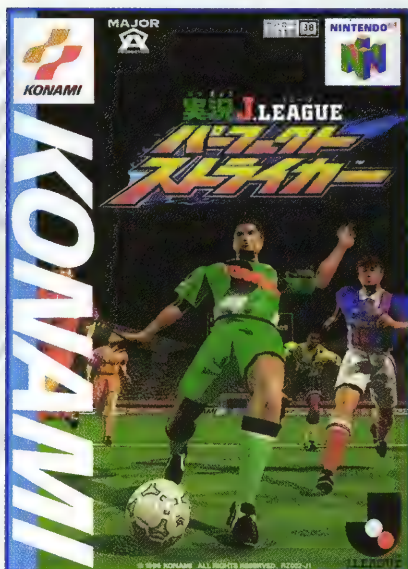
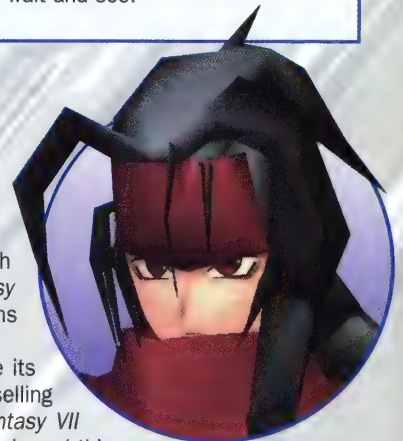
### Square Soft's Japanese Lineup

The big hit on the **Square** demo disk that came with **Tobal No. 1** was without a doubt **Final Fantasy VII**. But what about those other titles? **Bushido Blade**, **Saga Frontier**, and **Final Fantasy Tactics** are all good looking games and we've got the scoop.

**Saga Frontier** is an RPG that should be out in Japan on July 11. It's not likely we'll be seeing an English version of **Saga Frontier** this year. **Bushido Blade** hit the Japanese market on March 14 and **Final Fantasy Tactics** will be available in Japan some time in May. **Sony Computer Entertainment America**, who owns the rights to all Square Soft games, has not made any information available on the U.S. release dates.

In further Square Soft news, **Final Fantasy VII** has sold 2,640,000 units to retailers in Japan since its release on January 31. In one month's time, it has already harnessed the crown for the best selling **PlayStation** title of all time. With 5.6 million PlayStation consoles in Japan, the sales on **Final Fantasy VII**

clearly show that nearly half of those owning a PS-X have purchased this epic RPG. Previously, **Resident Evil** held the crown for the number one PS-X title with a little over two million units sold worldwide in one year's time. The U.S. release of **Final Fantasy VII** is still on target for a September 7 release.



## Konami's J-League Coming to U.S. N64

**Konami's J-League Perfect Striker** was one of the first sports games available in Japan for the **N64**. Konami is now planning on releasing this cart in the U.S. under the name **International Superstar Soccer**.

**International Superstar Soccer** will be in direct competition with **EA Sports' FIFA Soccer 64**, but the games bear little resemblance. **International Superstar Soccer** offers three camera angles (close, mid and far) as well as 3 different camera "tilts." Although **International Superstar Soccer** fields only eighteen teams, the fantastic gameplay should make up for this. In Japan, this game had the professional J-League license. There's no word yet as to any license for the U.S. version, but it should ship early this summer for the N64.







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**Video Game Trivia Answers:**

1. Sega Super GT
2. Game Informer has produced 49 issues.
3. Washington
4. Namco, Capcom, Konami, Midway/Williams, Sega, SNK, Acclaim
5. Rare

**Name That Game Answer:**

Dragon: The Bruce Lee Story



**Design Your Own Games  
and Make a Million Dollars**

At last, **Sony** has unveiled the fledgling game maker's dream machine. The **Net Yaroze** is a PC compatible **PlayStation** development unit. Priced at \$750.00, the system is aimed at people who want to get into the video game creation biz but can't afford the thousands of dollars it takes to get started.

The Net Yaroze package includes a stylin' black development PlayStation, two black controllers, a PlayStation access card, a serial cable that connects to a PC, an AV lead cable, and a power cable.

Also included with the Yaroze are a number of software utilities. These consist of standard "C" programming languages, PlayStation math libraries, 3D rendering libraries, PlayStation controller interface libraries, special Yaroze sound libraries, graphical file format conversion utilities, 3D object conversion utilities, an R3000 C compiler, a Linker, and a Debugger.

The minimal requirement for programming on the Net Yaroze is an IBM Compatible PC 486 DX2 running at 66 MHz, with one or more serial ports,

a 28.8 bps modem, a dual-speed CD-ROM, 4 Megabytes of RAM, a mouse, and an SVGA monitor.

Currently, the only way to get a Net Yaroze is to sign on at Sony's website where you will be required to fill out a licensing agreement that gives Sony first rights of refusal to any games you might want to publish. Once you get your very own Yaroze, Sony will be there to help you with 24 hour website support and limited access to a professional R&D staff at Sony Computer Entertainment America. The website also allows Net Yaroze people to exchange ideas and input on creating games. For additional information, ordering details, and a special deal for Macintosh users, check out Sony's website at <http://www.scea.sony.com/net>.

**Memory Card Plus Scores a Minus**

In the short history of the **Memory Card Plus**, *Game Informer* has been privy to the complaints of many unsatisfied customers. Now, the Memory Card Plus for the **N64** is suffering a similar fate.

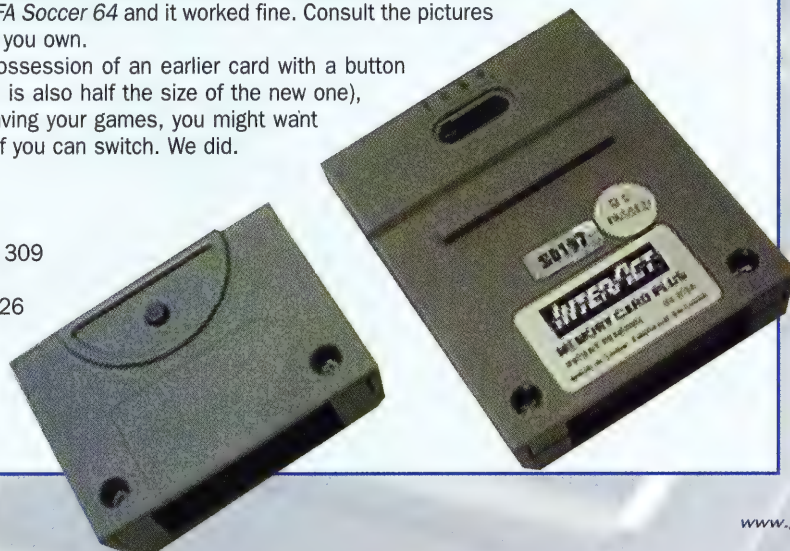
**Interact's** official position is that yes, some people may use the card incorrectly, leading to a loss or "misplacement" of information. Here at *Game Informer*, we found that the N64 Memory Card Plus would not work with **NBA Hang Time** or with our review copy of **FIFA Soccer 64**.

To fix these problems, Interact has altered their original design, and the new Memory Card Plus for the N64 comes with a slide button numbered 1 through 4 (for the memory pages). Included with the new card is an explanation of save problems regarding **Wayne Gretzky 3D Hockey**. *Game Informer* then tried this new card with **FIFA Soccer 64** and it worked fine. Consult the pictures below to determine which card you own.

Editor's Note: If you're in possession of an earlier card with a button instead of a slide (the old card is also half the size of the new one), and you're having problems saving your games, you might want to write or call Interact to see if you can switch. We did.

**InterAct Game Products**

ATTN: Customer Service  
9611 Pulaski Park Drive, Suite 309  
Baltimore, MD 21220  
Phone Number - (410) 238 - 1426





# EA Sports Rocks the N64

In deciding which of the next gen systems to buy, one of the most important questions is always: "Will it be a sports machine?" Early in its development, Nintendo claimed that the N64 would strive to be the unparalleled sports platform. While Wayne Gretzky 3D Hockey and NBA Hang Time did not bring the N64 any closer to this dream, EA Sports' FIFA Soccer 64 might be just what this new platform needs. As with previous installments, FIFA Soccer 64 brings with it the indescribable feel of international soccer.

The experience of international soccer is that of pure sport. In an increasingly fractured and independent world, countries lump upon their soccer heroes the sum of all pride and hope felt by their nation and its history. Because of this, soccer is a sport the entire world plays, and being a global sport, FIFA Soccer 64 fields 160 teams and 6 professional leagues.

Each league is represented by actual professional teams and players. In the English league, Tottenham Hotspur, Manchester United and Leeds are all there. Likewise for the Italian and German leagues. Unfortunately, this 64-bit version does not allow for the creation and transfer of players. However, during the season, statistics are tracked for both teams and individual players. Also, injuries and bookings carry over into multiple game absences.

Fans of FIFA on the PlayStation and 3DO will notice an immediate likeness in terms of options and camera angles. Eight camera angles bring you right into the action, and the new PIP (Picture in Picture) camera places a small screen in the right hand corner. Views within this picture can be cycled through with the shoulder buttons. The PIP



camera can be quite helpful when playing a camera angle close to the action.

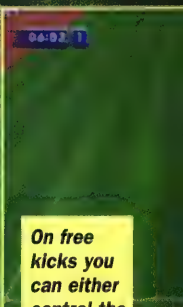
Along with the options, gameplay also remains relatively the same. One noticeable difference is the analog control stick. The control stick allows players to walk, jog, run and sprint. Pass and shot velocity are determined by the length of time the button remains pressed. This is a great improvement in playing both the long searching ball as well as the one-touch pass through traffic.

On free kicks, goalie possessions, or during gameplay, players can enter the passback mode. When passback mode is activated, the original passer will be controlled by the player who can run to try and get open. Then, commands can be given to the ball carrier such as return the pass or shoot on net. As for game structure, soccer purists will no doubt choose the Simulation mode where fatigue plays a great role in team performance. Substitutions are limited by international rules, and speed bursts are not as pronounced. The Arcade mode, on the other hand, is a faster-paced game with computer assist for head balls and shooting angles. Action mode is a good cross between the two and will appeal to the majority of gamers.

FIFA Soccer 64 is another great effort from EA Sports. By not tinkering too much with previous success, EA Sports has preserved the classic FIFA style without sacrificing gameplay. However, if what EA says is true, that they won't be developing any more software for the N64, then this will truly be a shame because FIFA Soccer 64 is a great soccer simulation that is destined for 64-bit stardom.



He looks for the open man.



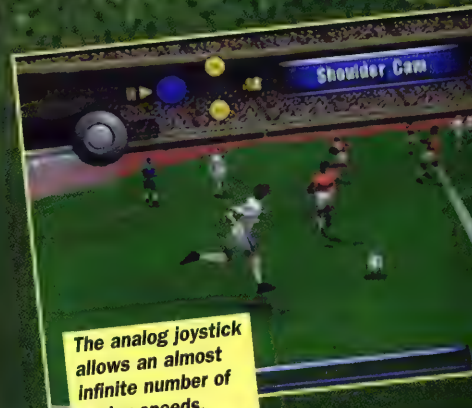
On free kicks you can either control the kicker...



The PIP camera is helpful while playing a close-up view.

LEAGUE

Teams	Pts	G	W	L	D	F	A
Newcastle	9	4	3	1	0	5	3
Sunderland	8	4	1	3	0	7	7
Everton	8	4	0	3	1	5	5
Leicester	8	4	2	2	0	2	8
Hull City	7	4	2	2	0	4	1
Middlesbrough	7	4	2	2	0	1	7
Manchestr	6	4	1	1	1	0	5
Leeds	6	4	2	2	0	5	4
Tottenham	6	4	2	1	1	0	5
Blackburn	6	4	1	3	0	5	4



The analog joystick allows an almost infinite number of replay speeds.



Many games will come down to the shootout.





...or the recipient.

The throw-in is a basic skill of soccer.

- Size: 64 Megabit
- Style: 1 to 4-Player Soccer
- Special Features: Passback Mode, 8 Camera Angles, Complex or Simple Controls, Action, Arcade or Simulation Modes, 3 Difficulty Levels, Team Strategy and Management, Playoff, Season and Tournament Modes
- Created by: EA Sports
- Available: Now for Nintendo 64

▶ THE BOTTOM LINE **8.75**



Every goal comes with a celebration.



Here is a portion of the field.

LEAGUE		
Date	Simulate	Score
Aug 13	Aug 12	
Aug 20	Leicester	2
Aug 28	Coventry	1
Sep 2		

Today's match  
Leicester VS Coventry

ANDY, THE GAME HONORE

**Concept:** 8 "Compared to the PlayStation version, this is like playing an entirely different game. Yes, the graphics are nice, but the thing that stands out in this game is the control. Passing is much more refined and exact, plus with the analog joystick you have precise control over your player and your shots. As far as the amenities are concerned, the announcer gets a little old, but the tunes are rockin' and the graphics are silky smooth. This is a great multi-player game and a definite must have for any sports fan."

**Graphics:** 9

**Sound:** 8

**Playability:** 9.5

**Entertainment:** 8.25

**OVERALL:**  
**8.75**

PAUL, THE GAME PROFESSOR

**Concept:** 8 "I've finally played my first sports simulation for the N64 and it turned out quite well. Although it is basically the same as the PlayStation and Saturn as far as features, the play control has been vastly improved. However, the entire FIFA play control package hasn't really changed since the awesome 3DO version. FIFA 64 does have superb graphics that rival any other version. The players are very fluid with a crisp and realistic look. If you're already a 32-bit soccer veteran, you may not get much out of FIFA 64, but it is definitely one to check out if you're cravin' an N64 sports game."

**Graphics:** 9

**Sound:** 8

**Playability:** 8.75

**Entertainment:** 8.5

**OVERALL:**  
**8.5**



What a beautiful day for a game.



You can't prove anything.

JON, THE GREASY GAMER

**Concept:** 8.75 "I'm a big fan of FIFA. If you remember, I thought this year's PlayStation version suffered a bit in terms of gameplay. Not so with the N64. The analog controller adds so much in terms of passing and shooting angles. The graphics truly shine, especially when there's only a few players on screen. However, one major problem is the stupid C buttons on the N64 controller. Why make them so small? With all the third-party games now coming out, the tiny button factor is getting ridiculous. To their credit, EA Sports did everything expected of them and more. In my opinion, this is the only sports game for the N64, period."

**Graphics:** 9.25

**Sound:** 8.5

**Playability:** 9.25

**Entertainment:** 9

**OVERALL:**  
**9**



He works to get the shot off.



In this circumstance, you must look to cross the ball.



Corner kicks are always a threat.



May The  
Fighting  
Force  
Be With You!

# FIGHTING FORCE

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player 3D Progressive Fighter
- **Special Features:** 4 Main Characters, 40 to 50 Moves Per Character, Path and Plot Branchings, Weapon Pick-Ups, Destructible Environment, Grabs and Throws, Two-Player Combination Moves
- **Levels:** 10 (30 Stages)
- **Created by:** Core Design for Eidos
- **Available:** Sept. '97 for Sony PlayStation and Sega Saturn

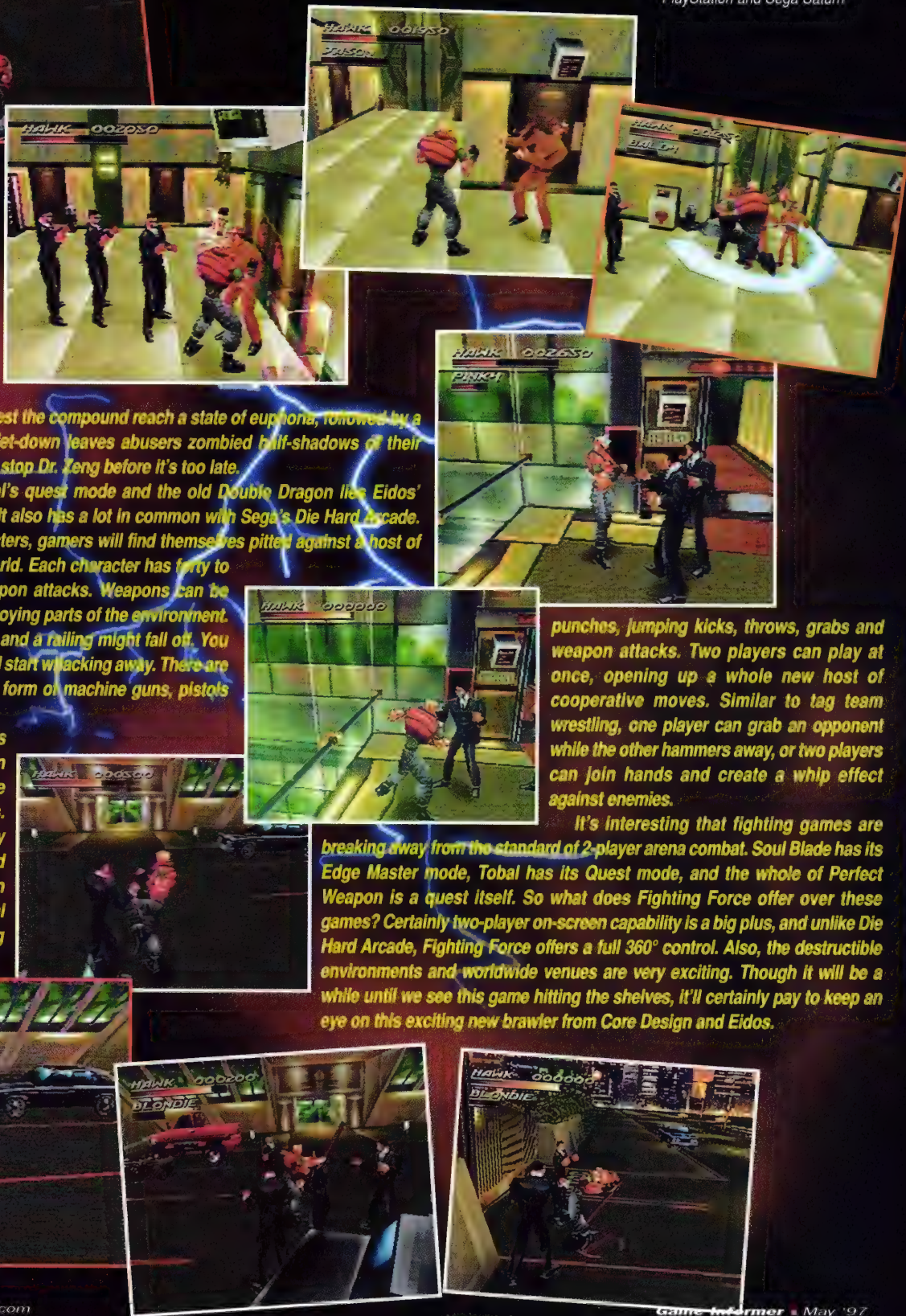
Someone has discovered a new power source. Myathene is a promising new chemical compound, but if it gets into the wrong hands, it can be used for evil purposes. The evil Dr. Zeng is using it to threaten the world. But it's not just an energy source. Those who ingest the compound reach a state of euphoria, followed by a nearly fatal withdrawal. This let-down leaves abusers zombied half-shadows of their former selves. It's up to you to stop Dr. Zeng before it's too late.

Somewhere between Tobal's quest mode and the old Double Dragon lies Eidos' newest game, Fighting Force. It also has a lot in common with Sega's Die Hard Arcade. As one of four playable characters, gamers will find themselves pitted against a host of enemies, all set within a 3D world. Each character has forty to fifty different moves and weapon attacks. Weapons can be found lying around, or by destroying parts of the environment. Throw someone against stairs and a railing might fall off. You can then pick up this railing and start whacking away. There are also projectile weapons in the form of machine guns, pistols and rocket launchers.

Players will find themselves within familiar urban landscapes, exotic jungle islands, and even submarines. The attack moves closely resemble those of any standard 2D fighter. Buttons in conjunction with the directional pad will produce spinning

punches, jumping kicks, throws, grabs and weapon attacks. Two players can play at once, opening up a whole new host of cooperative moves. Similar to tag team wrestling, one player can grab an opponent while the other hammers away, or two players can join hands and create a whip effect against enemies.

It's interesting that fighting games are breaking away from the standard of 2-player arena combat. Soul Blade has its Edge Master mode, Tobal has its Quest mode, and the whole of Perfect Weapon is a quest itself. So what does Fighting Force offer over these games? Certainly two-player on-screen capability is a big plus, and unlike Die Hard Arcade, Fighting Force offers a full 360° control. Also, the destructible environments and worldwide venues are very exciting. Though it will be a while until we see this game hitting the shelves, it'll certainly pay to keep an eye on this exciting new brawler from Core Design and Eidos.





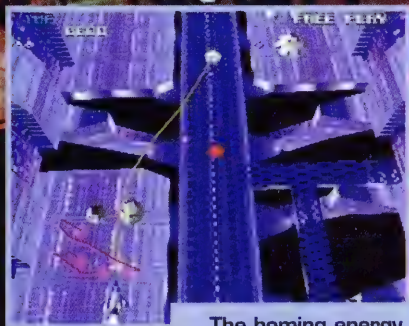
# XEVIOUS 3D

## The Ultimate Shooter Collection

- Size: 1 CD-ROM
- Style: 1 or 2-Player Shooter
- Special Features: Xevious, Xevious Plus, Xevious Arrangement, and the All-New Xevious 3D/G. Special Movie Options Gained After Beating 3D/G
- Created by: Namco
- Available: June for Sony PlayStation



Hmm... this looks familiar.



The homing energy weapon is fun but not very powerful.



Waa Hooo!



This level gets really scary really fast.

**XEVIOUS** is without a doubt one of the most memorable shooters of all time. When it first hit the arcades in 1982, it blew people away with its detailed scrolling backgrounds and wide variety of enemies. Xevious was the first game of its kind that forced players to split their attention between ground and air targets, requiring the player to destroy certain enemies with bombs.

How does it compare to modern games? For gaming veterans who can still see the point of playing through a game over and over again to get a kickin' high score, Xevious is still a blast.

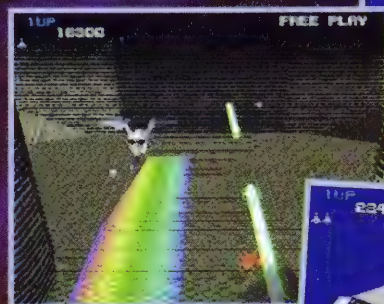
Xevious 3D/G, however, brings Xevious up to speed with modern shooters, featuring polygonal enemies and huge bosses. The action is still very basic, but players can now gain access to and power-up three different types of weapons: a standard projectile weapon that fires a scattered shot when powered-up, a straight laser that does heavy damage and becomes thicker as it is powered-up, and an array of energy whips that don't do a lot of damage but home in on targets automatically. Xevious 3D/G also allows two players to fight side-by-side simultaneously.

In addition to the original Xevious and 3D/G, Namco has also loaded Super Xevious and Xevious Arrangement into the package. Super Xevious is more or less the exact same game as its predecessor with some minor changes. Xevious Arrangement is the first game in the series to offer simultaneous two-player action and provides the player with a weapon upgrade as well.

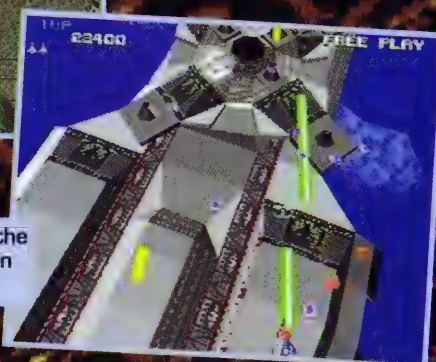
If you've ever bought a Namco Museum Collection, then Xevious 3D/G should be right up your alley. Otherwise we recommend you wait for the review if the only game that interests you is 3D/G. It's an awesome shooter but we found it to be a little short.



Heihachi and Paul make a bizarre appearance in this game.



This is one of the first bosses in the game.

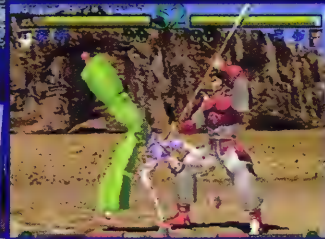




It's Historically Accurate!

# 三國無雙

## DYNASTY WARRIORS



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Seventeen Characters (Seven Hidden), CG Endings for Every Character, Practice, Endurance, Tournament, and Battle Modes, Parry Moves, Special Meter Power-Up Combos, Memory Card Save
- **Created by:** Omega Force Team for KOEI
- **Available:** May for Sony PlayStation

► **THE BOTTOM LINE** 9



**B**ased on the struggle between three power-hungry kingdoms in second century China (the Han Dynasty), KOEI has delivered a series of historical simulators that are as complex as they are accurate. The series of mention is Romance of the Three Kingdoms, which inherits its character attributes and scenarios from the novels of the same name. KOEI's simulators have always been the most complex of games for the console machines, and now, thanks to a gala cross-over event, the saga of the kingdoms comes to life in the most recognizable of genres, as a fighting game aptly named Dynasty Warriors.

While KOEI's first fighter won't pinpoint the struggles of political warfare or the negotiations and vicious bloodshed used for the expansion of kingdoms, Dynasty Warriors will bring the warlords and their personalities to life like never before. Ten of the most notable rulers from this dynasty are playable with excellent detail to weapons, uniforms, and fighting techniques. Seven other characters are hidden in the game with four that require codes to unlock. The other characters are easy to access, since all you are required to do is beat the game with all of the generals from one of the three kingdoms to access the character representing that dynasty.

KOEI managed to develop a complex user control system into Dynasty Warriors that will take hours to master. The controller interface is constructed of two attack buttons – a slash and a stab, and two parry buttons – a weapon parry and a character parry. The moves in the game are easy to use if you have some SFII or Tekken experience under your belt. Some of the moves require double taps, and others require a specific directional command in conjunction with a certain button press. The parries will be used by only the most experienced of Dynasty Warriors players. You'll need to either time the attack or measure the distance from your opponent for these to work. If you are successful in your timing you'll render them helpless for an open attack.

Since the game is based on traditional weapon fighting, expect a lot of clanging and banging of weapons. You'll notice this especially when two characters perform a combo at the same time. Dynasty Warriors is a unique fighter that features several game modes, including an Endurance and Practice mode, and amazing animation that will blow the socks off of any fighting game enthusiast.



**PAUL, THE GAME PROFESSOR**

**Concept:** 8.75 "Who would have ever thought that KOEI would base a fighting game on a strategy title? Well they did, and it's a solid game. Already the most historically accurate fighter to date, this game doesn't stop there. The weapon to weapon combat, defensive parries, and overall play control is fantastic. Although the graphics don't quite match Soul Blade, the animation and lighting effects will blow you away. Additionally, the characters are well balanced and none seem to have a distinct advantage (except for some of the hidden guys). This is a great amalgam of Soul Blade and Samurai Shodown that PS-X fighting fanatics have to try."

**OVERALL:** 9



**JON, THE GREEDY GAMER**

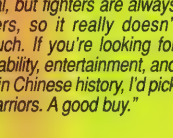
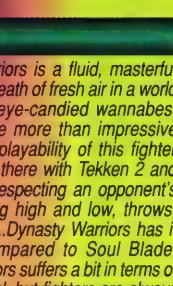
**Concept:** 8.25 "Dynasty Warriors is a fluid, masterful fighter. It's a breath of fresh air in a world of repetitive, eye-candied wannabes. **Graphics:** 8 Aside from the more than impressive graphics, the playability of this fighter ranks right up there with Tekken 2 and Soul Blade. Respecting an opponent's range, parrying high and low, throws, weapon locks...Dynasty Warriors has it all. When compared to Soul Blade, Dynasty Warriors suffers a bit in terms of 1-player appeal, but fighters are always about 2-players, so it really doesn't matter that much. If you're looking for originality, playability, entertainment, and a small lesson in Chinese history, I'd pick up Dynasty Warriors. A good buy."

**OVERALL:** 9

**REINER, THE RAGING GAMER**

**Concept:** 9 "KOEI has always had a solid track record for developing quality software, but they really haven't veered from the turn-based historical simulation genre. This, being their first fighter, is an impressive venture indeed that rivals the always dominant Namco products. The polygon characters in combat are animated smoothly and accurately, and the combat itself is extremely intense, due mainly to the unique parry moves which open the doors to evasive combat. Plus, KOEI has incorporated in several game modes and CG endings for every character which will boost the longevity of gameplay. Dynasty Warriors is the substitute for all those dull punch/kick fighters on the market. Spice up your library and give this game a whirl."

**OVERALL:** 9





# BUILDING AN EMPIRE



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter (1-Player Quest Mode)
- **Special Features:** Tons of New Characters Designed by Akira Toriyama, 60 Frames Per Second (FPS) and 640 x 480 Resolution, Motion Capture Animation, Three-Dimensional Gameplay, Projectile Attacks, and a Completely Redesigned Quest Mode
- **Created by:** Dream Factory for Square Soft
- **Available:** Second Quarter '97 for Sony PlayStation

# TOBAL 2

PlayStation Preview

Similar to a mother gestating a child, Toba No.1 was given the unfortunate but immensely profitable duty of carrying Square Soft's Final Fantasy VII demo within its package. This was definitely a perk for Toba No.1 and the entire franchise. It helped sell more units and generate more publicity, but in the end people raved about FFVII more than Toba. Well, this time around we believe that there will be no gimmicks or strings attached. Toba 2 will stand on its own; those who enjoyed the first version will obviously look forward to this purchase, and those who despise the game will obviously steer clear.

Dream Factory and Square Soft didn't waste any time getting this sequel up and running. Toba 2 is once again brought to life with 640 x 480 resolution and sixty frames per second of flawless animation. The changes and additions in this sequel are grand indeed. As you know, Toba No.1 was the first fighter to incorporate an action quest game. While this game took place entirely within a castle of over forty floors, Square has decided to revamp this key feature to be more like an RPG. You will now travel across an enormous land visiting towns, entering sacred temples, and unearthing all the secret characters in the game by completing certain tasks in this mode.

Without getting too excited about this new addition, we have to remember that Toba 2 is first and foremost a fighting game. As such, it has been tweaked and overhauled with new moves, techniques, and two new fighters named Dr. V and Chako. The first change will definitely enhance the excitement and add a great deal of difficulty to the Toba fighting craze. Square Soft has even incorporated projectile attacks to the fray. Certain characters can only fire weak long range blasts, while others have deadly short range assaults. Plus, Square has added a feature that should be available in every fighter. Now, after knocking an opponent down, you can pick them up and slap them around, throw them, or perform a nasty bone-breaking attack.

At the moment we are not sure as to when Square is planning to release this game in Japan, or whether or not it will come to the States. We predict that it will match its release plan from last year - meaning an August release in Japan, and October in the States.





# ブシド BUSHIDO BLADE

## FIGHT FOR FREEDOM AND HONOR

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting Simulation (2-Player Link Compatible)
- Special Features: Expansive Multi-Level Playfield, First-Person Perspective, 8 Weapons, Practice Mode
- Created by: Lightweight for Square Soft
- Available: Now for Japanese Sony PlayStation, ?? for U.S.

Last year, Square introduced players to a fighting game twist with their entertaining quest mode in *Tobal No. 1*. With the recent Japanese release of *Bushido Blade*, Square introduces its next twist on the head-to-head fighter by stripping away common fighting game elements. *Bushido Blade* has no life meters, long string combos, best-of-three matches, or individual player moves. Instead, *Bushido Blade* bases fighting moves on one of eight weapons, adds a two-player link game, and sets the fighting within an expansive playfield that can take upwards of fifteen minutes to cover on foot.

Six members of a feudal band of assassins are playable in a number of different game configurations with the main game revolving around *Bushido Blade*'s one-player Story Mode. It unfolds as a tale of honor and betrayal as one member is attempting to leave the order's ranks. The other characters join ranks to prevent the runaway's defection.

Each of the fighters is originally ranked on their speed and strength, then adjusted according to the attributes of the chosen weapon. Weapons vary in weight and attack power, which means a weaker character may have trouble wielding a heavier weapon. In battle, each weapon (rather than character) determines what attacks can be executed. Attacks also vary depending on one of three attack postures (raised, normal, and lowered). But fighting isn't necessarily the rule as a player can parry the oncoming opponent or simply run to avoid the action. The story mode culminates with a series of four "boss" characters and then ends with a battle against the fighter's former instructor and master.

Many players have already had a glimpse of *Bushido Blade* on the demo disc that accompanied *Tobal*, but many have yet to explore its unique list of features and play style. It may be a while before we see it here, as Sony has yet to officially announce a U.S. release date, but be ready for a diverse and entertaining spin from the fighting game norm.





- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Special Gamespeak Control, Over 400 Screens, CG Backgrounds
- **Created by:** OddWorld Inhabitants for GT Interactive
- **Available:** September for Sony PlayStation (and Sega Saturn)

# ODD WORLD ABE'S ODDYSEE

## This Game Speaks

**Back** in 1994, games like Flashback, Prince of Persia, and Out of This World received tremendous attention and accolades for their fluid and life-like animation coupled with intriguing action and game control. A new creation, OddWorld: Abe's Oddysee, is building a brand new adventure with a play-style similar to these old 16-bit classics.

Abe's Oddysee throws the player into the role of an enslaved Mudokon named Abe. While working in Rupture Farms, OddWorld's largest meal processing plant, Abe discovers his master's plot to slaughter and devour the Mudokon, and his escape begins as the player takes control. Abe has standard run/walk, jump, climb, and crouch maneuvers, but is further assisted by what is being called "gamespeak." By holding the shoulder buttons in conjunction with others, Abe will be able to communicate with his fellow Mudokons. Greet the other slaves and ask them to follow you to the escape portals. The gamespeak interface adds a hilarious and challenging element to Abe's Oddysee as characters interact with one another. Another interesting element in the gamespeak controls is the chant. Chanting gives Abe powers to open portals as well as the power to possess certain enemies' bodies. These enemies are then under the player's control and open new possibilities to clear levels or open passageways.

Abe's Oddysee boasts over 400 screens of rich gaming environments; add this to a mix of innovative gameplay and classic style, and Abe's should be a game to watch for this September.





While use of the word "slave" in the game caused some people over at Playmates to question its political correctness, the title makes a lot of sense when you start getting into the game. Powerslave is a clever mix of the fast action of a Doom-styled game, Indiana Jones' elements of exploration, and the exotic environments found in Tomb Raider. Distributed throughout the levels are weapons and artifacts that are not only helpful but are often required in order to get past other levels so that you can get more items to get past more levels etc...

Herein lies the viciously cruel circle that will snare your brain and force it to play through to the bitter end. While moving through a level, you will constantly see passageways and items that are just out of reach because you lack the ability to jump, glide, or skip across molten lava to reach your objective. Every time you find a new item, gameplay is enhanced.

In addition to the artifacts, Powerslave features 23 "Powerslave Team" action figures. We found one of them so far and have no idea what happens when you get them all. Each "action figure" has the face of one of the members of the design team on it.

Powerslave excels in the realm of action as well. The weapons consist of a machete, pistol, M-60, magic grenades, a flame-thrower, a wand that shoots homing snakes, and a magic manacle that blows your enemies to smithereens with a simple gesture. Movement is smooth and you will often find yourself needing to look up to pick off enemies attacking from above. When swimming you will be attacked by evil fish that can only be killed by weapons that work underwater.

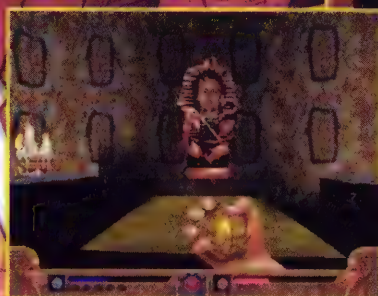
If you've already seen this game for the Saturn, you should have a second look. Not only are the graphics and effects improved but there have actually been some alterations made to the level designs and enemies as well. Powerslave is without a doubt one of the most unique Doom-style games out on the PlayStation.

YOU DO NOT KNOW THE POWAHHH... OF RAMSES?

# POWERSLAVE



I GOT A PRESENT FOR YA!



I GOT AN ACTION FIGURE!



AHHH!! TELEPORTING TIGER WOMEN!



FUNNY, THE OTHER MONSTERS JUST BLEW UP. MUST'VE BEEN A BOSS.



► THE BOTTOM LINE **8.25**

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action/Adventure
- **Special Features:** Over 20 Levels, 7 Weapons, 6 Special Ability Items, Ramses Gives Advice After Each Goal is Met, Memory Card Save, Jumping, Swimming, Cool Water and Lighting Effects, 23 Lobotomy Action Figures: Collect 'em All!
- **Created by:** Lobotomy Software Inc. for Playmates Interactive Entertainment
- **Available:** Now for Sony PlayStation

### ANDY, THE GAME HOMBRE

**Concept:** 8 "When I first saw this game on the Saturn I thought it was amazing. But on the PlayStation, six months later, it's just a solid game. The biggest strike against Powerslave is its somewhat boring graphics, but what this game lacks in graphics is more than compensated for by its addictive gameplay. The levels are really interesting and there are numerous items to collect that will keep you playing for hours. First-person shooter fans should definitely check it out. The action may not be as frenzied as Doom, but the adventure elements make it entertaining."

**OVERALL:**  
**8.25**

### JON, THE GREEDY GAMER

**Concept:** 8.25 "Even though this game shares its name with an Iron Maiden album, it's still fun and well put together. When I reviewed this game for the Saturn, I made the statement: 'On the Saturn, this game stands alone.' Not so with the PS-X version. There's a heck of a lot of competition out there, everything from Disruptor to Doom. The things I love about this game are the artifacts, the cool weapons (especially the Cobra Staff), and the necessity to return to previous levels in order to finish the game. The Egyptian motif is done with style, but if you're even a shade shy of being a first-person ultra fanatic, you'll probably want to try it before you buy it."

**OVERALL:**  
**8.5**

### PAUL, THE GAME PROFESSOR

**Concept:** 8.25 "For the Saturn, Powerslave almost stands alone as the premier first-person shooter, but it has stiffer competition on the PS-X from the likes of Disruptor and the Doom series. Graphically, the game moves out. Lighting, textures, and other special effects create a great atmosphere. Control is fairly typical to the genre, but the variation of jumping, shooting, and puzzle solving gives it an addictive quality. Powerslave may offer a lot of challenge and many hours of gameplay, but it does not rival the other games I've mentioned. Serious 3D action fans only."

**OVERALL:**  
**8**



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- Cover: Mario Kart 64
- Special Features: Shoshinkai N64 Space World 96 Report, 1996 Video Game Awards
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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 Part 2, MK Trilogy Play to Perfection
- Secret Access: Nights (SS), Wipeout XL (PS-X), Pilotwings (N64), NCAA GameBreaker (PS-X), Twisted Metal 2 (PS-X), Fighting Vipers (SS)
- Tip Card 32: X-Men Vs. Street Fighter

## October 96

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

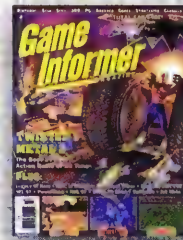


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- Cover: Turok: Dinosaur Hunter
- Special Features: Turok Strategy Guide, Soul Blade Guide, and Legacy of Kain Play to Perfection
- Secret Access: Shadows of the Empire Strategy Guide, Jet Moto (PS-X), Dragon Force (SS), DKC 3 (SNES), Soviet Strike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

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- 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), Andreotti Racing (PS-X), MK Trilogy (PS-X), Tetris Attack (SNES), Super Mario 64 (N64)
- Tip Card 31: Virtua Fighter 3



## November 96

- Cover: Tomb Raider
- (PS-X & SS), Review and Strategy Guide Part 1
- Preview: Star Wars: Shadows of Empire (N64)
- Strategy Guide: Beyond the Beyond Part 2
- Secret Access: Wave Race 64 (N64), Alien Trilogy (PS-X), Jumping Flash 2 (PS-X), Crash Bandicoot (PS-X), Ultimate MK3 (SS)
- Tip Card 30: NBA Hangtime



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- Cover: Crash Bandicoot (PS-X)
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- Secret Access: **SOLD OUT** to Black (PS-X), **SOLD OUT** to Black (PS-X), Ultimate MK3 (SS), Toshinden Remix (SS), Panzer Dragoon II Zwei (SS), Moves for Ultimate MK3 (Arcade)
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- 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)
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- Cover: Legend of Oasis
- Special Features: Special E3 Report and a Super Mario RPG Strategy Guide
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- Tip Card 26: Street Fighter Alpha 2



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- Secret Access: **SOLD OUT** to Name Park (PS-X & SS), Nightwarriors (SS), Alien Trilogy (PS-X), Jumping Flash (PS-X), College Slam (SNES)
- Tip Card 25: Open Ice



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- Special Features: Report From America Coin Machine Expo
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- Tip Card 24: Killer Instinct 2

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- 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

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- Cover: Super Mario RPG
- Special Features: Super Mario RPG and Alien Trilogy game overviews
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- Tip Card 23: Marvel Super Heroes

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- Strategy Guide for DKC2: Most of the secret levels and DK Coins
- News about the Amusement and Music Operator's Association
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- Secret Access: Vectorman (SG), Virtua Fighter 2 (SS), Toy Story (SNES & SG), NBA Live '96 (SG & SNES), Doom (PS-X)
- Tip Card 22: Samurai Shodown 3

### October 95

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

### February 96

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

### September 95

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

### January 96

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

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- Cover: Lunar: Eternal Blue (Sega CD)
- Strategy Guide for Judge Dredd
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# BRAHMA FORCE

## THE ASSAULT ON BELTLOGGER 9

For those of you who enjoyed Kileak: The DNA Imperative or Epidemic, this mech game should be an instant buy. BRAHMA Force is made by the same company (Ginko) and features dramatic improvements over its predecessors. We didn't think too highly of Kileak, but Epidemic showed us that there was definitely some potential for this new genre of half-tank simulation, half-Doom style games. Through the use of cool sound effects, voice-overs, and HUD readouts, Ginko does a great job in creating the feeling that you are actually within the belly of a mechanical beast.

While there have only been minimal improvements to the graphics, BRAHMA Force has taken giant strides beyond its predecessors. Players can now use jump jets that allow them to jump high into the air and then glide slowly to the ground. This simple addition has added an entirely new action/platform element to the game similar



This guy had some digestive problems after munching your friend.



Stay on target!



This boss may look intimidating but it's really just...deadly.

### The Trials and Tribulations of a Walking Arsenal

- **Size:** 1 CD-ROM
- **Style:** 1-Player Mech Simulation/Shooter
- **Special Features:** Six Types of Rifles, Six Lasers, Three Missile Launchers, Three Artillery Ordnance Launchers, and a Big Bomb; Shields, Armor, Ten Special Devices, Upgrade Devices for Weapons, Armor and Shields, Jump Jets!, Memory Card Save
- **Created by:** Ginko for Jaleco
- **Available:** Now for Sony PlayStation

### ▶ THE BOTTOM LINE 7.5

#### REINER, THE RAGING GAMER

**Concept:** 6.75 "BRAHMA Force, which is made by Genki, the masterminds behind Kileak and Epidemic, is not their best game, but it is their most diverse. The difference between the others and this title is mainly found in level designs. BRAHMA Force is the first to feature walking freedom, and this is where I think this title suffers the most. Epidemic had some serious level objectives, and BRAHMA Force insists that your objective is more or less based on your gaming skills, not situations where you actually use your brain. It is an interesting game, and the addition of jump jets, tons of in-game options, and more ammo than a fairly large army does give this game some flavor, but I personally think it gets old fast."

**Graphics:** 8.5

**Sound:** 8

**Playability:** 7

**Entertainment:** 4.5

**OVERALL:** 7

#### ANDY, THE GAME HOMBRE

**Concept:** 8 "While this game isn't a huge leap over Epidemic, it is a lot more user-friendly. They have added some nice touches, including a briefing before you enter an area that explains a few of your goals, and numerous items like health packs and weapon power-ups. Graphically, the game looks pretty much the same, but now the areas are a lot more wide open with more parts to explore. Certainly, this game isn't for everybody, but I wouldn't say this game isn't worth checking out. At the very least this game deserves a rental. Try it, you just might like it."

**Graphics:** 8

**Sound:** 7

**Playability:** 7.5

**Entertainment:** 7.5

**OVERALL:** 7.5

#### JON, THE GREEDY GAMER

**Concept:** 7.75 "Many people will see BRAHMA Force and say, 'Hey look, it's another first-person shooter.' They're right...it is...and it's a heck of a lot of fun. The rocket boosters on the mech really open up the playability and allow the levels to be more vertical in structure. The power-ups are also cool, and I like the idea of having to allocate upgrades to your weapons of choice. There's plenty of exploring to be done, and the gameplay is smooth and fast. Much to my surprise, I actually listened to the story, rather than just hitting Start during each audio interrupt. BRAHMA Force, though nothing revolutionary, retains all the elements of classic gaming that combine themselves into a fun and worthwhile experience."

**Graphics:** 8

**Sound:** 8.5

**Playability:** 8.25

**Entertainment:** 8

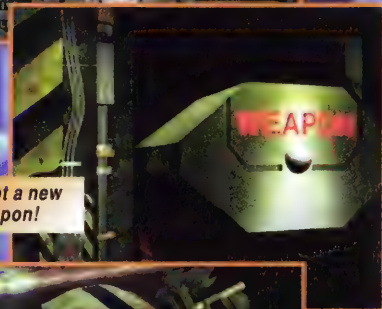
**OVERALL:** 8



Jump jets make for some cool attacks.



You got a new weapon!



That's your mech.

to Jumping Flash. In order to reach your goals you will often be required to make difficult jumps while being hassled by regenerating enemies.

The game also features an almost obscene number of weapons and special items for your mech. In addition to the 19 weapons mentioned in the special features above, there are several special items that will enhance the performance of your mech. Among these items are improved drive shafts that allow you to move more quickly, a night vision device, an enemy analyzer that lets you view your opponents' damage, radar units, and improved energy output devices that allow extended use of lasers and shields.

BRAHMA Force has shown us that Ginko has a vision and they're not going to cool it until they've put out a mech game that people will remember for years. Hopefully, this will not be their last foray into the world of bipedal tank mayhem.



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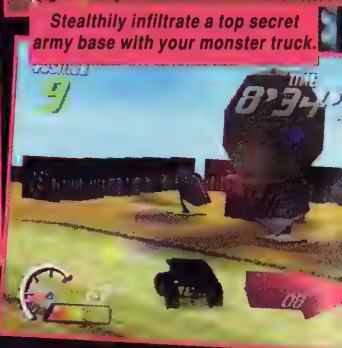
# THUNDER TRUCK Rally™

- **Size:** 1 CD-ROM
- **Style:** 1-Player Off-Road Monster Truck Racing
- **Special Features:** 9-Player Alternating League Mode (Sorry, No Split-Screen Multi-Player Option), Championship, Practice, and Time Trial Modes, Circuit, Endurance, and Car Crushing Tournaments, 9 Vehicles, Car Damage, Automatic Transmission Only, Memory Card Save
- **Created by:** Reflections for Psygnosis
- **Available:** Now for Sony PlayStation

► THE BOTTOM LINE **7.75**

Prepare Yourself For the Ultimate Off-Road Duel

You wouldn't believe how hard it was to take this screenshot.



Lava... bad...

Sometimes the game even lets you win!

Stealthily infiltrate a top secret army base with your monster truck.



**AT** first, it was hard to see the appeal of cruising around and bumping into things at slower speeds in comparison to an intense high-speed thrill ride like Ridge Racer, but off-road games have begun to show a lot of promise. The difference between off-road racing and regular racing games is primarily the player's relationship with the track. In a typical racer your path is always limited and winning requires the player to master turning techniques and memorize all the turns. Off-roading in an open environment requires more creativity and the ability to think quickly on and off the fly.

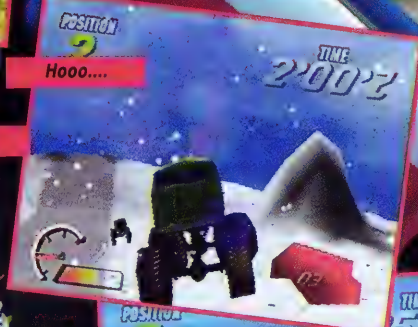
Thunder Truck Rally is one of the best offerings we've seen in the recent horde of off-road racing games. It features a wide variety of vehicles, tracks, and modes of play. All of these features add up to a lot of play-time and people who enjoy these games are in for a real treat.

The vehicles range from jacked-up pickup trucks and vans, to the less typical microbus and VW Bug. Each truck has statistics in five categories: acceleration, grip, turning, weight, and armor. A car's advantages and disadvantages must be kept in mind in order to do well on any track. We found that different people tend to have their own preferences. If you like hitting those jumps at max speed, then you'd better make sure your vehicle has a lot of armor or you'll be busting your suspension in no time. The disadvantage of having a heavily armored truck is that you'll find yourself slowing to a near stop when climbing hills. The huge variety among the vehicles makes for an exciting race in which people will constantly be gaining and losing ground depending upon what terrain is most advantageous for them. Remember, always take the path of least resistance.





When you're completely lost call the helicopter to take you back to the last marker.



**ANDY, THE GAME HOMBRE**

**Concept:** 7 "Now this game is pretty entertaining. While the challenge is a little low, there are some great jumps in this game, and the gameplay is pretty interesting."  
**Graphics:** 9 "Blasting across the terrain without a care is quite a rush. I really like the  
**Sound:** 7.75 Endurance mode and the Circuit modes; however, the car crushing mode is  
**Playability:** 7.5 extremely lame. This mode definitely  
**Entertainment:** 7 needs more cars to crush and some kind of course to follow. For racing fans, this game is hit and miss. If you like your games to be fairly difficult, Rally Cross is the way to go, but if you want it easy then Thunder Truck Rally is the cream of the crop of off-road racing games."  
**OVERALL:**  
**7.75**

**REINER, THE RAGING GAMER**

**Concept:** 7 "When comparing the two Psygnosis racing titles – Destruction Derby and Thunder Truck Rally (TTR) – you'd assume that a game featuring massive monster trucks would ultimately be the game with the most carnage. However,  
**Graphics:** 9 this is not the case. This is actually a  
**Sound:** 8.25 very tame and peaceful game, and the  
**Playability:** 8 only true destructive bonus occurs in a boring and unimaginative car crushing  
**Entertainment:** 8.25 course. Psygnosis developed this title to be a standard racer and not much more. It's a good game to say the least, but I would rather have seen a concept more like Big Foot for the NES than this mediocre racing formula."  
**OVERALL:**  
**8**

**JON, THE GREEDY GAMER**

**Concept:** 7.75 "I like to call this game Destruction Derby PG-13. It's way too easy. It won't take more than a solid day of playing to beat it. So where's the appeal? Well, there's a  
**Graphics:** 8.5 nice variation in car mechanics. Some cars you'll have to drive slowly in order to  
**Sound:** 7.75 avoid damage, other cars you can use to whip through each course. The graphics  
**Playability:** 7.75 are sweet, and the "drive anywhere" options lend some more appeal. But the car crushing event, the pinnacle of each circuit, is incredibly lame. Also, the driving mechanics and the competition's AI are both horribly weak. In the end, Thunder Truck Rally loses out to Rally Cross, a much more complex, original and entertaining off-roader. I've come to expect more from Psygnosis and Reflections."  
**Entertainment:** 7  
**OVERALL:**  
**7.5**

Another big plus in Thunder Truck Rally is the tracks. Circuit mode features huge dips, tight turns, and insane jumps on a set track. In Endurance mode there are no boundaries set. You just need to get to the different markers located throughout the level. There are roads, but a good off-roader takes advantage of every opportunity offered by the landscape. There is a feeling of wacky enlightenment whenever you pull off a new trick like doing a slide around the base of a hill to pull a tight turn or successfully navigating through a cluster of trees, rocks, and a small town to get ahead of the pack.

The endurance levels are reminiscent of Pilot Wings in their attention to detail and interesting landmarks. We often found ourselves deserting the races altogether just to check out the cool sights. A hidden army base (complete with jets patrolling the area), rumbling volcanoes, small towns, and a half-sunken galleon are all out there for you to find. If you get totally lost you can call a helicopter to come in and haul you back to the last marker you passed. Racing in these worlds is a dynamic experience, and learning all the shortcuts and hazards each world has to offer is crucial if you plan on becoming a master of this game.

What big truck racing game would be complete without car crushing? A lot of them, apparently. Thunder Truck Rally is the first to offer car crushing on the PlayStation, and it's a nice bonus in the game. At the end of each season in Championship mode you will be pitted against your opponents, testing your spectacular destruction techniques. Whoever has the most points by the time the clock runs out takes the prize.

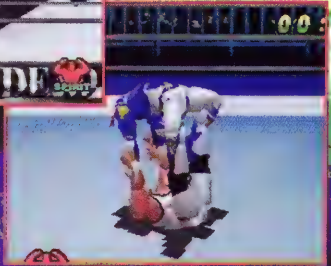
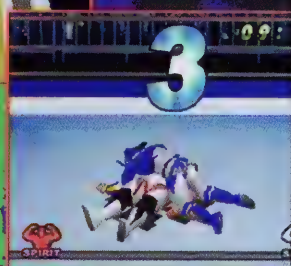
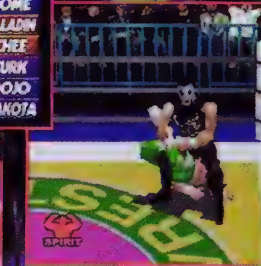
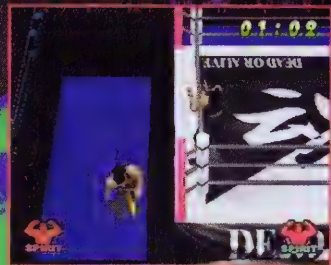
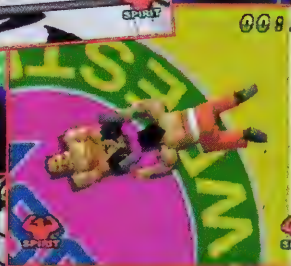
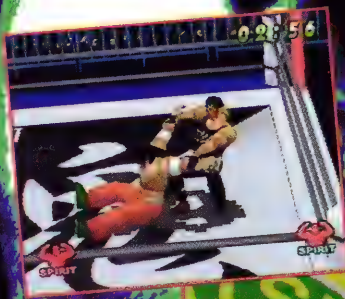


# WCW VS THE WORLD

## Back with A Vengeance

- Size: 1 CD-ROM
- Style: 1 or 2-Player Professional Wrestling
- Special Features: 15 Wrestlers From the WCW (Including Two Hidden), Over 50 Playable Characters, Signature Moves, Taunts, 7 Tournament Modes, 6 International Leagues, Memory Card Save
- Created by: Asmic For THQ
- Available: Now for Sony PlayStation

Select Wrestler					
HOGAN	BENNETT	EDDY	LUGER	STING	STING
FLAIR	AKIRA	200	KONAKA	TAMAKA	MOMA
RICK	URANO	HERLOCK	GALIN	KALI	DOMA
SCOTT	MALDINO	REGAL	ROBERTA	HABANERO	SALADIN
333	DRAGON	CHONO	HEART	HARLEY	CHEE
FANG	SAMOA	COUNT	ABRPA	BLOOD	TURK
NAPUNA	MONGRE	BEAR	OAHU	BOLT	DOJO
SAM	SHAGANI	SIBERIA	MONGOL	OVERBOE	BAKOTA



Professional wrestling has always had a spot in the world of video games. Initially, wrestling games lacked any marquee wrestling personalities because the actual wrestling leagues and federations were limited to regional areas and lacked mass-market appeal. With the formation of the World Wrestling Federation, which brought wrestling to the masses, a popular series of video games were licensed and published by Acclaim and Midway bearing the WWF name. Another wrestling league, World Championship Wrestling, has continually played second fiddle to the WWF in terms of popularity and video game titles. Times have changed in wrestling with the defection of the WWF's popular wrestlers to the WCW. Until now, the WCW had only been licensed to one game which was a 1990 release for the NES. Thanks to the increased popularity of the WCW and a licensing agreement with THQ, the WCW has returned to the video game world with the release of WCW Vs. The World.

Developed and released in Japan as Virtual Pro Wrestling, THQ built off of that game engine and replaced 13 of the more than 50 playable wrestlers with a who's who of WCW personalities. You'll get the big names such as Hollywood Hogan, Sting, and Lex Luger, but also a host of international wrestlers from perennial brawling nations such as Japan and Mexico. Along with standard kicks and punches, each wrestler has a host of special moves that include throws, slams, top rope maneuvers and submission holds. Each of these moves work off of a grapple button and change in relation to how long the button is held in conjunction with the directional pad. The array of spectacular and contorting maneuvers that a player can execute are impressive to say the least.

Choose your favorite wrestler from the WCW and take on the world's top wrestlers. Vie for championship belts in six different leagues in a wide variety of tournament settings. Earn championship belts, challenge your friend to a grudge match, or just work over wrestlers from around the world. After a seven year hiatus from video games, the WCW is back!

### JON, THE GREEDY GAMER

**Concept:** 7.75 "Through the years, there have been a lot of wrestling games. While a few were revolutionary, the majority have been lifeless and less than entertaining. Not so with WCW Vs. The World. First off, WCW is a riot and I can't stop laughing every time I play. But beyond all the antics, there's a lot of gameplay here. The grappling, special moves, and the necessity to "work" an opponent all lend an authentic WCW feel to the game. Although the sound could use some work, the graphics are outstanding, and the sheer amount of characters and match options should keep any fan of wrestling happy for months. The next time Paul stays home on Saturday night to watch pay-per-view wrestling, maybe I'll join him."

**OVERALL:**  
**7.5**

### REINER, THE RAGING GAMER

**Concept:** 9 "Work up a sweat, throw on some skin tight trousers, and prepare to wrestle with a 300 pound grizzly of a man! If this sounds intriguing now, wait until you see what Asmic and THQ have in store for the entire 'wrestlin' nation. With the release of WCW Vs. the World, every other 'wrestlin' title on the market will instantly look archaic. WCW packs a deadly punch with realistic gameplay, amazing animation, over fifty playable characters, and tons of amazing options. This title has great longevity for both the 1-player and 2-player crowds, simply because you can never truly beat the game, since there is always a new belt to acquire. I'm not a 'wrestlin' fan, but I seriously urge all who are to purchase this title."

**OVERALL:**  
**8.25**

### PAUL, THE GAME PROFESSOR

**Concept:** 8 "I really followed 'wrestlin' back when the Hulkster was a rookie and names like Gange, Bokwinkel, and Blackwell ruled the AWA. Although I am not as impressed with the 'sport' as I was in the past, I still like a good wrestling game. WCW has the widest array of cartilage ripping holds and authentic moves of any wrestling game to date. Controller execution of the moves is also solid. My only complaint is that the sound and game modes don't offer anything. Commentary and some tag-team action would have put this game over the top rope. Still, a must buy for fans of the WCW."

**OVERALL:**  
**8**

▶ THE BOTTOM LINE **8**



**W**e're not sure why the entire gaming industry up and decided to do off-road racing games, but Accolade has just jumped on the bandwagon. In recent months we've seen Hardcore 4X4, Thunder Truck Rally, Rally Cross, and now Test Drive: Off-Road. It's rare that so many companies attempt an unproven idea at the same time and we can't help but wonder if someone's been passing a screwy demographic study around the industry.

Take a regular racing game, cut down the speed, and set up the tracks so your vehicles bump and jostle. Now throw in some shortcuts and varying terrain conditions and you have a standard off-roader on your hands. Test Drive: Off-Road adds optional damage and power steering to the mix, but it's still a pretty basic game. Just turn and tumble over and around obstacles while desperately trying to maintain control of your vehicle. The key, as

with most racing games, is to know the track well. With the variety of obstacles, jumps, and shortcuts that this game offers, this is not an easy task.

Test Drive: Off-Road features two different types of races: Mixed League and Class League. In Mixed League you will be competing with the three other types of vehicles and will have the opportunity to unlock six courses by placing first in a circuit. In Class League all of the vehicles are the same, and you will have a crack at winning the four hidden vehicles which consist of a Monster Truck, a 4X4 Buggy, a Hot Rod, and a Stock Car.

We don't really know how well these games are going to be received by the gaming public, but for mud-slingin' racing fans things are looking good. Check our reviewers' scores to see how Test Drive: Off-Road compares to the rest of the pack.

# TEST DRIVE OFF-ROAD

**Good God!  
They're  
Everywhere!**



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Off-Road Racing
- **Special Features:** 12 Tracks, Four Cars to Choose From: Hummer, Land Rover Descender 90, Chevy Z71, and Jeep Wrangler, Optional Damage, Shortcuts, Power Steering Option, Mixed and Single Class Racing Modes, Soundtrack Featuring Gravity Kills, 3 Camera Views, 4 Hidden Vehicles
- **Created by:** Accolade
- **Available:** Now for Sony PlayStation

## JON, THE GREEDY GAMER

**Concept:** 6 "With the recent release of games such as Thunder Truck and Rally Cross, I can't see much reason to purchase this game. One thing Test Drive does have going for it is the amount of tracks. Working to unlock each track will take a little time, but I doubt the game will keep anyone's interest long enough to want to do this. None of the tracks are very imaginative and the vehicle physics are pretty lame. There are no huge gullies, no water, etc. The shortcuts add some variety, and you'll have to use them more and more as the game progresses, but even this can't save Test Drive. In short, this game does not put you behind the wheel of an off-road vehicle. I'll stick with Rally Cross."

**OVERALL:**  
**6**

## REINER, THE RAGING GAMER

**Concept:** 5 "Being a Renaissance Man, I've seen my share of instant classics and disastrous flops. Test Drive: Off-Road will receive no reprieve from me. Rather, when a game makes my eyes bleed with tears of maniacal depression, I tend to veer towards a vicious killing. Honestly, I think this is one of the worst racing games I've played for any high end platform machine. The vehicle physics are terrible, the track designs are boring, and the polygon pop is so bad that you can't really tell where the next turn is until it's on top of you. If you need an off-road racer, I beg you to avoid this game at all costs. Stick with Rally Cross or Thunder Truck Rally."

**OVERALL:**  
**4**

## ANDY, THE GAME HOMBRE

**Concept:** 6 "After playing Rally Cross, this game hits me like it was intended for my little brother. The tracks aren't too hard, the dynamics are fairly basic, and the levels are straight forward. While this game is mildly entertaining, I found that even if I had the lead I was bored. If you are looking for a racing game that isn't too challenging, then this may very well be the game for you, but I'll stick with Rally Cross."

**OVERALL:**  
**5.75**

▶ **THE BOTTOM LINE 5.25**







## THE CALM BEFORE THE STORM

# GOAL STORM '97

## KONAMI XXL SPORTS SERIES

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Soccer Game
- **Special Features:** Through Passes, Give-n-Go, One Button Centering, Tournament and Cup Modes, Three Difficulty Levels, Diving Headers, Memory Card Save
- **Created by:** Konami
- **Available:** Now for Sony PlayStation

Last year, Konami debuted its Goal Storm series for the Sony PlayStation. That game received moderate praise, but seemed somewhat forgotten amidst the kingdom of EA's FIFA. This year, Konami went back to the drawing board. Though the interface remains simple and easy to use, the passing is much improved. In fact, the passing is so much improved, that Goal Storm '97 just may be the most realistic, playable soccer sim of all time.

For those unfamiliar with the finer points of soccer, the "through" pass is a fundamental yet incredibly difficult skill. As in any sport, great players can not only see what is referred to as "space," they can actually create it. An effective through pass places the ball in an area that the defense can't reach. The through pass is also a lead pass, and the computer will momentarily control the recipient as he initiates his run. Although the through pass can be used along the wings, it is most effective in and around the box. Just tap a pass around a defensemen and you've got a clear path to the net.

There are also buttons assigned to the standard pass and the long pass (which can be used to chip over the goalie). Also, there's a button assigned to the give-n-go and another for the centering pass. The give-n-go works a triangle between the passer and recipient, while the centering pass both clears the ball (if in the defensive zone) or crosses the ball (if in the offensive zone). Shots are dictated by a velocity meter that can be built up as you run down a loose ball.

Goal Storm '97 has no official license, so there is no authentic league play. But players can choose from 32 international teams, entering either a Cup or League mode. A wide variety of formations and strategies (including the offside trap) are available for play. It should be noted that along with the innovative passing features, Goal Storm '97 packs some serious graphic punch. The player animations are smooth, with a variety of moves, headballs, diving kicks and take downs. After playing this year's update, you'll no doubt agree that last year's version was just the calm before the storm.



Go straight to your room... without supper!



Work the ball around the box in order to set up a run.



Free kicks are always a threat.



Use the through pass to get open for a shot.



### ▶ THE BOTTOM LINE 8.75

#### ANDY, THE GAME HOMBRE

**Concept:** 8.5 "This game offers a level of intensity that most games lack.

**Graphics:** 8.5 The computer AI and number of animations keep this game moving at a heart-pounding pace. On the offensive side of the ball the control is tight with an array of great passes (including the innovative through pass). However, this game does have one minor fault. It automatically switches players for you on defense, which I find to be very annoying. Luckily, this game offers exhilarating action that is tough to beat. Soccer fans should definitely try this one out."

**OVERALL:**  
**8.5**

#### JON, THE GREEDY GAMER

**Concept:** 9 "One of the problems I've always had with soccer sims is the passing...the angle, the touch, never being able to play the lead ball.

**Graphics:** 9 That's why I like Goal Storm '97 so much. Playing the through pass anywhere on the field is tremendous. It opens so much both at midfield and around the goal, creating space that isn't there. Whatever Goal Storm lacks in terms of a license is more than made up for in the detailed graphics and silky smooth gameplay. This is my favorite soccer game ever - simply because it's the most fun. The interface is easy and the play-action intense."

**OVERALL:**  
**9**

#### PAUL, THE GAME PROFESSOR

**Concept:** 8.25 "With so many soccer titles on the market, it's not easy to get excited about another one. However, Konami's newest soccer title got me back into the groove. The things that stand out in this game are the graphics and superb control. Passing is especially noteworthy because there is so much variety and it's very simple. There is a slight problem with controlling the appropriate defender, but the animation is filled with realistic looking moves and interesting nuances that more than make up for this small gripe. If you keep up on the PlayStation soccer scene, be sure to grab this one."

**OVERALL:**  
**9**



# PROFESSIONAL UNDERGROUND LEAGUE OF PAIN

Kickin' Plasma

PAUL, THE GAME PROFESSOR



People love their football, baseball, and basketball. Thus, designing a brand new sport, in hopes of it becoming an instant phenomenon, is a highly unlikely prospect. But with the advanced technology available in today's platform machines, companies such as Psygnosis can create new concepts that try to capture the drama and pain of real life sports. Psygnosis' new concept is the Professional Underground League of Pain (PULP), a futuristic mix of good ol' fashioned basketball and hockey.

To this day, not many cyber sports titles have had renowned fame, with the exception of Cyberball from Atari. Psygnosis hopes to turn this around and capture the attention of classic sports gamers and cyber buffs as well with League of Pain. While the concept is not completely original, gamers will be sure to find enjoyment through both the gameplay and the options available.

Similar to a hockey arena, League of Pain features a stadium complete with boards surrounding the playing field and two goals at each end. The goals are not used for scoring, but rather for a team to charge the plasma ball to their team color in order to open up the floating scoring station located in the center of the arena. Once the ball color is charged, you'll need to find an open shot with one of your four players on field. This is where the basketball traits come into play. Identical to the three point shooting arc, League of Pain features three shooting circles spread evenly throughout the field. The close range circle is worth one point, the center ring is worth two points, and

the long range heave is worth three. It may sound easy at the moment, but it's not. You'll need to avoid defensive checks, make timely passes, and avoid confrontations and steals.

To spice up the game, Psygnosis has included realistic fatigue, where the players will become tired and in need of a breather. Each team is fitted with two players on the bench that can be substituted at any time during play. Plus, random power-ups will fall onto the field giving the player who obtains them speed-ups, more powerful shots and punches, health, or better accuracy for fifteen seconds. League of Pain can be played as a complete season with stat tracking, a sixteen team tournament or a friendly duel.

Up to four players can compete in League of Pain with the addition of the multi-tap, which makes for some really hectic bouts. Psygnosis has just opened the doors on yet another new gaming concept. Hopefully, it won't meet the same fate as its ancestors that received a horrible and painful death.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Cyber Sport (Up to 4-Player with Multi-Tap)
- **Special Features:** Player Power-Ups, Complete Season With Stat Tracking, Substitutions, Multiple Point Arcs, Defensive and Offensive Moves, Multiple Game Modes, 23 Camera Angles, 16 Teams
- **Created by:** Beyond Reality for Psygnosis
- **Available:** Now for Sony PlayStation

★ **THE BOTTOM LINE** **5.75**



**Concept:** 7 "Creating an interesting and playable game based on a futuristic sport is always a difficult task. You have to develop a fine balance that will entertain the hard core sports game players as well as entertain the action game players. League of Pain really fails in both respects. Although it's filled with nice graphic effects and animation, the play control is horrendous. Everything from passing to the ridiculous charge maneuver is cumbersome to say the least. Initially it's fun to try and figure out what you're supposed to accomplish, but once that is finished the frustration of the controls not working properly quickly had me diving for the power switch."

**Graphics:** 8

**Sound:** 7

**Playability:** 2

**Entertainment:** 1

**OVERALL:** **5**

**REINER, THE RAGING GAMER**

**Concept:** 7 "I'll tell you right now, messing with a new sports idea is like an amateur attempting to split an atom. It'll more than likely blow up in your face, than be a successful feat. League of Pain, while being very interesting and entertaining for a few games, lacks longevity of play. The problem I ran into was the fact that you had to change the color of the ball before you could shoot it. It doesn't sound that bad, but it's a serious hassle to go through all these stages just to miss a shot or lose the ball over and over again. I still haven't found a cyber sports title that is even remotely as entertaining as a game featuring classic themes, and really, I don't think it will ever happen. Stick with the traditional and avoid the justly named League of Pain."

**Graphics:** 7

**Sound:** 7

**Playability:** 6.25

**Entertainment:** 5.5

**OVERALL:** **8.5**

**JON, THE GREEDY GAMER**

**Concept:** 5 "If you're going to do a futuristic sports game, there are two things to always keep in mind: variation and strategy. Unfortunately, PULP has neither. Not only does the playfield never change, there's no variation within it. Furthermore, there is little to no strategy whatsoever. Run around, steal the ball, get it stolen back. PULP contains no strategic passing or formations and playing is pretty close to what I would call drudgery. The graphics are nice, but one of the problems is that you can't tell the teams apart. Also, most of the camera angles are difficult to work through because players are often hidden behind obstacles. I just can't see anybody wanting to play this game for very long at all."

**Graphics:** 8.25

**Sound:** 7

**Playability:** 4.75

**Entertainment:** 3

**OVERALL:** **5.5**







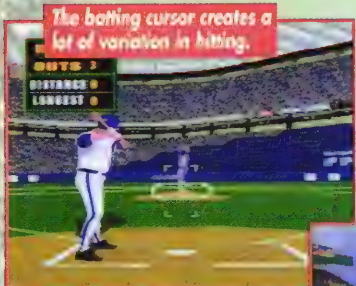
Virgin Steps Up to the Plate

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** "Tater" Derby, Trade Player, MLBPA License (No MLB License), Unique Pitching Meter, Batting Aim, 13, 52, or 162 Game Season, Two Views, Stat Tracking for Season Play
- **Created by:** Burst for Virgin Interactive
- **Available:** Late May for Sony PlayStation

Like an off-season player, the world of 32-bit baseball is burgeoning awfully big belly this spring. Virgin's Grand Slam is the next in the line-up, offering a few features over its competition. The charm of Grand Slam is undoubtedly the pitching meter. Not only do pitchers position a cursor anywhere around the plate, but they must also master the swing-arc. Press and hold the meter to select the desired pitch speed, then time the release to coincide with the green accuracy mark. If you're a little off, it might mean just a ball. But if your pitcher's tired from throwing too many heaters, a careless tap on the swing meter will inevitably end in a bean ball or meat pitch.

Batting is also unique in that players must position a batting cursor mid-pitch. This allows batters to hit into different situations. For a sac-fly, hit under the ball; for a hit-and-run, swing over the ball. In addition, the batting cursor really opens up the bunting game. Laying a bunt down on the first or third baseline is relatively easy, and those who master the bunt will chip out a lead through advancements and squeeze-plays.

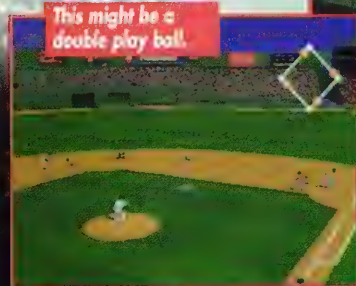
Without an MLB license, Grand Slam may appear to be "half" a baseball game. However, this is not so. Though the ballparks do not go by real names, they appear to be exact replicas of major league stadiums. The Green Monster is intact, as is the view beyond Camden Yards. With its unique pitching and batting interface, Grand Slam will no doubt be a solid seller this summer.



This batting cursor creates a lot of variation in hitting.



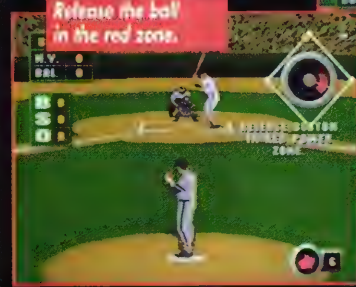
This place looks a lot like Fenway.



This might be a double play ball.



He contemplates the pitch.



Release the ball in the red zone.



It's Back and Better Than Ever

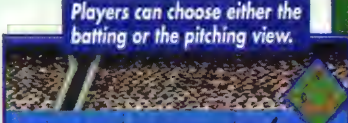
- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Baseball
- **Special Features:** Entirely New Game Engine, First Ever Two Man Commentary, Signature Batting and Pitching Styles, New Super Pro Difficulty, Expansion Teams and Drafts, 5 Game Modes Including Full Season, Mind Boggling Stats
- **Created by:** EA Sports
- **Available:** Late May/Early June for Sony PlayStation

First off, EA Sports has totally redone all the graphics. This year's game is fully polygonal, and the animations are some of the best we've ever seen. Players look like their real life counterparts and the create player feature even allows you to alter facial hair and batting glove color.

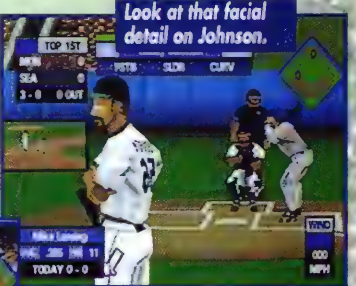
Revamping the graphics has also made possible a number of new fielding animations. An infielder can dive for a grounder, then throw to a base from his knees. Players can also scale the back wall in order to snag away a home run. The pitcher's mound is now 3D so the ball will actually deflect off the rubber, adding even more variation to the infield play.

The batting and fielding strategies work off of last year's model, meaning players will pull down a menu screen in order to steal a base, pitch around a hitter, or guard the lines. One improvement this year is the bunting. Instead of last year's "long bunt, short bunt," this year players can pull and direct the bunt any way they like.

Stats mongers will be pleased to know that EA Sports has tripled the amount of stats. The results are almost mind boggling. Statistics are kept for such things as sac flies and stolen base percentage, but there's also a scouting report for each player. The report keeps track of streaks as well as hitting percentage against individual pitchers. Triple Play 98 is a whole new ball game that any fan of baseball won't want to miss.



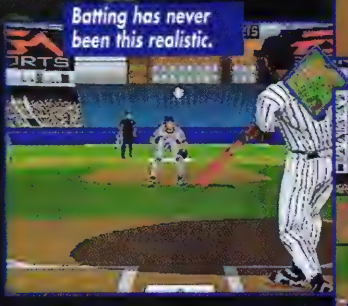
Players can choose either the batting or the pitching view.



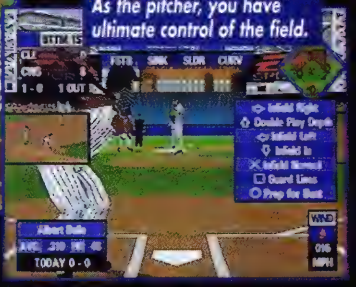
Look at that facial detail on Johnson.



He makes the throw from his knees!



Batting has never been this realistic.



As the pitcher, you have ultimate control of the field.



# Scorcher

## Will It Actually Come Out?

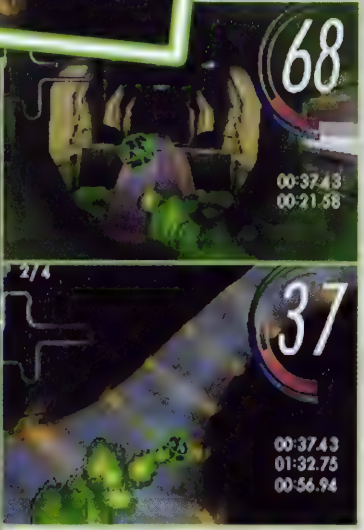
- **Size:** 1 CD-ROM
- **Style:** 1-Player Hamster Ball Racing Game
- **Special Features:** Three Modes (Championship, Time Trial, and Practice), Turbo and Jump Items Can Be Picked Up Off the Tracks, Unusual Ball Racing Dynamics, First and Third-Person Perspectives
- **Created by:** Scavenger for Sega
- **Available:** Now for Sega Saturn

Scorcher, a game that was three years in development, provides an unusual racing experience. It is a racing game of the future but shares little with Wipeout. For starters, you drive a sled that

generates an energy sphere. The effect is similar to being in a fusion-powered hamster ball that can jump and execute turbo boosts. Both jumps and turbos require fuel which you will have to pick up on the track in order to keep on using them.

Scorcher is an attempt at blending action/platform and racing. You will need to avoid holes and walls by jumping, bouncing, and steering clear of obstacles. In this way, the game is somewhat reminiscent of the bonus levels from Sonic 3D Blast for Saturn. In order to do well in Scorcher, you have to memorize every inch of the track and learn to think of yourself as a ball instead of a car or rocket sled. This is key when hitting a tunnel or avoiding holes and other obstacles by banking into a steep slope on the edge of the track.

The game also sports three racing modes. In Championship you will be racing against three other opponents. If you place last or run out of time, the game is over. Time Trial allows you to compete against your own time, and practice is a good way to learn the tracks because you don't run out of turbo or jumping fuel.





# Scud

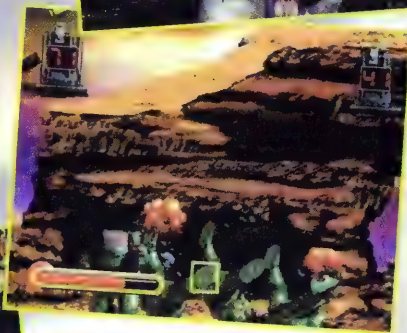
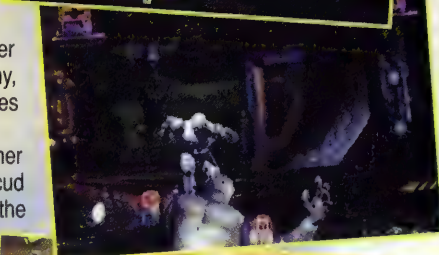
THE DISPOSABLE ASSASSIN™

Scud: 100% All Natural Shooter

Scud is somewhere between a two-in-one and a three-in-one game. Not only does the game have two different modes of play (gun and side-scrolling shooter), but it also combines the two into a third mode where one player can use the D-Pad while another snipes enemies with the gun.

The side-scrolling shooter is pretty basic. Shoot and kill the enemy. Some levels have a trick to finishing them, but it usually isn't very complicated. The first level doesn't have any obstacles at all, just run to the right and kill things. The sniper mode is probably one of the most unique and interesting two-player games we've ever seen. As you run, evade, and shoot the enemy, a friend can provide support by blasting enemies with the light gun.

The gun game is amazing. The Game Informer crew has traditionally disliked these games, but Scud has secured a few converts. It's hard to describe the giddy sensation you get as ceaseless waves of crazy enemies are gunned down by you and a friend. Occasionally the action slows down a little to allow you to pick up power-ups for your gun, like special clips that reduce the necessity to reload quickly by providing you with more ammo, or a temporary rapid fire device. We highly recommend playing this game with two



guns. Whether it's two players or one player in dual-gun mode, Scud inspires a sort of meditative state in which your mind will become one with the wacky chaos that engulfs the screen.

It's hard to say what kind of person will enjoy this game, simply because it's so different from a typical shooter. Shooter fans and gun gamers will probably love it; otherwise, Scud will probably be the kind of game that grabs people randomly.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Gun Game/Action Shooter
- **Special Features:** Dual Gun and Shooter Action, Play Action Game While Player 2 Snipes With Gun, Play 1-Player With One or Two Guns, Wacky Enemies, Weapon Power-Ups, Drywall as a Hidden Character
- **Created by:** Syrox Developments for SegaSoft
- **Available:** Now for Sega Saturn

## ▶ THE BOTTOM LINE 7.76

### ANDY, THE GAME HOMBRE

**Concept:** 8 "As it should be, Scud is nothing but pure shooting action. There are no difficult jumps, no harrowing car chases, just guns and lots of bullets"

**Graphics:** 8.75

**Sound:** 9 (and I do mean lots). Since Scud is like two-games-in-one, it makes it tough to judge, because the gun game is awesome (maybe even the greatest of all-time), while the platform levels are only so-so.

**Playability:** 7

**Entertainment:** 7.5

**OVERALL:** 8

If you own a gun, or are really into gun games, this is the game to have. The action is non-stop, the animation is awesome, and the carnage is unbelievable. Otherwise, you may want to look elsewhere."

### REINER, THE RAGING GAMER

**Concept:** 7.5 "Basically, Scud features two-games-in-one. One being a fantastic shooter game that rivals the Virtua Cop series for the best on the Saturn, and the second being a monotonous loop through the confines of a slow moving, but graphically impressive, side-scrolling action/shooter. One out of two is better than nothing, but I would rather have seen the game done completely as a shooter. Fans of the shooter genre will love this game to death, but otherwise, I mournfully must admit that this title probably won't appeal to you."

**Graphics:** 8.5

**Sound:** 8.5

**Playability:** 6.5

**Entertainment:** 7.25

**OVERALL:** 7.5

### JON, THE GREEDY GAMER

**Concept:** 8.25 "Scud is certainly a great concept. A combination scrolling-shooter/light gun game, with the sniper mode and dual gun mode, is really cool."

**Graphics:** 8

**Sound:** 8.25

**Playability:** 8

**Entertainment:** 6.75

**OVERALL:** 7.75

Though I don't typically enjoy light gun games, I had fun playing scud with Erik as my side sniper. After you win that, cruisin' around John Woo style offers some intense gun action. The graphics are good and sharp and they blow away both Area 51 and Crypt Killer. It's also nice that you can play as Drywall. My score is the sum of many parts and I think a lot of Saturn owners will be very happy with this title, but since the light gun aspect is by far the most enjoyable, those who don't like gun games probably shouldn't consider Scud for a purchase."





by Erik, the PC Jedi

### Don't Be a Gaming Lamer

I can't stand people who get a code, use it constantly, and then talk about a game like they actually know something about why it's fun. My favorite example is this guy I knew who was always talking about how good he was at Doom. So of course we eventually got around to playing a death match and the first thing he says is, "Hey, why can't I use IDKFA?" It's a good thing we were playing Doom because any other game would have required me to get up and cross the computer lab to smack him upside the head. I think the ten-to-one frag ratio was sufficient punishment.



### Pod - Ubi Soft (MMX Game) 8

Pod is definitely one of the better PC racers out there; it's just a bummer we had to wait for MMX technology to see one. The powerslide has a nice touch, the graphics are impressive, and there's a nice variety between the eight different cars. A total of 16 tracks makes for a nice variety in racing, and taking damage affects the car's performance. One problem we had with the game is that the 1-player mode is easily defeated.

Another problem is that Ubi Soft claims the pack has a changing and adaptive AI that adjusts to individual player styles. Since we ran ahead of the pack on almost every race, this feature seemed pretty useless. Luckily, Pod's true strength lies in its multi-player options. There's a two-player split-screen, so you can play at home with a friend, and there are tons of options in terms of Internet and LAN play. We didn't have a chance to play through the Internet, but Ubi Soft promises that there will be no problems with bit streaming. Additional tracks and cars can be downloaded from Pod sites, and those who like to "try before they buy" can download a shareware version of the game. Racing games have never been truly at home on the PC, and although Pod brings us a little closer to this dream, there's still a lot more work to be done.



### Magic: The Gathering - Microprose 8.25

I have to admit, I was never a huge fan of the card game (simply because the rich kids always seem to have better cards), but the PC game is pretty cool. It's a lot like a really old fashioned fantasy role-playing game, only instead of fighting your enemies, you duel them with Magic cards. At the beginning of each duel, the contenders ante up magic cards and the winner takes all; however, this is only one of many ways to gain cards. You can also find cards in special areas, in dungeons, or by performing quests for towns. As you move through Shandalar (the world of Magic), random people will approach you and attempt to duel you. Enemies tend to specialize in one type of card color and can only approach if you enter that color's terrain. A white mage can't duel if you're not in the plains, for instance. If you haven't played Magic before, it doesn't take too long to learn how to play. The tricky part is

learning what all the cards do and setting up a well balanced deck. I would have liked to give Magic a higher score but the non-dueling parts of the game are kind of shabby and I started to feel like I was gaming on a 386. It also seems to be the buggiest game Microprose has done since Master of Magic, a game that still stands as one of my all-time favorites, but was notorious for crashing and doing bizarre things.

Chris Roberts has left Origin to create Digital Anvil, a "multimedia entertainment software company formed to create innovative, cutting-edge, high-impact interactive games with star power and mass market appeal." There are three words that concern me here; multimedia, star power, and mass market appeal. I hope this doesn't translate into: "We're making cheezy FMV games (Chris always wanted to make movies), which will feature big name actors (to attract positive attention from the gaming-inept media), and we're putting in something for everyone (will these be "family" games then?)." A publishing deal has been signed in which Microsoft will handle all of the sales, marketing, and distribution for Digital Anvil's first two games, which should be available in 1998. Chris has brought a host of creative talent with him consisting of coworkers from Origin and other pockets of the industry. Chris Roberts is best known for being the brainchild behind the Wing Commander series.

Quake fans looking for some more action should check out Q1Zone. This bonus CD features 35 new levels (3 episodes), 4 new enemies, and a new weapon called the slicer.



People who own a copy of Defcon 3 should count

themselves lucky. Westwood has forced this unauthorized expansion for C&C: Red Alert off the shelves. The president and CEO of Westwood was quoted in a press release concerning the Defcon 3 settlement, "our commitment to our customers includes protecting the quality of our brands, particularly Command & Conquer titles. We've already created our own expansion pack, Command & Conquer: Red Alert Counterstrike, to meet that very expectation." It's great to know Westwood is looking out for our "expectations."

Blizzard has announced their plans concerning the next Warcraft title. The new game will be called Warcraft Adventures: Lord of the Clans. This time around, the game will focus on the trials of a young orc who has escaped the shackles of human slavery. Your goal in the game will be to unite the orich clans and resurrect the horde to its former glory. The game features 60 new locations, 70 animated characters, and voice-overs by semi-famous people like Peter Cullen. Bet you didn't know the name of the guy who did Optimus Prime's voice, did you?

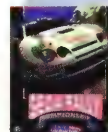
### recent releases



**Yoda Stories - LucasArts**  
5 Yes, that is a five but if you can buy it for twenty bucks or less, you should give the game a chance. It's a nifty little desktop game and it doesn't pretend to be anything else. (It also has a "boss key.")



**Emperor of the Fading Suns - SegaSoft**  
8.75 Emperor of the Fading Suns is everything a conquer-the-galaxy strategy game should be. It takes a great engine and adds elements of political and dynastic intrigue in a way I've never seen before.



**Sega Rally - Sega**  
4.5 This is one of those titles for which the game's entire development consisted of finding a way to make it look good as a screenshot but nothing else. Why are racing games so terrible on the PC?



**Into the Void - Playmates Interactive Entertainment**  
6.5 Into the Void is a playable game that will occupy your time, but you certainly won't be amazed.



**Nihilist - bits Corporation for Philips**  
6 It's kind of like 3D Star Control with a really strong gravity well in the center of the playfield. It's not really a bad game, it's just not very good either. Wait for it to hit the bargain bin if you're curious.





In retrospect, and through the eyes of a hand-held gamer, pocket pleasure is not all about the **Nintendo Game Boy**, the **Sega Game Gear**, or even the **TurboExpress**. But rather, we're sure any knowledgeable gamer would declare the **Atari Lynx** as the dominant hand-held species. Sure, it became extinct rather quickly due to the bewildering lack of third-party software support, but to this date, it is still the most powerful hand-held in the world. The **Lynx** is the only portable to feature a 15 MHz processor, scaling, and rotation capabilities. The color palette display is vast and vivid, and the quality of games was top notch. So how could this feisty feline become endangered?

As we have stated before, the war for console and hand-held dominance begins and ends with a large library and a bounty of massive hits. This is where the **Game Boy** and **Game Gear** assembled a legion of loyal followers due to the abundance of super hits like **Tetris**, **Sonic**, **Final Fantasy**, and **Donkey Kong**.

On the other hand, the **Lynx** had nothing to back it except a few arcade regurgitates like **Rampage**, **Ninja Gaiden III**, and **Blue Lightning**. These games were cool, but for a first-time gamer looking to purchase a hand-held, the **Lynx** didn't have the mainstream bustle that it needed.

Obviously, those who bought the **Lynx** for its power were immediately satisfied with various titles like **Slime World**, **Electro Cop**, **California Games** (the pack-in), **Dracula: The Undead**, and **Dirty Larry: Renegade Cop**. These games presented true arcade quality and atmosphere, plus great control and sound. For example, **Ninja Gaiden III** was the closest out of all console and hand-held ports to actually bring the arcade experience to life, and **Dracula: The Undead** was and still is one of the most complex strategy/RPG games for a portable, second only to



the almighty **Final Fantasy** series.

The **Lynx** also found a niche with long-term gamers in that the unit was assembled more like a war machine than a standard gaming unit. When holding this unit, you felt an essence of power surge through your hands. The two sturdy grips on the back almost assured you that this baby was durable. All of the preset options were listed on the left side of the unit next to the directional pad.

These were the power

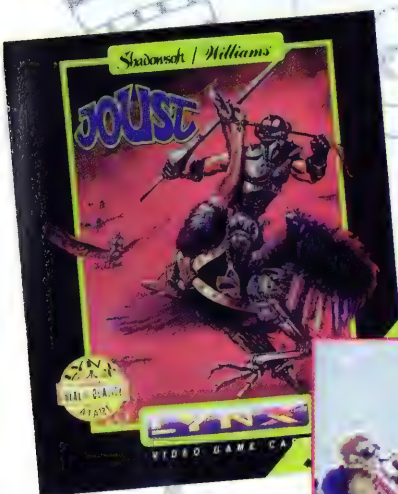
1 and 2 button for various features within a game, and a screen flip and reset button. The top of the unit featured all the essentials for multi-player and solo gaming extras ranging from a headphone socket and volume control to the screen brightness wheel and the ComLynx unit connector switch (which could link multiple units for extreme multi-player action).

Other classic hits on the **Lynx** ranged from a great **Joust** rendition with authentic sound and gameplay, to the action/platform offering of **Batman Returns** which brought the motion picture to life like never before on a hand-held. The problem with this unit was that there was more junk software than quality offerings, and as we enjoyed the sure-fire hit titles, we also watched as the uninspired destroyed this unit. Examples of **Lynx** software flops range from **Pit Fighter** to **Kung Food**, and most notably **Gordo 106**.

**Atari** tried their hardest to launch this system into the mainstream, but the current unit price could never match what **Sega** and **Nintendo** offered. There was always a thirty to forty dollar difference between the **Lynx** and the other hand-helds, and really, as we've learned through the years, why buy an expensive system with only a few games, when you can purchase a cheap unit with tons of games? In the end, we waved good-bye to this potent portable and watched as the **Game Boy** single-handedly ruled the hand-held market.



on/off switch and the backlight ambient toggle. The backlight came in handy for playing in the dark and on trips with lighting that would rapidly change. You never needed to worry about finding the perfect zone of illumination since it was built in. The right side of the machine included the thumping speaker, and two A and B buttons set at the top and bottom of the face of the unit. It also had an option







The annual Amusement Showcase International (ASI, formerly ACME) was recently held in Las Vegas, Nevada. This showcase of the newest arcade games from names like Midway, Konami, Namco, and Sega is a chance for local arcade operators, distributors, and the gaming press to get ready for the next six months of arcade madness. Here are highlights and first impressions of some of the titles that debuted at the 1997 ASI.

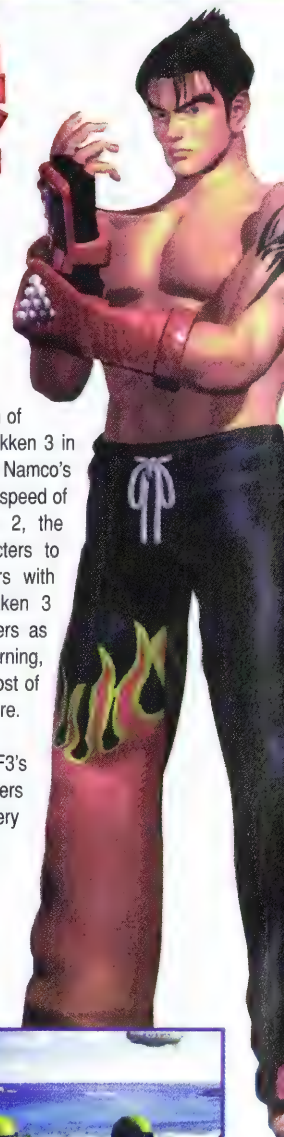


# TEKKEN 3

- **Style:** 1 or 2-Player Tournament Fighter
- **Special Features:** System 12 Technology, 10 Fighters, Additional 10+ Time Released Characters, Improved 3D Evade
- **Created by:** Namco

Since Namco displayed a 90% complete version of their premier fighting game, you should see Tekken 3 in arcades as we speak. Tekken 3 is powered by Namco's System 12 that boasts 1.5 times the processing speed of Tekken 2's System 11 design. Like Tekken 2, the third installment features 10 playable characters to start and adds additional playable characters with Namco's famous "time release" feature. Tekken 3 promises to include over 20 playable characters as time progresses. With many familiar faces returning, old players will get right into the game, but a host of new moves, combos, and throws offer plenty more.

**First Impressions:** It doesn't come close to VF3's graphics, but the control and number of characters is oh so sweet. Character motion-capture is very life-like. Fighting game of the year?



# ARCADE BRIGADE

by Paul Anderson

# HANGPILOT

- **Style:** 1-Player Hang-Gliding Simulator
- **Special Features:** Dual Monitor Display, Handbar and Foot Controls
- **Created by:** Konami

Soar the skies in this uniquely controlled simulation/racer. HangPilot incorporates an exciting control configuration that utilizes both a sliding foot platform to control direction and a bar to control elevation. It also utilizes a dual monitor configuration that can display first-person as well as third-person views simultaneously. Speed through mountainous terrain in search of check points before time runs out. Arcade flying simulations have never been so realistic.

**First Impressions:** The hand bar seems a little flimsy, but the game's visuals are quite impressive. A very original game that is worth a try.







- **Style:** 1-Player Skateboard Simulator
- **Special Features:** Skateboard Controller, Six Skaters, Two Courses, Authentic Skater Tricks
- **Created By:** Sega

There hasn't been a memorable skateboarding game since Atari's 720°. Top Skater's platform control allows for directional movements as well as trick execution by popping back the tail of the board. Players can choose from one of six male or female skaters on a normal or expert course. Essentially, the game requires you to get from start to finish before time expires, but precious seconds can be added by locating time icons placed at the pinnacle of jumps, or other challenging locations. A number of authentic tricks including grabs and rail slides can be performed through the course's half-pipes, street ramps, and various skating obstacles.



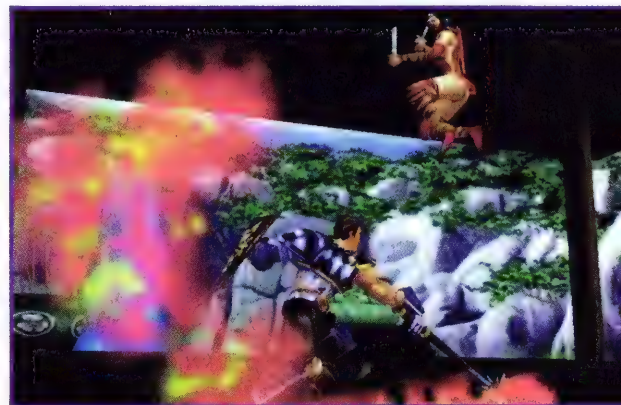
**First Impressions:** Forget snowboarding and other games of this style, Top Skater is easily the most entertaining for its tricks alone. Rip through the half-pipe or clang the rails into a slide. Awesome.



- **Style:** 1 or 2-Player Tournament Fighter
- **Special Features:** 3DiX Technology, Finishing Moves, 10 Characters (+4-5 Time Released Fighters), Weapon Combat, Multi-Level Playfields
- **Created by:** Atari Games

Mace utilizes the power of 3DiX's Voodoo Graphics chip set that is also featured in Atari Game's San Francisco Rush. Mace features ten medieval, weapon wielding characters in a full 3D environment. The control is set up in a fairly standard four button configuration with a quick or strong weapon attack, kick, and 3D evade button. Mace's combo system is a derivation of Killer Instinct, consisting of a number of simple combos that can be linked together using special moves (but don't expect to pull off the ridiculous 10+ hits). The fighting playfields include a number of different levels (a la VF3) and also have ring outs where characters can tumble into water, lava, and quicksand. We can't forget to mention the fatalities. Each character is equipped with at least one decapitation finishing move that is sure to upset a senator or two.

**First Impressions:** Mace has a great mix of characters that have distinct advantages and disadvantages in battle. In addition, the graphics from character animation to level environment blew us away. (It may even give you a hint at what to expect from MK4 as it will utilize very similar hardware.) Throw in easy to learn combo strings, specials, and fatalities, and you'd better get some quarters ready.



**RELEASE LIST**

- Acclaim**  
• Magic: The Gathering: Armageddon

- Atari Games**  
• Mace: The Dark Age

- Capcom**  
• Street Fighter III

- Data East**  
• Magical Drop III (SNK)

- Fabtek**  
• Dead or Alive (Tecmo)  
• Raiden Fighters

- Incredible Technologies**  
• Golden Tee '97  
• World Class Bowling

- Konami**  
• Operation Thunder Hurricane  
• Dead Eye  
• HangPilot  
• GTI Club  
• Cobra Fighting Game (working)  
• Racing Jam (working)

- Midway**  
• Rampage World Tour  
• Fast Break Pinball

- Namco**  
• Tekken 3  
• Armadillo Racing  
• Alpine Racer 2  
• Aqua Jet  
• Speed Up

- Sega**  
• Sega Super GT  
• Top Skater  
• Virtua Striker 2  
• Hummer  
• House of the Dead  
• Star Wars Pinball

- SNK**  
• Real Bout Fatal Fury Special  
• Samurai 64





Cobra Fighter ▲

▼ Racing Jam



# OPERATION THUNDER HURRICANE

- **Style:** 1 or 2-Player Light Gun Shooter
- **Special Features:** 2 Large Tethered Machine Guns, Konami's Exclusive CCD Targeting System
- **Created by:** Konami

Among the number of light gun games introduced at the ASI, Konami's game stood out with its massive machine guns that are tethered by a cable rather than anchored to a swivel mount. Operation Thunder Hurricane follows in the same line as Konami's other military shooters with a barrage of targets such as foot soldiers, tanks, and choppers.

**First Impressions:** The large, recoiling machine guns are what make this game exciting. Get your trigger finger ready for intense shooting action.



## Konami's Cobra Technology

### Cobra Fighter (Working Title)

- **Style:** 1 or 2-Player Tournament Fighter
- **Special Features:** Cobra Technology, 8 to 10 Fighters
- **Created by:** Konami

### Racing Jam (Working Title)

- **Style:** 1 to ? Racing
- **Special Features:** Cobra Technology, Multiple Vehicles
- **Created by:** Konami

Little is known about either of these titles. Konami presented video footage for both of the games, but went into little detail about the fighter other than highlighting the hardware specifications (see Dec. '96 *GI News*) and stating that it will be released in July. The Cobra based fighting game looks to directly compete with Sega's VF3 and does include some very impressive 3D environments. It's too early to tell if the game will surpass VF3 in terms of fluidity and solid play control. As for the Cobra racing title, tentatively named Racing Jam, the CG movie presented was quite impressive. Konami said to expect this game to appear in the fall, but was again foggy on any of the game's details.

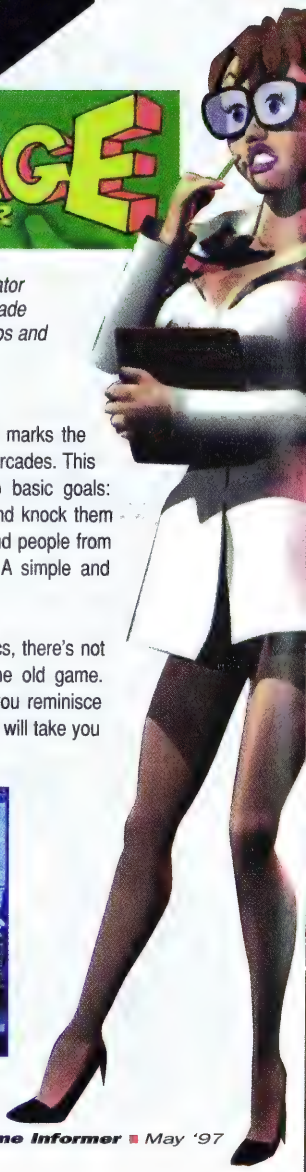
**First Impression:** Konami may have trouble rivaling VF3, but look out Super GT, Racing Jam looks to have potential.

# RAMPAGE WORLD TOUR

- **Style:** 1 to 3-Player Giant Monster Simulator
- **Special Features:** Based On Classic Arcade Title, Over 130 Stages, Hidden Power-Ups and Levels, Cooperative Play
- **Created by:** Midway

After a long hiatus, Rampage World Tour marks the return of George, Lizzy, and Ralph to the arcades. This three-player simultaneous game has two basic goals: destroy and eat. Climb the skyscrapers and knock them to the ground while plucking food items and people from the structures and gobbling them down. A simple and entertaining game that anyone can play.

**First Impressions:** Other than the graphics, there's not much that separates this version from the old game. Younger gamers will have a blast, but if you reminisce about the first Rampage, a couple quarters will take you a long way.





# GTI CLUB

RALLY COTE D'AZUR



- **Style:** 1 to 4-Player Racing
- **Special Features:** Head-to-Head Tag Mode, Hand Brake, Standard or Deluxe Model, 4 Vehicles, Course Modeled After Real French Village
- **Created by:** Konami

GTI Club puts players in the real French village of Cote d'Azur complete with sidewalk cafés, narrow alleys, and a maze of city streets. Choose from four rally cars in a standard confined course or move the difficulty up and set your own course throughout the winding streets in shortcut mode. Also, if two or more GTI Club machines are linked together you'll be able to access Bomb Tag, which is essentially a game of car tag set in the large confines of the Cote d'Azur. A unique feature of GTI Club is the hand brake that is located on the side of the cockpit. Yank the brake on hairpins to execute flawless power slides and gain the advantage on opponents.

**First Impressions:** It doesn't have the graphic appeal of Super GT, but this game is a blast. The multiple paths of the Shortcut Mode proves to be entertaining as well as innovative. The hand brake also adds a lot to the control. Don't forget to study the map on the arcade cabinet.



# SEGA SUPER GT

- **Style:** 1 to 4-Player Racing
- **Special Features:** Model 3 Technology, Standard and Deluxe Models, 4 Authentic Sports Cars, 4 Courses, 4 Racing Views
- **Created by:** Sega AM2

Sega AM2's first racer utilizing the Model 3 technology dominated Sega's area at the ASI, and for good reason. Sega Super GT introduces gamers to the next level in graphic detail. Cars and environments are realistically recreated with vivid textures, incredible light sourcing, and no visible signs of graphic pop-up or redraw. Available in a deluxe configuration with moving cockpit or standard twin cockpit models, racers can choose a Porsche 911, Ferrari F40, Dodge Viper, or McLaren F1 and speed along one of four tracks (beginner to expert). Like Daytona, cars show their damage if they run into barriers. Sparks fly, tires smoke, and steel crumples as the sports cars speed around the course. Throw in authentic racing sounds and a thumping soundtrack produced through Sega Super GT's excellent speaker array and you've got yet another racing winner from Sega AM2.

**First Impressions:** The graphics obviously blow the doors off of any other racer we've played. However, the play-style is still reminiscent of Daytona USA, although Sega Super GT does incorporate more of the power slide. Great visuals, but uninspired gameplay. Get rid of the useless pit-stops.





PlayStation/Saturn

REVIEW

6

Size: 1 CD-ROM

Style: 1-Player Third-Person Beat 'Em Up

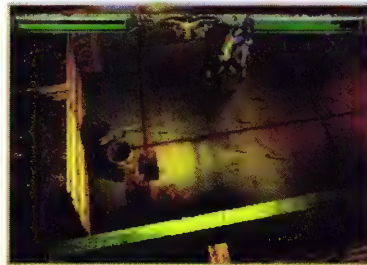
Special Features: Special Moves, Plethora of Special Items to Whack and Shoot Enemies With, Password Save

Created by: Acclaim

Available: Now for Sony PlayStation and Sega Saturn

The Crow: City of Angels

The Crow doesn't look bad, but we had a few control problems with it. It suffers from the same frustrating gameplay as Perfect Weapon. Your character often ends up in a cluster of people or behind an object so far off in the background, you can't even tell what's going on. We also found it somewhat confusing to navigate. While the designers were kind enough to put down "crow tracks" to help you find your way, the shifting perspectives are still extremely confusing. The weapons and bizarre people that you fight in this Double Dragon-style game are its high points, and we're sure some people will enjoy it. We just couldn't justify a higher score.



PlayStation/Saturn

PREVIEW

NHL Breakaway '98

Size: 1 CD-ROM

Style: 1 to 8-Player Hockey

Special Features: Icon Passing, Total Team Management System, Passback Player Control, Intelligent Player Trades, Variable Player Sizes, Create Payer, World and NHL Teams

Created by: Sculptured Software for Acclaim

Available: August 1997 for Sony PlayStation and Sega Saturn

NHL Breakaway '98 is going to have a ton of options. Passing will include an icon-based system as well as the ability to control a non-stickhandler. Along with motion-captured polygon players, Acclaim has added its momentum-based checking system. The players will even look different on the ice, and someone like Lindros will really stand out in the crowd. As players win games, they receive bonus points within the Total Team Management System. These points can be allotted towards improved coaching, player development, or injury therapies. Breakaway even offers the World Tournament teams along with all the NHL teams and players. Let's just hope that all these options don't interfere with gameplay.

PlayStation

REVIEW

5.75

Size: 1 CD-ROM

Style: 1-Player First or Third-Person Transformable Mech Simulation

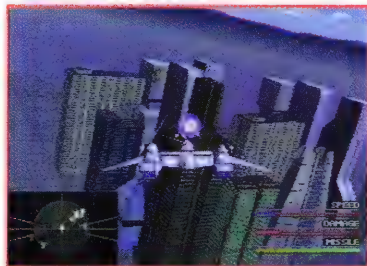
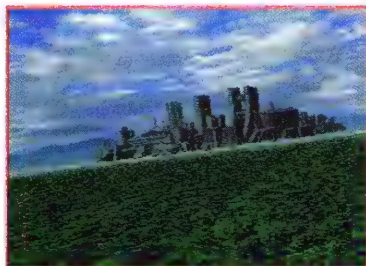
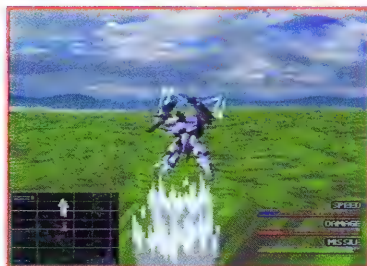
Special Features: 6 Planes (Veritechs), 3 Transformable Modes For Each, Memory Card Save

Created by: Emotion for Bandai Visual

Available: Now in Japan for Sony PlayStation

Macross Digital Missions VF-X

This game looks great on a screen shot, and we were quite impressed with the visuals at times. The transformation sequences are awesome. Unfortunately, pop-up runs rampant through the game like a bad plague, the control is extremely hard to handle, and the overall action is pretty lame. This was disappointing to those of us who are big Robotech/Macross fans here at Game Informer. We've all been a little concerned that GameTek's Robotech: Crystal Dreams won't be making it for N64 and we were hoping for another option to satisfy our Macross appetites. Unfortunately, Macross Digital Missions VF-X is just another half-baked attempt to bring a cool genre to video games.





## PlayStation/Saturn

### PREVIEW

## NFL Quarterback Club '98

**Size:** 1 CD-ROM

**Style:**  
1 to 8-Player Football

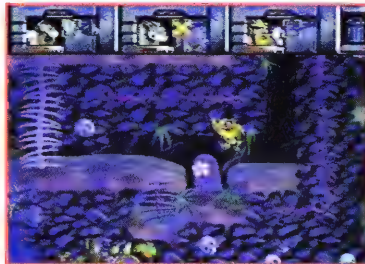
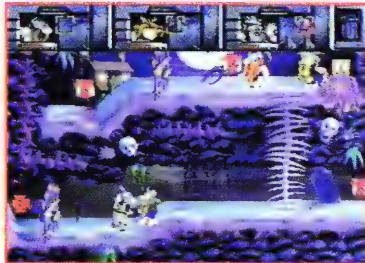
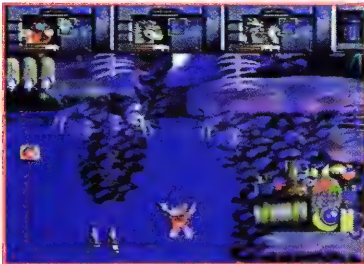
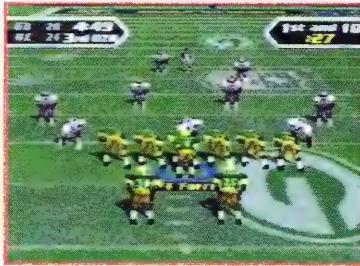
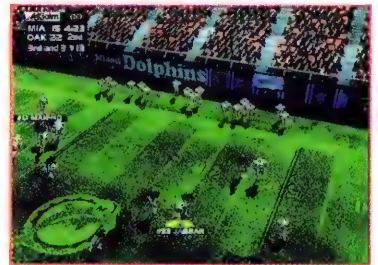
**Special Features:**

Commentary by Marv Albert, 30 NFL Stadiums, Over 1500 NFL Players Including Rookies, Play Scripting, Draft, Trade, Create Teams and Players, Salary Cap

**Created by:** Iguana for Acclaim Entertainment

**Available:** August 1997 for Sony PlayStation and Sega Saturn

Acclaim is back with their newest installment in the NFL Quarterback Club series. This year, two-time NFL MVP Brett Favre will be endorsing the game, and commentary will be provided by the illustrious Marv Albert. NFL Quarterback Club '98 offers such roster management options as trading, creating, drafting, and signing players, all within the limits imposed by the salary cap. Players will also be able to create a new team, design its uniforms, and take it all the way to the Show. 30 rendered NFL stadiums will be available for play, along with all the NFL players (including rookies). Statistics will be tracked for all players during the season, and players will be subject to multiple game injuries.



## PlayStation

### REVIEW

5

**Size:** 1 CD-ROM

**Style:**  
1-Player Action/Puzzle

**Special Features:**

5 Characters To Choose From, Puzzles Solved By Characters' Special Abilities, Passwords

**Created by:** Silicon & Synapse and Beam Software for Interplay

**Available:** Now for Sony PlayStation

## Norse by Norsewest

We liked The Lost Vikings for SNES, but if this game had been on that console, we would have been disappointed. The puzzles simply aren't all that challenging or fun and the graphics could have easily been done on a 16-bit machine. Norse by Norsewest is good for a few brief chuckles but soon loses all the air in its tires and you start feeling like you've been eating the same sandwich at every meal for a month. It might be a good game to rent or borrow from someone for a night but we doubt it will hold your interest for very long.

## PlayStation/Saturn

### PREVIEW

## All-Star Baseball '97 Featuring Frank Thomas

**Size:** 1 CD-ROM

**Style:**  
1 or 2-Player Baseball

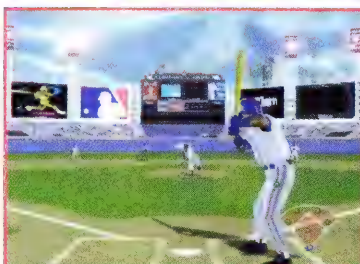
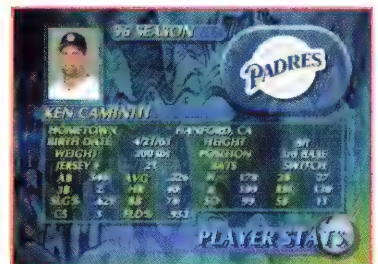
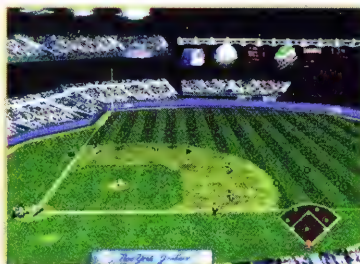
**Special Features:**

Commentary by Jon Miller, Exhibition, Regular Season, Playoffs, All-Star Game, Batting Practice, and Home Run Derby, Full MLB and MLBPA Licenses, Interleague Play, Vendor's Chants

**Created by:** Iguana for Acclaim Entertainment

**Available:** End of April for Sony PlayStation and Sega Saturn

Though never a blockbuster title, Acclaim's Big Hurt Baseball line has enjoyed a small but loyal following. This year, Acclaim is offering All-Star Baseball '97 Featuring Frank Thomas. The Big Hurt is back and better than ever. The voice of the San Francisco Giants, Jon Miller, will be calling all the play by play, and you'll even hear the chatter of vendors as they peddle popcorn and peanuts. Along with batting practice and Home Run Derby, players can enjoy an Exhibition game, an All-Star game, or a full season. Statistics will be tracked in 27 categories and players can be traded en masse for blockbuster deals. Keep an eye out for All-Star Baseball '97 this spring.





Nintendo 64

REVIEW

8

Size: 64 Megabit

Style: 1-Player Action/Shooter

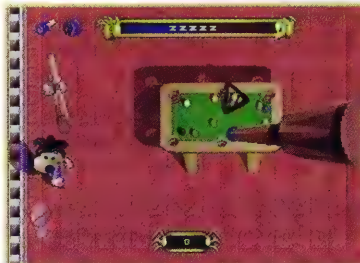
Special Features: 8 Different Vehicles, Tons of Destruction, Multiple Objectives, Numerous Camera Angles, Controller Pak Compatible

Created by: RARE for Nintendo

Available: Now for Nintendo 64

Blast Corps

Certainly, the concept of destruction is quite old, but this game presents it in a whole new light. As a member of the Blast Corps your mission is to clear a path for a runaway nuclear transport. Primarily, your mission is to destroy buildings, but there are other goals like destroying all the buildings, releasing survivors, activating RDUs, and finding scientists that will help control the nuclear threat. The action is also quite varied since, depending upon the vehicle's characteristics, you'll need to master different skills to complete your tasks in time. All in all this game features over 60 levels of gameplay; however, over half of these are bonus rounds which are rather easy, timed exercises. While this is a rather entertaining title, the game can be defeated quickly.



Saturn

PREVIEW

Size: 1 CD-ROM

Style: 1-Player Quest Game

Special Features: Switch Between Two Characters, Characters Change Into Dream Beasts in Dream Worlds, Inventory Screen Allows You to Select Special Items, Cool Lighting and Shadow Effects

Created by: Core Design for Eidos

Available: June for Sega Saturn

Swagman

Swagman has a plot similar to NiGHTS and gameplay similar to Zelda. The main characters are a brother and sister team that must save the suburbs from an evil villain named Swagman. His nefarious plan is to bring his realms of dark dreams into reality so that he can rule both worlds. Armed with a dream-charged flashlight and cherry bombs, your quest is to defeat the encroaching legions of bad dream critters and restore the walls that keep the worlds of dreams and reality separated. This is accomplished both through solving puzzles and fighting. You will need to push blocks, jump on spider web trampolines, and use your cherry bombs to blast openings in walls. Stay tuned next month for a review of this unusual game.

Nintendo 64

PREVIEW

Mission: Impossible

Size: 64 Megabit

Style: 1-Player Spy Simulator

Special Features: Six Sabotage-Filled Levels, Search for Clues, Manhandle Gadgets and Devices, Multiple Weapons and Camera Views, Spy on Enemies Through the Eyes of a Robotic Mouse and a Flying Saucer

Created by: Ocean of America

Available: Summer for Nintendo 64

Following the same context as Golgo 13 for the NES, Ocean's Mission: Impossible showcases an extremely unique gameplay style in which action is not the main focus. Instead, players will be thrown into six intense missions spreading across a Russian Embassy, the CIA Headquarters, and Waterloo Station to pinpoint the center of a major conspiracy. As Ethan Hunt, you will be equipped with all the latest and greatest spy equipment to help with the cause. Throw on a rubber mask and infiltrate an enemy base, or simply use your fountain pen tranquilizers to render deadly assassins helpless. Mission: Impossible looks to be a promising N64 title, but the lack of non-stop action could hurt it. We'll have to wait and see.





## PlayStation

### PREVIEW

## Droid Hunter

**Size:** 1 CD-ROM

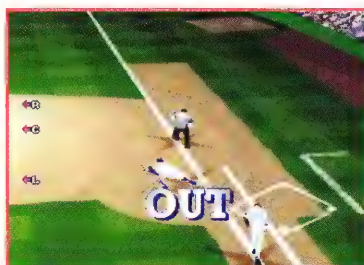
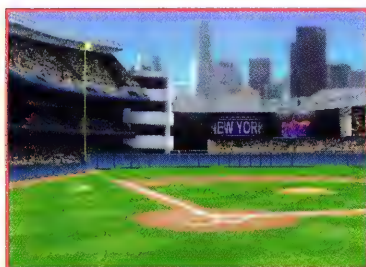
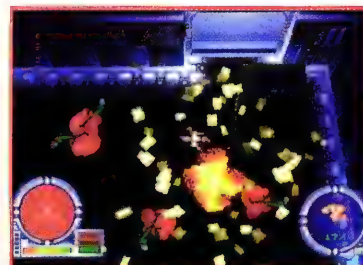
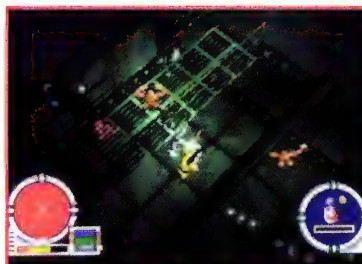
**Style:**  
1-Player Action/Shooter

**Special Features:**  
Fourteen Multi-Layered 3D Levels, Morph Into Nine Different Droid Bodies, Several High Powered Weapons, Awesome Techno Soundtrack, and Blood

**Created by:**  
MGM Interactive

**Available:**  
May for Sony PlayStation

MGM Interactive's first PlayStation title, Droid Hunter, is very similar to Interplay's Loaded series, except it features a few interesting gameplay twists that will definitely add more excitement to the isometric action/shooter genre. Droid Hunter's key feature is the ability to morph into your fallen enemies bodies, acquiring their weapons and traits. Throughout the sixteen multi-layered levels you'll have the chance to obtain up to nine different forms which include three different weapons for each. Developed by Eurocom and under the direction of MGM's Robb Alvey (one of the biggest game fanatics in the world), Droid Hunter is shaping up to be an intense action game with death and chaos around every corner.



## PlayStation

### PREVIEW

**Size:** 1 CD-ROM

**Style:** 1 or 2-Player Baseball

**Special Features:**  
MLBPA License, Multiple Camera Views, Authentic Stadium Detail, Season Mode, Unique Batting Interface

**Created by:**  
Konami

**Available:**  
Summer for  
Sony PlayStation

## MLBPA Bottom of the 9th '97

Last spring we all enjoyed Konami's release of Bottom of the 9th, simply because it offered a different gaming interface than we expected in a baseball title. The sequel still features that unique pitching and batting interface; however, this time around it is more complex, which allows for batters to pull the ball, and pitchers to catch the corner of the plate. Some key features include the addition of more camera angles, an easy to use Season mode, more stadiums with better detail, and of course the MLBPA license. So far the MLB license is not in, and as it stands it probably never will be. Nonetheless, all the players exist, and hopefully, Konami won't incorporate some silly team names.

## PlayStation

### PREVIEW

## MDK (Murder Death Kill)

**Size:** 1 CD-ROM

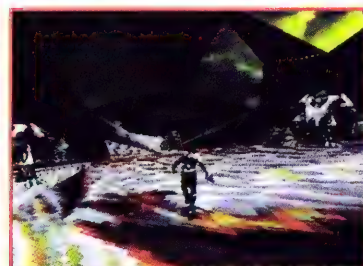
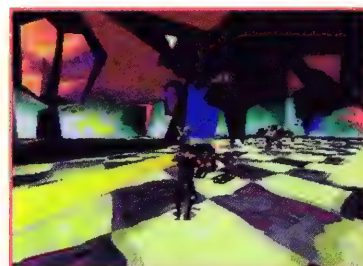
**Style:** 1-Player First or Third-Person Shooter

**Special Features:**  
Sniper Mode, Plethora of Special Items, Wacky Enemies, Call in Air Strikes, Crazy Polygonal Graphics, Funky Gliding Parachute Ability

**Created by:**  
Shiny Entertainment for Playmates Interactive Entertainment

**Available:**  
July for Sony PlayStation

MDK is a game of action. It is a game of killing and warfare. Blow things up. Fire and forget. Go to strange and unusual places and kill the evil denizens there. That's the whole point. The cool things about the game are the sniper mode, the parachute gliding ability, and the wacky enemies and allies. Unfortunately we've only played the PC demo at this point but the games are supposed to be identical in terms of gameplay. Perhaps the most memorable part of the game was calling for an air strike and watching a brief FMV clip of the enemy being blown away from afar. The sniper mode in itself adds a whole new dimension to gameplay, allowing you knock off enemies that are on the horizon.





# SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



## Dragon Force – Saturn

Note: Some of these characters will not appear for all the monarchs in the game.

**Vlad and Seirra** – Go to the Fiend Tower with your monarch and fight Vlad to the death. If you are victorious he will join you. Then, later on in the game, a mysterious character named Ryskyn will fight you. If you win you will be rewarded with the help of Seirra.

**Shirox and Hayate** – Go to the town that is North of Mikeral Castle and you will have to fight Shirox. If you win, Hayate will appear and give you the Stagedy Ruins. Then, after the next Domestic Affairs, go to the town with your Monarch and fight Hayate. If you are victorious, Shirox and Hayate will join your party.

**Vangal** – Take your monarch to the town that is the farthest west of Maryware Castle. Here, Vangal will challenge you. Win, and he is yours to command.

**Bastion** – Bastion is located directly above the Fiend Tower. After a victorious fight, he will join your party. But be wary, he is not the most loyal character in the world. Award him well.

Jason Paul  
Baytown, TX

## Killer Instinct Gold – Nintendo 64

**See Ending** – Wait at the Title Screen until the Character Bio screens begin to appear. From here press **Z, Left Button, A, Z, A, Right Button**.

**Unlock All the Options** – Wait at the Title Screen until the Character Bio screens begin to appear. Now press **Z, B, A, Left Button, A, Z**.

T.J. Kniazewycz  
Webville, COM



## Ultimate Mortal Kombat 3 – Genesis

**Bonus Stage** – First you'll need to beat the game with any character. Then, when the green lighting is coming out of Shao Khan's Tower press **Start** on **Controller 2**. You'll be transported to a secret level where you cannot jump.

**Cheat Menus** – At the Title Screen press **B, A, Down, Left, A, Down, C, Right, Up, Down**.

**Hurt Me Harder** – Enter a one-player game and purposely lose. Now, when the Finish Me logo appears press **Down** on both **controller 1** and **2**. The computer will always do a Fatality or a Brutality.

**Play as Human Smoke** – Choose Smoke as your playable character, then before the fight begins, hold **High Punch, Low Punch, High Kick, Low Kick**.

## Treasures of Shao Khan

**Dragon** – Shows the winner's end screen

**MK** – Galaxians mini-game

**Yin/Yang** –

Gain a random treasure

**3** – Fatality Demo

**?** – Fatality Demo 2

**Lightning** – Fatality Demo 3

**Goro** – Endurance Match

**Rayden** –

Endurance Match (2-on-2)

**Shao Khan** – Hyper Kombat

**Skull** –

Finishing Move Demonstration

Tony Galahad  
Houston, TX

## Command & Conquer – Saturn

**Major Attacks** – **A, B, C, Left, Down, Right, Up, Left, Down, Right, Up**, then **A, B, or C**.

Chris Davis  
Webville, COM



## Die Hard Trilogy – PlayStation

To use any one of these codes, pause the game and hold **R2**.

### Die Hard

**God Mode** – Right, Up, Down, ■

**50 Grenades and 5 Bullets** –

Right, Square, Down, ●

**Fat Mode** – Right, ■, ■, Down

**Villains Float After Death** –

Down, ■, ▲, Down

**Messed Up Control** –

Right, ■, ▲, Right

**Coordinates** – Left, ●, Down, ■

**Skeleton Mode** –

▲ x 10, Right x 4

**Silly Mode** – Down, Circle, Circle,

Down, ▲, Down

**15 Bullets** – Down, ■, ■, Right

**Unlimited Shotgun** – Right, Up, Down, Down, ■, Right

### Die Hard 2

**Map Editor** – Right, Up, Down, ■

**Skeleton Mode** –

Down, ■, ▲, Down

**Lots of Ammo** –

Right, ■, Left, ●, ▲, Down

**Fergus Mode** –

●, Down, Down, ■, ✕, ■

### Die Hard 3

**Fat Mode** – Left, ▲, Right, Down

**Fergus Mode** –

●, Down, Down, ▲, ✕, ■

**Flat Mode** – Down, Up, Left, Left,

Down, Up, Left, Left, Down, Up,

Left, Left

**Slow Motion** –

Left, Up, Left, Left, ■, Down

**Sky Cam Mode** –

●, Right, Down, ■, ▲, Left

**Extreme Slow Motion** –

●, Down, Down, ■, Right

**999 Turbos** –

●, ●, ■, ■, Down, Down, ✕, ✕

**Infinite Lives** –

Left, ●, Up, Down, ■, Right

**Distorted Voices (Die Hard)** –

First, enter the Unlimited Shotgun

code until you have the Machine

Gun. Now, enter the Silly Mode

code. After this press **Down, ■, ■,**

**Right** for high voices, or enter it

again to lower the voices.

Jenny Sullivan  
New Burksville, NV



## NFL GameDay '97 – PlayStation

**Louder Crowd** – SHOUT

**More Injuries** – BRITTLE

**More Passing Time** – BLASTERS

**Great Hands** – GLOVES

**High One-Handers** – STRETCH

**Bullet Passes** – BAZOOKA

**Bad Offensive Blocks** –

MANDARICH

**Louder Noises** – CRUNCHY

**QB Speed Boost** – SCRAMBLER

**Ref Sides With Home** –

HOME COOKING

**Juiced Forearm Shiver** –

HATCHET

**Defense Jumps Higher** –

REJECTION

**Aggressive Stiff Arm** – PISTON

**Explosive Hits** – ATOMIC BOMB

**Star Players are Huge** –

BIG STARS

**Loud PA** – LOUD MOUTH

**GameBreaker Speed** –

GB SPEED

**Lights Out on Night Games** –

DARK NIGHT

**Pop-Ups On Blasting** –

INFAMOUS POP UPS

**Harder One-Handers** –

JUGGLER

**No Recharge on Specials** –

KARATE

**Jostling Increased** – PINBALL

**Hidden Difficulty Level** –

GD CHALLENGE

"Chris Whaley"  
San Diego, CA

## WipOut XL – PlayStation

**Machine Gun** – Pause the game

and hold **L1, R1, and Select**.

Now, while still holding this

combo, press **■, ●, ✕, ■, ●,**

**✕, ▲,**

**Unlimited Shields** – Pause the

game and hold **L1, R1, and**

**Select**. Now, while still holding

this combo, press **▲, ✕, ■, ●,**

**▲, ✕, ■, ●.**

Michael Little  
Webville, COM





### Disruptor – PlayStation

Enter all of these codes at the Password Screen.

**Chemical Factory** – ■, ●, ✕, ●, ▲, ▲, ✕, ✕, ●, ■, ✕, ■

**Rooftops** – ✕, ▲, ■, ●, ■, ✕, ▲, ●, ▲, ▲, ▲, ▲

**Jupiter Station** – ▲, ✕, ▲, ■, ●, ●, ✕, ●, ✕, ▲, ■, ■

**Triton** – ✕, ●, ▲, ●, ●, ■, ▲, ✕, ✕, ■, ●, ●, ▲

**Mars** – ●, ✕, ●, ▲, ✕, ✕, ■, ●, ●, ✕, ▲, ✕

**Antarctica** – ■, ●, ✕, ▲, ▲, ●, ■, ▲, ✕, ▲, ■, ▲

**Io** – ●, ■, ●, ✕, ✕, ▲, ▲, ✕, ●, ✕, ▲, ✕, ✕

**Reactor** – ■, ✕, ●, ●, ▲, ✕, ✕, ■, ●, ▲, ●, ●

**Orbiting Habitat** – ■, ●, ✕, ✕, ■, ✕, ▲, ●, ■, ▲, ■

**Dream** – ▲, ▲, ●, ✕, ✕, ●, ●, ▲, ▲, ▲, ■, ●

**Prison** – ●, ■, ▲, ●, ✕, ●, ■, ▲, ✕, ✕, ●, ■

**Fortress** – ▲, ▲, ✕, ■, ▲, ▲, ●, ✕, ●, ■, ✕, ●

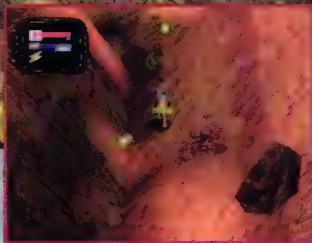
*"Virtua Gap Boy '97"  
Phoenix, AZ*



### Suikoden – PlayStation

**Money Cheat** – In the town of Rockland talk to the woman named Marco who is located near the inn. She'll offer you the chance to gamble away your life savings through a simple but dangerous game. It doesn't matter how much you bet as long as you follow this order. First, choose the Middle Cup, then pick Right, Right, Right, Right, Middle, Left, Middle, Left, Middle, Middle, Left, Middle, Middle, Middle. Repeat this progress as many times as you like, and maybe you'll become the first RPG millionaire.

*Thinh Le  
St. Paul, MN*



### Re-Loaded – PlayStation

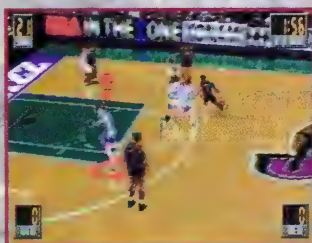
**Extra Ammo** – Pause the game and hold L1 + L2 for 10 seconds. Then, press ▲, Left, Left, Left, ●, ▲, Down.

**Full Health** – Pause the game and hold L1 + L2 for 10 seconds. Then, press Down, Right, Left, ▲, Right, Down.

**Level Skip** – Pause the game and hold L1 + L2 for 10 seconds. Then, press Left, ▲, ✕, Right, ●, ▲, Down.

**Weapon Upgrade** – Pause the game and hold L1 + L2 for 10 seconds. Then, press Left, Up, ✕, ●.

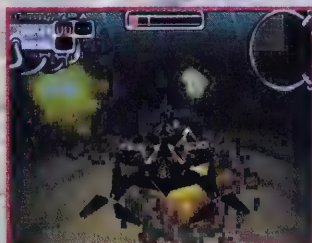
*Louis Redding  
Boston, MA*



### In The Zone 2 – PlayStation

**Play As All-Star Team** – Go to the Title Screen and highlight Start. Now, press and hold L1, R2, and Select. While holding these buttons press Start until the screen fades. The team will appear in the Exhibition mode.

*Enos Collins  
Flint, MI*



### A+M+O+K – Saturn

**Invincibility** – Go the Password Screen and enter XBABYX to unlock this useful code.

*"The VidMan"  
Upton, MN*

## Spider – PlayStation



Enter all of these codes at the Password Screen.

### Laboratory

**Lab Floor** – IFMLC 939GP R8F3B F7KT1

**Sinks** – CHMLC 939GP R8F3L WGTS3

**Lab Top** – 86MLC 939GP R8F3V FQ5S4

**70's Room** – FW1MC 939GP R8F3B F7KT1

### Factory

**Boxes** – FW1MC 939GP R8F36 DTTS3

**Conveyors** – BSRMC 939GP R8F3V TKKT1

**Machine Room** – WDRQC 939GP R8F3L M8S95

**Tubes** – 8WV5L 939GP R8F36 DTTS3

**Arm Boss** – 8WV5I 939GP R8F3G 1QJB4

### Museum

**Display Cases** – P7KB3 Y19GP R8F3B PFGC3

**Volcano** – G7KB3 Y11GP R8F3B PFGC3

**Dinosaur Bones** – H7KB3 Y1QFP R8F3Q XSDS4

**Model City** – J7KB3 Y1QWP R8F31 766D1

**Temple** – K7KB3 Y1B15 S8F3Q XSDS4

**Museum Boss** – K7KB3 Y1B15 S8F3B TQBB4

### Sewer

**The Wells** – V7KB3 Y1B15 S8F3Q S7QC1

**Along the Sewer** – W7KB3 Y1VBV P8F3L C1M95

**Food Carton** – X7KB3 Y1VLN 7BF31 CH1C3

**Up the Well** – Y7KB3 Y1VV1 6QF3Q S7QC1

**Ryan's World** – Q7KB3 Y1LDR TQD3V KCDT1

### Evil Lab

**Circuit Boards** – Q7KB3 Y1LDR TQD3L CQSR3

**Lab Top** – R7KB3 Y118H 56T1W TY4R4

**Hard Drives** – S7KB3 Y118H 56T1T CQSR3

**Brian's Folly** – T7KB3 Y118H 56T1F NY4R4

**On the Ceiling** – T7KB3 Y118H 56T1T C4LD1

**Kip's Bonus** – 68KB3 Y118H 56T15 1P6C4

**Brain Boss** – 68KB3 Y118H 56T1T MVM35

*"The Human Torch"  
New York, NY*

## Super Puzzle Fighter II Turbo – Saturn

### Play as Mei-Ling

Using Controller one highlight Morrigan as your character and press Start. While still holding this move your cursor to Hsien-ko and press A. For player two, start out with your cursor on Felica then follow the same technique as above.

**Play as Anita** – Using Controller one highlight Morrigan as your character and press Start. While still holding this move your cursor to Donovan and press A. For player two, start out with your cursor on Felica then follow the same technique as above.

*Motaro  
Outworld, FL*

## Command & Conquer – Saturn

Enter all of these codes during gameplay.

### Money Trick

Right, Left, A, B, C, Z, Y, X, Right, then Left to gain \$5000 every time it is entered.

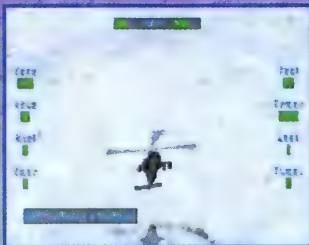
**Map Trick** – Up, Down, Right, Left, A, Up, Down, Right, Left, then A to expose the entire map.

**Blob Trick** – C, Right, A, Z, Y, B, Up, B, B, then A to add an odd and useless blob to the game.

**More Units Trick** – Y, A, B, B, A, Down, A, B, B, A, Down, then Up to have access to more units. **Note:** You must have a power plant and barracks built for this code to work.

*Curtis Funky  
Hong Kong*





### Soviet Strike - PlayStation

- Infinite Fuel (All Levels) - 80083786 6400
- Infinite Armor (All Levels) - 80083680 05DC
- Infinite Chain Gun (Level 1) - 800F51D4 049A
- Infinite Chain Gun (Level 2) - 800F2C5C 049A
- Infinite Chain Gun (Level 3) - 800F387C 049A
- Infinite Chain Gun (Level 4) - 800FDB64 049A
- Infinite Chain Gun (Level 5) - 800F80AC 049A
- Infinite Hydra Rockets (Level 1) - 800F51E1 0025
- Infinite Hydra Rockets (Level 2) - 800F2C74 0025
- Infinite Hydra Rockets (Level 3) - 800F3894 0025
- Infinite Hydra Rockets (Level 4) - 800FDB7C 0025
- Infinite Hydra Rockets (Level 5) - 800F80C4 0025
- Infinite Hellfire Missiles (Level 1) - 800F5204 0008
- Infinite Hellfire Missiles (Level 2) - 800F2C8C 0008
- Infinite Hellfire Missiles (Level 3) - 800F38AC 0008

- Infinite Hellfire Missiles (Level 4) - 800FDB94 0008
- Infinite Hellfire Missiles (Level 5) - 800F80DC 0008
- Infinite Wing-Tip Missiles (Level 1) - 800F521C 0008
- Infinite Wing-Tip Missiles (Level 2) - 800F2CA4 0008
- Infinite Wing-Tip Missiles (Level 3) - 800F38C4 0008
- Infinite Wing-Tip Missiles (Level 4) - 800FDBAC 0008
- Infinite Wing-Tip Missiles (Level 5) - 800F80F4 0008
- Infinite Attempts (All Levels) - 30074E60 0005
- Level Select (0-4) - 30074E61 0007  
(Make the Question Mark Either 1-4 Depending on What Level You Want)
- Enemies Won't Attack You - 80083776 0006



### Rally Cross - PlayStation

- Unlock Everything - 80056456 0106
- Freeze Lap Timer/Place First - 800659c0 0000
- 800659c4 0000



### Street Racer - PlayStation

**Hidden Goodies** - Enter the code "TURGAY" at the Password Screen to unlock a hidden level, car, and several other options.

Laura Bolt  
Valley City, NV

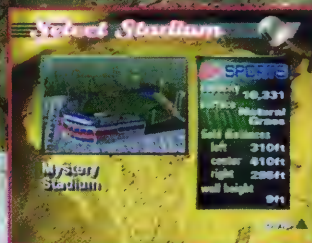


### Test Drive: Off-Road - PlayStation

Enter these codes at the Enter Name Screen.

**Unlock Bonus Track Windows - Friendly**

**Bonus Track 2 - Sanddune**  
"The Human Torch"  
New York, NY



### Triple Play 97 - PlayStation

**Hidden Stadium -**

Enter the Stadium Select Screen and press L1, R1, L1, then just after this sequence hold R1 and press Start to unlock this mysterious field.

**Giant Batter -**

Go to the Create Player option and customize a player named "Erik Kiss." Now, trade him to any team and watch this mammoth smack the dingers!

**Speedy Pitcher -**

Go to the Create Player option and customize a player named "Jon Spencer." Now, trade him to any team and throw fastballs at an amazing speed of 150 plus!

Pooh Richardson  
Madison, WI



### Machine Head - PlayStation

Enter the following codes at the Title Screen.

**Infinite Ammo** - ●, ●, ●, ●, L1, ●, L1, L1, ●, L1, L1, ●, L1, L1, L1, L1

**Infinite Energy** - ●, L1, L1, L1, ●, L1, ●, ●, L1, ●, ●, ●, L1, L1, L1, L1, L1, ●, ●, L1

**Level Select** - Press L1, ●, L1, L1, ●, ●, ●, ●, L1, L1, ●, ●, L1, ●, L1, ●, ●, then press R1 or R2 to change the levels.

Dan Salzarulo  
New Milford, CT

### Rebel Assault II - PlayStation

Enter these codes at the Password Entry Screen to unlock every level.

Easy - ●●●●●▲

Medium - ●▲▲▲▲▲

Hard - ●●▲▲▲▲

Kelly Laurie  
Ellsworth, WI



### Formula One - PlayStation

**Buggy Mode** - At the Race Qualify Screen press and hold Select, then while still holding press Right, Up, ▲, Left, Up, ■, ▲. Shortly after this is entered a box will appear stating that Buggy Mode is activated.

**German Mode** - At the Race Qualify Screen press and hold Select, then while still holding press Down, Up, Left, Left, ■, ●, ✕.

**Gibberish Mode** - At the Race Qualify Screen press and hold Select, then press Left, ●, Up, Down, Down, Right, ●, ■, ■.

**Lava Mode** - At the Race Qualify Screen press and hold Select, then press ■, ●, Up, Right, Right, ●, ✕.

Kyle Davis  
Plymouth, MN



### Turok: Dinosaur Hunter - Nintendo 64

Input these codes at the Enter Cheat Screen.

**Infinite Lives** -

FRTHSTHTTRLRSLCK

Pen and Ink - DLKTDR

Disco Dancing - SNFFRR

Gallery - THBST

Show Credits - FDTHMGS

Spirit Mode - THSSLKSL

All Weapons - CMGTSMMGGTS

Unlimited Ammo -

BLTSTRFRFRND

Robins Cheat - RBNSMTH

Da Joka  
Webville, COM

### A+M+O+K - Saturn

Enter this code at the Password Entry Screen.

Level Select - ZZZCYX

Doug Stevenson  
Reinerville, AL





### Rally Cross – PlayStation

Enter all of these codes at the Name New Season Screen. Note: Make sure that you leave a space between all codes with two words.

- Wide Tires – fat tires
- Wheel Racing – wheels
- Hover Mode – no wheels
- No Slowing Effects – noviscous
- No Collision With Cars – banzai
- 3/4 Gravity – feather
- 1/2 Gravity – float
- Double Gravity – stone
- Realistic Gravity – radrad
- Wheels Turn 90 Degrees – spinner
- Win the Rookie Season – vet me
- Win the Veteran Season – in a pro
- Winning the Normal, Head-On, and Mixed Pro Seasons – weeoo

*“Buggie Meister”  
Foster City, CA*

### Twisted Metal 2 – PlayStation

**Hidden Movie Clip** – At the SingleTrac Screen continually press Up, Down, L1, R2 until the video clip appears.

**Double Power Weapons** – During gameplay press Down, Up, Right, Left, Up, Up, Down, Down to sell your soul.

*Josh Scott  
Webville, COM*



### Krazy Ivan – PlayStation

**Level Select** –

Go to the Arena Select Screen and highlight Russia. Now press Right and just before the Japan Mission Info appears hold **X**, and Down/Left. Doing this successfully will unlock all of the missions.

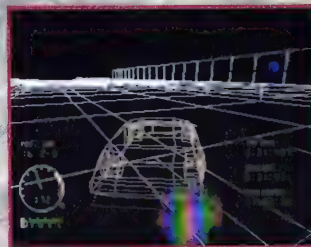
*Ralph Machio  
Hampton, ID*



### Jet Moto – PlayStation

**Unlock All the Tracks** – Enter the Option Menu and set your difficulty to amateur, trophy presenter to male; then hit the Start button. Now at the Title Screen press Up, Right, Down, Left, Up, Right, Down, Left. Doing this will place your cursor on the 1-Player icon. From here, hit Left and your cursor will move back to the options. Enter this menu and set the difficulty to professional, trophy presenter to rider's choice; then hit Start. Back at the Title Screen press Up, Left, Down, Right, Up, Left, Down, Right. Once this is entered, you will here a ding confirming that all the tracks are now open.

*Marco Pollo  
Teller, PA*



### Andretti Racing – Saturn

**Unlock Indy Cars** –

Begin a Career and type in “GO BRUINS!” at the Registry Screen.

**Unlock Stock Cars** –

Begin a Career and type in “GO BEARS!” at the Registry Screen.

**Parameters Cheat** –

Pause the game and highlight Race Statistics. Then, press and hold the Right Button and C simultaneously.

**Wire Frame Mode** –

Type in “WYRED” on the Registry Screen.

**Phat Car Mode** –

Type in “PHATCARS” on the Registry Screen.

**Press Start Car** –

Type in “PRESSTART” on the Registry Screen.

*“Electronic Boys”  
San Mateo, CA*

## ACCESS ALLIES

OPERATION: CODE HUNT

### Blast Chamber – PlayStation

Enter all of these codes at the Password Screen.

- Ziggurat – NAEMMAAB
- Backstab – MAGDIEAH
- Fall N Arch – NINKPDME
- Fugitive – MJKKAMKC
- Rainbow – JODPIGEH

*David Lincoln  
Dempsey, OR*



### 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  
FIFA Soccer 64  
Star Fox 64 (Japan)

**PlayStation** . . . . . Broken Helix  
Codename: Tenka  
Final Fantasy VII (Japan)  
MechWarrior 2  
NBA Shoot Out '97  
Need For Speed II  
Thunder Truck Rally  
Toshinden 3  
Vandal Hearts  
VMX Racing  
VR Baseball '97

**Sega Saturn** . . . . . Andretti Racing  
Fighters MEGAMiX  
MechWarrior 2  
Powerslave  
Soviet Strike

Scud: The Disposable Assassin

**Arcade** . . . . . Tekken 3

**Send Secret Access Requests To:**

Access & Allies  
Game Informer Magazine  
10120 W. 76th Street  
Eden Prairie, MN 55344

E-Mail: [gionline@winternet.com](mailto:gionline@winternet.com)

## Secret Access Notice:

**Send Game Informer Your Passwords and Codes and Win!**

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

### PlayStation:

ASCIIPad,  
Specialized ASCIIPad,  
Specialized ASCIIStick

### Saturn:

ASCII Saturn Stick,

### Super NES:

ASCII Pad SN,  
Super Advantage,  
Fighter Stick SN,  
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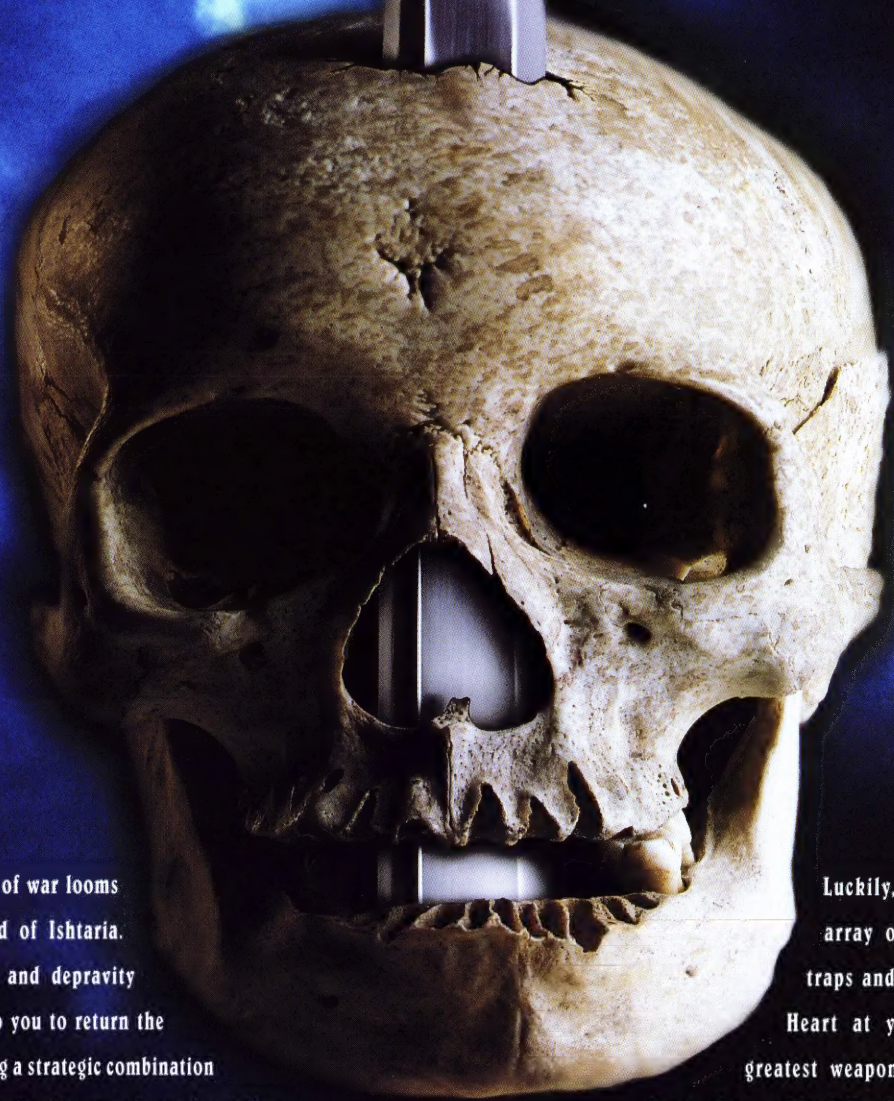
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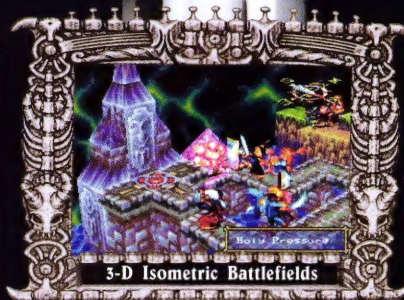
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