

First Look At
MK Mythologies:
Sub-Zero

Pg. 38

Game Informer

Star Fox 64

GI Uncovers The Tricks and Tactics of Nintendo's Epic Shooter

Plus:

Spawn: The Eternal • Top Gear Rally • NASCAR 98 • Crash Bandicoot 2
Dracula X • Blasto • Gex 2 • The Lost World: Jurassic Park • Wild Arms

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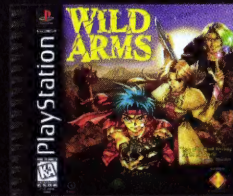


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takes to conquer Metal Demons. And no, the ultimate goal of your quest is not to save the princess. It's to save the planet. Good luck. You're gonna need it.



LAND, YOU'RE GOING DOWN WHETHER YOU'RE READY OR NOT

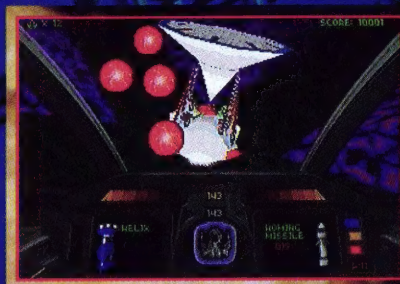


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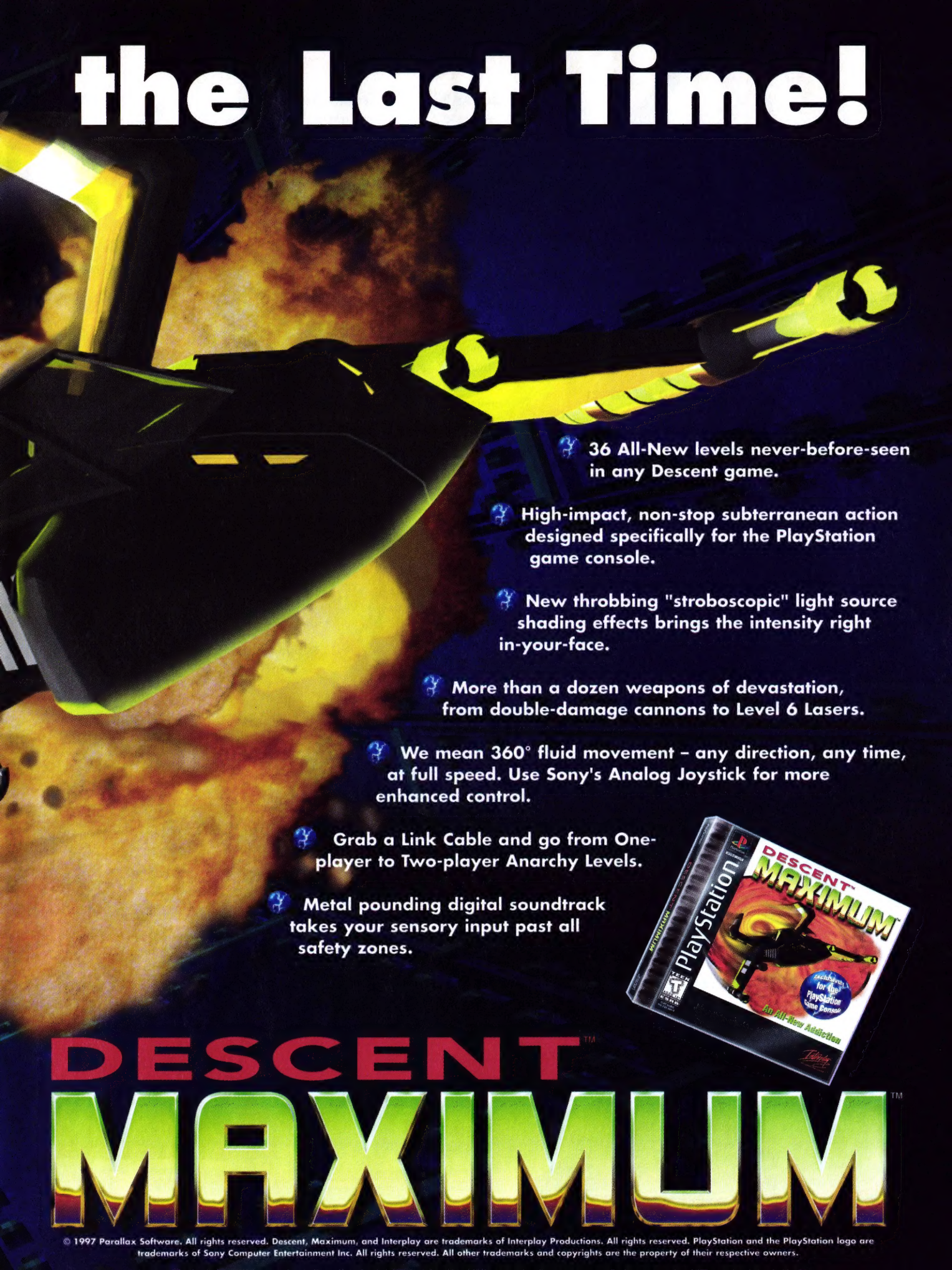
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⚡ Grab a Link Cable and go from One-player to Two-player Anarchy Levels.

⚡ Metal pounding digital soundtrack takes your sensory input past all safety zones.



DESCENT™ MAXIMUM™

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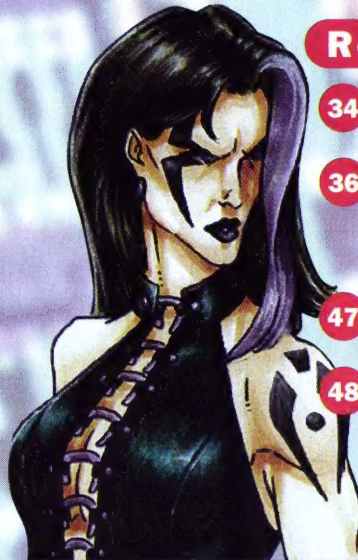
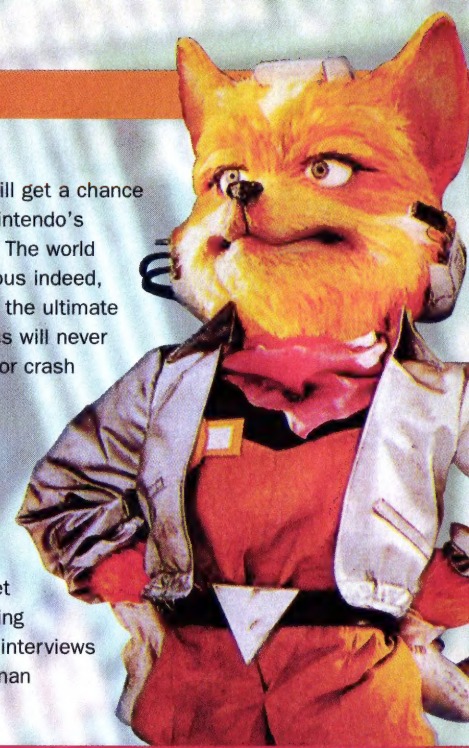
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Tips From Our Readers and the infamous Game Genie/Game Shark Swap Shop.



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On June 30, Nintendo 64 owners will get a chance to take the ride of a lifetime with Nintendo's newest shooter game, Star Fox 64. The world of Star Fox 64 is tricky and dangerous indeed, so Game Informer has put together the ultimate survival guide to insure that Andross will never bother you again. Read this article or crash and burn!

16 Feature: Spawn: The Eternal
Todd McFarland's Spawn is on top of the comics' world, and this summer Spawn will be invading movies, TV, and video games. To get the whole story on Spawn's upcoming onslaught, check out our extensive interviews with the game's producer and the man himself, Todd McFarlane.



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Letter From the Editor

By Andrew McNamara

REPO MAN

IT'S strange when you think about it. Three years ago, Sega and Nintendo ruled the video game roost. To me, and I'm sure to pretty much everyone else, they seemed invincible. It was as if they had risen so high that they could never falter.

But as most things go, they did falter. Nintendo encountered numerous delays with the launch of the N64, followed almost immediately by numerous software delays. Sega's early release of the Saturn back-fired on them when more software never materialized in time to give them a firm hold on the market. Then, to make things worse, many third-party companies opted to release games first on the PlayStation, leaving Saturn owners unhappy. The end result of all these inconsistent business maneuvers was that both companies gave Sony a clean shot at the title, and it seems they have not only taken the top seat, but are intent on keeping it as well.

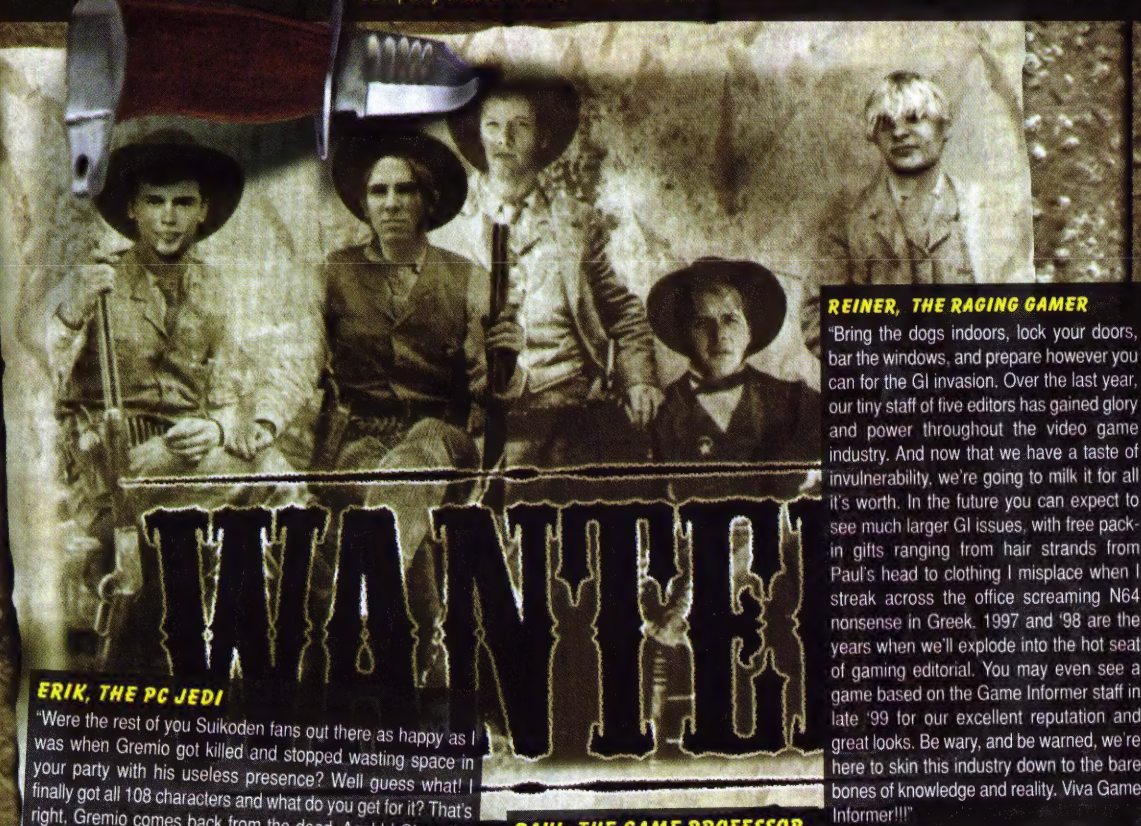
In the past, I wrote that I thought video games would end up with three companies vying for the top spot: much like NBC, ABC, and CBS. Unfortunately, I was wrong. It seems that game players and third-party companies aren't willing to put up with a company that is in third

place. They would much rather align themselves with a proven medium.

For now, the battle for video game supremacy is still raging; however, you can start to see the kinks in each army's armor. Sega needs a must-have title that every gamer wants to play; Nintendo simply needs more titles and third-party support (even though they will continue to state otherwise); and Sony, well, they need to clean up their line-up and try to keep the "me-too" titles off the shelves.

While I still believe there is a chance that any company could end up victorious, I finally understand that there can only be two left standing. Maybe someday the market will change and allow for more diversity, but until then, these three companies are fighting for keeps.

That's why this year's E3 is so important to all three of these companies. A good showing can mean the difference between success and a visit from the repo man. So tune in to Game Informer and get ready to watch the biggest video game war that this industry has ever seen.



ERIK, THE PC JEDI

"Were the rest of you Suikoden fans out there as happy as I was when Gremio got killed and stopped wasting space in your party with his useless presence? Well guess what! I finally got all 108 characters and what do you get for it? That's right, Gremio comes back from the dead. Agghh! Oh well, I think I'll just have to go back to playing Master of Orion II, an awesome game, but it tends to leave one with a pretty bad video hangover after a mere eight hours of sustained play."

ANDY, THE GAME HOMBRE

"In case any of you gamers out there didn't know, our resident bookworm, Jon Storm, is working on a book of his own. And the other night when I was hanging out over at his house, we began talking about his book. While his book sounds exciting it gave me an idea for my own book. It'll be called Reiner and the Sugar Stalk. The plot is along the lines of Willy Wonka meets Jack and the Beanstalk. The main character, of course, is Reiner, and one day while he's at work, he ingests so much sugar a giant bean shoots out his behind. In a fit of excitement, the GI staff plants the bean and it grows into the sky. I haven't quite figured out what happens from here, but I know it involves a steamroller, a chicken, and Reiner's lost love from Illinois."

PAUL, THE GAME PROFESSOR

"If I wasn't gainfully employed at my dream job, I'd likely be mowing Andy's lawn and stealing all his Dr. Pepper. Plus, I think he'd pay me to keep his games and CDs alphabetized. Recently, I've been putting a lot of time in on Triple Play 98. I still haven't created the team of seven footers, but that's my next plan. We've all been keeping fairly close tabs on upcoming Sony titles like Crash 2, Legions, Jet Moto 2, and Blasto. You'll definitely hear more about these and upcoming Nintendo and Sega games after the E3 show this month. Be sure to keep your eye on GAMEINFORMER.COM the week of June 16 for reports directly from the convention floor in Atlanta."

REINER, THE RAGING GAMER

"Bring the dogs indoors, lock your doors, bar the windows, and prepare however you can for the GI invasion. Over the last year, our tiny staff of five editors has gained glory and power throughout the video game industry. And now that we have a taste of invulnerability, we're going to milk it for all it's worth. In the future you can expect to see much larger GI issues, with free packs in gifts ranging from hair strands from Paul's head to clothing I misplace when I streak across the office screaming N64 nonsense in Greek. 1997 and '98 are the years when we'll explode into the hot seat of gaming editorial. You may even see a game based on the Game Informer staff in late '99 for our excellent reputation and great looks. Be wary, and be warned, we're here to skin this industry down to the bare bones of knowledge and reality. Viva Game Informer!!!"

JON, THE GREEDY GAMER

"The snow has finally left and that means two things: fishing and baseball. I managed to get out for opening day of walleye, and there's not too many things better than a cool breeze, a sunny day, and a tasty chop. Well, there might be one thing better: the best baseball game I've ever played. I really dig TP 98. Luckily, my pad has a screened-in porch with couches and a TV. So if you wander over into my neighborhood, you'll be hearin' the crack of the bat on a hot summer night. And oh, by the way, I also went to the Indy 500!"

Game Informer

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DEAR GI

Letters from Our Readers

Mono Questions of the Month

From Readers: What do you look for when judging envelope art?

GI: We don't have any seriously strict guidelines for the contest, but we can tell you your chances are better if you avoid certain things. Art done with a non-colored pencil, for instance, tends to smudge and doesn't show up very well in the magazine. We also tend to like stuff that's a little more original than copied box art from old games. The art doesn't necessarily have to be video game related, just cool.

(The following are all serious requests we actually got from people this month.)

From Readers: I don't get your magazine anymore but I really liked your codes section and reviews. Can you send me a list of all your codes and review scores from the last seven months?

GI: No.

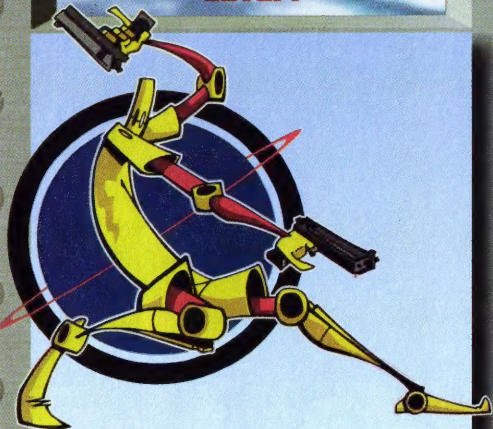
From Readers: My subscription just ran out a couple months ago. Can you send me a free subscription and the two issues I missed?

GI: Sorry, No.

From Readers: My parents say I can't have a Nintendo 64 because I already have the Saturn and the PlayStation. Could you send me a free Nintendo 64?

GI: Unfortunately you forgot to send a self-addressed stamped box. We'll just have to leave your N64 with the other 238 units sitting in a pile under Reiner's desk.

Was Scud Worthy of a Cover?



Scud the Disposable Assassin looks sweet! Your story on it in the March issue was great too. I can't wait until it comes out. I was kind of annoyed with the fact that you talked about how there weren't really any Saturn games worthy of coverage. What about Scud?

By the way, in your March issue, your Secret Access section was taken up by a huge Shadows of the Empire Play to Perfection Guide. If you're going to do stuff like that, could you still keep Secret Access the regular size and keep the strategy guides separate? Thanxx!

*Unknown (Marvin is that you?)
Mars*

Scud is pretty cool, but there were a lot of reasons we didn't want to do it as a cover. For one thing, we only like to put reviewable games on our cover and all we had at that time were about five different versions of Scud that weren't final. We also felt that it wouldn't be very professional to give Scud that kind of hype, because members of our staff helped contribute to the deal that turned the comic book into a game. They also got to put two songs on the soundtrack from their respective bands, Unbelievable Jolly Machine (Andy as drummer and backup vocals), and Fidget-X (Reiner on the guitar and vocals). With all of our connections to the game, we didn't really want people to think we were floating our own boats about the whole thing. For a while we were even considering not doing a review of the game.

Game Informer's Golden Rule of System Buying

The first thing that everyone says is that your mag rules, but it is true. Your mag is great. I am an outraged consumer. I feel that I have been manipulated by Nintendo. In September of '96, I was put on a waiting list to receive the Nintendo 64 game system. I saved up six months' allowance to buy the machine at \$200. I finally received my machine right before Thanksgiving. Now it is the end of March and I noticed that the price of the system is about \$150!! I am furious about this because I waited and waited for my Nintendo, and now anyone can get it for \$50 cheaper. I feel that it is reasonable to drop system prices after a couple years, but come on, five or six months!?! I feel that Nintendo has taken advantage of my pocketbook. I would like to know if any of you at GI feel that same way.

*Pat Ratliff
Northbrook, IL*

It's a classic example of supply and demand, Pat. The gaming public was going koo koo for Nintendo puffs and Nintendo knew it. So if you are so concerned about the price-tag, then "wait" before you buy a new system. Otherwise, if you want to be the first on your block with an N64 or any other system, then expect to get squeezed for a couple of bucks.

Random Questions Man Strikes Again

First off, I would like to say that your mag is terrific. The first question I'd like to ask is why the heck is my Game Informer coming in so late? My second question concerns the 64DD. I looked in many other March magazines and they all had some new information about it. I also wanted to know what these abbreviations stand for: PS-X, E3, FX2, and EA.

*Baum
Richardson, TX*

Generally, you should be receiving your issues right before the month that the magazine has printed on it. If you have questions, please call the CUSTOMER SERVICE number, at (612) 946-7266. Anyone else you call won't be able to help since they are busy putting together a magazine and tend to get really cranky when they are interrupted.

We've told you what we know about the 64DD and aren't going to do you the disservice of repeating old information. We make a point of keeping tabs on what other mags are saying and we don't feel any of them have printed anything substantial that we've missed.

PS-X is for the PlayStation, E3 is for the largest annual video game convention in the States called the Electronic Entertainment Expo, FX2 is a graphics chip, and EA is none other than Electronic Arts.



PS-X Vs. PC?

I'm a proud owner of a superb computer and I like your GI PC section. I'm also a diehard MK maniac and I recently saw some pictures for MK4 in your magazine. I was wondering if MK4 would be coming out for the PC? Also, which system is better: the PS-X or the PC? I'd like your expert opinion.

Anonymous

We don't even know when MK4 is coming out on the consoles yet, so we can't really help you out with that one. But we'd be willing to bet that like the other games in the series, it will be coming out on the PC. The arcade game should come out at about the same time as the movie which will be making its way to theaters on August 1. Is the PS-X better than the PC? Well, Erik's favorite games are still on the PC, but since he's worked with us he's become much more susceptible to the ways of the console. The PC and PlayStation are similar in that each has a ton of games, but a lot of them suck. Unfortunately, bad PC games tend to be a lot worse than bad PlayStation games because on the PC there isn't a governing body to turn the real losers down and there are no licensing fees to restrict wannabe halfwits from making games. There are also certain games that have never done well on the PC. Driving games, action/platform, and fighting games (Mortal Kombat excluded) have never had a great showing on the PC. Of course, great strategy games and complex flight simulators haven't always been very common on the consoles either. It seems, however, that many of these lines are starting to get crossed with games like C&C coming out for PlayStation and Sega taking an active role in doing PC games. Take into account the fact that a PC can cost up to ten or twenty times

as much as a PlayStation and you'd have to be kind of crazy to buy a PC just to play games on it. The main reason we do GI PC is because we know a lot of homes have computers and we figured it might be a plus for people to see what gaming options they have on that platform.

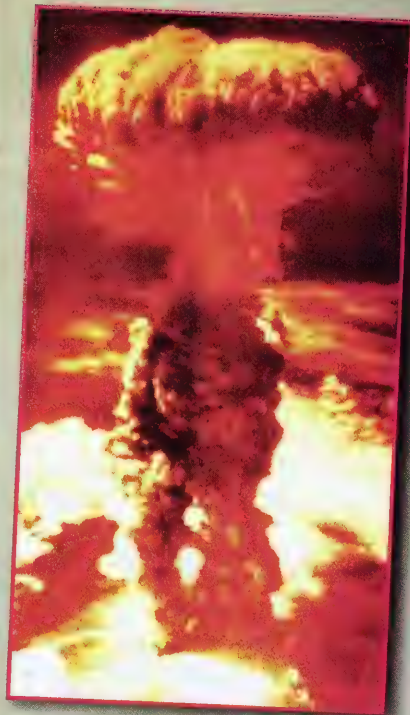
The First Seal Has Broken

We are doomed I tell you! DOOOOOMMMED!!! In issue #47, on your Top Ten Signs of the Apocalypse, the no. 1 sign is: "Acclaim makes a good game!" Well, they did darn it! I'm talking about Turok: Dinosaur Hunter for the N64. With all the cool graphics, explosions, and 2 kinds of blood, I tell you, Turok is one mean game and Acclaim did it! WE ARE GONNA DIIIIIEEE!!! THE DARK CLOUD IS UPON US AND IT'S ALL YOUR FAULT!!!

*Jonathan Jubida
Vancouver, BC*

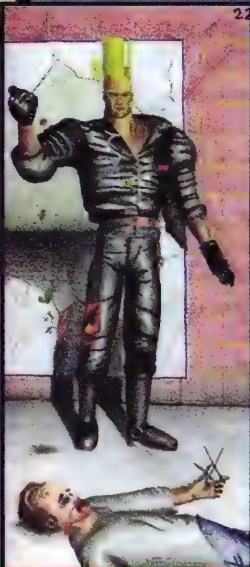
PS. When are you gonna make a Play to Perfection of WipeOut XL for PS-X?

Say, they did make a good game didn't they. That's exciting. Fortunately the hidden 11th sign of the Apocalypse would require us to do a Play to Perfection on a racing game that's been out for almost a year.



JUNE WINNER

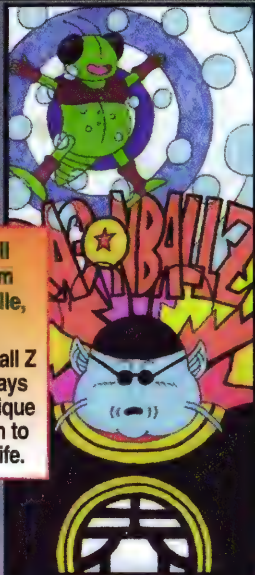
JASON WHITE
SPRINGFIELD, VA



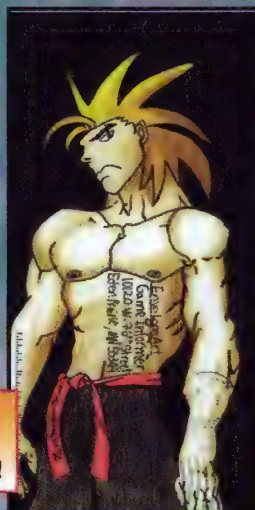
Shauna Clarke
Mount Vernon, NY
Shauna shows that Anime lives, even in Mount Vernon.



Russell Stidham
Nokesville, VA
Dragon Ball Z fans always take a unique approach to art and life.



Hopi Ferrer
Scotch Plains, NJ
My Kung-Fu is strong!

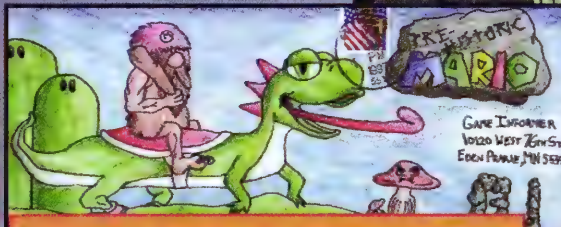


Hey zombie-boy, you want a piece of me?



Angelo Paleothodoros
LaGrange Park, IL
Paul will only let you screw up on his hair once. Once!

Josh Gilbert
Glendale, WI
Even the aliens from ID4 hate Barney!



James Sammartano, Shoreview, MN
Back in the olden days, Mario had to eat a lot of mushrooms to be able to bounce off a dinosaur's head.

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.

STARFOX

The Space Odyssey Continues

- **Size:** 96 Megabit
- **Style:** 1-Player Space Shooter (1 to 4-Player Split-Screen Versus Mode)
- **Special Features:** Built In Memory Back-Up for Saving High Scores, Three Gameplay Paths, Split-Screen Multi-Player Versus Games, Three Different Vehicles (Arwing Assault Fighter, Landmaster Tank, and a Submarine), Two Playing Views, Rumble Pak Compatible
- **Levels:** 15
- **Created by:** Nintendo
- **Available:** June 30 for Nintendo 64

► **THE BOTTOM LINE** 9

Airborne Once Again

Star Fox 64 presents an unprecedented combination of personality and complexity in a video game. We've seen intergalactic shooters, and we've even seen novelty action games with happy-go-lucky fuzzy characters, but we've never seen these two worlds unite successfully. All the characters presented in Star Fox, like Fox McCloud and Falco Lombardi, have the appearance of a cute plush doll or an animated character, and the gameplay and presentation of visuals is comparable to the action in the Star Wars movies. Obviously, this sounds ridiculous, and just the thought of your stuffed Fozzie Bear manning the helm of an X-Wing Fighter seems a little far-fetched to us, but not to Nintendo. Somehow, Nintendo managed to fuse these two completely different worlds together to make one of the greatest space shooters of all time.

A flare of creativity is always welcome in the world of gaming, and Star Fox designer Shigeru Miyamoto, who has done all of the Mario and Zelda titles, knows how to entertain not just a specific genre with a specific title, but rather, every breed of gamer. It's uncanny how well the cute characters and intensity and difficulty of gameplay collide in Star Fox. The first release for the SNES was the first polygonal game ever released for a console, and now with the first sequel, Star Fox 64, it will be the first 64-bit space shooter available on the market as well.

Unlike Super Mario 64, Star Fox 64 will not completely blow your mind. This game is not trying to make the "fashion statement" that Mario did by introducing a whole new gaming environment to fans of the series. Star Fox 64 is here to please gamers who love the original version, and to turn the heads of those who never experienced a Star Fox adventure. The gameplay is almost identical to the original, with a few new control additions that make the game more involved. The first thing you'll notice is not every area in the game is a forward scrolling design. There are three-dimensional arenas for certain levels, mainly the gigantic boss stages. Plus, instead of having every mission be air bound, you'll now man a Landmaster Tank for ground melee and a Submarine for aquatic assaults.

Star Fox 64 is back with a vengeance and although it has been a while, we're sure the

original clan of Star Fox fans will be back to challenge the forces of evil in this souped up 64-bit version. The game comes packed with a force feedback controller peripheral, the Rumble Pak, which shakes the controller when you take a hit, run into a canyon wall, launch a bomb, or simply hit the turbo. The release of Star Fox 64 is an exciting event for the gaming nation, and we never thought it

would happen after Star Fox 2 was canned for the SNES. But on June 30, the power of the cosmos returns to the N64 to challenge even the most skilled of gamers.

Fire In the Sky

The entire cast of Star Fox has returned to rid the universe of the evil Andross, the most sinister intergalactic villain around. Your three wing men: Slippy Toad, Falco Lombardi, and Peppy Hare, will travel with you (Fox "Foxy" McCloud) across the cosmos, through the stratosphere, and into the heart of evil. At times these characters will encounter an enemy bogie that they cannot shake, and it will be up to you and your skill to get them out of a bind. If you don't, there is the possibility that they will not be around to help you on the next mission.

Obviously, these characters won't help you too much, but the most surprising character in the Nintendo universe has been resurrected to help you out. R.O.B. (Robotic Operating Buddy) the Robot is an 8-bit relic, and he makes his Nintendo 64 debut as a helping hand to Fox and his squadron. Every once and a while, Rob 64 will pop up on the radio waves offering a helpful power-up to assist you in your current battle. This is a limited time event, so you'll need to keep a watchful eye on your radio view screen and the top of the screen for the okay button to tell him to drop some supplies.

The level designs and enemy AI have always been one of the high points of Star Fox. This time around there is a bit of irony and sarcasm

presented in certain levels. One of the level bosses reveals its true form as a Borg-like cube from Star Trek, one entire stage could easily be called "The Battle on the Death Star," and there is also a large dogfight with a huge saucer preparing to fire a deadly ray on a significant landmark. Yes, the game does have some stolen ideas, and whether it is an intentional knock on these other sci-fi films is unknown, but they are funny and do have a place in the game.

Of course, a large portion of the level structures are there to be maneuvered through, or to cause chaos for you and your squadron. To do so successfully, Nintendo has kept the controls of the Arwing the same. Meaning, you can still barrel roll to the left and right, fire lasers, use a turbo, and brake. But now, two new features have been added: the flip move, which can be used to shake bogies and dodge enemy fire, and the charge laser attack, which locks on and shoots a large green laser ball. This attack is powerful, but avoiding it is fairly easy.

Another cool feature in Star Fox has always been the ability to lose a wing, which makes flying the Arwing a little chaotic. This feature is back, but it is harder to lose a wing in this version. To avoid losing any part of your vehicle, you'll have to locate key shield power-ups that bring your shield and hull damage up a few points. If you collect three of the gold shield power-up rings on a level your energy bar will increase for that stage only.

Star Fox 64 has some of the most dazzling special effects and background graphics around. The gameplay is extremely user-friendly and the missions within the game are amazing. Up to four players can compete in a split-screen versus mode that has the option to play Deathmatch, Time Trial, or Scoring. There are two levels in which you can compete, but Nintendo has told us that there is at least another 4-player level hidden within the game, as well as a rumored expert difficulty level.





ANDY, THE GAME HOMBRE

Concept: 9 "As far as shooters are concerned, Star Fox is one of the best. While it may be a tad on the easy side, the multiple routes and numerous enemies make this game fun to play again and again. The levels are well designed and definitely put you in the middle of an immense battle. The graphics feature lots of texture maps and there are even moments when I'd swear there are at least 50 enemies on-screen. There are a ton of voice-overs in the game; unfortunately, they get really annoying. Falco never shuts up. The 4-player mode and the 360° levels are excellent additions that offer new challenges to the experienced Star Fox player. Definitely not one to miss."

Graphics: 9.5

Sound: 8

Playability: 9

Entertainment: 9

OVERALL:
9

REINER, THE RAGING GAMER

Concept: 9.25 "Don't miss your chance to earn your wings in this intergalactic odyssey of non-stop carnage and precise flying mechanics. This title shines with amazingly detailed three-dimensional backgrounds and awesome dog fighting and space combat. I have always been, and still am, a huge fan of the original, and with the arrival of this sequel for the N64, my enthusiasm for this series has only grown. Technically, I think the incorporation of the three vehicles should have been improved on, and the real-time voice-overs could have been minimized, but otherwise this title is nearly flawless. Star Fox 64 is how it should be: true to the original, equipped with multi-player modes, and packed with the most intense gameplay around."

Graphics: 9.5

Sound: 8.75

Playability: 9.75

Entertainment: 9.5

OVERALL:
9.25

JON, THE GREEDY GAMER

Concept: 9 "Anticipation couldn't have been higher for this game and I must say the wait was worth it. Star Fox 64 takes awesome shooter action and chucks it into the middle of a beautiful, 3D polygon world. Because the flying in Star Fox is so smooth, the twitch game elements are intensified. Dodge left, roll right, loop backwards, turbo into the screen, all while confronting a hailstorm of fire and collapsing structures...it's the best of Star Fox all over again. Yes, the game is short, but we're beginning to see that some of the Nintendo cartridges will be shorter games. It's not necessarily bad, because the multiple paths and medals will keep you playing, but it may start to get frustrating as CD-ROM games take on epic 2 and 3 disc lengths at a comparable price."

Graphics: 9.25

Sound: 8

Playability: 9.25

Entertainment: 8.5

OVERALL:
8.75

Gameplay Paths

Star Fox 64 is equipped with three different gameplay routes which range from an easy to hard difficulty level. The easy path, course A, is located at the bottom of the map, course B is the middle path, and course C is located all the way at the top. In order to travel B or C, you'll need to complete certain level objectives on any one of the fifteen levels. For instance on level one, Cornilia, your objective is to keep Falco alive. If you do so, you'll enter a new zone in this area. Complete this and you'll have the option to change your route. If you don't complete an objective, you'll be stuck on the easy path for the entirety of the game. In the end, all paths will eventually converge at Venom for the final assault.

Medals

To obtain a Medal on any one of the fifteen areas you'll need to meet a level requirement of enemy kills. On some levels this requirement is easy to meet, but at times it may seem nearly impossible to meet the desired number. If you obtain all fifteen of the Medals you'll also unlock the secret Expert Mode. The best strategy to meet this goal on any one of the levels is to memorize the enemy patterns and level designs. It may sound like a hassle, but it may be the only way.

As Smart as a Fox

This strategy guide is being released a little prematurely, and we urge you to not read it until the game is released, or until you are stuck on a level. This guide has a complete breakdown of all the levels, techniques on bosses, and useful tips that will make you a master of the game.

Debriefing

Below is a list of a few tricks that will make your voyage a little easier. If you can master these callings then you should have no problem conquering this amazing odyssey.

- * For every one hundred enemies killed, you'll receive a free life. These accumulate through all the levels.
- * When being fired upon, when evasion seems futile, use the barrel roll to reduce the damage or simply flip out of the way. You'll need to hone your abilities to make this technique as easy to remember as firing lasers.
- * Always go for the laser power-ups. With these babies in your afterburner, your journey will be much easier, and most importantly, more destructive.
- * When going for the medal on a level and a swarm of enemies appear, use the brake to slow your movement and shoot as many as you can.
- * Use bombs to kill clusters of enemies.
- * Use the lock-on shot to take out fast moving enemies.
- * Use the flip to lose bogies off your tail.
- * Banking (with the Arwing on its side) will allow you to turn faster.
- * In tight areas use the first-person view to clear up confusion.
- * In three-dimensional arenas, use your radar at all times.
- * Try and keep your wing men alive at all times. They are annoying, but they do come in handy during certain fights.
- * Save your ammo for every boss.

Area I - Cornilia

Shoot out the first fleet of enemy fighters to acquire a double laser power-up. When you come to the town, keep your eyes peeled for the additional laser power-up located directly below a falling building. Use a turbo boost to obtain this lethal bonus. The rest of the level is cake.

Boss: To beat this fiend first take out his legs, then circle back and shoot him with bombs and laser blasts until he explodes.

Objective: You must keep Falco alive. You will eventually have to follow him to a harder section of the level.

Objective Boss: First take out the two wings on this cruiser, then shoot the blinking target in the middle to take this menace down permanently.

Medal: Defeat 115 enemies.

Area 2A - Meteor Asteroid Field

Enter into the asteroid field and keep an eye out for the gold rings (3 extends max shield). To avoid taking damage, use the barrel roll and turbo to avoid asteroids and tricky enemy fighters.

Boss: Knock off the five yellow disks underneath the green spinning firing mechanism, and then aim for the target located directly in the center of the mother ship. To obtain additional shield power, shoot the heat-seeking missiles that the mother ship frequently launches. Then, when it turns around and reveals two yellow squares at the top and bottom, avoid the incoming laser blasts by performing timely barrel rolls, and then blast away when the coast is clear.

Medal: Defeat 200 enemies.



Area 2C - Sector Y Combat Zone: Fierce Melee

For mech fans, this is one of the coolest levels around. Early on, shoot out the first batch of enemy fighters to obtain a dual laser power-up. As you proceed through this level, take out the scattered turrets on the space vessels and be sure to hit the Check Point halfway through this level. From here on out you'll have it pretty easy, as the only enemies are turrets and a few fighters.

Boss: This is actually a series of flying mech monstrosities, and you'll need to take them all down. You have complete three-dimensional freedom in this arena, so try to get a running start on each mech, and concentrate on one at a time. Use your power-up attack to take out all of these mechs. It's fairly easy and extremely entertaining to watch these robotic beasts fall.

Medal: Defeat 100 enemies.



Area 3A - Former Defense Post Fortuna: Cloud Planet

First take out the enemy fighters, and if you need health, shoot out the smaller towers to gain shield power-ups. After a few minutes of intense dogfighting the battle will become even more barbaric, since Andross has just launched another wave of even deadlier fighters. Using the loop on this level is key when having any

kind of bogie on your tail. If you run out of Turbo and still have a tail rider, go to the edge of the arena, and when you hit the border you'll turn around automatically. You'll only have thirty seconds to kill all of the fighters, but don't worry, you won't need to. Your only concern is staying alive long enough for the bomb located in the base to blow up.

Medal: Defeat 50 enemies.



Area 3B - Katina Frontline Base: Reunion

This is an all-out war against enemy fighters, and only your understanding of the game and flawless maneuvering will pull you through. Take out as many fighters as you can with the power-up attack. Before long, a mother ship will enter the sector. You'll need to continue dogfighting long enough for the mother ship to expose its four weak points. You'll need to take out all four of the protruding targets on the bottom of the hull. Ferocious laser skills and accurate bombing will help you immensely. After taking these down, you'll need to take out the core with the same technique you used for the four hull targets. You can really rack up free lives on this level if you focus on the fighters for a while.

Medal: Defeat 150 enemies.



Area 3C - Aquar

This is the only submarine level in the game. Avoid all the sea life since some of it is extremely dangerous, and continue on through the caves and strange structures of this sea planet. You won't be able to charge up underwater, so your targeting will have to be precise with both the laser and unlimited bomb attacks. The level itself is fairly easy, but there are a few enemies that will be a bother. Eliminate them immediately.

Boss: To defeat this extra large clam, simply blast his parasitic predators, and then take out the columns holding his mouth open. From here, shoot your bombs at a constant rate at his head and at the living cannons to the left and right. Also, use the barrel roll as damage control. Although your hand will be sore, sometimes you have to pay the price for glory and fame.

Medal: Defeat 150 enemies.



Area 4A - Sector X: Combat Zone

First, carefully maneuver through the multi-tiered spinning platforms and take out as many fighters as you can. The barrel roll and brakes will come in handy when maneuvering through the collapsing blocks. Take out all the planted turrets that you can get a visual on, and try to avoid all the protruding multi-tiered structures that float by.

Boss: Avoid his laser blasts, arm spins, and flying fists while shooting his yellow eyes with rapid fire and bombs. After he loses his head, shoot the red dot on his neck. Slippy will perish in this battle, and there is no way to save him. Sorry.

Medal: Defeat 150 enemies.



Area 4C - Zones

This is a fairly straightforward level that shouldn't give you too much trouble. Basically, you'll need to destroy all the birds and avoid the metal structures and river snakes that appear. From the halfway marker you'll need to shoot out targets located on docks to receive shield power-ups, and destroy the cruisers that come by to minimize the amount of laser fire heading in your direction.

Boss: This robotic vehicle is an awesome sight indeed. You'll need to launch bombs at the two arms on the left and right sides of this boss. Avoid his fiery wrath and blast more bombs at him. You'll receive more bombs by taking out his cannon balls that are fired.

Objective: Shoot out all of the search lights.

Medal: Defeat 250 enemies.

Area 4B - Solar: Out of the Frying Pan

On this level you'll steadily lose shields because of the heated environment you are flying over. Shoot out as many enemies as you can to get shield power-ups. Avoid the lava at all costs and concentrate on the objective of keeping your shields full. Try using the lock-on attack if you are having trouble blasting enemies.

Boss: Okay, so this boss may not be what you would expect to find living on a star, but he is cool. First, take out his arms, and then blast him in the head (middle of forehead) with bomb attacks and constant laser fire. Do not lock onto this boss, it won't help you at all. Shoot out the fireballs he spits out of his mouth and the lava balls that rise from the lava to obtain shield power-ups. He shouldn't be too difficult once you understand his attacks.

Medal: Defeat 100 enemies.



Level 5A – Titania Arid Desert: The Search for Slippy

This is the first Tank level, and it will more than likely take a few tries to fully understand all the capabilities of this new vehicle. Use the roll move to maneuver through the large mechs and falling buildings on this level. Using the homing shot will eliminate any enemy interference until reaching the boss. There are plenty of power-ups spread throughout this level, so don't panic too early on.

Boss: First, shoot out all of the creature's arms while dodging with the roll to the left and right. Save your bombs until its energy meter appears, and then blast him with the power of mass destruction (bombs). After two bomb blasts and a few solo laser shots, this scary demon will be toast.

Medal: Defeat 150 enemies.



Area 5B – Mcbeth Venom Army Supply Base: The forever Train

This is the second Tank level in the game, and it's a tricky level to say the least. Basically, destroy everything that moves, and take down enemy fighters for shield power-ups. Keep your eyes open for falling rocks and blast the trains that appear periodically throughout this level. In the tunnel you'll need to use the jump jets to avoid the blockades – be prepared.

Boss: This hang gliding weenie is really hard to keep in sight; using the lock-on shoot may be your best bet when he starts swinging. Otherwise, blast him with constant laser blasts. Also, keep your eye on the train, and blast the yellow zone when it appears. This will make the boss freak out and an easy target to say the least. When the train starts to drop bombs, use your bombs in retaliation to take out these lethal turrets. Defeating these will make this boss much easier and you won't take much more

damage after these are gone.

Objective: Destroy the eight switches and shoot the switcher box. Doing this will change the direction of the track, and you will no longer need to fight it, since it runs into a wall.

Medal: Defeat 150 enemies.



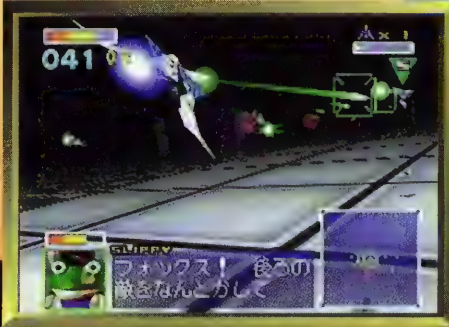
Area 5C – Sector Z

This is a three-dimensional level, and you'll first need to take out the bogies swarming your wing men. A cut scene will occur, and you'll need to take out a missile before it hits the Star Fox vessel. Now, head back out to deep space and take out missiles two and three. All in all, you'll be required to take out all six of the enemy missiles to move on to the next battle. Save your bombs for the last swarm of missiles. If you have Slippy in the battle, he will assist you greatly with destroying the missiles.

Medal: Defeat 100 enemies.

Area 6A - Boise Defense Outpost

Take out the towers spread all around the central structure. The smaller towers will provide shield power when needed. Use the turbo to move around within the field if you're having trouble getting around. Once all the towers are down, the force field will be broken, and a massive swarm of enemy fighters will appear. The fly to the edge of the screen technique works great for losing enemy bogies, but if you are still having problems, be sure to summon Rob 64 for crucial power-ups when he appears. After you take out all of the fighters, concentrate on avoiding the blasts that come from the central structure and carefully go after the ten yellow targets on the reactor tower.
Medal: Defeat 150 enemies.

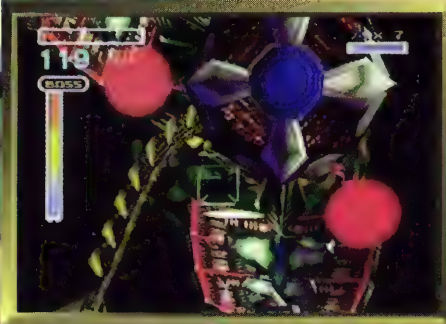


Area 6B/C - Defense Station

First avoid the saucers and take out all the fighters that swarm about. Using the lock-on attack will make this task much easier. Grab all the laser power-ups that you can, and blast anything and everything that moves. The barrel roll technique will help reduce incoming damage when the enemies team up and attack in large forces. Before you know it, you'll be right on top of the halfway marker. From here on out you'll need to be on your toes, avoiding the enemy barges, blasting deadly fighters, and hunting down valuable shield power-ups. If you want to reduce the amount of fire coming in, concentrate your firepower on the bridge of the barges to take them down. This is risky, but well worth it.

Boss: Funky! This boss is as tricky as it is weird. First, save your bombs, and take out the roving arms with your lasers. Make sure you take out all the incoming missiles or you're meat. Some of the missiles will supply shield power-ups. When he opens up, shoot out the glowing power balls, and then after following this strategy three times, the core will turn red, allowing laser blasts to land for damage. Blast away, and rejoice during the destruction of this devious enemy.

Medal: Defeat 300 enemies.



Area 7A/B/C - Venom Home World

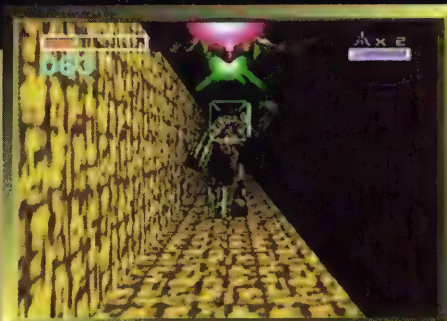
Use your bombs or homing shots to take out the annoying ground targets. Always watch your back for enemy fighters and snag all the power-ups that you can. When Falco says he'll take the left, proceed to the right and use the bomb strategy to take out the ground-based targets. If you don't have any bombs, use the barrel roll to get through these tricky canyons. Stay at the top of the screen to avoid the rising rock storm.

Boss: Now, enter the temple and blast the running rock man as quickly as possible. To take this freak down, first shoot him in the torso, then the arms, the feet, and lastly the head. Use the lock-on shot to inflict some major damage on this freak.

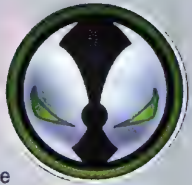
Secret Temple: This stage comes down to nothing but skill. If you can maneuver through this tunnel without taking any damage you should fare well against the monkey head boss. Use the first-person cam in the tunnel and this part should be a piece of cake.

Boss: Okay, this is the final battle and you better be ready. First, shoot the blinking squares on his hands. Then, shoot him in the mouth, and always pull back when he tries to suck you in. After defeating him, he will alter his form, and you'll need to blast him as quickly as possible. From here, the game is over, and the ending sequence will begin. If you played the first Star Fox for the SNES, this boss should be really easy, since he is basically the same.

Medal: Defeat 200 enemies.

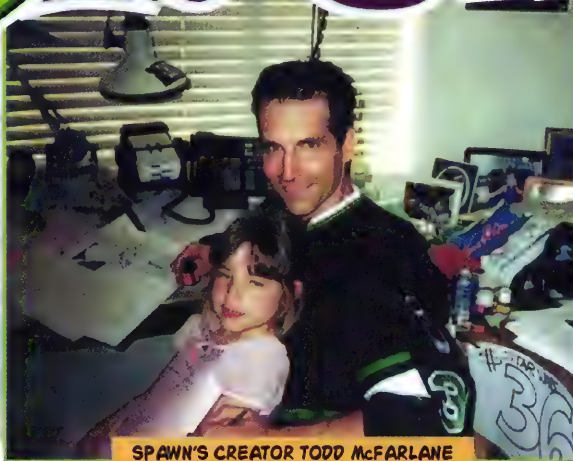


SPAWN



THE YEAR OF HELL ON EARTH

In early March, Sony Interactive Studios America invited Associate Editor Andrew Reiner to be one of the first individuals in the industry to see *Spawn: the Eternal*. In the time Reiner was there, he had a chance to play the game, talk to the creative team behind it, interview Todd McFarlane, and watch a complete rough cut of *Spawn* the movie on Todd's whoppin' big screen television with automated outdoor sun visors and a kickin' bass system. It was an exciting trip to say the least, and the info he gathered was more than useful. So now, we proudly present the complete story behind the future of Spawn.



SPAWN'S CREATOR TODD MCFARLANE AND DAUGHTER CYAN.

have vowed to make the combat as least as exciting as Tekken and Tekken 2, if not more so. The fighting controls are similar to Tekken, where a certain button is used to control a specific limb. This is not a fighting game, so you won't be thrown right into a fight. In *Spawn*, you'll actually need to find your opponents, and since the game is three-dimensional (and quest based), you'll have the option to pick and choose who you fight against. If you are feeling lucky, you can jump into any fight you want, or if you are low on health, you can abandon combat and run away. Granted, the angered adversary will give chase, but you should be able to lose him or her throughout the vast levels. However, some enemies will need to be destroyed, since they may hold an item you are looking for, or trigger a door to open.

THE DEVIL AND HIS GAME

While Spawn fans probably still have a bitter taste in their mouth from the last Spawn offering on the Super Nintendo by Acclaim Entertainment, Sony Interactive Studios America is doing their best to keep this 32-bit product as close to the comic series as possible. This means great things for those who are captivated with the essentials of *Spawn* and not just the action within the game.

Sony basically has complete freedom to pluck out whatever characters and plot twists they want from the comic series for the game. But since the complete comic series moves a tad slow, a compromise was reached to incorporate more action into the game. Long time comic legend, Allan Moore, who has written a few scripts for *Spawn* issues, was called in to create a fast-moving and ferocious plot for the game. The final story board he came up with is: Spawn must travel through three timelines and all eight levels of Hell to regain his missing soul, which he sold to Malebolgia in exchange for one last chance to see his wife Wanda. Fooled by the offer, Spawn is now marked as a servant of Hell, required to do the bidding of his master in preparation for Armageddon against Heaven.

Sony has been working on the game for over a year now and has built the ultimate Hell simulator engine which will surely be able to handle the complexity of the *Spawn* saga. Set within a third-person perspective, which is very similar to the look of *Tomb Raider*, Spawn will have to explore massive levels to try and find either the exit or an artifact he is looking for. In these levels, Spawn will also be required to locate keys to open locked doors, throw switches activating timed doors, or simply work his way through a tricky labyrinth. Theoretically, you could easily throw the label of "adventure game" onto this title, but there is also another side to the game that makes it fairly revolutionary.

Hand-to-hand fighting is a major player in this title. The creative team at Sony, who are huge fans of Tekken,

The fighting system is amazingly complex. Besides having the standard special move attacks, Spawn can throw the enemy, rip off its limbs, and then use that arm or leg as a weapon. This system could become really complex. Let's say you face the Violator, and before you have the chance to attack, he rips off your upper torso and leaves you with nothing but a head and arms. You'll then need to launch yourself on top of his back with an arm leap and rip

out the curved horn on his back. To beat him you'll need to thrash him with the horn and then at the right time, stab it through his head. Of course, this is a pipe dream, but it is possible.

If you look at the screen shots scattered around these pages you'll notice that Spawn doesn't have his cape and chains. These essential costume pieces are in the game, but since the cape is so large, it interfered with the play view.

Sony decided to make these pieces into power-up items. The cape will give Spawn better defensive capabilities, and the chains will lash out and attack. You'll need to find both of these hidden items within the levels.

As we mentioned before, *Spawn* will travel to different timelines. The first you'll encounter is the Medieval era. Through this timeline, Spawn will morph into the popular Medieval Spawn character and travel through castles and courtyards to claim his prize. The next time jump is to the Savage Land. This level features an exclusive new Spawn character created by McFarlane only for the game. The last era is present day, with the *Spawn* we all know and love. From here, you'll need to work your way through the streets and down into the first level of Hell. Through all the levels of Hell, you'll play as the main *Spawn* character, and at the end, square off against the gruesome Malebolgia.

To stay current and consistent with the comic series, Sony has been updating several of the characters' appearances as soon as they change in the comic. One notable change is obviously *Spawn's* new appearance from his last trip to Hell. Sony had to alter their original *Spawn* to include the massive leg anchor armor, and the extra piece of flesh that was ripped from *Spawn's* face.



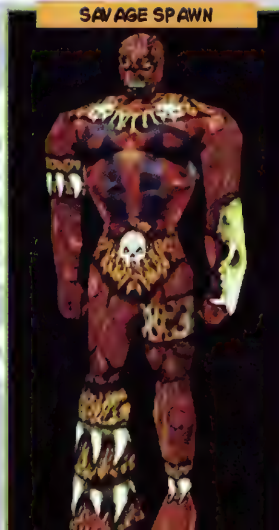
MALEBOLGIA



GAME MODELER/ARTIST BRIAN O'HARA



TERRY FITZGERALD



SAVAGE SPAWN

One question we asked was, "Will the worms and maggots that Spawn has been sucking energy from be incorporated into the game?" Producer Russell Shanks stated that they are trying to include them as a power-up animation, so that when Spawn secures a new power, the worms will swirl around him and grant him the new power.

There are a total of ten villains from the comic series making an appearance in the game. The big players are Violator, Overtkill, Reedemer, and Angela. At some point, you'll be required to go a few rounds with each of these deadly villains. Sony has also developed over thirty exclusive characters not featured in the comic book. These characters will act as standard enemies within the levels, and certain ones will even be level end bosses.

While it's way too early to give a thorough evaluation of the product, we do think that *Spawn* has the potential to become one of Sony's biggest titles of the year. A tentative release date has been set for August. Keep your eyes glued to *Game Informer* in the next couple months for more info and screens on this devil of a game.

A DAY IN TODD'S HOUSE

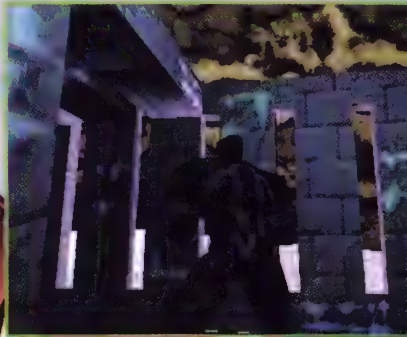
Shortly after the fun-filled day at Sony in San Diego, Reiner then traveled to Phoenix to visit the creator and madman behind the entire Spawn universe – Todd McFarlane. The day consisted of a brief tour of the comic studio located conveniently above Todd's three car garage, a trip to a burrito shop with Terry Fitzgerald, a casual interview with Todd over his drawing board, and then, a sneak peek screening of *Spawn* the movie.

THE STUDIO

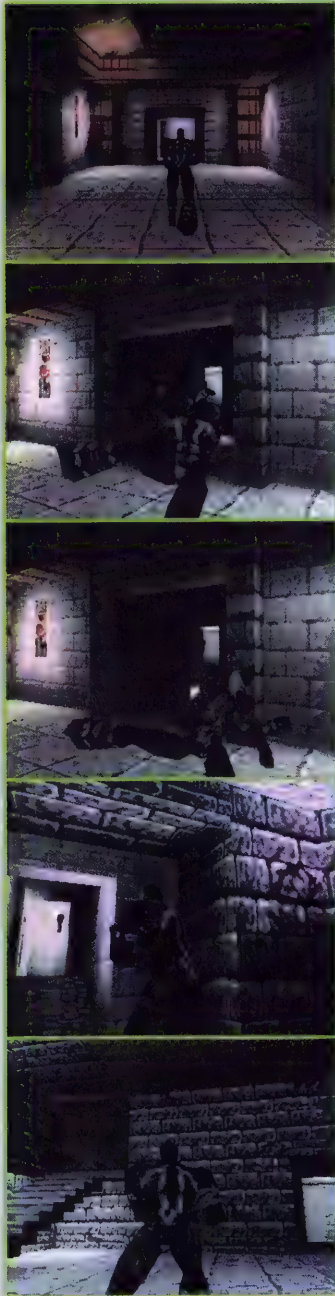
Lo and behold, Todd has his life cut out for him. After a good night's sleep, Todd can basically roll over and fall directly into his art studio. This room is Spawn's domain, and wherever you look, there is either a Spawn picture or some kind of Spawn toy lying around. The office is fairly large for only two comic titles a month, but he does have some nice decorations like Madonna's first costume from the *Truth or Dare* tour and the uniform from her role in *A League of Their Own*. The interview we did was in Todd's office, and while Reiner fired away with his questions, Todd answered them all while doing inks for issue number sixty. Here's what he had to say.



GAME PRODUCER
RUSSELL SHANKS



"SPAWN HAS THE POTENTIAL TO BECOME ONE OF SONY'S BIGGEST TITLES OF THE YEAR."



COMICS AVAILABLE:

- **Spawn** (Monthly Series, May 1992-Current)
Writers: Todd McFarlane (1-8, 12-15, 19-62), Frank Miller (11), Neil Gaiman (9), Dave Sim (10), Grant Morrison (16-18)
Art by: Todd McFarlane (1-15, 21-24), Greg Capullo (16-20, 26-62), Marc Silvestri (25)
Issues: 62 and going
- **The Curse of Spawn** (Monthly Series, September 1996-Current)
Writer: Alan McElroy
Art by: Dwayne Turner
Issues: 8 and going
- **Spawn: Blood Feud** (Limited Series, June 1995-September 1995)
Written by: Alan Moore
Art by: Tony Daniel
Issues: 4
- **Spawn: Bible** (One Shot, November 1996)
- **Spawn/Batman** (Deluxe One Shot, 1994)
Written by: Frank Miller
Art by: Todd McFarlane
- **Batman/Spawn** (Deluxe One Shot, 1994)
Written by: Alan Grant/Chuck Dixon
Art by: Klaus Janson
- **Spawn: The Impaler** (Limited Series, December 1996-February 1997)
Written by: Mike Grell
Art by: Mike Grell and Rob Prior
Issues: 3
- **Spawn/WildC.A.T.S: Devil Day** (Limited Series, January 1996-April 1996)
Written by: Alan Moore
Art by: Scott Clark
Issues: 4
- **Medieval Spawn/Witchblade** (Limited Series, May 1996-July 1996)
Written by: Garth Ennis
Art by: Brandon Peterson
Issues: 3



THE INTERVIEW

Reiner: What is it like to see your comic book come to life in the form of a video game, motion picture, toy line, and cartoon series?

Todd: I think what we are trying to do, and what I'm trying to do with this character, is to convey not so much the detail of Spawn, but rather the attitude of Spawn. So when it is all said and done, I think that the reason people will like or dislike Spawn is because of his attitude, in that he hasn't been quite as polished as a lot of the mainstream characters that are out there like Superman, Batman, Spider-Man and stuff like that. But he still has those little kinds of cuts on him, and those things can kind of hook you. I think those are the reasons behind his success.

So again while Batman would take the Joker for the twenty-sixth time after a murder, and send him back to prison, my guy would just take him out, because there might not be a twenty-sixth time. To me this is much more practical, in a sense. If you knew this guy was a repeat offender and the system couldn't take care of him, then you'd take care of him yourself. There are a lot of things that are trying to be politically incorrect, and I think it's geared up for heavy merchandising. I think that they sugar coat these characters so much that everything is being shot down to a five to nine year old mentality, and for me I don't want Spawn swimming in that pool. So why can't there be an equivalent to an MTV character out there? That is what my guy is. If mom and dad don't get it... well, dad gets it. He just won't endorse it when mom's around. That's what makes Spawn so cool.

At a certain age, we don't like our parents telling us what to eat, what music to listen to, and we don't want them taking us out for back-to-school clothing. We want stuff that is ours personally, and so I think Spawn fits that pocket. I don't want to say adolescence. Adolescence is too much of a stereotype, and adolescence should come from here (pointing toward his heart). I mean I'm thirty-five, and I still think I'm a kid. So if you don't lose it there, then I think you get it, and I think a lot of fifty year old guys will get Spawn. I'm concerned about people who do get it. I don't simplify, and I don't make it something that is embarrassing to them. I keep it with such an intelligence and sophistication to it, so that people will say "oh, yeah, Spawn's that guy from a video game, I'll go see the movie." I don't want them to be embarrassed that they saw it. They can actually talk out loud about it, and maybe wear a Spawn shirt. It's all about attitude, it's rock 'n roll.

Because I control the merchandising of Spawn, I don't have to worry that there is ever going to be a toothpaste, or pajamas, or any of that. We argued with lawyers that said I was being greedy because I wanted the merchandising, but the reason I needed the merchandising was so that they couldn't pimp this guy out and put him on everything. You'd have him on folders, books, socks. Anybody who would give them five thousand bucks, they'd sign a deal. I'm more concerned about four to eight really awesome things, that make sense to that crowd I'm going for, for those who get it. Spawn is not color forms. We get those people, the color form guys, all the coloring book companies, little stick thingies, and...we just say 'you haven't read this book have you? Come back when you've read this book. Because you're not going to do color forms about a guy from Hell.'

There's a reason why the game is what it is, the movie is what it is, and the TV show is what it is. But individually, each one of them doesn't necessarily target the other guy directly. You're not going to play the game, then go to the movie and go, "Wow! I saw that guy!" I'm hoping it's going to be attitude consistent. I'm sure when I'm older and retired, I'll look back and think, "wow, that was cool." But now, we're so busy with so many things that we don't really have time to see what's going on.

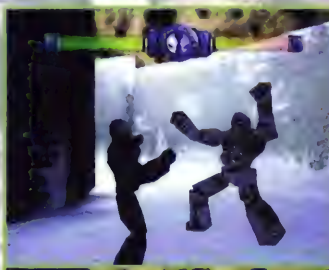
Reiner: Since you are not doing the artwork for Spawn anymore, what kind of relay do you have with the new artists?

Todd: The way that it works is, I come up with the plot, and then what I do is I contact Greg [artist of Spawn], and verbally give him the direction of the story. Now given you don't want to handcuff your artist, sometimes I'll just say three pages of fighting on pages 19, 20, 21. He'll then have to figure out the choreography of it. But other times, I'll go through my notes and have tighter directing. Such as, maybe I want to start with a visual of a crayon, and then pull back and see that Cyan is coloring in a book, and then later on she disappears and somebody comes in and sees the room is empty except for a couple of crayons in the corner as a clue. The stylistic stuff is what I direct a lot more of. Greg has such a great sense of body language that I'm not that concerned about directing him to it. But there is something specific within that thing, where this donut has to be next to this file that says this on it, and I have to direct that shot. Basically, it's a give and take relationship.

Reiner: How is the loss of Rob Liefeld's character Chapel, who killed Spawn, going to affect the future of the comic?

Todd: Well, I'm a thrifty guy, and we've created a new character named Priest

"...WHILE BATMAN WOULD TAKE THE JOKER FOR THE TWENTY-SIXTH TIME ...AND SEND HIM BACK TO PRISON, MY GUY WOULD JUST TAKE HIM OUT..."



who is in the movie. The easiest way out is that Spawn keeps thinking it's Chapel because he's the leader, and Spawn thinks he's the guy who pulled the trigger. But as the pieces slowly mold together he finds out that Chapel was just the guy who said to pull the trigger. I'm not going to get too hung up on it; we just have to move on and get a little creative.

Reiner: Will there be more Spawn comics besides the regular series and *The Curse of Spawn*?

Todd: Yeah, *The Curse of Spawn* to me is like the vertigo book where it's more of an upgrade that fills you in on other characters in the Spawn universe. We have such a large audience and people get bored with Spawn, so this is how I turn up the heat with *The Curse of Spawn*. Spawn itself will keep growing as long as people keep reading, and we'll keep adding layers to keep people entertained without losing the edge.

Reiner: What kind of creative input did you have on the game?

Todd: Uh...Terry Fitzgerald is at Sony all the time, so he's our nuts and bolts guy, and he knows games better than I do. My input is, 'why can't this texture look more like this or that, or how does Spawn actually get up here, or why doesn't his costume look like this?' If they say no, they give me a reason, and I go 'oh...now I see why that won't work.' Sometimes they're thinking A, and I'm thinking B, and then they go 'oh... sure, we can do that.'

Reiner: Sony created over thirty exclusive characters for the game. Will they ever be in the comic series or toy line?

Todd: Yeah, it's a matter of extrapolating the best of all those pieces. So just because something exists, doesn't mean it will fit into the other universe. So, you take the game and look at it and look at the thirty characters and say, 'are there eight or four that are cool?' Then maybe take those and work those into whatever might happen.

SPAWN

THE MOVIE

First and foremost, we have to thank Chris Kramer over at Sony for asking Todd to bring down either the movie or animated series, because of course, Reiner was scared to ask Todd to do anything. The movie is good, but at the moment not great. All the CG images that are going to be incorporated into the film are still missing from the flick, and instead of cutting those scenes out, they've added little flags that appear on the screen saying, "Violator rips this guy in half," or "Clown head rolls on the ground." We don't want to give anything away on this film, but we're sure Spawn fans will love it, and those who don't know Spawn will surely have a great introduction to him, with the movie being their first hands-on experience.

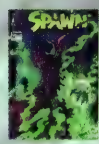
Plus, for all the Spawn nuts out there, Reiner saw the rough cut version that has an extra hour of footage that won't be in the film. Lucky dog.

"SPAWN IS NOT COLOR FORMS."



- **Angela** (Limited Series, December 1994-February 1995)
Written by: Neil Gaiman
Art by: Greg Capullo
Issues: 3

- **Angela/Glory: Rage of Angels** (Limited Series, 1996)
Issues: 1



- **Violator** (Limited Series, May 1994-July 1994)
Written by: Alan Moore
Artist: Bart Sears (1-2), Greg Capullo (3)
Issues: 3

- **Violator Vs. Badrock** (Limited Series, May 1995-August 1995)
Written by: Alan Moore
Art by: Brian Denham
Issues: 4



- **Spawn: Fan Edition** (Limited Series Available Only Through Overstreet Fan 1997)
Issues: 3

FILM:

- **Spawn** the motion picture (New Line Cinema - August 1997)
Directed by: Mark Dippe
Actors: Michael Jai White, Martin Sheen, John Leguizamo
Rated: PG-13

- **Spawn: The Animated Series** (HBO - May 25 1997)
Rated: R

TOYS:

- **Spawn** (Todd Toys/McFarlane Toys 1994-Current)
Series 1-7 Available Now, Series 8 Available June

- **Total Chaos** (McFarlane Toys 1996-Current)
Series 1 Available Now, Series 2 Available September

- **Spawn: The Movie** (McFarlane Toys)
Series 1 Available August

- **Monsters** (McFarlane Toys)
Series 1 Available Now

- **Kliss** (McFarlane Toys)
Series 1 Available August





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What's In Store From Midway

In the realm of third-party publishing there are few companies that publish as many solid games as **Midway Home Entertainment**. While their specialty is porting arcade hits from their sister companies **Williams/Bally/Midway** and **Atari Games**, they also bring out a number of classic collections and PC ports. The last half of 1997 looks to be a busy one for Midway as they will release twelve different titles through the remainder of the year.

Unfortunately, it seems that Midway is yet another company that has discontinued **Saturn** development, as **MK Trilogy** will be their last title for the Saturn. Another important fact to note is that **Quake** will feature a two-player split-screen deathmatch mode (as will **Doom 64 Absolution** when it is released in '98).

June

- **MK Trilogy** – Saturn

August

- **Atari Collection 1** – Super NES

September

- **Midway Collection II** – PlayStation
- **Robotron 64** – N64
- **Maximum Force** – PlayStation
- **MK Mythologies: Sub-Zero** – PlayStation

October

- **MK Mythologies: Sub-Zero** – N64

November

- **Rampage World Tour** – PlayStation
- **San Francisco Rush** – PlayStation & N64
- **Quake** – N64
- **Mace: The Dark Age** – PlayStation & N64
- **Gretzky 3D Hockey '98** – PlayStation & N64

1998

- **Doom 64 Absolution** – N64
- **B.I.O.F.R.E.A.K.S.** – N64 & PlayStation
- **Mortal Kombat 4** – N64 & PlayStation



Super Street Fighter Collection Coming

The next *SF* title to hit the consoles is not *SF EX* nor even *SF III*. Instead, we'll see the **Super Street Fighter II Collection** this summer for the **PlayStation** and **Saturn**. This two disc set contains **Super Street Fighter II**, **Super Street Fighter II Turbo**, and **Super Street Fighter Zero Alpha II**.

We've seen both of the *Super II*'s here in the states, but until now, *Zero Alpha II* existed only as an arcade game in Japan. The differences between *Zero Alpha II* and the others are minute, but the game does feature better graphics and a tag team game with two players against one enemy called the Dramatic Mode. **Capcom** is not yet sure whether this mode will make it into either home version, since it would require the presence of additional RAM (the **Saturn RAM Card** for example).



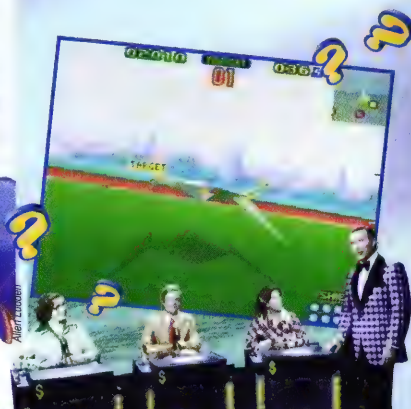
Riff Raff's Classic Video Game Page
www.best.com/~riffraff/vidgame.cgi

Riff's Classic Games site has great listings of ancient and rare video game cartridges, as well as scans of equally ancient magazine covers. Put on a wide-collar shirt and check it out.

VIDEO GAME TRIVIA

- 1 How many Punch Out titles were there for the NES?
- 2 What was the first console game to feature the FX chip?
- 3 How many dragons were there in Atari's Adventure and what were their colors?
- 4 Who is the voice of Sub-Zero in the Mortal Kombat animated series?
- 5 What console did Phantasy Star originally debut on?

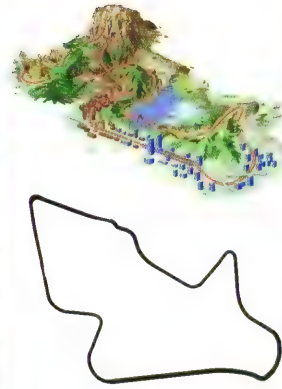
(Answers on the bottom of page 31)



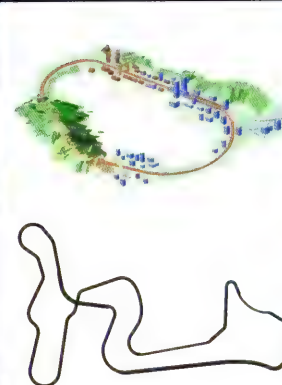
Name That Game!

This Shigeru Miyamoto game for the SNES never shipped. It was to use the FX2 chip. What game is it?

(Answer on the bottom of page 31)



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the more cash you accumulate. Use it to modify your existing car, or save it to finance a trickier, quicker ride. See the face on the hood of that car? His handsome mug was lacquered on with the Custom Paint & Team Logo Designer. No bolt was left untorqued in an effort to make Rage Racer the most realistic street racing experience. The only question is, how fast can you race to the store and buy it? **POWERED BY namco**



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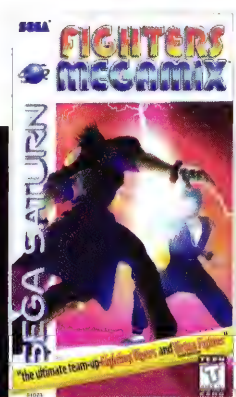


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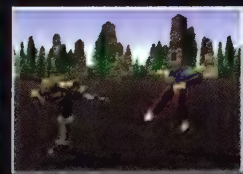
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Game Informer's



Editor's Top Ten Console Games for June

- 10 Turok: Dinosaur Hunter - N64
- 9 Mario Kart 64 - N64
- 8 Rally Cross - PS-X
- 7 Wild Arms - PS-X
- 6 Fighters MEGAMIX - SS
- 5 Triple Play 98 - PS-X
- 4 Soul Blade - PS-X
- 3 Tekken 3 - Arcade
- 2 FF VII - PS-X
- 1 Star Fox 64 - N64

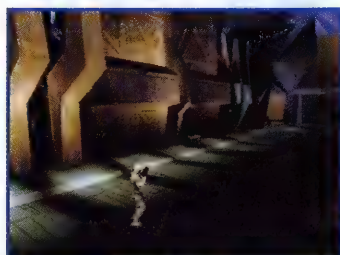
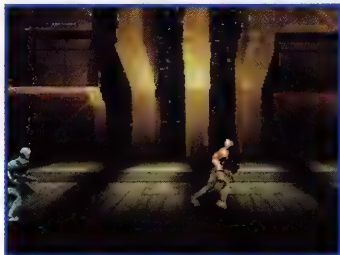
Reader's Top Ten Console Games for June

- 10 Tekken 3 - Arcade
- 9 Dragon Force - SS
- 8 Tomb Raider - PS-X
- 7 Need for Speed 2 - PS-X
- 6 WCW Vs. the World - PS-X
- 5 Fighter's MEGAMIX - SS
- 4 Doom 64 - N64
- 3 Super Mario 64 - N64
- 2 Mortal Kombat Trilogy - PS-X
- 1 Turok: Dinosaur Hunter - N64

Top Ten Goofy Game Titles of All Time

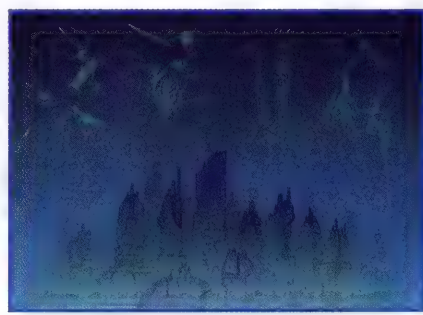
- 10 Bust-a-Move (sounds as painful as listening to the song)
- 9 Iron Angel of the Apocalypse: The Return
- 8 BRAHMA Force: The Assault on Beltlogger 9
- 7 Uncle Henry's Nuclear Waste Dump
- 6 Zombies Ate My Neighbors
- 5 AAAHH! Real Monsters
- 4 Super Alfred Chicken
- 3 Corpse Killer (A Little Redundant)
- 2 Golf Magazine Presents 36 Great Holes Starring Fred Couples
- 1 Spanky's Quest

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



New Info On Apocalypse Starring Bruce Willis

Pictures of **Activision's** new character-based action game, **Apocalypse**, are a little scarce, but information on the game is starting to leak out. It seems that the game revolves around a futuristic prison camp that Bruce's character helps you escape from. The reason for the escape is so that you can help him stop the Four Horsemen of the Apocalypse that are coming to destroy the planet. In typical tag-team style, Bruce will help you work your way through the levels, either through tandem-styled "cover me" sequences or **Contra**-styled all-out fire fights. To add to the dramatics, Activision has also worked in a moving camera so that gameplay can take place in full 360 degree, overhead, side, and chase views. Look for **Apocalypse** to come out on the **Sony PlayStation** this October.



Resident Evil 2 Delayed Again

Resident Evil 2 is obviously one of the most anticipated games of the year, and sadly it has hit another bump in its release schedule. *GI* previously announced a six month delay, which moved the release to December. Now the release date has been bumped again, this time to the first quarter of '98.

At this point, there are numerous rumors flying around that are incorrect, namely the fabricated March release date, as well as the reports that **Capcom** is unhappy with the gameplay features.

A Capcom representative has stated that the game is delayed once again because the team behind *Resident Evil 2* wants this game to be as good as it can possibly be, meaning instead of having an A title on their hands, they want to have a premier AAA title. Thus, the delay is more than likely due to new features being added, a better story, new animations, and so forth. But also, Capcom's U.S. division believes that, even if finished, *RE2* will be on hold through the entire holiday season. **Resident Evil** proved that a March release makes good business sense, and *RE2* will most likely prove the point once again.

As for those who still haven't played *Resident Evil*, it remains to be seen whether this latest delay will spark a return to production for the original *Resident Evil*. As for Saturn owners, Capcom is planning to release the original *Resident Evil* for the Saturn during the third quarter of '97. Capcom is also planning on bringing *Resident Evil 2* to the Saturn, probably a few months after the PlayStation version ships.



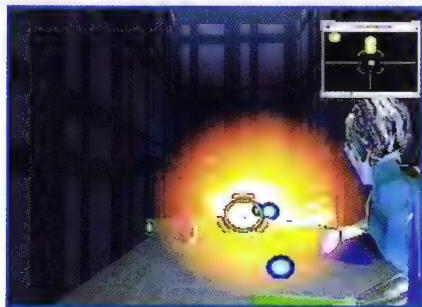
Gex 2 Coming This Fall



As reported by *Game Informer* in March, **Crystal Dynamics** is bringing **Gex 2** to the **PlayStation** this fall. Although the game is still far from complete, *Game Informer* has learned of some new developments.

Gex 2 will be done in a full 3D environment, created entirely of polygons and texture maps. At this point, much of the game is in parts since there are numerous teams working on different levels, character animations, and music, but next month *Game Informer* will have the full story on *Gex 2*. Until then, look at these pics and drool.



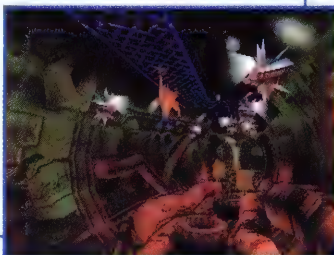



EA Reboots the PlayStation

EA has announced plans to publish **Reboot**. The game, based on the CG animated television series of the same name, has been in development for quite some time. In fact, the title was originally announced around the same time as the ill-fated **Shred Fest**. As for play-style, *Reboot* looks to be a 3/4 perspective (over the shoulder) shooter. Look for *Reboot* to hit the **Sony PlayStation** later this year.

Crash Bandicoot's Triumphant Return

Deep within the bowels of **Naughty Dog**, a development team of twelve interesting individuals has secretly been working on the **PlayStation's** gala action/platform sequel - **Crash Bandicoot 2/Cortex Strikes Back**. Neo Cortex's evil wrath is once again a plague to Crash and his fellow island buddies, and it will be up to you to save the day. *Crash 2* is a true sequel in the fact that it hasn't bowed down to become a completely submersive 3D action title. Of course, there will be multiple new game modes and environments, but the quest you'll be on is structured basically the same. Crash is now equipped with new moves including ducking and monkey bar swinging. New items and power-ups will either aid your quest or cause more chaos. For example, the new Nitro Crates are even more deadly than the original (and returning) TNT Crates. *Crash Bandicoot 2* is set for a fourth quarter release for the Sony PlayStation.



Are You a Cool Boarder Too?

Game Informer has uncovered some facts concerning **UEP's** upcoming sequel, **Cool Boarders 2**. The game will feature a two-player split-screen mode as well as ten courses that include a half-pipe, free riding, one make jump, vs. battle, and board park.

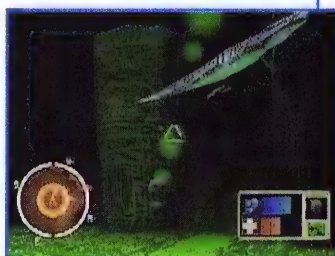
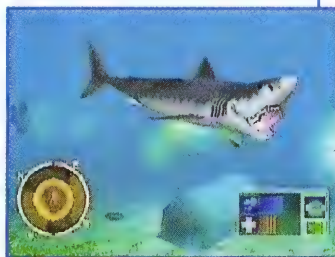
Sony will ship *Cool Boarders 2* in November.

Namco Discovers Some Treasures in the Deep

This September, **Namco** is going to publish **Black Ops' Treasures of the Deep** for the **Sony PlayStation**. This action-oriented game takes place below the ocean, and players are divers-for-hire, engaged in special missions that range from treasure hunting to underwater repair.

Sea creatures have specific alignments, ranging from kind to neutral to threatening. Animals can also become agitated when provoked, and any blood in the water will attract a horde of frenzied sharks. Players must also be careful which creatures they shoot, as endangered species bring heavy fines.

Numerous camera angles, different submarines, and robotic devices create a unique style of gameplay. *Treasures of the Deep* offers 12 levels that range from shallow bays to mysterious trenches that would scare even Jacques Cousteau. Watch for *Treasures* this September.



◆ **Kemco**, publishers of the upcoming **N64** game **Top Gear Rally**, currently have an **N64** snowboarding game in the works. While the title is still in the extremely early stages, the design document and demo is at **Nintendo** and awaiting final approval. If all goes well, it should be available sometime in '98.

◆ A few short weeks after the port of the original **Command & Conquer** for the **PlayStation** and **Saturn**, **Westwood** has announced that **Command & Conquer: Red Alert** is already in the works for the PlayStation. C&C is arguably the best real-time strategy game ever, and *Red Alert* is simply more of the same with new units and defensive structures. Westwood expects *C&C: Red Alert* to be available for the PlayStation sometime in late '97.

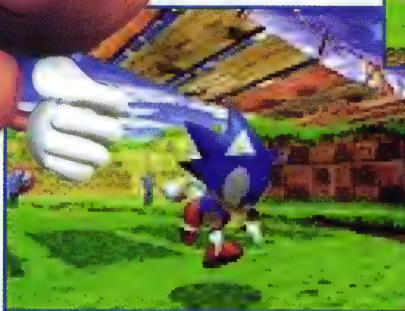
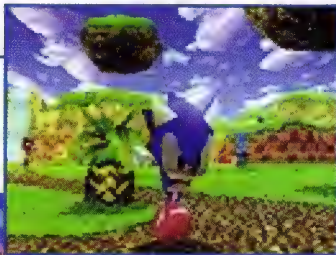
◆ **Rare** is currently working on a new game for the **Nintendo 64** tentatively called **Dream**. Rare is best known for developing the groundbreaking **Donkey Kong Country** titles for the SNES and **Kl Gold** for the **N64**. While little is known about this new title, it is rumored to be a 3D action/adventure game along the lines of **Marlo 64**. Look for *Dream* to be released before the end of the year.

◆ **Gametek** has announced that they will develop and publish **Wheel of Fortune** and **Jeopardy!** for the **N64**. The games are expected to retail at under \$50 and should be in stores by the 1997 holiday season.

◆ **Activision** has agreed to publish U.K. based **Merit Studios'** PlayStation title **Total Drivin'** in North America under the name **Grand Tour Racing '98**. The game boasts over 40 vehicles ranging from sports cars to rally buggies and 36 tracks in locations such as Moscow and Hong Kong. It will also support multi-player racing through a 2 to 4-player split-screen or the **Sony Link Cable**. The title is not likely to appear in North America until September.

◆ **Telegames** will publish six new Atari Jaguar titles. **Towers II**, **Plight of the Stargazer** (an RPG) and **Breakout 2000** (arcade redo) are now available for the Jaguar. Four additional titles - **Iron Soldier 2** (CD), **World Tour Racing** (CD), **Zero 5** (cart), and **Worms** (cart) - will be made available in the coming months. The Jaguar roars again? Hardly.

◆ Originally, **The Tick** promised to be one of **Fox Interactive's** biggest titles for 1997. Since that time, Fox has announced that *The Tick* has been taken off of their '97 release schedule. Billed as a satire of the entire gaming experience, *Tick* players would gain "zillions" of points, conduct conversations with icons in the corner of the screen and battle silly bosses, all while deciphering stupid plots. While *The Tick* is gone, with a slim possibility of a '98 release, it looks like Argonaut's **Croc** is here to stay (see pg.37). We only have one complaint. Since Argonaut Software is based in Europe, Fox Interactive cannot claim that their latest game is truly "American Maid."



Sonic Title This Summer

This August, Saturn owners everywhere will get a chance to relive some of the greatest Sonic moments of all-time in Sega's new title, **Sonic Jam**. This compilation disc will feature **Sonic 1, 2, and 3**, and **Sonic and Knuckles**, all of which debuted on the Genesis.

New to the game is a 3D world that you travel around in order to access the various options and games. As for a new and original Sonic game for the Saturn, we're still waiting for the rebirth of **Sonic X-Treme** which is likely to reappear at this month's **Electronic Entertainment Expo**.

EA & Nintendo Ink Deal

In the April issue of *Game Informer*, it was reported that **Electronic Arts** and **Nintendo** were at odds concerning development for the **N64**. Citing the high cost of cartridges as well as Nintendo's outrageous demands for licensing fees, EA made it known that there were no further plans to develop any software for the N64.

Unbeknownst to many employees, EA's Chairman and CEO, Larry Probst, was hammering out a deal with Nintendo. It can be assumed that with the timely threat of a pull-out, Nintendo realized the need for EA, particularly **EA Sports**. Therefore, it's assumed that Nintendo cut their licensing fees and offered up a sweetheart deal. Now EA Sports' plan is full speed ahead for N64 development. Although no titles have been announced, we can expect to see a number of trademark sports titles such as



NBA Live and **Madden NFL Football** released for the N64 by the summer of 1998. EA also stated that a number of entertainment titles are also being evaluated on a game-by-game basis.



Come and Join the Joystick Nation

Joystick Nation: How Video Games Ate our Quarters, Won Our Hearts, and Rewired our Minds is an interesting and original look at the history of video games. **J. C. Herz** is an excellent writer. Her sense of humor, her knowledge of video games, and her love for pop culture create a readable and entertaining account of video games from past to present.

Starting with Primitive Blips and ending with Sim Society, *Joystick Nation* merges history, politics, government, turn-of-the-century penny arcades and the junior high into a thoughtful piece on video game history. Here at *GI*, we've always felt that, along with movies and books and television, serious attention should also be given to electronic entertainment. Obviously we feel this way, or we wouldn't write a magazine every month. With recent stories in major periodicals such as **Business Week**, the opening of **GameWorks**, the amazing response to 32 and 64-bit gaming, and numerous psychological studies on the effects of video games, the tide is starting to turn. *Joystick Nation* proves to non-believers that video games are a world-wide cultural phenomenon. It also proves that video games totally rule.

Published by Little & Brown. 240 pp. Available June 11, 1997.

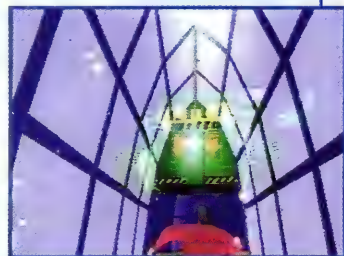


Introducing Blasto, Sony's New Action Star

Like the gold beneath Fort Knox, **Sony** has been keeping its blockbuster title, **Blasto**, tightly under lock and key. Not until a secret trailer video of the game surfaced in **PlayStation Underground Vol. 1** was *GI* given clearance to begin reporting on this title.

Although some claim *Blasto* is Sony's answer to **Mario 64**, the games are in fact very different. *Blasto's* control is 3D isometric, and unlike **Mario**, *Blasto* is set within outer space. Also, *Blasto* is most definitely aimed at a younger audience, those who might feel left out of the **PlayStation** experience.

Two noteworthy facts are that (1) *Blasto* is the first game being developed in Sony's new studios in Foster City, CA; and (2) it will be compatible with Sony's Dual Analog Joystick.



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Sony's 1997 Lineup

If you thought titles like *GameDay*, *Face Off*, *Cool Boarders* and *Crash Bandicoot* made 1996 a year to remember, just take a look at this lineup. All the following games should be released by Sony prior to Christmas.*

Sports

• **MLB '98** – August



Even though Sony lost the Pennant Race from this year's title, *MLB '98* looks to be a strong contender. All new polygon graphics, signature player moves and stances, stats tracking in 50 categories, and faster menus and gameplay make *MLB '98* one to watch.



• **NFL GameDay '98** – September

The best football game of '97, the new *GameDay* should see better sales with its polygon graphics and September release. Sony is really gearing up for a head-to-head battle with EA's *Madden*.



• **NHL Face Off '98** – October

Last year, Sony's icon passing was truly a revolution. What can they add this year? We'd like to see a lower scoring hockey game with better animation.



• **CART Indy Car World Series** – November

Sony went after the CART (Championship Auto Racing Teams) license for it's new polygon racer. Look for real Indy tracks and drivers in this, the first true racing sim from Sony.

• **NCAA GameBreaker '98** – November

Not much is known on this title, but it may incorporate elements of *GameDay '97*'s Total Control Passing. One thing we'd like to see improved is the unbalanced dominance of the special *GameBreaker* players. Nobody's that good.



• **NBA Shoot Out '98** – December

A timely release should help out sales of this title. The only complaint we have is the unrealistic stats. In last year's game, fouls were a non-factor and scores reached as high as 200. It's time Sony went for the sim on this one.

Entertainment

• **Steel Reign** – August

This hard-core tank action/combat game features great control and heart-stopping action. The "missile cam" that allows for the steering of projectiles is one of many standout features.

• **Bushido Blade** – August

The uncertainty of a U.S. release has ended. Honorable fighting, historic weapons and one-hit deaths characterize this most Japanese of fighters.

• **Intelligent Cube** – August

A 3D puzzle that will be brought over from Japan. Can it beat *Bust-a-Move 2*?

• **Armored Core** – October

Billed as a *Mechwarrior* meets *Twisted Metal 2*, armored combat suits allow players to run, slide and fly as well as (of course) kill.

• **Parappa the Rappa** – October

Described by Reiner as "W-w-w-weird," Parappa's a hip hop hero with a rappin' attitude. This musical puzzle game is short but may find a following amongst "party-gamers."

• **Jet Moto 2** – November

The first game was hard. Will the next *Jet Moto* offer a similar challenge? You can bet your bike on it.

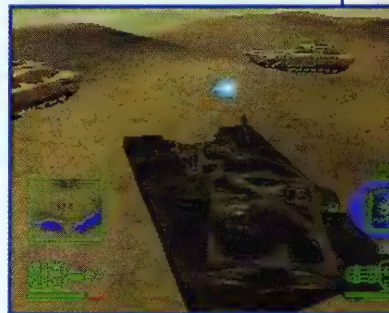
• **Legion** – November

Fans of the shooter genre take note: *Legion* looks to give *Contra*, *Reloaded* and maybe even *Blasto* some serious competition.

• **Tobal 2** – November

We never did defeat *Tobal's Quest* mode, but with dual analog support and a better Quest mode, *Tobal 2* will definitely continue the free-roaming 3D fighting revolution.

* See pp. 27-28 for information on *Blasto*, *Cool Boarders 2* and *Crash Bandicoot 2*.



Steel Reign...more power to the PlayStation.



Working Designs SPAZes

Working Designs announced the launch of "SPAZ," an affiliate label that will publish arcade shooters for the **Sony PlayStation** and **Sega Saturn**. Primarily focusing on "twitch" games, Working Designs/SPAZ's first title will be a U.S. translation of **Taito's RayStorm** for both the PlayStation and Saturn.

"Our goal is to rebuild the respect and sales of the shooting genre," states Working Designs. "We've long been fans of the shooting genre [and] we decided it was about time that shooters regained the respect they once had in the days of the **Genesis** and **SNES**."

Spaz's *RayStorm* translation is likely to appear by the end of this year.



MDK to Share the PIE

MDK for the **PlayStation** is moving along nicely. David Perry of **Shiny Entertainment** is of course developing *MDK*, but here's a little tidbit we bet you didn't know. **Interplay** now owns Shiny Entertainment, but Playmates has exclusive rights to any *MDK* sequel. Also, Playmates will only be distributing the game in North America, while Interplay will handle Japan and Europe.

GI also learned that Playmates is planning a big project for next March. **Soldier of Fortune, Inc.** is a TV show that will debut this fall (kind of like a non-cheesy **A-Team**). Playmates is currently developing a game that will use the *Soldier of Fortune, Inc.* license. The license will most likely include a line of action figures as well. Not many people know that in addition to games, Playmates handles all the **Star Trek** and **Turtles** action figures, as well as a horde of other popular toys.





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Video Game Trivia Answers:

- Two. Mike Tyson's name was dropped from the game after he was thrown in jail.
- Star Fox
- Three: Red, Green and Yellow
- 90210's Luke Perry
- The Sega Master System

Name That Game Answer:

Star Fox 2. It was like we had the world in our hands, only to have it ripped away.



Sega Offers Net Link Browser Upgrade

A new version of the Planet Web Net Link browser software will be available this month. Many of the new features will be cosmetic changes that streamline downloading and make surfing easier from a user's standpoint. Also included in the new software will be Frame support and Internet Relay Chat (IRC) capabilities for real-time chat.



Sega Unveils Net Link Gaming

Sega of America announced that it has finalized plans to release a variety of games for the **Sega Saturn Net Link** beginning this month.

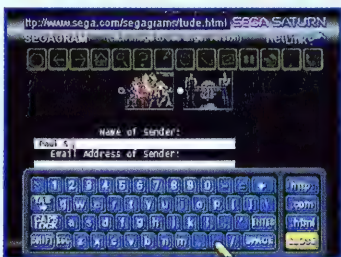
Originally debuted at last year's Electronic Entertainment Expo (E3), the Sega Saturn Net Link was promoted to be Sega's "Internet solution" by offering Saturn owners an affordable way to surf the expanses of the World Wide Web, as well as providing multi-player gaming experiences. So far, the Net Link has delivered with its **Planet Web** browser software; however, the gaming side of the Net Link has only come to fruition now, eight months after the Net Link's launch.

This month Sega plans on releasing two "Net Link Editions" of the previously available **Sega Rally Championship** and **Virtual On**. These games will not be sold at retail outlets. Instead, the two initial Net Link games will only be available directly from Sega. Another "Net Link Edition" game, **Daytona USA CCE**, will also only be available direct from Sega in October. Two additional retail games, **Duke Nukem 3D** (August) and **Saturn Bomberman** (October), will release later this summer as regular games with the new "Net Link-enabled" features.

Enabling the Net Link to play these games will be a familiar experience to some gamers as it utilizes **Catapult's X-Band** technology that was first introduced to the 16-bit consoles a few years ago.

Familiar X-Band logos and menus will greet Net Link players who seek to play on-line competitors. The Net Link will only support "point-to-point" gaming which requires one Net Link gamer to call another Net Link gamer to activate the chosen game. Gamers will be assisted in finding gaming competitors by the **Net Link Zone**, a database of Net Link gamers that can be searched by various topics including favorite games and, most importantly, location. The "point-to-point" Net Link system requires one of the two Net Link players to call the other, so calling a gamer in another city will require a long distance phone call along with the accompanying toll charges.

As of April, the Net Link has seen a fairly limited install base with only 15,000 units sold. Connecting with another Net Link gamer may become quite a hindrance to those users who live in an isolated area or want to play a game with someone thousands of miles away. However, with the announced games on the way, Sega hopes that more users will take the plunge with the Net Link, expanding the unit's appeal to the gaming community.



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MATURE
M
AGES 17+
CONTENT RATED BY
ESRB



A lot of people have a problem with the violence in video games.

We, for example,
feel it hasn't been realistic enough.

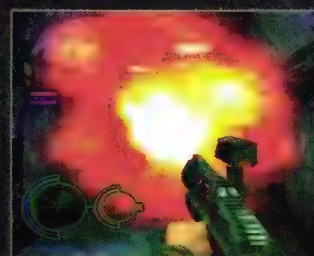
CODENAME **TENKA**[™]

An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them from putting man at the top of the extinction list. This is the real deal. This-is-the-baddest-most-realistic-kill-or-be-killed-switching-to-fully-automatic-how'd-you-like-a-nuclear-rocket-up-your-butt?-did-I-just-feel-someone's-brain-splatter-on-my-face?-corridor-shooting game ever built.

CODENAME: TENKA gives you features you just can't get in Dark Forces[™] and Final Doom[™]:

- ▲ Fully 3D playfield and enemies in a smooth non-pixellating environment.
- ▲ Freedom of movement to look up & down, jump and crouch while moving.
- ▲ Laser sighting on your gun to target more effectively.

With terrific light sourcing, fluid controls, non-stop action and superb graphic quality, Tenka will blow you away.



"Makes the flat, pixellated characters in titles like Doom and Alien Trilogy pale by comparison." — *PSExtreme*

"...redefining the state of console shooters as we know them." — *Next Generation*

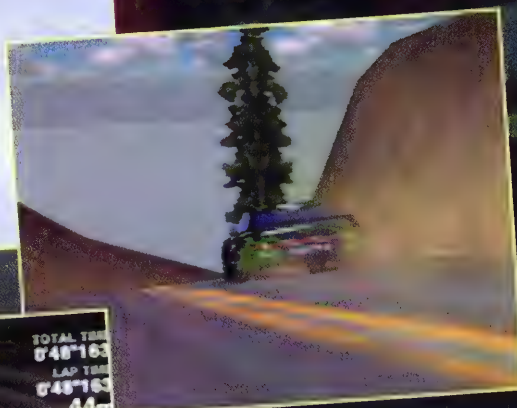
"This one kicks butt!" — *GamePro*



TOP GEAR RALLY

An N64 Racing Revolution

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Nine Cars and Four Tracks (With Several More Hidden), Real-Time Physics and Weather Conditions, Paint Shop Mode, Four Camera Views, Drifting, Car Upgrades, Controller Pak and Rumble Pak Compatible, 2-Player Split-Screen
- **Created by:** Boss Studios for Kemco
- **Available:** Mid to Late August for Nintendo 64



Top Gear Rally by Boss Studios promises to be the first true racing simulation for the Nintendo 64. Both Super Mario Kart 64 and Cruis'n USA are modeled to be arcade racers with very little user interference before racing; whereas Top Gear Rally relies on the user to build and customize their own car before hitting the streets. With real-time car and weather physics, the adjustable settings feature becomes a necessity for those trying to grab the gold in the Championship Mode.

Top Gear Rally is packed with several other game modes where players can give their customized vehicles a test run. In the Practice Mode, you'll have the chance to rent new upgrades for your car without having to win a race in order to purchase them. The Time Attack Mode will allow you to race against your previous races, courtesy of the ghost car, and the always exciting Versus Mode is used for two-player duels.

Boss Studios and Kemco stated that Rally will feature nine cars and four tracks with several more hidden within. Racing will require players to drift through turns, use the rear-view mirror for blocking, and adjust their cars' physics to the current weather conditions. Top Gear Rally is due in August, saving will require the Controller Pak, and for the true experience, the Rumble Pak is also a necessity.

DARK RIFT™

- Size: 64 Megabit
- Style: 1 or 2-Player Head-to-Head Tournament Fighter
- Special Features: 8 Characters (At Least One Hidden Character), Practice Mode, Combos, Special Attack Button, Throw Button, Block Button
- Created by: Kronos for Vic Tokai LTD
- Available: Now for Nintendo 64

► **THE BOTTOM LINE** **6.5**

Dark Rift's plot is a cross between a really bad late night science fiction movie and the old He-Man cartoons. At the dawn of the universe's creation, three keys were made for the light, core, and dark dimensions. The holders of these keys can cross between dimensions and the one who holds all three will gain ultimate power. Currently, the key to the core dimension is up for grabs through a tournament held by the core's despotic ruler, Sonork, who hopes to lure the owners of the other keys to his realm.

Dark Rift is probably the most amalgamated fighting game we've seen. It features the teleport moves and block button of Mortal Kombat, a number of moves straight out of Street Fighter, the hyperactive combo attacks of Killer Instinct, the foreground/background evades of Toshinden, and the running slide moves and pounces from Tekken.

Dark Rift's most unusual feature is its special move button. Somehow it would make more sense to call it the Street Fighter button because this is where almost all of the fireballs, rapid kicks, and other SF-style moves are initiated.

The regular attacks are relegated to three of the c-buttons. The fourth c-button is for blocking. Two buttons are for horizontal and vertical attacks and a third is for kicks. Combos rarely exceed more than eight hits but are highly reminiscent of Killer Instinct in their speed and ferocity.

Dark Rift is, without a doubt, one of the top three fighting games on the N64. Oh... wait a minute. Well, if you want more useful information than that, you better have a look at the reviews. At the very least, Dark Rift is a pretty game that tries very hard to have a little bit of everything.

**Demon
Spawn
and
Cyber
Soldiers
Take it to
the Man**

ANDY, THE GAME HOMBRE

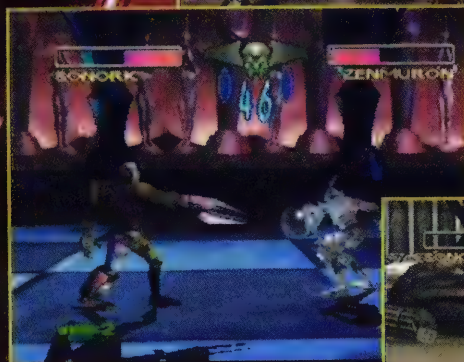
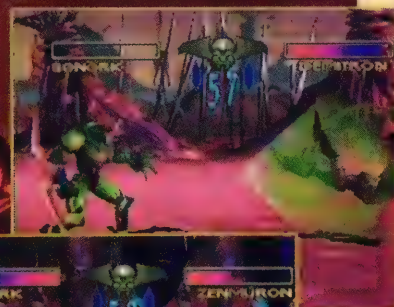
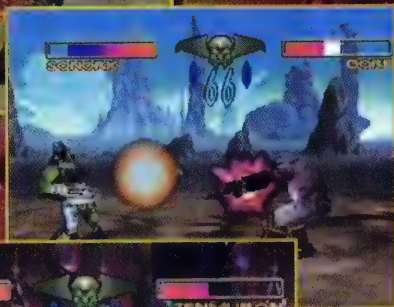
- Concept:** 7 "Considering the girth of Nintendo's game library, the addition of Dark Rift does help the N64's almost anorexic product line, but I would
- Graphics:** 7.75
- Sound:** 7 have to say this game is more like junk food than a balanced meal. The
- Playability:** 7 characters are interesting, and the
- Entertainment:** 6.5 graphics are pretty good, but the lighting is only mediocre. I would have to admit that if you buy this game you probably won't be disappointed; however, Dark Rift does lack the personality and balance of a top-notch fighter."
- OVERALL:**
7

PAUL, THE GAME PROFESSOR

- Concept:** 5 "A projectile attack, a throw, and a few combos. That's my basic description of this very atypical fighter. Many of the human fighters
- Graphics:** 7 look really cool, but the "alien" creatures are fairly rough and have too much of the polygon look for my taste. The animation is pretty solid. However, when it's mixed with the side-step and the throws are poorly incorporated. The one thing I find that may be noteworthy is that the game is pretty challenging, but this hardly makes up for the other problems I have mentioned."
- Sound:** 7
- Playability:** 8
- Entertainment:** 4.5
- OVERALL:**
6.25

REINER, THE RAGING GAMER

- Concept:** 6.25 "For a fighting game, this title is definitely a loser. The gameplay mechanics are simplistic and very limited, the options available are only a Practice and Tournament mode, and the moves and combos in combat are vague and unimaginative. The only redeeming factor found in this title is the dynamic graphic display, and while this is an impressive sight, it still doesn't help the combat since the animation is fairly choppy. I had high hopes for Dark Rift. Unfortunately, it turned out weak."
- Graphics:** 8.5
- Sound:** 6.5
- Playability:** 6.5
- Entertainment:** 4.25
- OVERALL:**
6.5



NUCLEAR STRIKE

THE SEQUEL TO SOVIET STRIKE™

EA's Strike Saga Continues

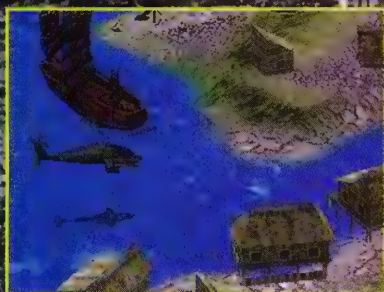
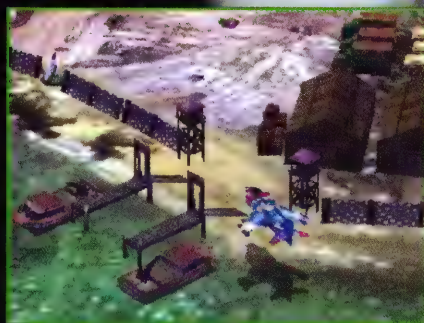
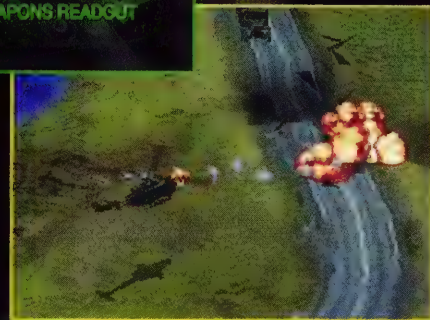
The development team behind Electronic Arts' Soviet Strike had the daunting task of reinventing the classic 16-bit Strike series for the discerning 32-bit gaming world. The new Strike gaming curve was set with last year's release of Soviet Strike and will continue into battle with the next installment – Nuclear Strike. Set to hit the Sony PlayStation in September (October for PC), Nuclear Strike's development team will continue on the gaming curve by offering a host of new features and improvements while still retaining many aspects that made the original one of Game Informer's favorites.

Nuclear Strike continues the covert military and intelligence operations of the Global STRIKE Team. General Earle, Andrea Grey, and the rest of the STRIKE Team move on to mountains, jungles, and cities within the Asian theater for five new campaigns. As the point-man and pilot for the STRIKE Force, the player will again conduct a long series of difficult missions where strategy and a quick trigger finger go hand-in-hand. However, unlike Soviet Strike, the player will not be confined to jockeying an Apache attack helicopter. As a feature that originated in the 16-bit Jungle Strike, players can climb aboard a Harrier jet, Abrams tank, or a host of other air and ground-based vehicles. Nuclear Strike's missions will require specific vehicles to complete various objectives. While the final number of playable attack vehicles hasn't been set, ten to fifteen are being considered for inclusion.

Along with the variation of vehicles will come a wide variety of weapons and "piloting strategies." New to Nuclear Strike will be a modified weapon aiming system that will assist in target acquisition. Newly added top-down radar and compass indicators will further assist navigation and should eliminate the needless switching between the map and playing screen.

The changes will most likely not stop there since the development team has at least four more months to finely tune Nuclear Strike for its fall release. Keep your eyes on these pages for additional information on this game's progress.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Combat
- **Special Features:** 10 to 15 Playable Vehicles, Top-Down Radar, Adjustable Weapon Packages, 5 Combat Areas With Multiple Sub-Missions
- **Created by:** Electronic Arts
- **Available:** September for Sony PlayStation

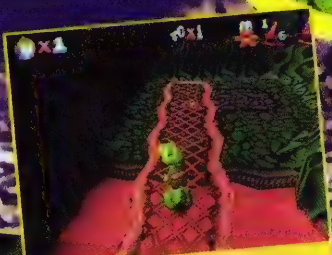


CROC

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Platform
- **Special Features:** Stunning Polygon Graphics, Full Roving 3D Environment, Classic Cartoon Sound Effects, Multiple Jumping Styles, Player Controlled Croc Cam, Ice and Wind Effects, Compatible With Sony's Dual Analog Joystick, 50 Levels
- **Created by:** Argonaut Software for Fox Interactive
- **Available:** Early 4th Quarter for Sony PlayStation, Saturn Version to Follow



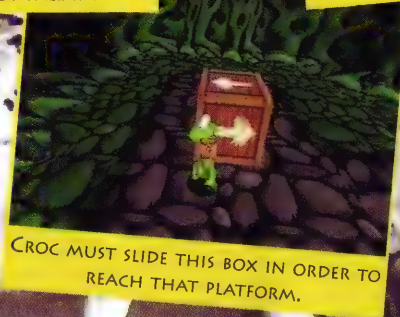
THAT WATER LOOKS COLD. BETTER NOT FALL IN.



WHERE TO NOW, CROC?



CROC CAN ALSO RIDE BALLOONS.



CROC MUST SLIDE THIS BOX IN ORDER TO REACH THAT PLATFORM.



CROC CAN GO HAND-OVER-HAND ALONG THESE ELEVATED CAT-WALKS.



RESCUE YOUR CAGED FRIENDS BEFORE YOU REACH THE GOAL.

FOR MONTHS, RUMORS OF ARGONAUT'S ANSWER TO MARIO 64 HAVE BEEN RUMBLING THROUGHOUT THE ENTIRE GAMING INDUSTRY. AFTER THE GAME'S UNVEILING AT THE TOKYO TOY SHOW, A FEW SHOTS STARTED TO POP UP AROUND THE STATES. GAME INFORMER WAS THE FIRST MAGAZINE TO ACTUALLY PLAY THE TITLE THAT FOX INTERACTIVE HAS TENTATIVELY CALLED CROC.

THE GAMEPLAY IS A CREATIVE MIX BETWEEN GEX, CRASH, SONIC AND MARIO 64: GEX BECAUSE OF CHARACTER DESIGN AND COMIC SOUNDS, CRASH BECAUSE OF SKILLED JUMPING AND BOX SMASHING, SONIC BECAUSE OF CRYSTAL (RING) BASED HEALTH, AND MARIO 64 BECAUSE OF THE FULL ROVING 3D ENVIRONMENT. THERE ARE GOING TO BE FIFTY LEVELS OF GAMEPLAY. THE KEY TO DEFEATING A LEVEL IS FINDING AND FREEING ALL OF CROC'S GOBBO ISLAND FRIENDS. KEYS CAN BE FOUND THAT UNLOCK THE CAGES, AND ALTHOUGH PLAYERS CAN DEFEAT LEVELS WITHOUT FREEING ALL OF CROC'S FRIENDS, EACH ANIMAL MUST BE FREED BEFORE THE ENTIRE GAME CAN BE DEFEATED.

SINCE PLATFORMS, CAVES AND PASSAGES ARE HIDDEN THROUGHOUT THE LEVELS, FINDING ALL THE KEYS WILL NOT BE EASY. TO HELP OUT, PLAYERS CAN ACTIVATE THE "CROC CAM." BY HOLDING A BUTTON, PLAYERS CAN LOOK THROUGH THE EYES OF

CROC TO PEER OVER LEDGES OR SPOT HIDDEN CAVES AND PLATFORMS. GAMEPLAY TAKES PLACE IN ONE OF THREE OVER-THE-SHOULDER PERSPECTIVES.

DEATH COMES IN ONE OF TWO WAYS. AS IN ANY ACTION/PLATFORM GAME, FALLING OFF OF A CLIFF MEANS INSTANT DEATH; BUT LAVA, ICE WATER, AND ENEMIES WILL NOT KILL CROC IF HE HAS AT LEAST ONE CRYSTAL. WE DON'T KNOW IF 100 CRYSTALS GRANTS A FREE LIFE, BUT WE DO KNOW THAT ONE HIT CAN ROB CROC OF ALL HIS CRYSTALS. CROC'S ATTACKS INCLUDE A SPINNING TAIL ATTACK AND A 180° EVASIVE MANEUVER. IN ADDITION, THE GRAPHICS PUSH THE PLAYSTATION TO ITS LIMITS. EVEN WHILE USING THE CROC CAM, THERE IS LITTLE TO NO POLYGON TEARING OR DROPOUT, AND THE INCREDIBLE DEPTH OF COLORS LEND A CARTOON FEEL TO THE GAME. KEEP YOUR EYES ON THIS ONE.



OH MY STARS.



FOLLOW THE GRAY BRICK ROAD.



WHAT'S INSIDE THE BOX CROC?



LOOK! IT'S ME! CROC!

SUB-ZERO

The Next Chapter

Mortal Kombat 4 is the bookend to the right, and Mortal Kombat Mythologies: Sub-Zero is the bookend to the left. If you play MK4, you'll want to play MK Mythologies for answers to the questions in MK4, and vice versa. With the arrival of this title, the whole Mortal Kombat universe will forever be changed. Mythologies will answer the most crucial questions in MK history including how Rayden obtained his powers, why Scorpion hates Sub-Zero, and who is pulling Shao Kahn's chains.

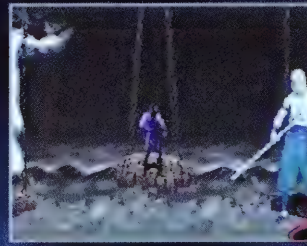
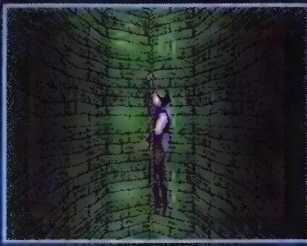
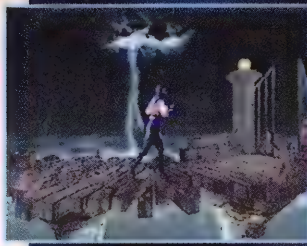
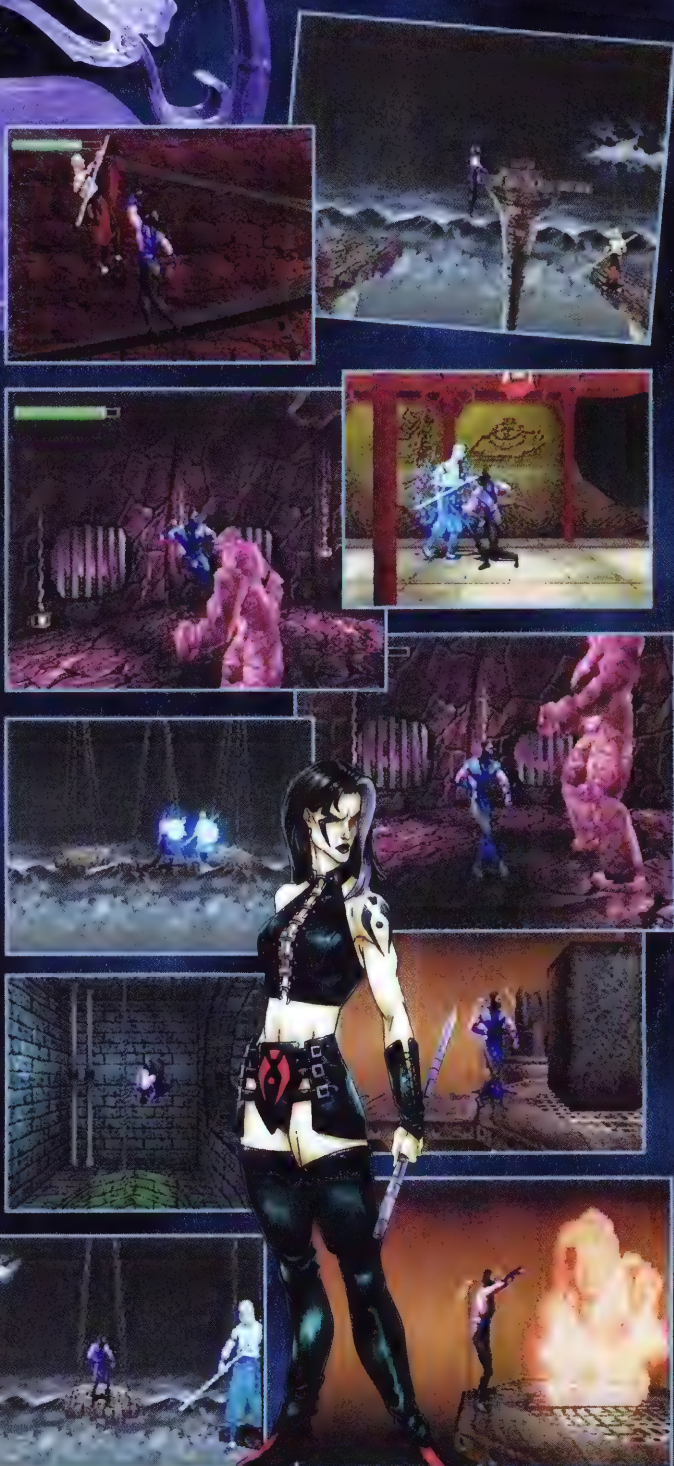
The entire quest in this, the first Mortal Kombat action/platform title, closely follows the trials and tribulations of Sub-Zero. This is an action game, and only your skills obtained from the MK series will allow you to unlock the mysteries within. Many of the classic controls and moves for Sub-Zero are present, only now, instead of simply freezing an enemy and taking them down in two rounds of combat, you'll have to avoid obstacles, make crucial jumps, and survive assaults from enemy after enemy, all while protecting the little life you have.

The level designs and backdrops are dark but extremely beautiful. Significant Outworld locations and scenes consume this disc, and at the end of each and every level you'll need to defeat a massive Mortal Temple Guardian to proceed to the next world. We believe that Sub-Zero's ultimate goal is to obtain the Lost Amulet from the new Mortal Kombat bad-boy, Shinok, who is also the last boss in MK4.

The new moves acquired for action/platform play are very similar to those in Flashback, and even Mario 64. For the first time, you'll now see Sub-Zero grab onto a ledge and pull himself up, slide down a rope, and twirl in a gust of wind. Granted, you will not be able to move in three-dimensional space since you are tethered to a 2D track, but the game does make some 3D movement into the fore and backgrounds.

Mortal Kombat Mythologies: Sub-Zero is a fresh new action/platform game that will appeal to fans of this genre, and more importantly to the legions of MK followers. Look for this title on the PlayStation this September, with the N64 version following in October.

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Thirty Enemies, Eight Worlds, Detailed Cinematic Sequences, Typical Mortal Kombat Controls and Special Moves, Three-Dimensional Environments, Dangerous Level Traps, Blood
- Created by: Midway Home Entertainment
- Available: September for Sony PlayStation (October for Nintendo 64)



Originally developed in Japan by Media Vision, Wild Arms is a role-player's dream come true. It may not have the beauty and graphic quality found in Final Fantasy VII, but it is one of the most complex RPGs to surface on any high-end console. Using traditional miniature mangaesque character designs, colorful backdrops, and an enchanting medieval score, Wild Arms has the visual appearance of any classic 16-bit RPG. The 32-bit PlayStation power is used for texture detail, clarity of sprites, polygon battle sequences, and most importantly the length of the quest.

A magical tear drop and time-shifting pocket watch to overcome obstacles. You'll need to shuffle through these characters on the fly to successfully spelunk a deadly cave, infiltrate a castle, or open a locked tomb. All of these characters are also equipped with a run and throw button.

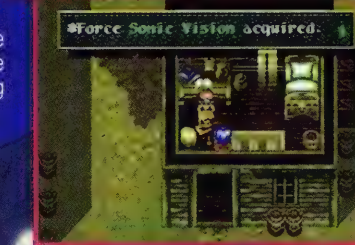
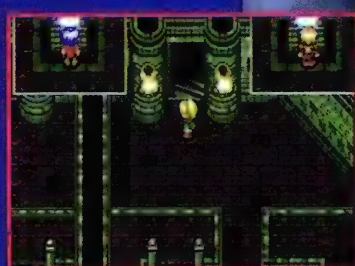
The turn-based combat in Wild Arms is very similar to Final Fantasy and characters will have to equip runes to unlock certain powerful attacks and magical assaults. The diorama and characters within combat are all polygonal, and well animated to say the least. As in the walking scenes, all of the characters have their own abilities in combat as well. Rudy uses the Arm cannon to blow away any competition, Cecilia summons magic power from her sorcerer's book, and Jack hacks and slices with majestic sword attacks.

Of course all the classic RPG elements of buying new weapons, gear, and items for the party are included in the quest. And as you slowly but surely explore most of the land, you will be granted robotic roving golems that help you maneuver past blocked areas and new zones.

Wild Arms is an enormous RPG with a revolutionary game style that should attract gamers from far and abroad to challenge the forces of evil, save the day, and solve the riddles of this puzzling quest.

Role-Playing at its Finest

Wild Arms



▶ THE BOTTOM LINE **8.75**

- Size: 1 CD-ROM
- Style: 1-Player Role-Playing Game
- Special Features: Three Playable Characters, Alternating Missions and Storyline, Huge Transport Golems, Tricky Puzzles, Run and Throw Button, Magical Attacks, Force Meter Attacks, and Rendered Turn-Based Combat
- Created by: Media Vision for Sony Computer Entertainment America
- Available: Now for Sony PlayStation



REINER, THE RAGING GAMER

Concept:	9.25	"Wild Arms doesn't present the leap in visual appearance from 16 to 32-bit like Final Fantasy VII, but really, it doesn't matter that this title doesn't have the best graphics around. The main reason we play RPGs is for a dynamic story, a long quest, and great combat. Thankfully, Wild Arms has all of this and much more. The gameplay couldn't have been done better, and the mix of action, exploration and intense polygonal combat is truly amazing. Wild Arms is a well polished RPG that touches on gameplay features from Zelda and Final Fantasy. RPGers should not miss this epic quest."
Graphics:	8.25	
Sound:	8.25	
Playability:	9.5	
Entertainment:	9.25	
OVERALL:	9	

ANDY, THE GAME HOMBRE

Concept:	8	"With the imminent release of FF VII this fall, gamers everywhere are tingling with RPG anticipation. Luckily, Sony is giving us all a great game to hone our RPG skills before FF VII's release. Not only does this game look good, it plays great as well. The story is entertaining, though it is a tad predictable, and the battle interface is fast and funous. I really like how Sony has meshed in elements from Zelda to give the game more action in the overhead sequences. This is a solid game that will keep you playing for weeks with its huge bosses, fantastic cut-scenes, and awesome battle sequences."
Graphics:	8.75	
Sound:	8.5	
Playability:	9	
Entertainment:	9.25	
OVERALL:	8.75	

PAUL, THE GAME PROFESSOR

Concept:	8	"Wild Arms has a considerable amount of classic RPG elements. From menus to magic, I found it very similar to games like Zelda, Shining Force, and Chrono Trigger. Although the game doesn't appear too original on the outside, the combination of nice polygonal battles and interesting arcade-like mini-quests make it meaty on the inside. Considering the other RPGs available for PS-X, Wild Arms is a huge step forward. Hours of play should pacify you until FF VII arrives in September."
Graphics:	8.5	
Sound:	8	
Playability:	9	
Entertainment:	8.5	
OVERALL:	8.5	

TIME CRISIS

Namco's Answer To Virtua Cop



- **Size:** 1 CD-ROM
- **Style:** 1-Player Gun Game
- **Special Features:** Packed With Namco Guncon, 3 Levels From The Arcade (Plus 1 New Hidden Level), Bosses, Story and Time Attack Mode, Interactive Backgrounds
- **Created by:** Namco
- **Available:** September for Sony PlayStation



Use the action button...

...to dodge enemy attacks.

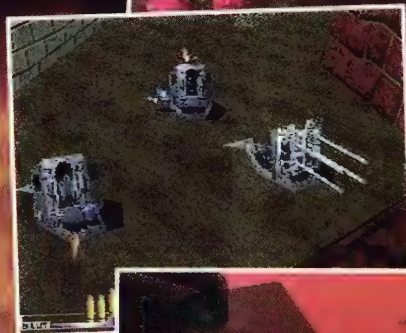
The evil Sherudo Garo has kidnapped Rachel, the daughter of the President of Sercia, and is holding her hostage in his castle. He is demanding military secrets in exchange for her life. As the hero, Richard Miller, you have until sundown to stop this madman. The fate of the world depends on how fast and how accurately you can take down Sherudo and his legions. Welcome to the world of Time Crisis.

Based on the popular arcade game of the same name, Namco plans to bring Time Crisis to the PlayStation this September. For those of you who are unfamiliar with the arcade version, it features an innovative pedal that brings the action to life. When you release the pedal, the player takes cover behind various objects on-screen, either around a corner or behind a car. Then, when you press down on the pedal the player springs from behind the cover and the blasting begins.

The home version works in the same way, but will be packed with Namco's new light gun, the Guncon. It features two buttons on either side that are used instead of the pedal to control the on-screen action. The Guncon is also the most accurate light gun ever created for home use. By tapping into the video signal from the PlayStation, the Guncon matches the video signal with what it sees on-screen to give the player dead-eye accuracy.

The game features three levels of intense gun action that can be played in either Story or Time Attack Mode. As with any Namco arcade translation, this game also features a hidden bonus. If you can defeat the standard three levels, a new level will open for the player to defeat.

Until this game is available in September we suggest that you practice up in the arcades, because you'll need an eagle eye and a twitchy trigger finger to meet the challenges of Time Crisis.



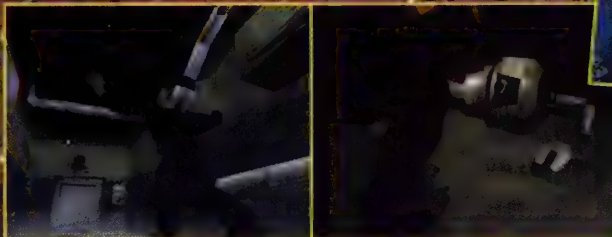
Here is a glimpse of the new hidden level.



Who Am I? Where Am I? And Where Did This Plot Come From?

OverBlood

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action-Adventure
- **Special Features:** Multiple Camera Angles (Including First Person), Three Characters, Play as Two at a Time, Memory Card Save at Any Point in the Game, Polygonal Characters Similar to Resident Evil
- **Created by:** RavenSoft Inc. for Electronic Arts
- **Available:** Now for Sony PlayStation



Pipo tries to protect you from harm and pays the ultimate price.



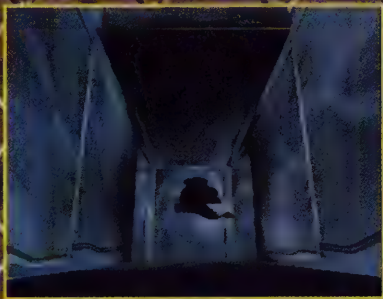
You awaken to the chilling cold of a cryogenic chamber, and you don't know who you are. The second you're on your feet the clock is already ticking, as you need to warm the place up before you freeze to death. Not a bad way to start a game where time is your worst enemy. As the game moves on you discover an evil virus loose in the compound, a virus that corrupts people's DNA and turns them into evil mutant monsters.

You contract this virus and therefore must move quickly in order to discover who you are and whether or not there is a cure. Fortunately your quest is not a lonely one and you will discover two companions. One is a loyal and obnoxiously cute maintenance robot named Pipo and the other is Milly, a woman who seems to suffer from the same state of amnesia that you do.

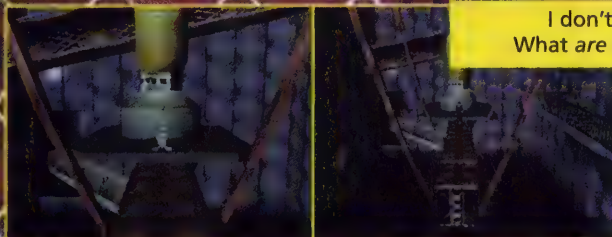
It doesn't take too long to notice Overblood's uncanny resemblance to Resident Evil. The characters are all polygon-based and your quest to figure out what's going on while battling mutant freaks brings about a pretty severe case of déjà vu.

However, there are many differences between the two. Battling enemies now takes a back seat to solving puzzles, and you will spend a lot more time looking for crucial items than conserving ammo. You can also play as two characters at once, which adds a whole new dimension to solving puzzles where one character will have to find a way to help another character out of a jam. The plot, while not very innovative, does hold your interest and you'll want to finish the game just to figure out what's going on.

Despite the obvious comparison to Resident Evil, Overblood is very much its own game. People who enjoyed Resident Evil for the puzzle solving, but found the action to be a little too heavy, should definitely check this game out. Otherwise, have a look at what our reviewers have to say.



I don't know Pipo.
What are those suits for?



Earthquake? What earthquake?...AHHH!!!

JON, THE GREEDY GAMER

Concept: 7.25 "If Resident Evil 2 was coming out anytime soon, I don't think we'd have even seen this game. But in comparing the two games, they are quite different. There's not a lot of action in Overblood. Also, being able to save an infinite amount of times at any point in the game seems to be cheating. With little true fighting, and the save anywhere option, it won't take long to solve Overblood. Unfortunately, the puzzles and storyline are fairly linear, and it's usually obvious where to go and what to use. But I really like the ability to change characters, and a few puzzles involving the character changes are exceptionally creative. But overall, Overblood provides only a mild taste of pleasure."

OVERALL:
7.25

REINER, THE RAGING GAMER

Concept: 7.25 "Overblood definitely has a rare spark of imagination that drives this title into a class of its own. This game's main focus is presenting a complicated sci-fi story; the action is not the main source of entertainment. Interestingly enough, Overblood isn't plagued by tons of combat or tricky puzzles. The interface has the player find an item and then use it. After completing one of these tasks, a brief story intermission or climatic plot build or resolve will take place. To me, this title comes across as the next breed of the point and click adventure games. The gameplay is similar, only now you have complete control over the character in a 3D environment. 'Quest' gamers only."

OVERALL:
7

ANDY, THE GAME HOMBRE

Concept: 7 "In a number of ways this game plays a lot like Resident Evil, because you cruise around a strange world and look for clues and items that help you solve a quest. However, this is where the similarities end. Unlike Resident Evil, there is little action in this game. Yes, there is an occasional fight, but nothing terribly exciting. I do like the multiple characters and the different views, but this game offers nothing that is revolutionary. This is a good quest game, but it's no Resident Evil. Definitely rent this one first."

OVERALL:
7.25

▶ THE BOTTOM LINE 7.25

Castlevania's Triumphant Return

Dracula X Nocturne in the moonlight



- **Size:** 1 CD-ROM (With Additional Music CD)
- **Style:** 1-Player Action/Adventure
- **Special Features:** Special Character Move Power-Ups, Multiple Weapon and Armor Upgrades, Magic Spells, Morphing Abilities, Special Combat Side-Kicks, Level Map, Item and Weapon Shop, Beautiful Sprite Graphics, Memory Card Save
- **Created by:** Konami
- **Available:** Now in Japan, August for U.S. Sony PlayStation



MISSING due to a two year hiatus, Konami's instantly popular action title, Castlevania, has risen from its grave to re-introduce the fascinating tale of the Belmont family and their struggle against Dracula to a new generation of gamers. This high-end offering soars above and beyond anything that has ever been done in a Castlevania game, and for the first time, the quest will not unravel through an action/platform scenario. Instead, in *Dracula X: Nocturne in the Moonlight*, you'll be required to explore the entire world of Castlevania room by room. There is not a level end at which to take a breather, and any gratification you acquire will be the result of your use of wit and skill. If you are good enough, you will unlock the secrets of Castlevania, but if you are not, you will be banished for eternity to the confines of the grotesque and the ghastly.

Dracula X: Nocturne in the Moonlight is to say the least, the largest Castlevania ever. Even though the graphics have stayed true to their sprite-based ancestors, the game has been seasoned with 32-bit effects and sound. Every once and awhile you'll be greeted by a polygon object or background, but for the most part, you'll be conducting your exploration through painted backdrops, sprite rooms and platforms. Predominantly, the sound is eerie and entrancing, although a Kenny G-like sax does ring through at times. Since this game has a story, you'll encounter and interact with other major characters. The interaction is done beautifully with voice-overs, caption boxes, and on-screen movements.

Castlevania has always been known for its vigorous gameplay and unique whip attacks and moves. For the first fifteen minutes of gameplay these values hold true, and the player takes on the role of vampire hunter John Morris, returning to action from the last adventure, *Castlevania: Dracula X* for the SNES. Shortly after this brief teaser, you'll lose control of John and his articulated whip (which is very similar to the one in *Castlevania IV*), as he transforms into your mortal enemy. You now control the deadly vampire Alucard. This undead warrior is the most deadly Castlevania character ever, and as you advance through the game you'll find items that will enable him to morph into different forms, cast spells, and summon different creatures to aid in your cause.

The structure of this title is all out of whack for true Castlevania gamers, mainly because it's no longer level to level. Instead of saving enough life and power-ups for one end-level boss, you'll now need to carefully manage your inventory throughout the entire game. All the health power-ups are limited and certain items can only be used once. Players will have to use these items sparingly, even if it means dying on a powerful boss to figure out his or her pattern.

Now that Konami has changed Castlevania's style into an enormous adventure, the basics of action/platform games cannot be used. Instead, Konami has incorporated RPG elements, like experience and level gaining, to enable the player to take on the more deadly enemies that await them further in the castle. Konami has even added weapons and armor with different abilities and characteristics.

Throughout gameplay you'll run into rooms that are locked, hallways that are magically sealed, and jumps you cannot make. If you are successful in thoroughly searching each room, you'll locate certain items that will grant you access to these areas. For example, beating the griffon boss will give the player ghost wings that enable you to double jump and reach higher platforms that were previously unreachable. These key character enhancements are located all over, but they won't get you through everything. There are also items hidden within the castle that will allow the character to morph into a bat (for long distance flying), a wolf (for running faster), or a mist form (allowing Alucard to seep through metal bars). Other items will give the player the ability to cast deadly spells and summon creatures to your aid. If you need health, call upon the health fairy; if you need more fire power call upon the floating sword.

Dracula X: Nocturne in the Moonlight is not only unique to itself, but to the PlayStation as well. With all the games going to a 3D adventure formula, *Dracula X* brings the classics of the 16-bits to a larger and much more beautiful world. Fans of *Castlevania*, *Tomb Raider*, and *Metroid* will surely find this title one of the most entertaining quests of the year.

TRIPLE PLAY 98

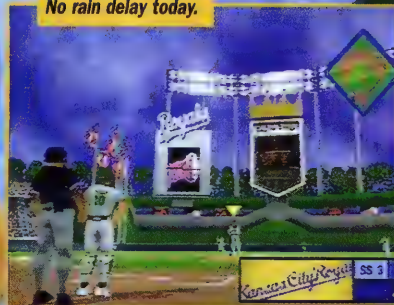
Take Me Out to the Video Game

Another big difference is this year's pitching. Pitchers now can only throw the pitches they would in real life. Starters can usually throw curves and sinkers, but the relievers usually just chuck the heat. Each pitch effects fatigue, and a careful eye must be kept on the pitching rotation, especially during the season. As for the interface, players first select the pitch to throw, then press one of two buttons to throw a strike or ball. Then the d-pad can be used to alter the ball path in flight. In Arcade mode, pitchers can move left or right on the rubber, and the 3D mound gives odd bounces to balls that come its way.

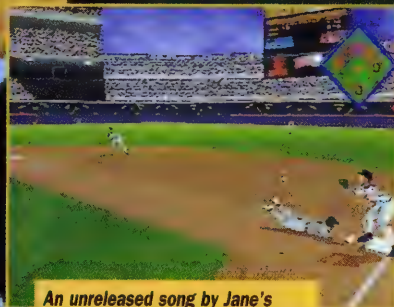
Bunting is a big part of this year's game, as are double plays and the hit and run. Unfortunately, base running is still a little difficult, particularly in the heat of battle. But the commentary is entertaining, especially with the new two-man booth. In the end, Triple Play 98 offers more improvements and features than we can hope to list in one article. It's a massive and comprehensive baseball offering that will be appreciated by those who truly love the game.

Last year, Triple Play 97 was the best baseball game available for the Sony PlayStation. Can EA Sports repeat as champions? They've got a good start, and this 98 version of Triple Play sports a brand new look. The graphics are pure polygon with tremendous variety in player animations. Fielders take two or three steps to slow down, they can climb the walls to snag home runs, and they can even throw from their knees after a dive. With the new graphics, TP 98 plays noticeably smoother with visible bat contact, quicker reaction time in the field, and signature stances and swings for the big name major leaguers.

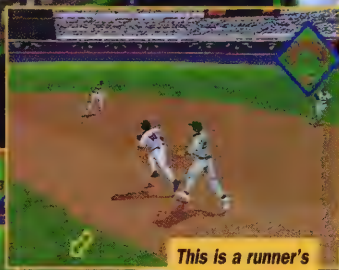
No rain delay today.



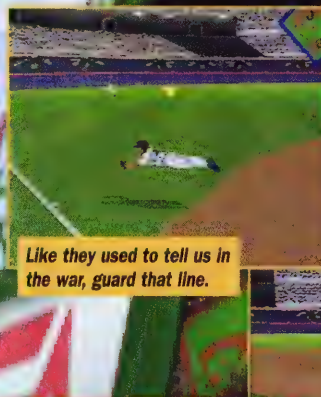
An unreleased song by Jane's Addiction, 'Been Caught Sleepin'.



This is a runner's worst nightmare.



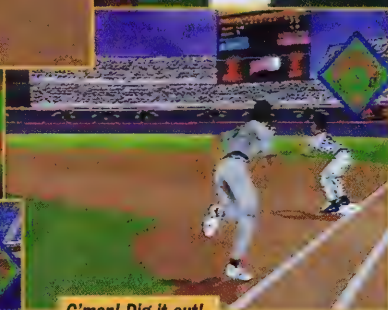
Like they used to tell us in the war, guard that line.



PAUL, THE GAME PROFESSOR

Concept: 8.75 "Triple Play has been a video game mainstay for a number of years.
Graphics: 9.25 This version is clearly the best yet. The polygon players look awesome and the animation is equally impressive. Play control hasn't changed a whole lot from last year's game and base running is still a little cumbersome. Another small point that bothers me is the lack of the infield fly rule. That aside, the best part of Triple Play is creating players and tracking their stats over the season. It's a solid baseball package complete with loads of strategy, stats, and even next year's expansion teams."
Sound: 9
Playability: 9
Entertainment: 9
OVERALL: 9

C'mon! Dig it out!



JON, THE GREEDY GAMER

Concept: 9.25 "Triple Play 98 (TP 98) is the best baseball game I've ever played. I've been playing for weeks and new animations, new situations continue to surprise me. For example, what should have been a routine double play instead found my shortstop colliding with my second baseman. Both players fell to the ground as the runner waltzed by. Things like climbing the wall or throwing from the knees prove the gameplay is nothing short of fantastic. Also, the controlled hitting and bunting is superb, and you can really work the bases to chip out a lead. The pitching is equally impressive and the stats rule. TP 98 offers everything a baseball fan could dream of, and I'll be playing all summer long."
Graphics: 9.25
Sound: 9.25
Playability: 8.75
Entertainment: 9.25

OVERALL:
9.25

REINER, THE RAGING GAMER

Concept: 9.25 "Electronic Arts must be a part of the Miracle Network or Santa Anonymous, because my dream of a flawless baseball simulation has just become a reality. Triple Play '98 is the most solid baseball simulator since Earl Weaver Baseball II on the PC. Everything a fantasy league gamer would want in a baseball game has been implemented, including scouting reports, player hot zones, a create player feature, and the most complex compilation of stats around. The gameplay is loaded with easy controls and tons of menu commands which will allow you to better your game and pull off some tricky plays. This could very well be a lethal disease to avid baseball fanatics, because once you start a season, there's no way you'll put it down. I'm hooked!"
Graphics: 9
Sound: 9
Playability: 9.25
Entertainment: 9
OVERALL: 9

Second game of the year and the Metrodome is empty.

- Size: 1 CD-ROM
- Style: 1 to 8-Player Baseball
- Special Features: New Arcade Mode, Create, Trade and Draft Players, '98 Expansion Teams, Climb Wall to Puffer Homers, Realistic Pitcher Fatigue and Rotation, Pitcher Covers First and Third Base, Practice in Cactus or Grapefruit League, 3D Pitcher's Mound, All-Star Game at Midpoint of Each Season, New Super Pro Difficulty Level
- Created by: EA Sports
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE **9**

NASCAR 98

EA Sports and NASCAR:
It Was Only a Matter of Time



Last year, EA Sports unleashed its first 32-bit racer. *Andretti Racing* was a big hit, but both the public and the developers wanted a little more realism. Given EA Sports' record of always obtaining a professional license for each game, it was only a matter of time before EA Sports and NASCAR teamed up.

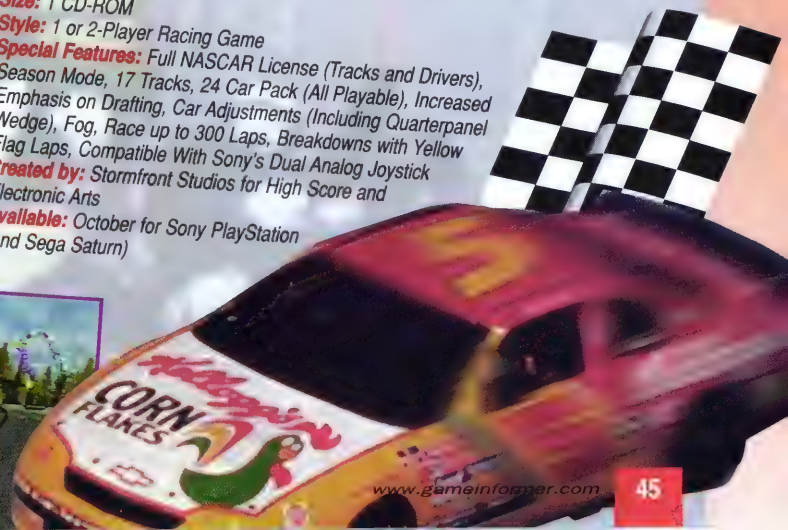
NASCAR 98's game engine is very similar to *Andretti's*, except EA Sports has eliminated many of the gray tones. As you can tell by the pictures, the cars are brilliantly detailed with up-to-date NASCAR colors. The Kellogg Car, the Tide Car, they're all in there. Inside each car is the official NASCAR driver, who drives just like their real life counterpart. Some will ride your bumper, feeding off the draft. Others will box you out of turns, forcing you to take chances in order to pass. But remember that drivers race for a certain team, so you will have some help out there. Teammates will allow you to draft, and by working together you can foil the competition.

As for the tracks, there are seventeen in all; eleven of these seventeen tracks are actual NASCAR tracks. Because NASCAR is predominantly an oval circuit, there are eight different oval tracks. But to mix it up a little, EA Sports is including nine road courses that will be more open than the tracks of *Andretti*. Since the road tracks are three to four lanes wide, emphasis is on the bump and run. Each and every track has its own style and personality, and there will also be the traditional NASCAR "short tracks." In *Andretti*, car tuning was important, but it was still possible to win each race with almost any configuration. Not so with *NASCAR 98*. Each track has specific features that demand different downforce ratios, tire pressures, and wedges.

In order to assist in car tuning, players can use the computer assisted practice laps. Even during the Season Mode, players can run these practice laps before the qualifying heat. For each car and track, the computer generates an optimum path diagram. Race a few laps, then compare your route to the computer's in order to determine how to tune your car.

There's no doubt that *Andretti Racing* was an awesome game, but at this point it looks as if *NASCAR 98* will leave it in a trail of vapor. Even with all the improvements mentioned above, perhaps the single most important improvement is compatibility with Sony's dual analog joystick. Just imagine arcing those ovals with an the analog pad and it's easy to see that *NASCAR 98* could potentially be the best racing simulation of all time.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing Game
- **Special Features:** Full NASCAR License (Tracks and Drivers), Season Mode, 17 Tracks, 24 Car Pack (All Playable), Increased Emphasis on Drafting, Car Adjustments (Including Quarterpanel Wedge), Fog, Race up to 300 Laps, Breakdowns with Yellow Flag Laps, Compatible With Sony's Dual Analog Joystick
- **Created by:** Stormfront Studios for High Score and Electronic Arts
- **Available:** October for Sony PlayStation (and Sega Saturn)



- Size: 1 CD-ROM
- Style: 1 or 2-Player Racing
- Special Features: 6 Cars (Plus One Hidden), 6 Tracks (Plus One Hidden), Adjustable Car Settings (Downforce, Gear Ratio, etc.), Two-Player Split-Screen, Arcade or Simulation Modes, 4 Racing Views, Improved Shoulder Physics, Memory Card or Password Save
- Created by: Electronic Arts
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE **8.5** If It's Speed You Want...

THE NEED FOR SPEED 2

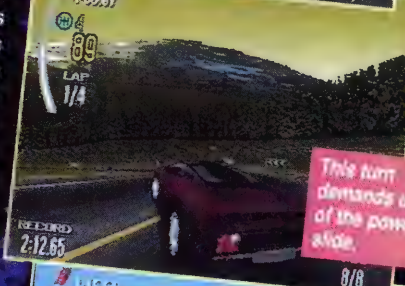
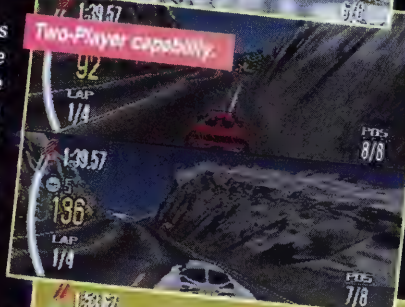
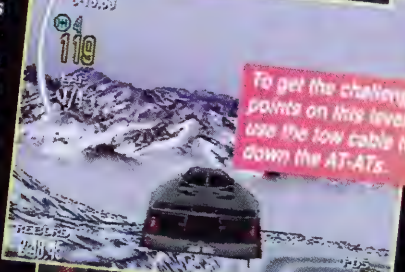


If you're looking for a driving game that plays like a racing game, a racing game that feels like a driving game, then you want speed...the Need For Speed 2 from Electronic Arts. With a selection of exotic cars from around the world, and tracks set in countries from Vancouver to Greece, Need for Speed 2 delivers as promised.

For the second year in a row, EA is using the Le Mans model for its premier entertainment racer. In order to compete in the Le Mans, cars must be actual production models on sale to consumers. Granted, specific models may demand up to \$900,000 apiece, but throughout the world there are a handful of people who will pay these prices. Production models that appear in Need for Speed 2 range from the infamous McLaren F1 (the fastest and most expensive production car in the world) to the Ferrari F50 (a 60 valve, V-12).

Much has been improved this year. Most noticeably, in this second edition, cars no longer become tangled in the grass. Although there is the danger of spinning out, it looks as if EA took the advice of its customers, and a brush with the grass no longer means a 100 mph drop in speed. Also new, the Arcade mode provides players with steering assist, and cars will be returned to the center of the track after a crash (saving precious seconds of lost time). Perhaps most important, they have added the powerslide to your driving arsenal, making turns even more challenging and entertaining. There is a bonus track and car that are unlocked by beating the game, and there is even a code to drive as any of the twenty-five different 3D objects that appear throughout the game for play.

Fans of the old Need for Speed should rest assured that the look and feel of the first game: the car histories, slide shows, spec books and videos all remain, just bigger and better than ever. The tracks are longer, the visuals more stunning, and the car physics much improved. So if you long to get behind the wheel of these incredible machines, then that means you want speed. And if it's speed you want, it's speed you got.



To get the challenge points on this level, use the tow cable to down the AT-ATs.

Two-Player capability.

This turn demands use of the powerslide.

Breaker of the log jam!

Bucket seats and a vanity mirror round out this popular production model.

ANDY, THE GAME HUNGER

Concept: 8 "Last year, GI complained about a couple problems with Need for Speed and it seems EA listened. Not only can you finally drive on the shoulder, but you can even do a little off-roading in this tire-squealing sequel. Now add the great power-slides, better tracks, and Need for Speed II brings a lot to the table. The graphics in this year's edition are improved, as is the sound; however, all these improvements come with a price. This game has some minor hiccups as far as slow-down and pop-up are concerned, but they don't detract too much from the racing. While this isn't the greatest racer of all time, it certainly is a lot of fun. Try it, you just might like it. I did."

Graphics: 8.75

Sound: 8

Playability: 8

Entertainment: 8

OVERALL: 8.25

PAUL, THE GAME PROFESSOR

Concept: 9.25 "If you liked the first game, you're in for a treat. Bigger tracks, better cars, and a lot more air are just some of the things you can expect. The addition of the Arcade mode adds a new dimension to this game. The powerslide and counter-steering could not have been done better. Dropping rubber while skidding around a turn is very spectacular. Equally impressive are the crashes, especially when there's pedestrian traffic. There are a few graphical oddities with some of the racing views, but it's easy to overlook them because NFS2 is so entertaining. Plus, there's a load of hidden vehicles. Racing fans take note of this title."

Graphics: 9.25

Sound: 8.75

Playability: 9

Entertainment: 9.5

OVERALL: 9.25

JON, THE GREEDY GAMER

Concept: 8.75 "The Le Mans concept is a great motif for a racer, and I'm glad to see EA kept up their promise of a sequel. I also appreciate how EA listened to their fans and made the grass and shoulders not nearly as frustrating. The driving is smoother, and the Arcade mode is certainly a welcome sight. One problem I do have is that the graphics are subject to slow-down, especially when there's a lot of traffic on-screen. This greatly affects the fluidity of turning, and it can be especially frustrating because it usually happens when you're fighting for position within the pack. But overall, the courses are some of the coolest I've seen, and the car physics are top notch."

Graphics: 8.25

Sound: 7.75

Playability: 7.75

Entertainment: 8

OVERALL: 8

WARCRAFT

TIDES OF DARKNESS

- Size: 1 CD-ROM
- Style: 1-Player Real-Time Strategy
- Special Features: Land and Naval Units, Buildings Allow New Units and Upgrades, Cool Fantasy Theme Supported by FMV and Voiceovers, Wide Variety of Terrain, 52 Maps From Original Warcraft II and Portal of Darkness, 90 Customizable Maps
- Created by: Blizzard for Electronic Arts
- Available: June for Sony PlayStation and Sega Saturn

It Was an Axe Age, A Sword Age....

A few years ago, two games entered the world of PC gaming ushering in a new era of real-time strategy. One was the much acclaimed Command & Conquer, set in a world of modern and futuristic warfare. The other, Warcraft, was set in the realm of fantasy. The adversaries were orcs and humans instead of terrorists and allies. While Warcraft wasn't necessarily huge, its sequel was gigantic, spawning numerous expansion discs, and a host of clones like War Winds. Now Warcraft II is hot on the heels of Command & Conquer once again for a PlayStation and Saturn release.

The formula for these games was originally concocted in Dune II by Westwood, the people responsible for Command & Conquer. At the beginning of a scenario players start off with a small handful of units. The player must allocate these units and their resources to build up a greater means of production in order to construct an army of epic proportions to smite their enemies.

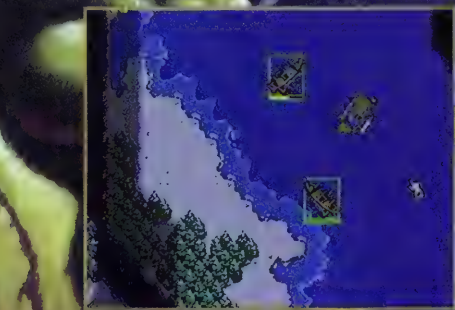
In Warcraft II the builders of your fortresses are peons and peasants (depending on whether you're orc or human). These little guys must be well defended from enemy attacks so that they can cut wood, mine gold, and use these resources to construct a wide variety of buildings. Farms improve your food supply, allowing you to have a greater population of soldiers and workers. Barracks allow the construction of soldiers. Lumber mills increase production, and so on. In some cases having a combination of buildings will allow certain special units to be constructed. Other buildings allow you to upgrade units by improving their weapons or armor.

Once you've built decent production facilities and amassed a large stockpile of resources, it's time to put together a large army and send them to attack the enemy's base or use them to complete whatever other objectives the scenario might require. Sometimes you will need to send units to rescue potential allies or destroy crucial enemy production facilities. In most cases though, the mission ends with the complete and total annihilation of your enemies and their base.

A very bloody rescue attempt.



An orc destroyer begins its long journey into the depths.



The humans launch a coastal raid.



Saturn Vs. PlayStation

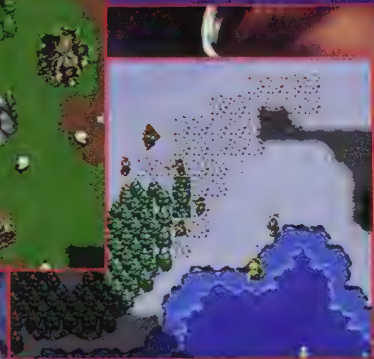
The humans are caught with no defenses.



The humans begin building a base.



Thriving Ore Village With Sheep





Sega's World Series Baseball (WSB) titles are all unquestionably awesome. On the Saturn, Sega has traditionally gone after the "arcade" style of play, meaning overhead views, no batting cursor, and a quick and easy interface. On the Genesis, however, WSB tended towards the simulation side of the spectrum, using batting cursors and pitch placement to create a realistic baseball feel. World Series Baseball '98, the third WSB available for the Saturn, appears to be a mix of these two styles.

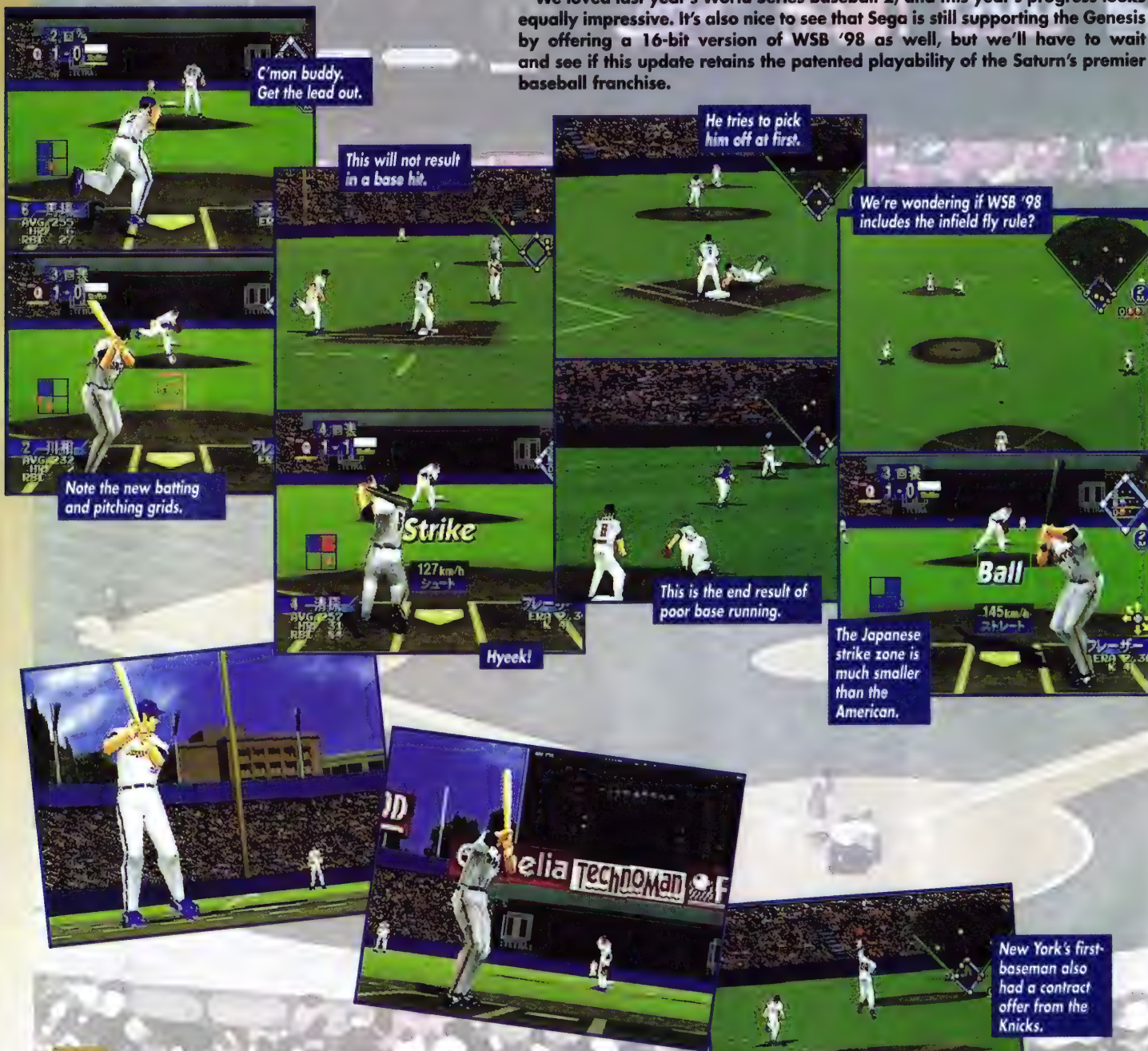
In what seems to be the industry standard, Sega's newest baseball offering is polygon based. While this should make the gameplay smooth and fast, WSB '98 will incorporate more aspects of a simulation. There will now be a batting and pitching cursor. Although some of us here at GI have mixed feelings about this style of interface (especially in two-player mode), one of its advantages is the ability to hit into different situations. It's a lot easier to pop a sac fly or lay a safe grounder with the batting cursor. It's also easier to paint the corners while pitching.

Furthermore, Sega promises new and smoother "off-the-bat" ball tracking. This is a great aspect in any baseball game as there's nothing more frustrating than to suffer through dead time between the swing and ball flight animations. In fact, the crack of the bat and the instantaneous flight of the ball is one of the most important aspects in any baseball experience.

Of course WSB '98 features the full MLB and MLBPA licenses, meaning all the real stadiums and players. Stats are included from the 1996 season, but rosters will be up to date with the 1997 season. While playing a new season, stats will be tracked for all players in over 10 categories.

We loved last year's World Series Baseball 2, and this year's progress looks equally impressive. It's also nice to see that Sega is still supporting the Genesis by offering a 16-bit version of WSB '98 as well, but we'll have to wait and see if this update retains the patented playability of the Saturn's premier baseball franchise.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Baseball
- **Special Features:** Polygon Graphics, New Batting and Pitching Cursors, Full MLB and MLBPA License, 1997 Rosters, 1996 Stats, Play Full 162 Game Season, Stats Tracking in Season, All 30 Major League Parks, Five Perspectives, Home Run Derby
- **Created by:** Sega
- **Available:** July for Sega Saturn (and Sega Genesis)



C'mon buddy. Get the lead out.

This will not result in a base hit.

He tries to pick him off at first.

We're wondering if WSB '98 includes the infield fly rule?

Note the new batting and pitching grids.

Strike

This is the end result of poor base running.

The Japanese strike zone is much smaller than the American.

Hyeek!

New York's first baseman also had a contract offer from the Knicks.

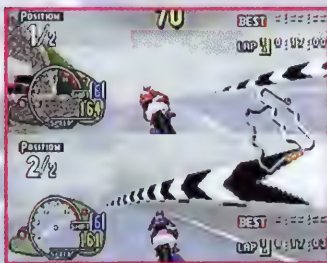
MANX TT

SuperBike

The Ride of Your Life

The Isle of Man is located off the northwest coast of England. Each year, the island plays host to the famous Manx Tourist Trophy run. The Manx race draws legendary racers from across the world to compete in this dangerous and deadly sport.

Manx TT, from Sega, is a replication of this famous race. Manx TT in the arcades is instantly recognizable, as it features



the only way to unlock the Super Bikes is to place in the top 3 in continuous races. In addition, two players can compete at once via the split-screen.

There are eight bikes available for play, and for those who covet the Time Trial, players can compete in successive races against a "ghost rider" of their best race. Get ready for this powerful arcade racer to hit the shelves in July.



the large plastic bike that players use to control the game. The plastic bike has a great touch, and now Manx TT for the Saturn also features superior control. The 3D analog controller from Sega is a perfect complement to Manx TT's smooth racing, and is great for tilting the bike, arcing long turns and battling the opposition.

Manx TT features two tracks that feed in and out of one another. Each of these tracks is reversible. Arcade, Saturn and Time Trial modes are available for play, and

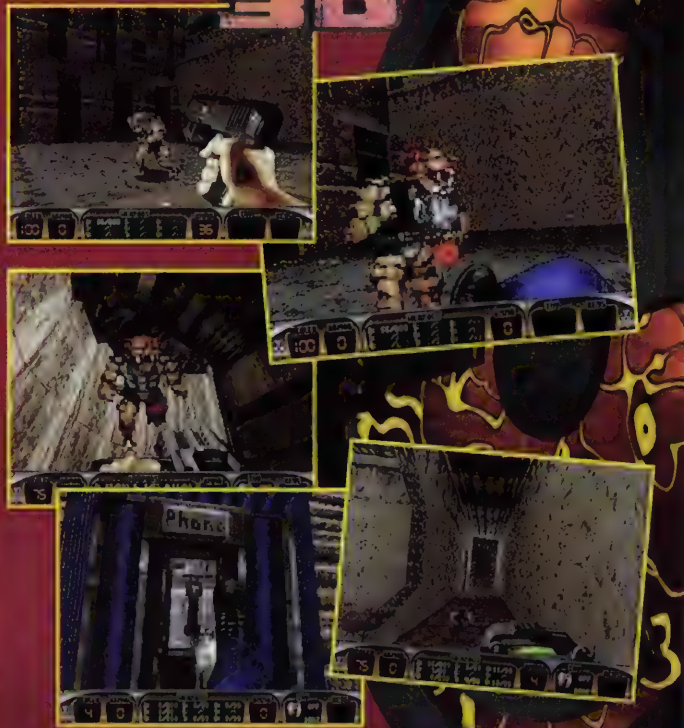
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There are eight bikes available for play, and for those who covet the Time Trial, players can compete in successive races against a "ghost rider" of their best race. Get ready for this powerful arcade racer to hit the shelves in July.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Motorcycle Racing
- **Special Features:** 8 Cycles (3 Are Super Bikes), Ghost Feature, Arcade, Saturn and Time Trial Modes, 2 Courses (Each Reversible), Automatic or Manual Transmission
- **Created by:** Sega
- **Available:** July for Sega Saturn

DUKE NUKEM

3D



Duke Nukem 3D is one of the best Doom-style shooters to ever hit the PC. While Duke Nukem's graphics are not as impressive as Quake's, it is generally considered the better game because of its crazy weapons, obnoxiously macho voice-overs, and intense multi-player appeal.

Now Duke is on his way to the Sega Saturn and he's looking pretty good. All the weapons and levels are in decent shape and are surprisingly close to the PC's graphic detail. Of course, Sega is trying to keep as much of the racy humor in the game as possible, but you never know how much will remain intact until the game is finished. The game will also feature a special Saturn-only level.

We can't stress enough how cool Duke's weapons are. He has access to pipe bombs that can be laid down and detonated from afar, laser trip mines, a freeze ray that lets you immobilize and shatter your opponents, and a shrinking ray that allows you to squash your opponents like small ants.

The most exciting thing about Duke Nukem 3D for the Saturn is that it will be NetLink compatible, allowing Saturn owners all over the world to blow each other into oblivion via the Internet.

- **Size:** 1 CD-ROM
- **Style:** 1-Player First-Person Action Shooter
- **Special Features:** 9 Different Enemies, 28 Levels, 10 Crazy Weapons, Jumping, Ducking, Flying, Toilet Humor, NetLink Compatible, Special Saturn-Only Level
- **Created by:** Lobotomy for Sega
- **Available:** July 1997 for Sega Saturn



MYTHOLOGICAL MADNESS HERC'S ADVENTURES

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action Adventure
- Special Features: Three Playable Characters (Hercules, Jason, Atlanta), Multiple Power-Ups and Weapon Improvements, Varying Level Objectives and Mission Requirements, a Run and Throw Button, and Cameos By Zeus and Hera
- Created by: LucasArts
- Available: June 1997 for Sega Saturn



With titles like *The Dig*, *Afterlife*, *Ball Blazer Champions*, and now *Herc's Adventures*, LucasArts' reputation of being a 'Star Wars only' developer has slowly but surely vanished (just like both of the Death Stars). Of course, we'd love to see Boba Fett disintegrate Zeus, or watch Chewbacca lodge a massive furball down Hercules' throat. Obviously this will never happen, even though it would be extremely entertaining. *Herc's Adventures* is not even related to the "Action Pack" television series starring Kevin Sorbo, or the new animated film by Disney. But rather, LucasArts has adapted this legendary myth with their own sarcasm and humor.

Similar to *Legend of Oasis*, *Herc's Adventures* is an isometric action/adventure title where the entire land is open for exploration. At times, your path will be blocked, so you'll need to obtain a certain item or power-up that will remove whatever is blocking your path. When starting out, you'll have the chance to choose from three different characters: Hercules, Jason, and Atlanta. All of these strange cartoon-like heroes have different weapons, abilities, and characteristics that will either aid you in your quest or cause disastrous problems. Hercules is obviously the strongest of the three, Jason's abilities are average, and Atlanta is weak (but she does have the only long range attack). All the characters can run, pick-up and throw items.

The basics of gameplay are interesting and somewhat complex. From the starting block, you'll be thrown into a massive world without any guidance or direction. You'll need to explore the land, kill off enemy hordes, buy useful items, and talk to village folk. Your main goal is to destroy Hera. If you reach certain zones in the world or defeat one of Hera's demons, Zeus will come down and give you a helpful hint, item, or will send you on a dangerous mission.

As you proceed further in the game, you'll obviously need to become stronger since the enemies will become much deadlier. If you explore each dungeon, area and corner carefully you'll find health bar boosters that permanently add more energy to your health bar; weapon power-ups that allow you to take off more damage from enemies; and godly power-ups that allow you to destroy certain obstacles in your path. If you are thorough enough in your exploration, you'll obviously have no problem destroying Hera in the final showdown.

Herc's Adventures is animated extremely well, it features a great soundtrack, and the animated cut-scenes are as funny as they are bizarre. Saturn owners who love RPGs and action/adventures will not want to miss this mythic quest featuring no wookies whatsoever.

JON, THE GREEDY GAMER

Concept: 7 "Herc's Adventures turns Legend of Oasis into a Saturday morning cartoon, minus the cereal ads. I could have done with a little less cuteness, but then again Herc will appeal to younger gamers who enjoy action along with "madcap" comedy. The levels are well thought out, and there are plenty of items and weapons to find. The emphasis is balanced equally between exploring and fighting. One problem is that enemies repeat too often, especially the skeletons and giants. Light-hearted gamers will find a lot to like in *Herc's*: it's long enough to please almost anyone and the two-player mode is a lot of fun."

Graphics: 8

Sound: 7.5

Playability: 7.75

Entertainment: 8

OVERALL:
7.25

REINER, THE RAGING GAMER

Concept: 7.75 "First and foremost, I don't think this title deserves to be shot and put out of its misery, and I certainly wouldn't throw it in the toilet. But, I do believe and know that the gameplay could have been incorporated much better. *Herc's Adventures* has a great game design, and the animation of all the characters and enemies is top notch, but the action and overall exploration techniques are a tad unexciting and more cumbersome than user-friendly. Granted, the plot and events that occur are designed to be a parody towards Hercules and the whole mythic universe, but in this case, they are funny, but more or less take some of the much needed action out of the game."

Graphics: 7.25

Sound: 7.5

Playability: 8

Entertainment: 7.75

OVERALL:
7.5

PAUL, THE GAME PROFESSOR

Concept: 7 "Not to be confused with the television series, *Herc's Adventures* is a comical and embellished look at Greek Mythos. From Zeus to Poseidon, the game's characters and enemies are wonderfully animated and full of personality. Much like *Legend of Oasis*, the overhead graphics are somewhat confusing when navigating, but a little practice will have you cruising throughout the world. Since there are three characters to choose from and you don't really die, *Herc's* offers nearly unlimited playtime in one sitting. It may seem like a game for younger or inexperienced players, but there is plenty of challenge and entertainment found within *Herc's*. It's worth a serious look."

Graphics: 8.75

Sound: 8.75

Playability: 8

Entertainment: 8

OVERALL:
8.5

▶ THE BOTTOM LINE **7.75**

SHINING the HOLY ARK

This Ain't Noah's Little Boat

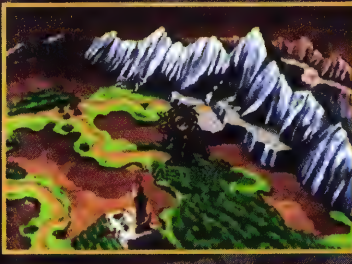
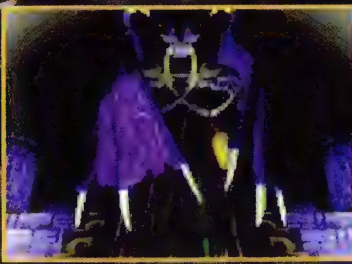
- **Size:** 1 CD-ROM
- **Style:** 1-Player RPG
- **Special Features:** Three-Dimensional Turn-Based Combat, Advanced Automap Feature, Massive Level Designs, Plot Twists Based on Character Interaction, Hundreds of Deadly Enemies, Booby Traps
- **Created by:** Sega
- **Available:** June for Sega Saturn

During the early days of the Genesis, Sega managed to build an empire out of three complicated role-playing games – Sword of Vermilion, Phantasy Star 2, and Shining in the Darkness. These games were so complicated and difficult that even the most experienced role-playing fanatic would eventually break down and give up the current quest. Out of the three, only Phantasy Star survived to see a sequel on the Genesis while the other two mysteriously vanished.

After the demise of the Genesis, the rise of the Sega Saturn took place, and some familiar Genesis titles surfaced on this 32-bit frontier. Obviously, a system needs a good share of RPGs to corner the market, and really, Sega didn't have anything to offer in this genre until now. No, it's not a Phantasy Star sequel but it's just as good. The Shining series has returned with the sequel, Shining the Holy Ark. All the gameplay mechanics and features that made the original 16-bit version so popular are back and better than ever. The quest is once again enormous with awesome turn-based battles and tricky dungeon exploration. The graphics are much improved in every part of the game, and intricate detail has been given to all the spells and attacks.

The game is once again structured to move slowly, which gives the players plenty of time to think through their next strategy and equip their party to their liking. The big change in the game is based off character interaction. When talking to village folk or pub regulars you'll have to be careful of what you say, because you could alter your course of gameplay if you say something wrong.

Shining the Holy Ark is due out this June for the Sega Saturn, and we're predicting that because it's been over five years since the last offering, present day gamers may not get into this game as much as they used to.



TERRIS
HP 39 HP 29 HP 26



Savages in a Savage Land

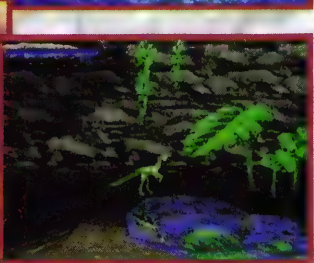
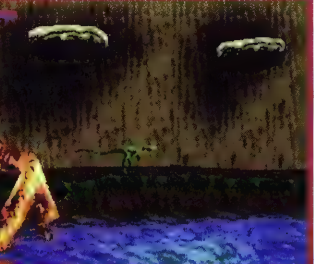


- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Five Different Playable Characters, Twenty Levels, Three-Dimensional Tethered Gameplay, and Huge Modeled Dinosaur Enemies
- **Created by:** Dreamworks Interactive for Sega
- **Available:** July for Sega Saturn

On Memorial Day, 1997, Steven Spielberg will release *The Lost World: Jurassic Park* to theaters everywhere. With a \$250 million promotional, merchandising and advertising budget, it will be impossible not to know about this sequel. Following the success of the first Jurassic Park, *The Lost World* will more than likely be the biggest film of the summer, and with Sega's plans, it could very well be one of the best selling games as well. Sega has three different Lost World titles coming out in July; one each for the Genesis (see page 58), Game Gear, and Saturn. All of the modeling, level designs, and gameplay techniques are first being done by Spielberg's Dreamworks Interactive video game company for their PlayStation game, then passed to Sega to implement on the Saturn.

Throughout the twenty levels of prehistoric mayhem in *The Lost World*, you'll have the chance to control five different playable characters (a Compy, Raptor, Human Hunter, T-Rex, and Sarah Harding) as you try to avoid twenty different dinosaur species and biological perils. The gameplay within these levels is similar to Crystal Dynamics' *Pandemonium* title where the player is tethered to a track that makes three-dimensional movements based on camera view changes. Unfortunately, the game has no 360° movement.

The game should follow the movie pretty closely, with FMV clips from the film presenting key plot twists. As in the movie, the dinosaur animation and the realism that their movements deliver bring this game to life. Sega hopes to have this title out in early July, which should be a week or two after the PlayStation release.



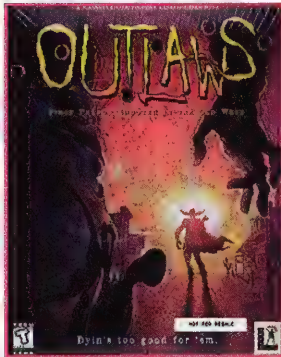


by Erik, the PC Jedi

Turn-Based is Still Cool...Damn it!

I have some concerns about the fate of turn-based strategy. Everyone seems to have jumped on the real-time bandwagon after the immense success of the C&C and Warcraft series. Throw in the increased popularity of on-line gaming, and turn-based strategy could eventually become a thing of the past. It's true that real-time is a joyous amalgam of strategy and action, but there is something to be said for the carefully planned out step-by-step process of bringing your opponents to their knees in a good turn-based strategy game.

Outlaws - LucasArts **7.75**



Outlaws is an interesting game. It takes the Dark Forces engine and places the player in a spaghetti western setting. The combat is very different from any other first-person shooter game in that being outnumbered by a host of Outlaws is actually a very dangerous situation. If you whip around a corner and miss your enemy with your first two shots you're probably going to die. Health is scant and enemies unforgiving. LucasArts did a good job of setting the mood with music, animated cut scenes, and voice-overs from the enemies. The weapons consist of classic rifles, pistols, and an old-fashioned gatlin' gun that forces the player to stand in place while firing. Unfortunately the action was a little flustered by Windows '95 and frames had a tendency to skip, making close-quarters action a lot harder than it should have been. The levels were also lacking in the detail that made Dark Forces such a fascinating game. The stationary horses and cows that just kind

of sit there as you and the outlaws duck behind them in order to avoid clouds of bullets get kind of silly after a while. It's not great, but it's a hell of a lot better than Westworld.

Introducing: WWW.HEAT.NET, the Latest On-line Gaming Network

SegaSoft, the company behind Obsidian (which I was forced to admit was cool despite its similarity to Myst) has decided to go for the on-line gaming trophy with an impressive venture on their parts called Heat. This latest on-line phenomenon is set to debut this summer. Heat makes use of an open system rIPX that is currently fully compatible with over 500 games, including all of the big ones like Quake, Duke, Warcraft II, C&C, and Doom. When Heat debuts this summer, it will feature four exclusive titles. Scud is an overhead shooter that allows people to play against each other as teams, one-on-one, or in a gigantic free-for-all. Alien Race is a game where three

teams of ten compete against each other in an effort to destroy the other races' reactor cores. Heat Warz is an unusual real-time strategy game. Net Fighters is the first net-capable tournament fighter. Some of these titles look pretty decent but the best is yet to come with games like 10th, a game where teams of players work together to keep bases up and operational in a virtual world; or Skies, a game developed by Paradigm (Pilot Wings 64) in which thousands of players can choose and optimize mystical beasts and then fly around in a fantastic mythical world. Heat is working on minimizing subscriber costs by making money through a number of sources like advertising and direct sales of games. Heat will be fully open to the public this summer. The waiting list is currently over 30,000.

Disturbances in the Force

I discovered something interesting while talking to LucasArts about *Rebellion* the other day. When you ask a PR person how they intend to make a two-dimensional mouse interface work with a three-dimensional real-time engine, they let you speak with one of the developers of the game right away. So here's the scoop. *Rebellion* isn't like *3D Command & Conquer*. It puts more emphasis on fleet control than the movement of individual units. This means you'll be doing things like telling squadron A to intercept enemy B in the delta pattern attack formation and so on. While not in battle, players will also have the opportunity to devise their own special attack patterns and add them to the list of standard ones already available. *Rebellion* will also feature 55 characters from the *Star Wars* movies, *Dark Horse* graphic novels, and Timothy Zahn novels. While it may be out by the time you're reading this, LucasArts also told us the one thing we really wanted to know about *Dark Forces: Jedi Knight*. Yes, you will be able to do the lightsaber blaster deflection trick, and the stronger you are with the force, the better it works.

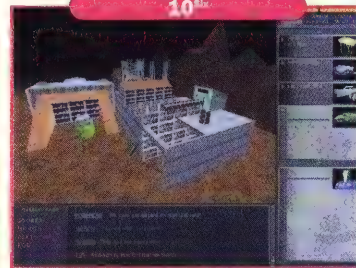


Skies



Didn't we see the birdman in Pilot Wings?

10th



Bases continue to exist even after players log off.

Fallout by Interplay has lost its GURPS license. GURPS (Generic Universal Role Playing System) is one of the most popular roleplaying systems in the pen & paper gaming world, known for its amazing ability to work well within any kind of genre. Interplay found that they had trouble implementing the GURPS rules system into *Fallout* and also had some differences of opinion with Steve Jackson (GURPS' creator) concerning the game's development. Interplay promises that the game is still in development and that they plan to make it one of the premiere RPGs on the PC.

GameTek has joined forces with SSI to publish their real-time strategy game *Dark Colony* which should ship some time in September. *Dark Colony* takes place on Mars in the year 2172. Mars has become habitable and is in the process of being colonized by humans. Unfortunately Mars is already secretly inhabited by a race known as the Grays, who do not take kindly to their world being reaped for profit. The Grays reveal themselves and the hostilities begin. GameTek also has plans to do a *Robotech* game for the PC in 1998. While this game is still on the planning table, the press release we received suggested that it may be a real-time strategy game as well. That...would be cool.

recent releases

Conquer the Universe - Microprose
(Value: 9.75) \$20 gets you Master of Orion, Master of Magic, X-Com: UFO Defense, and X-Com: Terror From the Deep. The first three are, hands-down, my favorite turn-based strategy games of all time. But...Where are the manuals?



Master of Orion

9.25 Choose from a number of races with special abilities. Design your own ships. Colonize like mad. Play toady to arrogant races until your technology beats them out, then get them back for every ounce of humiliation they put you through!



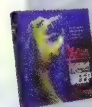
Master of Magic

9.75 I have never (not once) sat down at a PC and not been in the mood for a round of Master of Magic. It has five types of magic, over 200 spells that can be combined in nasty ways, and a wide variety of fantasy races with their own special abilities and units. Eighteen hour stints are common.



X-Com: UFO Defense

9.5 Aliens have gotten sick of making token appearances on Strange Universe and have started to invade Earth en masse. Shoot down UFOs, take their technology back to your custom made bases, research it, and make the aliens eat their own plasma.



X-Com: Terror From the Deep

7.5 A total rehash of the original X-Com. Yes, you are fighting the new aliens underwater and yes, some of the levels are incredibly huge (sometimes too big), but the graphics are the same, the technology is more or less the same, and the game has some serious bugs.

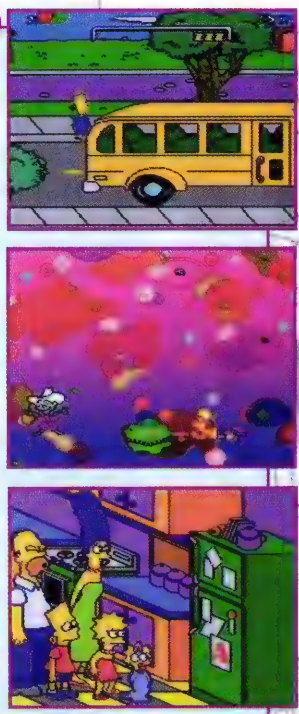
CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

THE SIMPSONS: BART'S NIGHTMARE

Super Nintendo
Availability: Common
Replay Value: Medium
Similar Games: Virtual Bart, Krusty's Fun House
Created by: Acclaim
Access Tip: Shoot your bubblegum at the Blue Z's, not the Red ones.
Overall: 8.5

Throughout the course of console gaming, there hasn't been a game that is even remotely as humorous as Acclaim Entertainment's Springfield simulator series. Both games present the same side-splitting wackiness and oddball cult hero characters found in the television show. The Simpsons: Bart's Nightmare showcases mind blowing action through eight levels including such memorable moments as Bartzilla and his opponents Marge Momthra and Homer Kong, the Temple of Maggie Mayhem, and a visit to Bart's Bloodstream with a guest appearance by Joe Fission. This was a grand game indeed, as challenging as it was funny. The multiple level designs and different objectives place this title toward the top of the charts for instant SNES classics.



VIRTUAL BART

Super Nintendo
Availability: Rare
Replay Value: Medium
Similar Games: Bart's Nightmare, Krusty's Fun House
Created by: Acclaim
Access Tip: Grab as many popsicles as you can.
Overall: 7.75

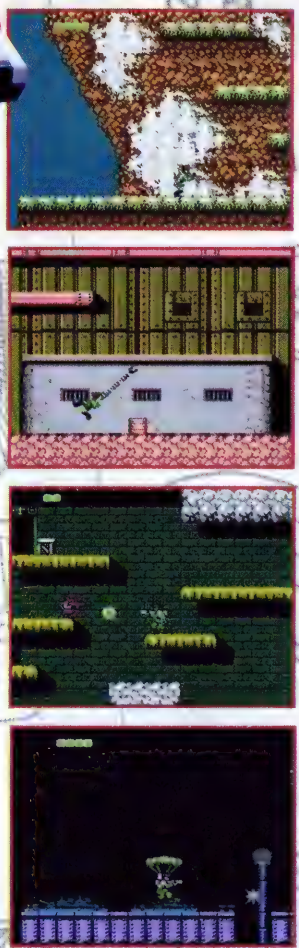
In 1994, two years after the release of Bart's Nightmare, Acclaim Entertainment debuted the sequel - Virtual Bart. While this game lacked the tight user-friendly control of the first game, it managed to be just as funny and entertaining. The problem with this title was that some of the mini-games within were not up to The Simpsons game standards. For instance, Dino Bart and Doomsday Bart were extremely hard. The Mode 7 effects in Doodman Bart only made the game more confusing, and Dino Bart had way too much going on at once to really allow the player to be amused by the humorous situations within. On the other hand, the Baby Bart, Mount Splashmore, and Virtual Class Picture levels were perfect for a Simpsons game. It's a good cart, and a true classic to say the least, but for this last installment on the SNES we would have liked to see more action along the same lines as the first game where you would have to battle and search for any level.



BIONIC COMMANDO

NES 8-Bit
Availability: Moderately Rare
Replay Value: Medium
Similar Games: Mega Man Series, Strider
Created by: Capcom
Access Tip: Certain enemies in overhead stages will award you with continue icons (Eagle Symbols) upon their demise.
Overall: 9

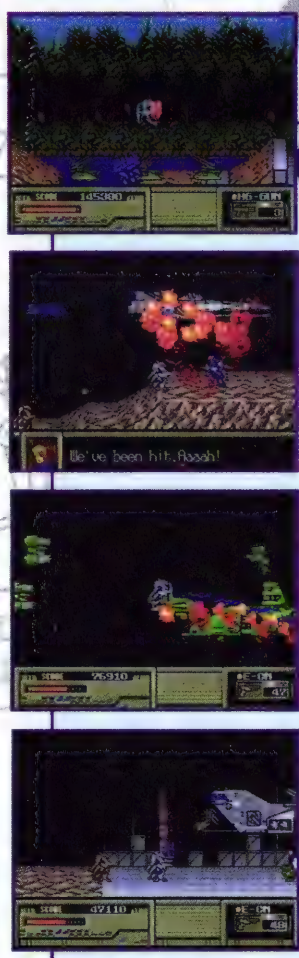
Bionic Commando is a legend in the NES lineup, and it all comes down to one thing: the bionic grapple claw. Using the grapple as a means of getting from platform to platform was not only a very new and exciting way to move around, but also allowed for a whole new challenge in level design. Players would often be forced to execute a series of swings and catches that would have given Spider Man a heart attack. The game also sported numerous special weapons and items that, once won from enemies, could be used on any level the player desired. Bionic Commando also featured two different types of gameplay. While traveling between the normal levels on the overhead map, small trucks would rove between the areas as well. If a player failed to avoid these they would be forced to defeat the enemy in the overhead style of the original Commando. Last but not least, you get to blow up Hitler. After years of gaming on "next generation" systems, Bionic Commando is still a blast.



TARGET EARTH

Genesis
Availability: Rare
Replay Value: Medium
Similar Games: Metal Warriors, Cybernator, Battletech
Created by: DreamWorks
Access Tip: Destroy boss at the end of first level without killing any other enemies to get all weapons and power-ups.
Overall: 8

Target Earth is your basic side-scrolling shooter with some really neat perks. The levels are mission-oriented and you are never allowed to forget that you are within a war of epic proportions. While protecting bases and running escort duty, allies fight alongside you, firing occasional shots that will actually destroy enemies. Each level gives you the opportunity to gain bonus points which will award you bonus weapons, a jetpack, and protective gear. At the end of one level, for instance, you must help evacuate a base by protecting allies as they jump into an escape ship. You can jump into the ship and escape whenever you want, but the more allies that get in, the better your bonus score. If you wait too long, the ship will take off without you. Target Earth is a killer game that is as challenging as it is entertaining.



A Classic Battle To Vanquish Evil



- **Size:** Arcade
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** 10 Playable Fighters, 5 Hidden Fighters, 3DfX's Voodoo Graphics Technology, Multi-Level Fighting Environments, Fatalities
- **Created by:** Atari Games
- **Available:** Now at Arcades (November for N64)

TRAINING CARD
Check out GI's Training Card #34 for Mace Moves

The world of arcade fighters is definitely a crowded one, and Mace: The Dark Age by Atari Games stands out with its impressive looking graphics and beautifully designed characters. Built on hardware designed by parent company Midway and utilizing 3DfX's Voodoo Graphics chipset, Atari Games unleashes a fully 3D game with ten medieval fighters wielding a variety of devastating weapons.

The premise and story-line of Mace are spun in classic fashion and revolve around power and corruption. Set in 14th Century Europe, Asmodeus, an evil practitioner of sorcery and keeper of the Mace of Tanis, is quickly overtaking smaller kingdoms throughout the world. His corrupt power does not go unchecked as a number of kingdoms prepare for Asmodeus' onslaught by assembling their best warriors and sending them to dispel Asmodeus and capture the ever-powerful Mace.

Mace's control configuration is set up with two weapon attack buttons (Quick and Strong), a Kick button, and an Evade button to navigate in the 3D

environments. Each of the fighting "arenas" is filled with multiple levels including various slopes, ledges, steps, and deadly boundaries such as lava, spikes, or quicksand. Within these arenas, the positioning of your fighter becomes very important as various fighting tactics will become useless as your opponent moves to higher ground.

Ultimately, any fighting game comes down to technique and execution and Mace does not fail in these two areas. Fighters can unleash furious blood-spattering (blood can be disabled) combos and special moves. In true fighting fashion, Mace also includes at least one fatality per fighter. With a host of large slicing and dicing weapons, you can almost imagine the outcome of executing a deadly finishing maneuver.

Atari Games hasn't unloaded a notable fighting game since their popular Primal Rage, but Mace's unbelievable look and solid play control are definitely turning a few heads in the arcades. Be sure to save a few quarters for this game and save a few more dollars for the winter release of Mace: The Dark Age on the Nintendo 64.



ARCADE BRIGADE



PlayStation

REVIEW

7.25

Size: 1 CD-ROM

Style: 1-Player
Cave Person Simulation

Special Features:

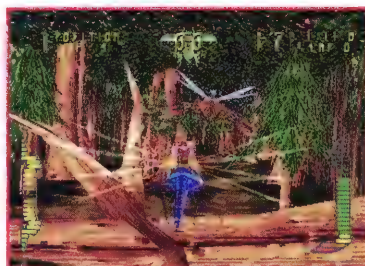
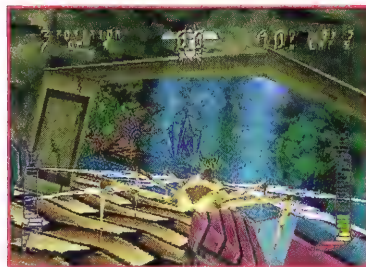
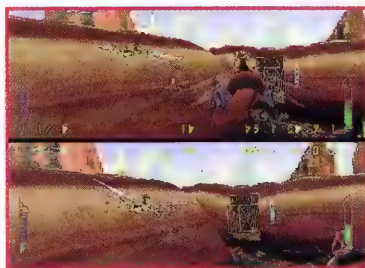
Gigantic World, Tons of Cool Landmarks, Cultural Level Progression, Find Interesting Creatures and Make a Meal Out of Them, Tribe's Size Increases Over Time

Created by: Artdink for Sony Computer Entertainment

Available: Now for Sony PlayStation

Tail of the Sun

It was hard not to give this game a great score, because there will be some people who will love it. Unfortunately, while the world is huge, and the antics of your Neanderthal are hilarious, there really isn't a major goal to the game. The only way you truly beat Tail of the Sun is by building a tower of mammoth tusks so that you can reach the sun. This is accomplished by going up North, killing mammoths, returning home, and repeating the process. What really makes the game a blast is just roaming all over the expansive world, finding new landmarks, and killing critters for food. It sounds silly, but it's a refreshing change from games that push you along to an ultimate goal that you may or may not care about. Rent this game and check it out. It's cool.



PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1 or 2-Player
Futuristic Racer

Special Features:

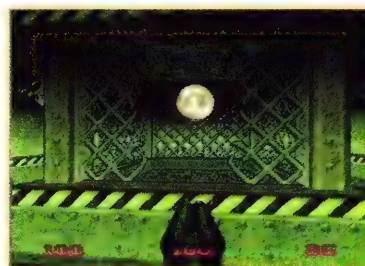
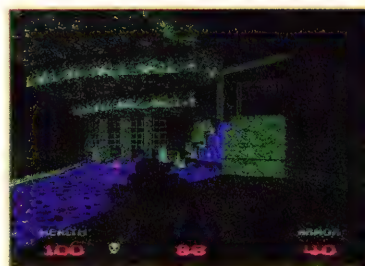
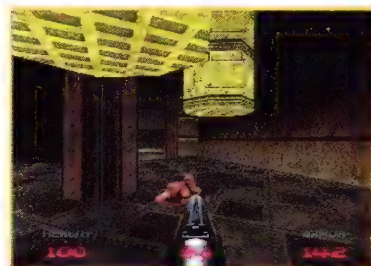
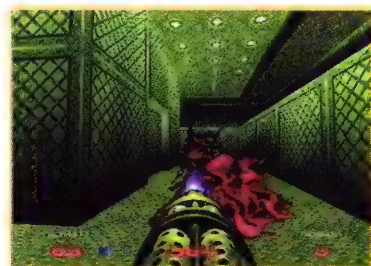
Over 22 Characters With Signature Racing Styles and Weapons, Distinct Bug/Character Interactions, 6 Racing Environments, 16 Weapons, Two-Player Split-Screen

Created by: N-Space for GT Interactive

Available: October for Sony PlayStation

Bug Riders

In what looks to be a cross between Panzer Dragoon and Wipeout, Bug Riders takes place on the planet Entymion. Your quest is to win the annual race, as the champion shall inherit the throne. On Entymion, instead of horse racing, competitors ride atop a number of saddled bugs. Since the game is in 3D, the giant bugs will be able to pass other giant bugs to the left and right as well as above and below. Two players can compete via the split-screen, and characters will have access to 16 weapons and a number of defensive shields and maneuvers. From the pictures, it looks like the environments will be very creative. Players will be rocketing through cliffs, waterfalls and densely wooded forests. Look for it this October.



REVIEW

8.5

Size: 64 Megabit

Style: 1-Player
First-Person Shooter

Special Features:

New Laser Weapon, New Double Chainsaw, New Look For Characters and Weapons, Password and Controller Pak Compatible, 4 Difficulty Levels

Created by: id and Midway Home Entertainment

Available: Now for Nintendo 64

Doom 64

Doom is a game that has been played and defeated in many different forms (and formats) over the four years of its existence. While this game is the grandfather of all first-person shooters, it hasn't evolved much over time. Doom on the N64 certainly has better graphics than any previous Doom, but the gameplay is still the same. Actually, the levels are a little short by Doom standards, and a number of the animations have even been redone (Midway completely ruined the shotgun animation). But as Doom fanatics can attest, any Doom game is a good Doom game. If you love blasting imps, this game will entertain, but there is nothing revolutionary about Doom 64.

PREVIEW

Mega Man X4

Size: 1 CD-ROM

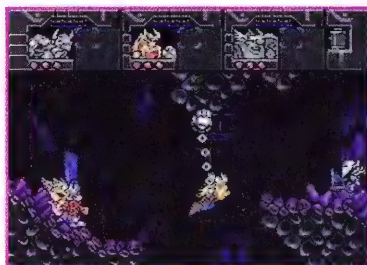
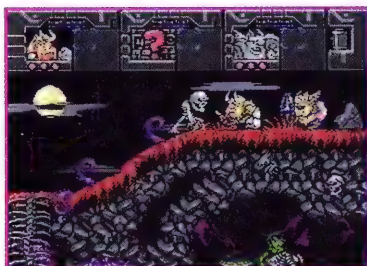
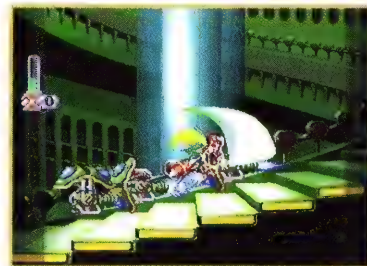
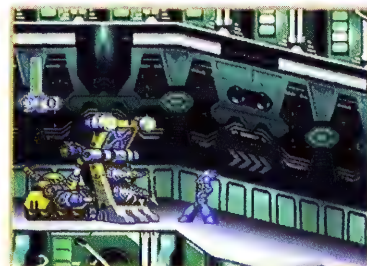
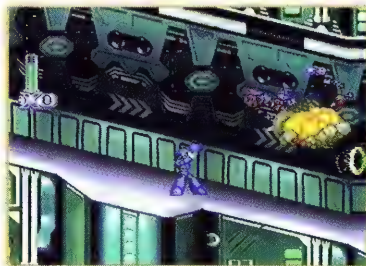
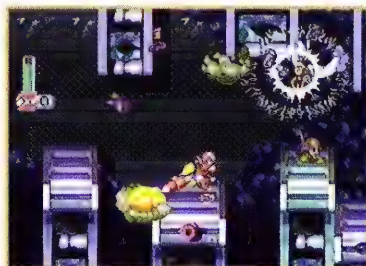
Style: 1-Player Mega Man (At this point it defines its own genre.)

Special Features: Multiple Weapons, Play as Mega Man or Zero, Dashing Ability, Metroid Wall Jumps

Created by: Capcom

Available: Now for Sega Saturn (and Sony PlayStation)

There really isn't all that much we can say about a new Mega Man game. It's pretty much the same deal as all the others. Fight your way through challenging levels, battle the boss at the end, get its weapon, and repeat the process. It's been fun for a lot of people for a very long time. The cool thing about Mega Man X4 is that you can now play as either Mega Man or Zero. Zero's primary weapon is a deadly energy blade that does a triple slash combo. Otherwise, Mega Man X4 has the exact same gameplay as all the other Mega Men. If this has started to bore you, then you should probably skip this title. If not, go crazy!



Super NES

REVIEW

6

Size: 16 Megabit

Style: 1-Player Action/Puzzle/Platform

Special Features: Three Vikings with New Powers, Two New Animal Characters, Special Item Pickups, Classic Lost Vikings Action

Levels: 31

Created by: Blizzard for Sierra

Available: Now for SNES

The Lost Vikings 2

Very few games are currently being released for the SNES, and Sierra looked to capitalize on this drought by picking up Lost Vikings 2. Although many will be happy with any new game release for the SNES, there's not much to shout about with Lost Vikings 2. GI reviewed the 32-bit version recently, and for the lack of anything new to say, we'll remind readers of our previous statement: "The graphics could have easily been done on the 16-bit." In fact, the only difference we could find with the SNES version was the lack of comedic voice-overs. Switching characters, exchanging items and solving puzzles makes for some classic gaming fun, but overall Vikings 2 comes up short in long-term entertainment.

PlayStation

PREVIEW

Pitfall 3D

Size:

1 CD-ROM

Style:

1-Player Action/Adventure

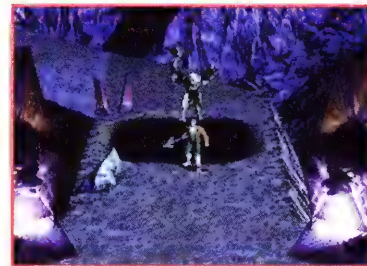
Special Features:

Over 20 Levels, Multiple Weapons, Action Oriented Engine, "Save the Lost Civilization" Plot, Enemies That Sound Like They've Come Straight Out of a Bad "Hercules" Episode

Created by: Activision

Available: Fourth Quarter for Sony PlayStation

Pitfall Harry is back and flexing his new polygons in preparation for the ultimate quest. This time around he has to save an ancient civilization, secure the fate of the free world, and rescue a beautiful woman. Relying on his trusty rock pick and amazing athletic abilities, Harry enters the fray. Fortunately for him, there will be additional weapons to be found in the 20 plus levels. From what little we've seen of this game, it appears the designers opted to go for more of a user-friendly 3D action engine like Crash Bandicoot's instead of the Tomb Raider engine where realism is the focus.



PlayStation

REVIEW

7

Battle Arena Toshinden 3

Size: 1 CD-ROM

Style: 1 or 2-Player Head-to-Head Fighter

Special Features:

Link and Juggle Rengi Combos, Arena Combat With Wall Counter Moves, Thirty-Two Playable Characters, Practice Mode, Special 60 Frames Per Second Mode

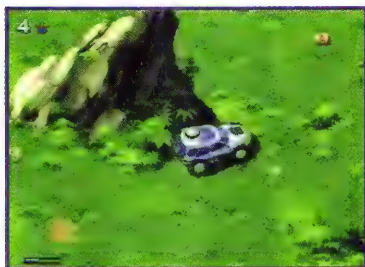
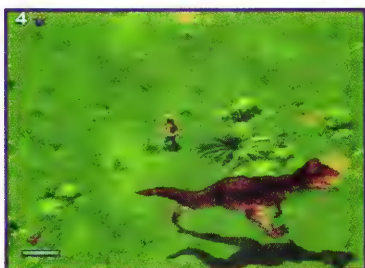
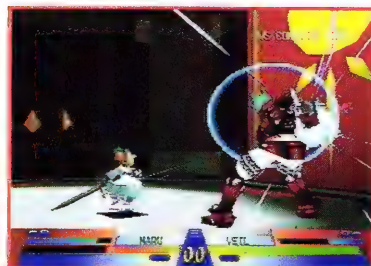
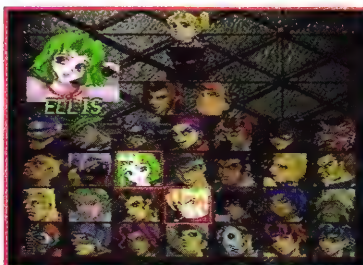
Created by:

Takara for PlayMates

Available:

Now for Sony PlayStation

In the March '97 issue of GI, we gave the Japanese version of this game a 6.75. Most reviewers pointed to the routine and somewhat boring play mechanics. Although this U.S. version is almost identical, there are two new features worth noting. The first is a brand new Practice mode where the player can work on combo strings and breakers. The other new addition is the "60 frames per second mode" (as opposed to the default 30). Of course, Toshinden's strength is graphics, and the new "60 fps mode" really cleans up the polygons. It's smooth and beautiful, but still not entertaining.



Genesis

PREVIEW

Size:

16 Megabit

Style:

1-Player Action

Special Features:

Isometric Gameplay View, Multiple Mission Objectives, Several Powerful Weapons and Vehicles Including a Bronco and Hover Craft

Created by:

Sega

Available:

July for Sega Genesis

The Lost World: Jurassic Park

Sega is bringing the enormously popular prehistoric mayhem of Jurassic Park back to the Genesis in the form of the motion picture sequel The Lost World. This is the third Jurassic Park title to land on the Genesis, and surprisingly, it features a new gameplay structure. This time, it has the look and feel of the first SNES Jurassic Park title, which features an isometric camera view and multiple mission objectives. You'll even have the chance to escape a T-Rex's ferocious appetite by jumping into a 4x4 Bronco and heading to the nearest safe house. The game will follow the structure of the movie fairly close, but of course, more freedom is granted so that the player can kill more dinosaurs.

PlayStation

PREVIEW

Rebel Moon

Size: 1 CD-ROM

Style: 1-Player First-Person Shooter

Special Features:

Multiple Weapons, Strategic Mission Objectives, Variable Gravity Effects, Over 25 Levels

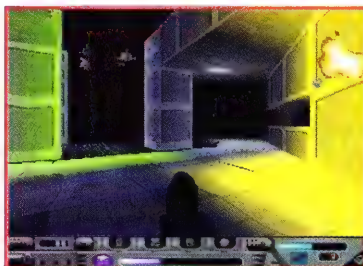
Created by:

Fenris Wolf/Climax U.K. for GT Interactive

Available:

Summer for Sony PlayStation

Originally developed across the Mississippi River from the Game Informer offices by Fenris Wolf, Rebel Moon was one of the first games developed for Intel's MMX chip for the PC. In what will be the first MMX to console port, Climax U.K. is definitely being challenged to incorporate the rich and stunning visuals of the MMX version within the more limited PS-X architecture. Set on a futuristic lunar outpost, Rebel Moon's 25+ levels will incorporate a number of offensive and defensive objectives as you battle for independence from Earth's bureaucratic grip. Look for Rebel Moon to arrive on the PS-X sometime this summer.



PlayStation

REVIEW

6.25

Size: 1 CD-ROM

Style: 1 or 2-Player Futuristic Sports Game

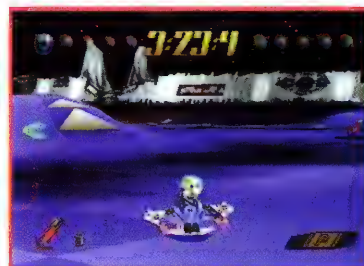
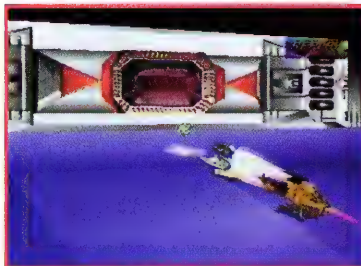
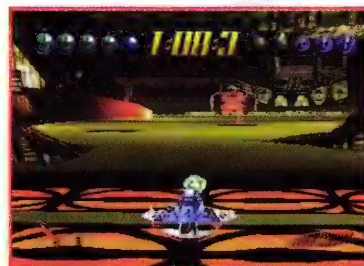
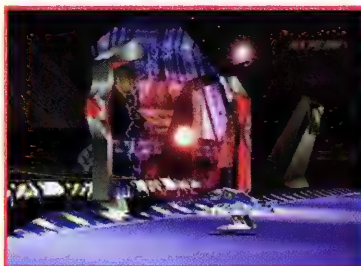
Special Features: 8 Different Power-Ups, Practice, Tournament, and Freeplay Modes, 8 Vehicles (Possibly One Hidden), Upgrades for Vehicles

Created by: LucasArts

Available: Now for Sony PlayStation

Ball Blazer Champions

This is probably one of the most disappointing LucasArts games we've seen in a long time. The graphics, power-ups, and upgrades are all really impressive features in the game. Unfortunately, the gameplay really hurts Ball Blazer's score. Keeping track of the ball while trying to master the awkward controls is frustrating to say the least. Yes, there are a variety of vehicles, crazy arenas, and power-ups, but what it really boils down to is the fact that one-on-one soccer isn't a very exciting game to play. If you've enjoyed futuristic sports games before, you should definitely take a look at Ball Blazer. It's interesting, but we don't exactly love it.



PlayStation/Saturn

REVIEW

4.5

Size: 1 CD-ROM

Style: 1 or 2-Player Baseball

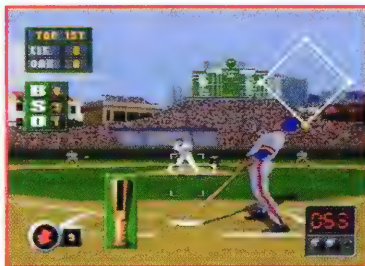
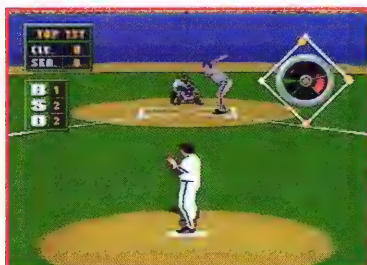
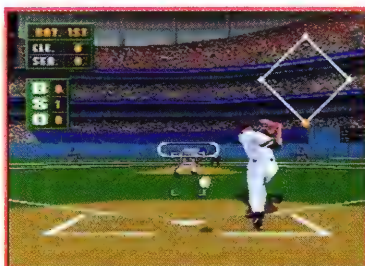
Special Features: Unique Pitching Meter, MLBPA License, Hauntingly Familiar Stadiums, Full Season With Stats, "Tater" Derby, Difficulty Adjust, Batting Cursor

Created by: Burst for Virgin

Available: Now for Sony PlayStation and Sega Saturn

Grand Slam Baseball

It's almost unfair to compare this game to the new Triple Play or even VR Baseball, since it plays more like an old 16-bit game. Only one view makes pitching boring since all pitches look relatively the same. The pitching meter adds a little variety, but using it pitch after pitch is terribly repetitive. About the only thing Grand Slam has going for it is the batting cursor, which makes it easy to push or pull the ball, as well as pop up for the sac fly. Burst also did a nice job with the stadiums, working around the legalities of no MLB license. But with all the competition this year, Grand Slam Baseball can't even be considered average.



Saturn

REVIEW

7.25

Size: 1 CD-ROM

Style: 1 or 2-Player Basketball (Up to 10-Player With Multi-Taps)

Special Features: All the NBA Players and Teams, Create and Trade Players, Defensive and Offensive Play Calling, Arcade, Simulation and Custom Modes, Stats Tracking in Full Season

Created by: EA Sports

Available: Now for Sega Saturn

NBA Live 97

Although this Saturn version can't touch the PlayStation in terms of graphics and menu speed, Saturn owners should still be happy with this solid basketball sim. NBA Live 97 has tremendous depth in terms of play calling, player-to-player match-ups, and offensive and defensive sets. Unfortunately, gameplay is pretty slow and chunky. It feels like you're skating instead of running, and the "mess beneath the net" is frustrating. Also, player response to the buttons and d-pad seems to have a slight delay. On the upside, the create player and full season offer a lot of entertainment. Live 97 is the only basketball game to consider buying for the Saturn.



SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



Mega Man 8 – PlayStation

Here are some general tips that should help you conquer Dr. Wily's evil machines.

Grenade Man –

To defeat this bomber use Clown Man's Thunder Claw.

Frost man –

To defeat this frozen wonder use Grenade Man's Flash Bomb.

Tengu Man – To defeat this airborne adversary use Frost Man's Ice Wave.

Clown Man – To defeat this freak use Tengu Man's Tornado Hold.

Aqua Man –

To defeat this aquatic wonder use Astro Man's Astro Crush.

Sword Man – To defeat this chauvinist use Aqua Man's Water Balloon.

Search Man – To defeat this wilderness hero use Sword Man's Flame Sword.

Astro Man –

To defeat this space goof use Search Man's Homing Sniper.

Dr. Wily –

Use the P Buster with the auto attachment. Stand directly in front of him and dodge his flame wheel and laser attacks. Never let go of the fire button.

Dr. Wily 2 – Make sure you still have your Rush Heal and Rush Surprise in your inventory. To beat him, the P Buster with the auto attachment is the best bet. It'll take awhile to figure out his pattern. After successfully doing so, he's cake.

Kyle Preston
Yellow, AZ

Turok: Dinosaur Hunter – Nintendo 64

Dana Mode – DNCHN

Greg Mode – GRGCHN

Robin Mode – RBNSMTH

Kevin
Webville, COM



TMN Motor Sports Hardcore 4x4 – Saturn

Messy Driving – First, go into the **Time Trial Screen** and set up the game as 4-Player and 1 lap. Enter the drivers' names: **FIDDLE, WITH, VEHICLE, MEKANIXS**. Now, while in the game press the **Left Button** and **Z** to activate.

All Class Types – First, enter the **Time Trial Screen** and set the game up as 1-Player with 3 laps. Now, enter the top name as **NOVICE(Space)(Space)**.

Enter the following codes while the game is paused.

Fixed Camera View – Right, A, Left, Left, Y, Down, Up, Left, Left

More Turbos – C, Right, A, Z, Y, C, A, Right

Tank Cars (Desert Level) – A, B, Right, A, C, A, Down, A, B, Right, A

Any Lap is Last Lap – Left, Left, Left, A, A, A, Left, Left, Left, A, A, A

Mother Truck – B, Left, A, C, C, A, Right

New Commentary – Down, A, Z, C, Right, A, Z, Y, Down, A, Z

Physics Cheat – C, A, Right, Down, Up, Left, Left, Down, Up, Left, Left, Down, Up, Left, Left
Hadden McFly
Yellow Stone, NY

Black Dawn – PlayStation

Enter these codes at the **Password Screen** to jump to any level.

Urban Shield – 1018

Black Out – 1006

Ice Storm – 1213

Desert Fury – 0203

Tiger Trap – 0917

Crack Down – 0354

Two-Player Mode – At the **Main Menu** hold down **Select** and **R2** on both controllers to unlock this awesome two-player mode.

Ghandi
Knocksville, TN



PlayStation Underground Vol. 1 – PlayStation

Disc 1

Credits FMV – At the **Main Menu** screen press **■, ▲, ●, ✕**.

Twisted Metal 2 Codes – At the **Main Menu** press **●, ▲, ■**.

Blasto Preview – Enter the **Download Station** room, open the two options, and hold **L1 + L2 + R1 + R2**, then press **■**.

Cool Boarders Codes –

At the **Tech Q & A** room press **■, ▲, ●**.

Jet Moto Secret –

Enter the **Code Book** room and press **▲, ▲, ▲**.

GameDay '97 Codes – Enter the **Behind the Scenes** room and hold **L1 + L2 + R1 + R2**.

Disc 2

Video FMV – At the **Main Menu** press **●, ▲, ■, ●, ▲**.

Video FMV 2 – Highlight the list of released games, hold **L1 + L2 + R1 + R2**, then press **▲**.

Resident Evil 2 Preview –

Highlight the list of **Coming Soon** games and press **▲, ▲, ▲**.

Mysterious Hadden
Foster City, CA

Wayne Gretzky 3D Hockey – Nintendo 64

Bucket o' Fights – To fight every 5 to 20 seconds go to the **Options Screen** and while holding the **L Button** press **Right C Button, Left C Button, Left C Button, Right C Button, Down C Button, Up C Button, Up C Button, Down C Button, Left C Button, Right C Button, Right C Button, Left C Button, Right C Button, Left C Button**.

Note: This must be entered in all three periods. To start a fight check any opposing player.

Matt Duane
Middletown, NJ



The Lost Vikings II – PlayStation/Saturn/SNES

Transylvania

Level 2 – STRT

Level 3 – ST3W

Level 4 – K3YS

Level 5 – TRSH

Level 6 – SW1M

Level 7 – TW0!

Level 8 – T1M3

Fantasy

Level 1 – K4RN

Level 2 – BOMB

Level 3 – WZRD

Level 4 – BLKS

Level 5 – TLPT

Level 6 – GYSR

Pirate

Level 1 – B3SV

Level 2 – R3T0

Level 3 – DRNK

Level 4 – YOVR

Level 5 – OV4L

Level 6 – T1N3

Jungle

Level 1 – D4RK

Level 2 – H4RD

Level 3 – HRDR

Level 4 – L0ST

Level 5 – 0B0Y

Level 6 – HOM3

Future

Level 1 – SHCK

Level 2 – TNNL

Level 3 – H3LL

Level 4 – 4RGH

Level 5 – B4DD

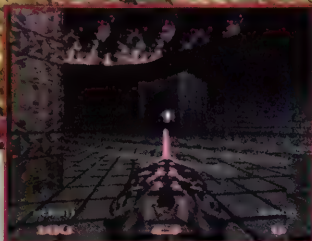
Level 6 – D4DY

Brendan Manston
Harlem, NY

VR Baseball '97 – PlayStation

Field of Corn – To play in the "Field of Corn" simply enter the **Options** menu from any location, then highlight **Credits** and press **■, ●, ■, ●, ▲**. Doing this correctly will activate the code.

Gretchen Walker
Memphis, TN



Doom 64 – Nintendo 64

Enter all of these codes at the Password Screen.

- Level 2 – CB92 NBPL SYL? JO27
- Level 3 – BXLG 4GSH 46YJ L2?0
- Level 4 – CXBF CG5P 1G5G HOTL
- Level 5 – BX8L 5BNL W1D5 W3KR
- Level 6 – BYS9 SBG? 78TS N2KL
- Level 7 – BCYJ HG1B 7BFZ ?SKL
- Level 8 – CX3F CG3P 1LDF HHSW
- Level 9 – FFMX MGPH ZVNX WDJC
- Level 10 – DVY8 YGDR PBYF 10JC
- Level 11 – NKHB FLML VS63 0KQB
- Level 12 – M18C 2L5Z YS74 CGQB
- Level 13 – 4JDN RGGN G8VN T7LB
- Level 14 – 3ZH? KB5X SH2P WMVB
- Level 15 – 3GJL KBR9 BT36 7YLB
- Level 16 – TXLT GGD5 9PR7 68JL
- Level 17 – TDXH KBNJ 5Q6F W2JC
- Level 18 – JY1D CQ53 ZNW? 0XZC
- Level 19 – SD8G TBXR 30CZ ?X5C
- Level 20 – L5ZH 4HYQ 6VGW KZKF
- Level 21 – CCCM TQ9F D7S9 R28L
- Level 22 – GVM7 WVQ7 MBSS M7QC
- Level 23 – GGRS P3Q7 Q0C6 89QB
- Level 24 – Y1ZL VBGY CL11 FWBB
- Level 28 – WO4R 6HRZ P9R9 ZSLB

*Crazy Crow
Webville, COM*

Tan Pin Alley – PlayStation

300 Game Tie – Enter your name in the sixth slot as “Vilooma” to enter a 300 tie bowl-off in Tournament mode.

*Doug Hadden
Indianapolis, IN*



Ridge Racer Revolution – PlayStation

Spotlight – At the Title Screen hold L1 + R1. Doing this will make a spotlight appear. Use ■ to make the light larger, and ✕ to make it smaller. Does this serve another purpose, or is it just another worthless code?

Zoom – While playing, change your view so that it is the first-person external cam. Now, pause the game and hold ▲, and use L1 or R1 to zoom in and out.

*Larry Holmes
Houston, TX*

Soviet Strike – PlayStation

Enter these codes at the Password Screen.

- 4 Attempts – SADISSA
- 7 Attempts – NOSFERATU
- Double Damage – DRBENWAY
- Infinite Ammo – STRANGELUV
- Infinite Fuel – EARTHFIRST
- Infinite Attempts – ELVISLIVES
- Invincibility – IAMWOMAN
- Double Fuel Mileage – VULTURE
- Infinite Ammo, Fuel, Attempts – FUGAZI
- Infinite Ammo, Fuel, Attempts, Double Damage – THEBIGBOYS
- Infinite Ammo, Fuel, Invincibility – MIDNIGHOIL
- Worship the Chopper – GHANDI
- Lynch the Chopper – ANGRYLOCAL
- Peaceful World – QUAKER

*The Human Torch
New York, NY*

Daytona USA: Championship Circuit Edition – Saturn

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

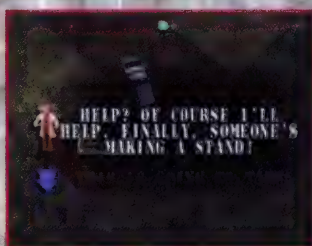
Play as Super Car – At the Main Menu hold the Right Button + X + Y + Z then press C to select a game mode.

Play as Horse – At the Main Menu hold the Left Button + X + Z and press C to select a game mode.

Play as Horse 2 – At the Main Menu hold the Left Button + the Right Button + Y + Z and press C to select a game mode.

*Paul Phoenix
Charleston Village, AZ*

Blast Corps – Nintendo 64



Here's how to locate all those pesky scientists:

Argent Towers (Scientist 1) –

Drive Backlash all the way to the right and locate the moveable block; Walk down the ramp as the little human guy and use the Ramdozer to push the TNT into the door on the wall to the right. Walk through the door, jump on the train, and bring it to the next zone to the north. From here grab Ballista and bring it back to where you first found the train. Enter the tunnel as the human and walk north. While walking constantly press to the left. You will find a hidden outlet which will bring you to the Police Car and a maze. Maneuver through the maze successfully and you'll find the scientist.

Tempest City (Scientist 2) –

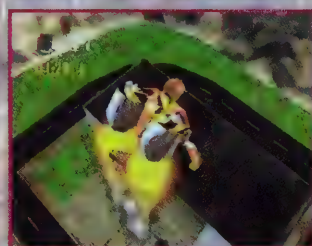
Drive your Ballista all the way to the right and locate the three missile power-up boxes. Use these to shoot at the building next to you. It will take a lot of shots, but eventually a ramp will appear leading to a satellite disc and the second scientist.

Ironstone Mine (Scientist 3) –

Grab the train near the end of this level, and drive it in reverse 'till you can no longer do so. Now, cross the pedestrian bridge as the human until you locate Ramdozer. Drive this vehicle onto the Crane platform and lower it down onto the other side of the tracks. Use Ramdozer to push TNT into the large building where you last left the train. Doing this successfully will open up a tunnel filled with RDU's and the hiding spot of the third scientist.

Ebony Coast (Scientist 4) –

At the beginning of the stage use Ramdozer to blow up the wall directly behind the train by pushing a TNT crate into the blockade. Now, place Ramdozer



on the train and proceed to the train station. Have Ramdozer destroy the station, but be careful not to use the TNT crate located nearby. Now load the TNT crate onto the train's flatbed. Back the train through the door you blew away and right in front of the Easter Island statue. It will take awhile for the TNT crate to explode, but once it does, you will have access to J-Bomb. Take this mech and fly to the right of the tunnel that the Missile Truck drove through. You'll find the fourth scientist here.

Glory Crossing (Scientist 5) –

Drive all the way to the end of the level and drive in the direction that the semi-truck is pointing. Use Backlash to clear away the secret ramp and drive down and rescue the fifth scientist.

Oyster Harbor (Scientist 6) –

First you'll need to learn how this stage works. To find the scientist locate the barges and push a TNT crate onto the first barge. Use the TNT to destroy the white blocks that will block the third barge. Now, get back in the barge and back it up past where the white blocks were and to the last scientist bunker.

Blow Stuff Up Cheat –

If you are having trouble blowing up certain things on tricky levels, here's an easy way. Simply press your vehicle against whatever it is you are trying to blow up and press the Z Button. Make sure that your human character does not jump out, but he must be screaming. After screaming for a few seconds, the object you are trying to blow up will magically explode.

*Kelly Laurie
Ellsworth, WI*



Mega Man 8 – PlayStation

- Start With Flash Bomb – 801b1eb6 2800
- Infinite Flash Bomb – 801b1eb6 2800
- Start With Homing Sniper – 801b1ecc 0001
- Infinite Homing Sniper – 801b1ece 2800
- Start With Ice Wave – 801b1ebc 0001
- Infinite Ice Wave – 801b1ebe 2800
- Start With Water Balloon – 801b1ec4 0001
- Infinite Water Balloon – 801b1ec4 0001

Big Bass World Championship – PlayStation

- Infinite Bright Lures – 8004d278 0000
- 8004d27a 0000
- Infinite Natural Lures – 8004d264 0000
- 8004d266 0000

Doom – Saturn

- Master Code (Must Be Entered) – f6000914 c305
- b6002800 0000
- Red Key – 1608937 a0001
- Yellow Key – 16089380 0001
- Chain Gun – 160893b6 0001
- Infinite Bullets – 160893ca 03e7
- Infinite Shotgun Shells – 160893ce 03e7

Crypt Killer – PlayStation

- Infinite Bombs P1 – 800fc17a 0009
- Infinite Bombs P2 – 800fc1d6 0009
- Infinite Health P1 – 800fc174 0005
- Infinite Health P2 – 800fc1d0 0005

Tiger Shark – PlayStation

- Laser Never Overheats – 800bff3a 07d0
- Infinite ECM-9000's – 800bff50 0013
- Infinite EMP Torpedoes – 800bff44 0013
- Infinite Gatling Ammo – 800bff38 01ff
- Infinite Lives – 80084798 0003
- Infinite MK-65's – 800bff3e 0013
- Infinite MK-77's – 800bff42 0013
- Infinite MK-90's – 800bff46 0013
- Infinite SM-19's – 800bff48 0013
- Infinite SM-25's – 800bff4a 0013
- Infinite SM-70's – 800bff4c 0013

NCAA Final Four '97 – PlayStation

- Away Team Scores 0 – 801ef50c 0000
- Home Team Scores 0 – 801ee9dc 0000

Command & Conquer – PlayStation

- Infinite Funds GDI – 8011b964 ffff
- Infinite Funds NOD – 8011c04c ffff

Mega Man 8 – Saturn

- Master Code (Must Be Entered) – f6000914 c305
- b6002800 0000
- Start With Flame Sword – 160361fc 0100
- Infinite Flame Sword – 160361fe 2800
- Start With Ice Wave – 160261f0 0100
- Infinite Ice Wave – 160261f2 2800
- Start With Thunder Claw – 160361ec 0100
- Infinite Thunder Claw – 160361ee 2800
- Start With Tornado Hold – 160361f4 0100
- Infinite Tornado Hold – 160361f6 2800

NBA Live 97 – Saturn

- Master Code (Must Be Entered) – f6000914 c305
- b6002800 0000
- Away Team Scores 0 – 1609d176 0000
- Home Team Scores 0 – 1609d076 0000

Command & Conquer – Saturn

- Master Code (Must be Entered) – f6000914 c305
- b6002800 0000
- Infinite Money GDI – 1608be1a ffff
- Infinite Money NOD – 1608be1c ffff

Die Hard Arcade – Saturn

- Master Code (Must Be Entered) – f6000914 c305
- b6002800 0000
- Infinite Credits – 1609fd74 f000

NBA Shoot Out '97 – PlayStation

- Away Team Scores 0 – 800b3e3c 0000
- Home Team Scores 0 – 800b3e38 0000



TNM Motor Sports Hardcore 4x4 – PlayStation

All these codes should be entered in the "Edit Names" section of the Time Trial Mode. After inputting a code, go back to the setup screen after the 4x4 logo. Then, start a new game.

- Hidden Truck – MAINLINE
- Raining Frogs – RAINFROG
- Roids – DUTCHMAN

(After entering this, go back to the Title Screen, enter the Options and select Credits to play this wacky asteroids variant.)

Dale Ellis
Hudon, MA

Need For Speed 2 – PlayStation

More Camera Angles – As soon as you select race at the Start Screen hold down these buttons L1, L2, R1, R2, X, ▲, ■, and ● until the race starts. This will let you choose from ten camera angles instead of four by pushing ▲ to select them.

- Bonus Car** – Enter the password: LILZIP
- Bonus Track** – Enter the password: SHOTME

Mark Allen
Webville, COM

Powerslave – Saturn

Death Tank Mini-Game – Go into the Options and choose Remap Controls and switch the setting to the following. Switch A with C, switch X with Z, and switch TL with TR. Now, exit this menu, and on the Title Screen Death Tank will be waiting.

All Ammo and Full Life – Enter this code at the Overworld Map Screen. Press Down, Right, Left, Up, Down, Right, Left, Up, Down, Right, Left, Down, Up, Left. After entered, you will be able to fill up on ammo and life by going to the sub-screen and pressing X.

Skip Level Code – Enter this code on the Overworld Map Screen. Press Y, Y, Z, Z, X, X, Z, Y, X, Z, Y, X, Y, X, Z.

Bridget Fonda
Hallogen, WI



Test Drive Off Road – PlayStation

Enter these codes at the Password Screen.

- Unlock Super Car – fifty
- Unlock Super Car 2 – beefy
- Unlock Super Car 3 – lowrider
- Unlock Secret Track – friendly
- Unlock Secret Track 2 – sanddune
- Unlock Secret Track 3 – crazy

Robert Manchette
Webville, COM

Command & Conquer – PlayStation

Enter all of these codes on the NOD Password Screen.

- Level 2 – C99FAXKW8
- Level 3 – RZNLQZ3NL
- Level 4 – W1954XWLF
- Level 5 – W15DASRS8
- Level 6 – 8PH1MR53W
- Level 7 – GTJKWOJDK
- Level 8 – YKK424K3D
- Level 9 – 874LCPUT4
- Level 10 – A8SHPAHXW
- Level 11 – OX3UKOP94
- Level 12 – QGDUMSK2J
- Level 13 – SZP09VDSB

Uncle Padre Lincoln Jackson
Yaholla
Tribble, KY

WWF In Your House – PlayStation

Super Pin – At any time while pinning an opponent press Start and hit Down, Down, Down, Down, L1 to perform a Super Pin.

Frozen Computer – At any time during the match press Start and hit Left, Left, Up, Down, R1 to make the computer freeze.

Super Damage – At any time during the match press Start and hit Up, Up, L1, L2, Down. Entering this correctly will do the computer some serious damage.

Taunt – At any time during the match, simply press Up, Down, Up, Down, Up to make your character taunt your opponent.

Aaron Albrecht
New Berlin, WI



WCW vs. The World – PlayStation

Alternate Uniform –

To access an alternate uniform for a majority of the characters, highlight the wrestler you want and press **Start**.

Hidden Characters –

All you have to do is beat every League Challenge to access these characters. They will appear at the bottom of the Character Select Screen.

"The Rhino"
Toledo, OH



The Crow: City of Angels – PlayStation

Enter these codes at the Password Screen.

Level 4 –

▲, ●, ▲, ●, ■, ▲, ▲, ●, ×, ●

Level 5 –

×, ▲, ×, ▲, ■, ×, ×, ▲, ■

Level 6 –

▲, ▲, ▲, ▲, ●, ■, ▲, ■, ■, ●

Level 7 –

×, ▲, ×, ▲, ■, ●, ●, ×, ■, ●

Level 8 –

▲, ●, ▲, ●, ●, ▲, ×, ●, ■, ●

Level 9 –

×, ×, ●, ×, ■, ■, ×, ▲, ●

Level 11 –

×, ×, ×, ●, ■, ■, ×, ×, ▲, ●

Debug –

At the Main Menu highlight the Continue Option and enter in this code: ■, ×, ■, ●, ▲, ▲, ●, ■, ×, ■

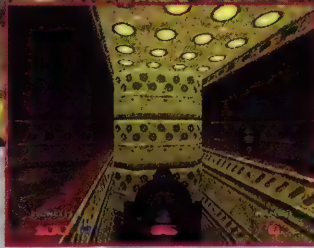
Stick Mode –

At the Main Menu highlight the Continue Option and enter this code: ▲, ▲, ×, ■, ●, ●, ■, ×, ▲, ▲

Giraffe Mode –

At the Main Menu highlight the Continue Option and enter this code: ×, ●, ▲, ●, ■, ■, ▲, ●, ×, ●

Harold Carnovsky
Detroit, MI



Doom 64 – Nintendo 64

Cheat Menu –

Enter this code at the Password Screen: ?TJL BDFW BFGV JVVb. Now, start a game, Pause, and enter the **Features Menu**. In this menu you will be able to toggle Level Select, All Weapons, and Invincibility.

Strange Messages –

After you die, don't press any buttons and several strange messages will appear.

Access to Level 29 –

To warp to Omega Outpost from Level 3 follow these simple instructions. Toward the end of the level you'll be required to throw four switches to open the exit. If you enter them in this order: 3, 1, 2, 4, a secret teleporter will open. This alternate exit is located in the room to the right of the Hell Knights. Run across a series of columns and you'll skip most of the game.



FFA Soccer 64 – Nintendo 64

Taunt – While in a game press any direction on the control pad to make the crowd go insane. This works especially well after a goal, and using the **C** buttons will also produce other FIFA sounds.

"Péle 64"
Dillon, MA

Turok: Dinosaur Hunter – Nintendo 64

Enter these codes at the Enter Cheat Menu.

Fancy Colors –

LLTHCLRSFTHRNB

Quack Mode –

CLLTHNTMTN

Show All Enemies –

NSTHMNDNT

Vlad Commisky
Chicago, IL



The Incredible Hulk: The Pantheon Saga – PlayStation

Enter these codes at the Password Screen.

Level 2 – 603EE0C530

Level 3 – B08E0F0802

Level 4 – 000026B698

Level 5 – 40074DFF12

Kelly Laurie
Ellsworth, WI



Sega

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

Nintendo

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

Sony

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

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

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

Nintendo 64Doom 64
FIFA 64
Star Fox 64

PlayStation . . .BRAHMA Force
Descent Maximum
Dynasty Warriors
Powerslave
Triple Play 98
WCW Vs. the World
Xevious 3D/G
Thunder Truck Rally

Sega SaturnScorcher
Die Hard Arcade
Fighters MEGAMiX
Powerslave
Soviet Strike

Scud: The Disposable Assassin

Arcade . . .Mace: The Dark Age
Rampage World Tour

Send Secret Access Requests To:

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

E-Mail: gionline@winternet.com

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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

Super NES:

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

Genesis:

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

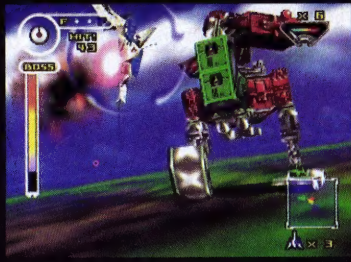
Saturn:
ASCII Saturn Stick,

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

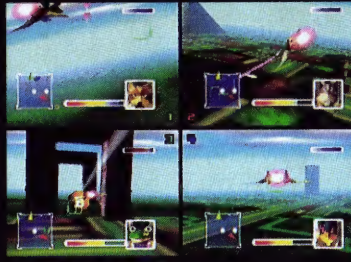
Send To: Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail: gionline@winternet.com





SUBJECT JOLTED BY RUMBLE PAK™ IMPACT CONTROL SENSOR



SUBJECT ATTACKED BY FELLOW SQUADRON PILOTS IN 4-PLAYER MODE



SUBJECT DEPLANES FOR LAND BATTLE

SOON YOU WILL BE ABLE TO FEEL THE FULL IMPACT OF SPACE COMBAT



STARFOX™ 64 INCLUDES THE RUMBLE PAK™ IMPACT CONTROL SENSOR ONLY FOR THE NINTENDO 64 SYSTEM ATTACH IT TO YOUR CONTROLLER FEEL THE WHOLE PICTURE





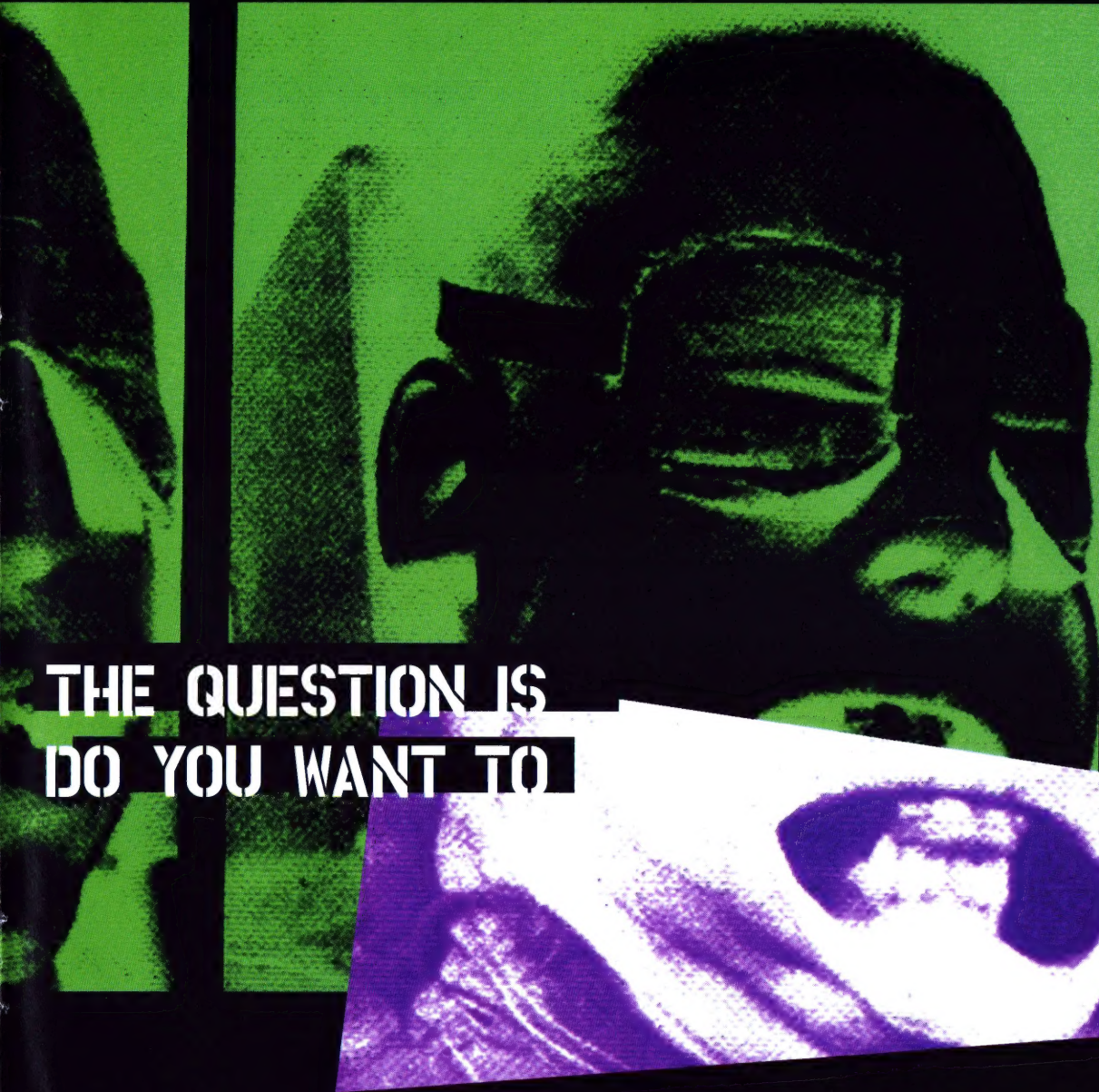
SUBJECT ENTERS HYPER-REALITY OF THIRD DIMENSION



SUBJECT INTERACTS IN REAL TIME WITH FELLOW PILOTS

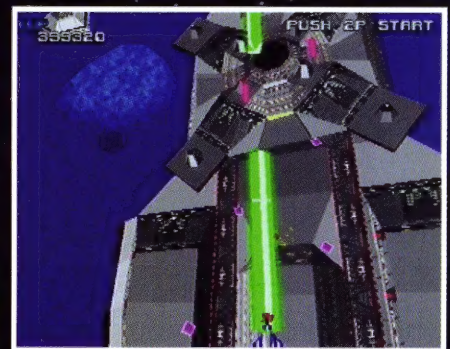
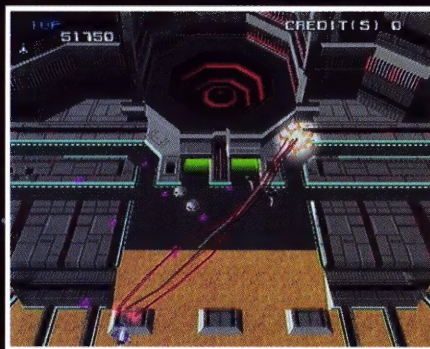
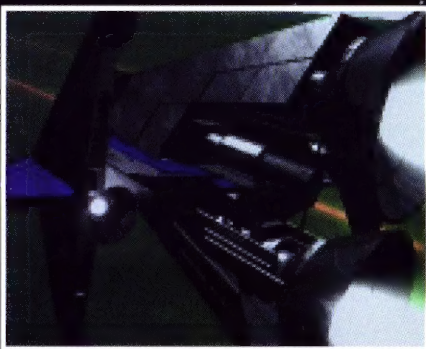


SUBJECT PERSPECTIVE CHANGES FROM VICTOR TO VICTIM



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