

GI Previews Over
30 Must-Play
Games of E3

Pg. 14

Game Informer

MAGAZINE



Treasures of the Deep

WarHawk Meets Tomb Raider In Namco's Revolutionary Underwater Adventure

Plus:

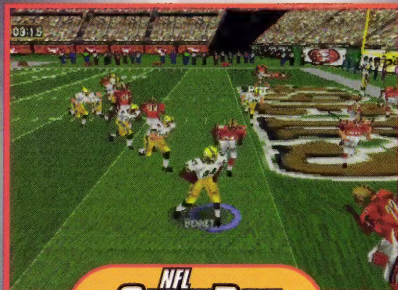
Gex: Enter The Gecko • MK Mythologies: Sub-Zero • Tobal 2 • Biofreaks
Tomb Raider 2 • Last Bronx • Formula 1 '97 • Resident Evil 2 • Yoshi 64

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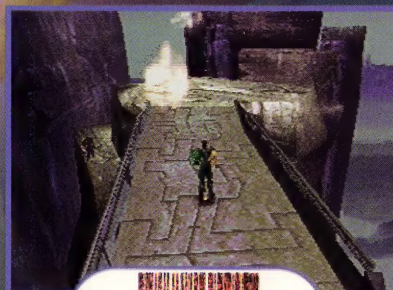


July 1997

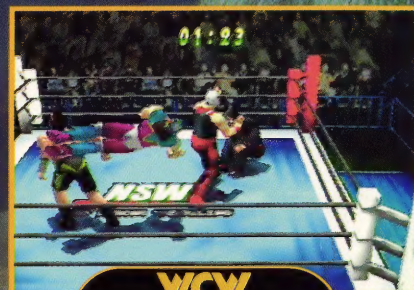
Vol. VII • Issue 7 • #51



NFL
GAMEDAY
98



ONE



WCW
VS
nWo

21740 watts mil
aimed right
your

VIDEO GAME



with hyper-amplified sound & graphics

hyper-amplified



1
stereo surround sound
and built-in sub woofer

> power >



2
enhanced video graphics

graphics

video
game
tv
with

multiple



3
multiple game system hook-ups

play

(play it

Departments



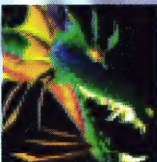
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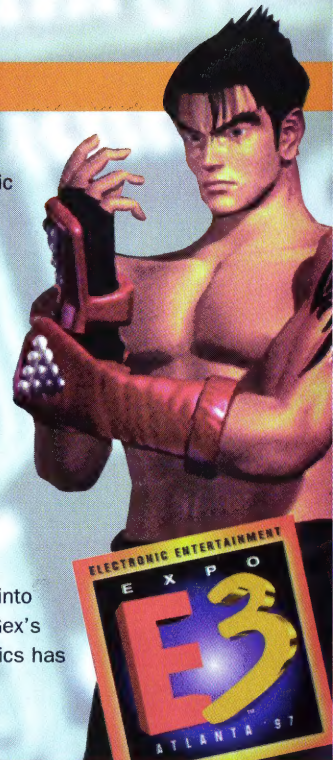


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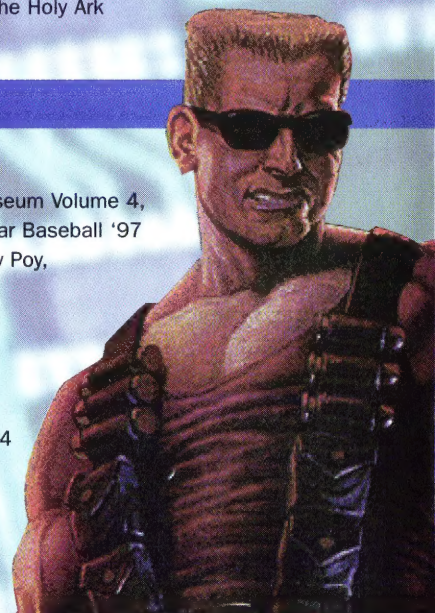
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I
I AM GOD

II
THOU SHALT HAVE
NO OTHER GOD

III
THOU SHALT NOT TAKE
GODS NAME IN VAIN

IV
KEEP THE SABBATH
AND MAKE IT HOLY

V
HONOR YOUR FATHERS
MOTHERS AND FATHERS

VI
THOU SHALT NOT
COMMIT ADULTERY

VII
THOU SHALT
NOT STEAL

VIII
THOU SHALT
NOT LIE

IX
THOU SHALT
COVER THE BLOOD OF
THE RIGHTEOUS

The ~~Ten~~ Nine
Commandments

coming this winter



<http://www.shiny.com>



That's right...this issue hurts! No, it doesn't hurt because it is so jam packed with information or that it is so amazingly good looking, but because this month Game Informer had to break one of its cardinal rules. We had to put a preview game on our cover.

Yes, I know it sounds ridiculous because every other magazine on the planet does it each and every month, but to us...this is strange stuff. By now you must be asking yourself "why?", but the solution is rather obvious. We feel that our cover is the ultimate award we get to give to a game each month. Not just any game, but the game that we think is the best. So we find it very distressing to put a preview

game on our cover, when we don't have a clue how good the game will be in its finished form.

Of course, we think Treasures of the Deep is a cool game in the here and now, but in theory Namco could screw this game up before it's finished (which I seriously doubt), but it is a chance you take when you put a preview game on the cover. It's like pasting Mike Tyson on the cover of your game, and then discovering two weeks later that he's been arrested for some awful crime. It makes you look like a fool, even though you had nothing to do with it.



The Lil' Gamers

ERIK, THE PC JEDI

"You may not know this, but I'm a 100% full-blooded Norwegian. It's true. Now you know why I'm so cool. At one time I wanted to become musically inclined so I could start a band called Norwegian Monkey. Unfortunately, men with huge pectoral muscles like myself have trouble singing anything other than lumberjack folk tunes about Paul Bunyan and Babe the Giant Blue Ox. I tried to incorporate these tunes into a techno soundtrack but it didn't work very well so I decided to leave the Airforce test pilot job (Did I forget to mention that?) to lend my lightning-fast reflexes and suave demeanor to a nobler cause. Now I am a journalist devoted to truth in the face of obscurity, to fighting a constant battle against vagueness and the fog of corporate war...well...to playing vids and writing about them."

ANDY, THE GAME HOMBRE

"Much to my dismay I recently discovered that I am now the 'Iron Man' of video game editors. It may be hard to believe, but there is nobody else in the U.S. video game magazine industry that is still working and has been an editor as long as I have. Now if that isn't scary I don't know what is, because I've only been the editor of Game Informer for three and half years (though I've been working on the magazine for over six). I know this should make me feel all warm and gooey, but it doesn't. It's actually quite harrowing, because it means that I'm now 'old school' and I'm only 25. On the upside, it does mean that no one else is more dedicated to getting the information to the people than myself and the rest of the GI staff. I hate to sound like I'm blowing our own horn, but we rule!"

PAUL, THE GAME PROFESSOR

"Just as the summer months seem to cool down as far as game releases are concerned, behind the scenes, the industry starts to cook with news of the games to come. Watching the gaming companies pose and posture as they send their marketing, sales, and development staffs into working frenzies is truly weird. Everyone is looking for a nice size chunk of the 'interactive entertainment' pie and they want all of their games with your name on it. The amount of new video game titles on the way for both consoles and PC is enough to make a gamer so confused that they'll take up board games. While I don't think I'll be recommending 'Chutes & Ladders' to anyone, you can bet that it's going to become a lot harder for a game to get more than an '8' out of me."

REINER, THE RAGING GAMER

"In our industry, Shigeru Miyamoto is the god of all designers. He's the creative mind behind Mario, Zelda, and practically every big Nintendo title. To my misfortune, I'm scheduled to compete against him in the Star Fox 64 tournament at E3. I'm a big fan of his work, and honestly, I'm going to be rather disappointed with myself when I stomp his hide into the ground with a massive assault of lasers to the tail pipe. My victory is inevitable. Although, there is the chance that he'll put up a good fight, and if he does, I have an alternate plan. I'll simply knock the controller out of his hand, and blow away his unmanned vessel. By the way... what do you think of my dress? Snazzy, huh?"

JON, THE GREEDY GAMER

"As you read this, we'll be on our way home from E3, and boy was Atlanta hot (the weather I mean). I once worked for five months in southern Georgia tearing out railroad tracks, and I don't know if words can describe how hot and humid the summers can be. I'll take the temperate summers of Minnesota any day of the week. I've been spending some weekends up north in the woods, fishin', pitchin' shoes, and tossin' back some 'old-fashioned lemonade.' But spring is over, summer's moving along, and that means next month all the great games are going to start coming in. Watch for NASCAR 98 and Sony's GameDay '98. As for Nintendo, I don't know what to say except to be patient."

July Issue 1997
Volume VII • Number 7 • Issue #51

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Manufactured and printed
in the United States of America

Game Informer Magazine (ISSN 1057-6392) is published monthly at a subscription price of \$19.98 per year, five trial issues for \$9.98 by Sunrise Publications®, 10120 West 76th Street, Eden Prairie, MN 55344, (612) 946-7245 or FAX (612) 946-8155. Periodicals postage paid at Hopkins, MN, and additional mailing offices.

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

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

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Member

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.



The first shooter that lets
you look up & down, jump
and crouch while moving.



True 3D warzone with
polygonal enemies in a rich,
seamless environment.



Extensive arsenal of weaponry
including laser sighted gun
for targeted kills.



Check out exclusive previews on
our website: www.psygnosis.com



"Trigger-happy fun" — *GamePro*

"Non-stop action and excellent graphics" — *Game Informer*

DEAD AIR

Letters from Our Readers

Mono-Question of the Month

From Readers: What ever happened to the Crashing NiGHTS debate? Did you guys chicken out because of an overwhelming response that didn't fit your opinion?

GI: While the response on the Crashing NiGHTS debate was pretty huge, most of the letters we got were from die-hard PlayStation or Saturn owners who had never played the other game and were generally pretty biased about the whole affair. The only really interesting letters we got were from people with both systems. Most of those people said Crash was the better game but there were some who thought NiGHTS was cooler. There was a rare breed (3 people) that thought both games were worthy of their attention and that was all that mattered. To us, that's the coolest attitude to have. But if you must know who won, it was Crash by a landslide!

But Think of the Memories Man!!!

I am interested in receiving information you may have about the Intellivision Model number 2609, serial number 1224944, year 1979. I also own the voice synthesis module, model number 3330, serial number S84953, year 1981. Here is a list of the games I own. [Editors Note: We omitted the list of 22 games.]

I would like to know the value of this system, along with the games and accessories. Any information that you can send me would be greatly appreciated.

Victor "Video Kid-Whiz" Suero
Hawthorne, CA

The value of these things is incalculable, like your stinky orange teddy bear named "marmalade" with the missing eye, or your tattered but well loved "woobie" that went with you everywhere. That you would consider leaving them out in the cold in the foul hands of some anonymous collector is just another tragic case of how we're so willing to throw away our childhoods to make a buck. [Editor's Note: In other words, we have absolutely no clue.]



GI Fans Demand More Classic GI

I like your mag but I wish you would devote some more space to the classics.

Don't get me wrong. I love the N64, but what about the people who don't have enough money for a PlayStation, Saturn, or N64? Plunking down \$150 on the counter for a system is outrageous! Of course taking into consideration all the technology and everything that goes into it, \$150 is about right, but couldn't they at least package a game into it? I received a Nintendo for Christmas in 1990. I loved it and still do because it was a milestone for the systems we have today. If we hadn't had systems like Atari and Nintendo, we'd be nowhere. As for me, I still love my Nintendo and Game Gear, but decided to sell them both toward the purchase of a Sega with Sega CD. I'll probably keep these for a long time. In the future, could we maybe see some more space devoted to the classics? After all, if we didn't have them, where would we be now?

Josh Combs
E-Mailer

Josh... we completely agree with you (Did we really say that?). In recent months, we've gotten countless letters from people asking us to do more reviews on older games, so we finally caved in and decided to do what we could. The tentative plan is to expand Classic GI using the format we began last month. If you have an opinion about this, by all means tell us where it's at.

We will be applying new scores to the games based on how good they are on their respective system, how they compare to similar games, and how much fun they are after all these years. Bionic Commando, for instance, is one of the best games that ever came out on the NES and still stands out from the crowd with it's unique grapplin' action. Thus the high score.

It's All True... From a Certain Point of View

In one of your issues it says that a Nintendo 128 is coming out before Christmas. I wanted to know if this is true because it also said some crap about a portable system with 1028 bits that ran on rocks. I read your magazine a lot and I'm starting to think that you guys have completely lost your journalistic integrity. Sometimes the Secret Access codes don't even work. My question for you this time is: Why the \$#@! is there so much BS in your \$#@! magazine?

P.S. This time could you tell the \$#@! truth?
Crash Override
Explicatively Disgruntled E-Mailer

When we do an April issue and talk about a system that eats rocks, you can generally assume that it's bologna. We get a little wacky in April and enjoy spoofing our competitors by making up ridiculous stories about the next system/game/deal in the works. There is no PlayStation 5.02 with gelatinous orb controllers, no Nintendo 128, no

nanotech rock-eating 1028 Magnavox system, no O.J. Simpson RPG, and everything "A Buck Two Ninety-Eight Boy" said was full of it.

Here's some tips on avoiding trouble in future April issues. If Andy says in the beginning of the magazine to watch for April Fool's jokes you better look out, because telling it like it is all year long can get pretty stressful and April is the month where we let loose with the shovel. What you need to do is look for key words like: "gelatinous," "nanotechnology," or "A Buck Two Ninety-Eight" (think about it). These are all pretty good tip-offs that we're pulling your chain. Of course, goofy words and phrases don't always hit home so we try to make it a little more obvious. We entitle our April gossip page "Breaking Stuff" and then put in a huge "BS" in the logo! We name the company that developed Juice Quest, "Ashame Interactive." And yet we've gotten so many excited letters demanding more information on these things. So here's the completely nonintentional moral of the story - just because it's in print doesn't make it so. It's kind of like learning that your parents are fallible for the first time in your life.

Problems with codes can arise from a number of things. On rare occasions there is actually a misprint, but more often than not, it's because a new version of the game has been put out that doesn't allow the codes or you're not doing it right. Usually we try to test everything but we don't always have the time we need. Thus, codes we've received from the companies themselves tend to be low on our priority list. We presume that the people that make the games know what they are talking about.

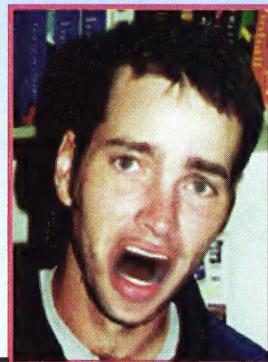
GI Makes a Fatal Error!!!

Dear Editors,

In your February 1997 issue on page 15 next to V350 you put, "game switch for use 'wuth' Nintendo." You spelled the word "with" wrong. Please do something! Thank you.

Andrew Breckenridge
E-Mailer

The page you're referring to is not ours. It's an advertisement. We don't even see the ads going into our magazine until we actually get the first prints in our hands. Thus we joyfully dodge any responsibility for thus atrocious mysteak. Nice try though.

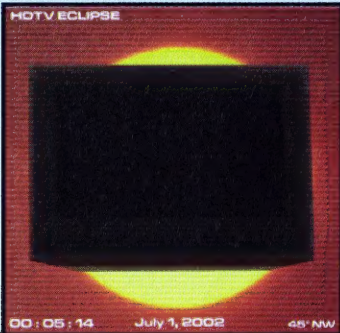


Digital TV Looms on the Horizon

I heard about this new digital TV and was wondering how it will effect video games. Will I have to buy a converter or a whole new gaming console?

*Dustin Cruz
Elkridge, MD*

Don't worry about digital TV. It probably won't become a household standard for a good seven years and by the time that happens, old TV's will be a dime-a-dozen. If your house upgrades to digital and sells the old TV, you might have to buy a converter of some kind but it's really too far off for us to know how it's all going to work out. But... seven years? By that time you'll probably be thinking about buying the new Nanotech Magnavox 1028.



Another Casualty of Misinformation

My gaming life consists solely of RPGs, especially Square Soft's RPGs. I'm planning to buy the PlayStation 1.5 or C if it comes out before Final Fantasy VII. My favorite games are FF, Chrono Trigger, Secret of Mana, and Secret of Evermore which won't come out on the 64DD because Nintendo was dumb enough to lose Square. I need some other input to give me assurance that my choice is correct.

*Aaron Wardrip
Nelson, MN*

If Sony was planning on putting out a new system before FFXVII came out, they'd have to be completely insane. In Japan alone, FFXVII sold 2.5 million copies in a month (the same number Resident Evil sold worldwide in a year) and there is no reason they would mess with U.S. release sales by putting out a new system. We probably won't even hear about plans to make a new system until late 1998. Someone's been pulling your chain. 1.5? C? This make-believe information is exactly the sort of thing we're poking fun at in our April issue with the PS-X 5.02 and its gelatinous orb controllers. Nobody knows anything substantial about Sony's plans except for Sony themselves, and at the moment there is no reason to even think about it. Sony won't need a new system to compete with the N64 until Nintendo gets it together and starts putting out a substantial number of "must have" games for their system. If Sony is smart, they're

probably thinking ahead to what they're going to want to do, but we can't think of any reason they would have a full-fledged design yet. Think of it this way. The longer Sony waits on a new system, the cheaper hardware gets. And if there's any company in the industry that can afford to wait, it's Sony.

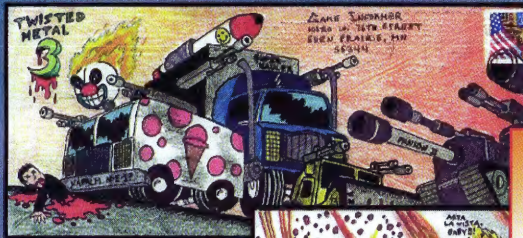
You also seem to be under the impression that the 64DD is an entirely separate system. Many people seem to have gotten this idea into their heads and we're not sure why. The 64DD is a peripheral that hooks up to the N64, nothing more.

As for your question, we can't think of any system you would want to go with except for the PlayStation if RPGs are your favorite games. Sony has done an excellent job of acquiring RPG titles in recent months and it will take a lot of catching up on the parts of Sega and Nintendo to knock Sony off of the RPG throne.



JULY WINNER

ERIN MEHLOS
WTTN, WI



Josh Gilbert
Glendale, WI
Twisted Descent! Pure genius!



Darnell Johnson
Pittsburg, CA
You know...Cloud has rather skinny arms considering that he carries around that huge sword.

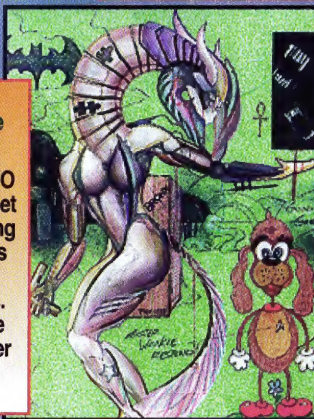


Hey...does anybody know what the FF stands for?

Robert Crawford Meqivon, WI
The dinos attacked Turok's logo after they heard that he had Barney for dinner. Literally!



George Hinckle
Milwaukee, WI
WCW Vs. the NWO or X-Men Vs. Street Fighter are nothing compared to GI's newest game, Hinckle Alien Vs. Woofy. It's a true battle of the super powers!



Greg Lehman St. Paul, MN
Rocket Girl! You know it's gonna be a long, long time!

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.

TREASURES OF THE DEEP



James Bond Meets Jacques Cousteau

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Compatible With the Analog Controller, Eight Different Subs, Several Mission Objectives for Each Level, Detailed Aquatic Life and Sea Settings, Standard Equipment Including Balloon Nets and Air Ponies, Powerful Weapons, Sinister Bad Guys, Valuable Treasures, Hidden "Play As Shark" Level, and Atlantis
- **Created by:** Black Ops Entertainment, Inc. for Namco
- **Available:** September for Sony PlayStation

Are We Out of Our League?

Water spans across almost seventy percent of the Earth's surface, culminating to a projected measurement of 320 million cubic miles, which is more than enough to bury the entire United States under a depth of ninety miles. Water is our number one resource, and the average human body is made up of approximately seventy percent water. We cannot live without water, so why are we so afraid of it?

In Black Ops Entertainment's and Namco's sophisticated action/adventure title - Treasures of the Deep - the beauty and terror of the water come to life like never before. If you have a phobia or a fear of water (or its inhabitants), then Treasures of the Deep will drive it to a new level, and maybe, just maybe, you will eventually overcome this fear and find yourself at peace. Otherwise, you will find a new meaning of terror around each barrier reef corner, and in the jaws of a great white shark.

The realism factor in Treasures of the Deep is executed perfectly. Each and every level, whether it be shallow, deep, or fathom depth class, is accurately portrayed. In shallow levels the water is lighter in color, packed with more aggressive currents, and occupied by smaller creatures like schools of clown fish, bottom feeding sharks, and lobsters. The deep sea levels are much murkier, current resistant, and a home to blue whales, dolphins, and over a dozen different species of shark. The fathom depth class has barely been explored by humans since it is so deep, and



what lies within is mostly unknown. Down in these levels the water color is black, heat geysers and underwater maelstroms are abundant, and the species range from elusive giant squid to prehistoric critters.

A total of ten levels (with three extra ones hidden) consume Treasures of the Deep. Some of the more exotic locations you'll visit are the Bermuda Triangle, the Great Barrier Reef, and the ice caves of the Arctic Circle. The look and environments of each of these zones is portrayed with authentic detail, and the plants, coral structure, and species are also "area specific" - you won't see a killer whale searching for food in an underwater cavern, or a tiger shark dueling for supremacy against a humboldt squid.

The gameplay in Treasures is a mix between WarHawk and Tomb Raider. Each level is mission-oriented, and players must explore before any goal can be met. The basic plot of the game is as such; you are an employee of the Underwater Mercenary Agency (UMA). You'll be sent on expeditions requiring you to fix leaks on oil rigs, find rare artifacts, and ultimately, destroy the UMA's dangerous adversary - the Seismic Corp., headed by Simon Black. This terrorist group has been channeling seismic activity underwater, which has caused several disasters already. On your missions you will find clues leading to their next "project," and actually run head-on into Seismic, eventually having to disable their current plot.

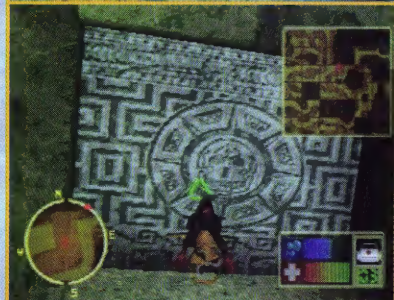
Treasures of the Deep is a game about underwater exploration, and honestly, a wet or dry suit only goes so far. Therefore, eight high-tech



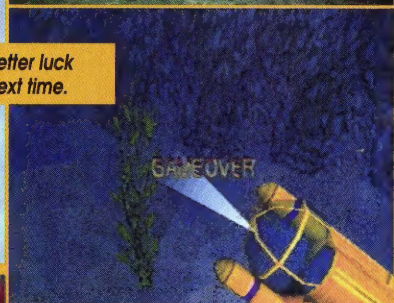
Destroy!
Destroy!
Destroy!



Trouble!



Better luck
next time.



COVER STORY

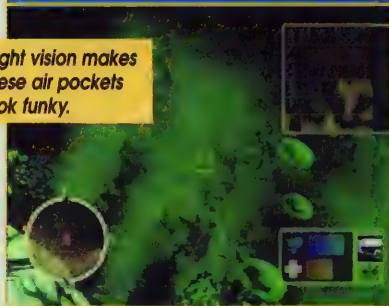
A great white approaches...



...as a whale shark drifts by.



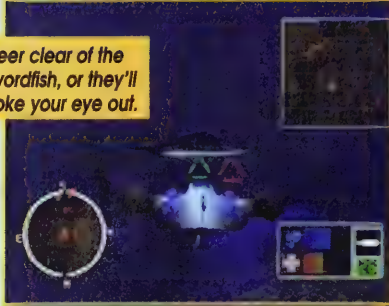
Night vision makes these air pockets look funky.



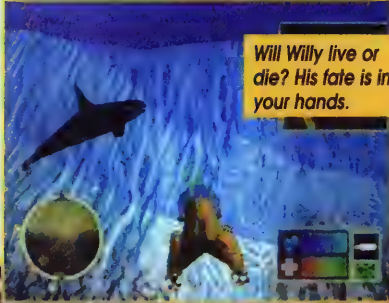
Head-to-head against Simon Black's deadly sub.



Steer clear of the swordfish, or they'll poke your eye out.



Will Willy live or die? His fate is in your hands.



submarines are available for use. You will only start off with one sub, and in order to unlock the others, you'll need to gain money through the missions. In essence, you must become a 'treasure' hunter. To do so, you'll need to locate hidden chests, gold, lobster crates, lobsters, and sea turtles. To pick up these items, you will be required to either touch the desired object with your sub, or shoot a net to grab it. The nets are a huge factor in Treasures gameplay since they will: 1) help you gain money, 2) disable bothersome enemy divers and sharks, and 3) allow you to obtain objects needed to complete a level.

Whether it's a hungry shark or an enemy sub, every level features some kind of danger. Of course, you could try and avoid the chaos, but what fun is that? Luckily, the UMA is stacked with high-power weaponry; sooner or later you'll find yourself shooting torpedoes at divers, laying mines, and using your gun to kill any other kind of annoyance. These bountiful weapons are not unlimited. If you're not finding adequate ammo on each level, you will need to direct most of your funding towards replenishing weapons. Items are another key feature in Treasures. The game is loaded with different wet suits, air tanks, health packs, ROVs and new lighting systems. These too require money.

Treasures of the Deep is one of the most original games to surface in recent years, and yes, it will give Tomb Raider a run for its money in originality and action/adventure values. If the immersive gameplay doesn't hook you at first, we're sure the realistic qualities will surely turn the head of a Jacques Cousteau or two. Lastly, an interesting tidbit about the development of the game... The manta ray demo on the early PlayStation Developer's Demo Disc (that came packed with the PlayStation unit) inspired Black Ops to develop Treasures of the Deep. Without the inspiration, this game would most likely never have been made.

The Ecosystem

Many games create environments – dungeons, grasslands, and battle arenas. Of the earth's different biospheres, the ocean is the most gigantic, the most alluring, and the most difficult to recreate. A fragile web holds together all life within the ocean. Predators and prey live side by side, whales migrate thousands of miles, invertebrates creep inch-by-inch along immense coral reefs. Introducing humans to such an ecosystem is always a delicate matter. Capturing the feel of this environment in a video game is equally delicate and difficult. What's fascinating about Treasures, about introducing humans to an organic environment, is that some animals fear, some ignore, and some even lend a helping hand to the strange human. For example, there are numerous historical examples of dolphins circling below drowning victims, helping them to stay afloat. As goes life, so goes the game.

This "organic" interaction, the way in which all species react to the presence of humans, is an integral part of the Treasures experience. Hundreds of different species are represented in the game, each with individual AI. Players may swim through a beautiful school of harmless clownfish, but try to interact with a colony of sharks and it's a whole different story. With over twenty different species of sharks in the game, exploring becomes very dangerous. Killing human divers is even more dangerous, since even a spattering of blood in the water will attract a host of "feeding frenzied" sharks. But you do have help, for the dolphin is a mortal enemy of the shark and the dolphins will help scare the sharks away. Like in real life, the dolphins in Treasures are curious of humans, and they will swim up to your face, inspect you, and sometimes help you in your quest.

The ecosystems in Treasures are "species specific." Depending upon where the mission is located, the Great Barrier Reef or Cape Horn for example, players will encounter a sampling of the species that actually exist there. There are also endangered species that carry



heavy fines for poaching. On one level, you will have to capture endangered sea turtles, but this is an exception to the rule. Other species such as giant squid, whales, manta rays, sea anemones and exotic "prehistoric" creatures will also have to be encountered and understood.

This idea of "organic species interaction" provides a balanced mix of action and exploration, something that was sorely missed in Tomb Raider. Sometimes it's fun to interact with the species, other times fast swimming and shark shooting are the orders of the day. We don't want to give away all the secrets, but it should suffice to say that Treasures of the Deep comes closer to a "True-Earth Game Model" than any other game before it (sorry Ecco).

The reason Treasures makes such strides in "interactivity" is two-fold. The first reason we explained above; the second reason is the animation. Swimming up to a blocky, blue/black lump would hardly be a "deep-sea experience." Black Ops had to create a living, breathing world. Therefore, Black Ops employed MIME animation to give the creatures life-like qualities. The animals in Treasures are polygon-based and the MIME animation stretches and bends the edges of the polygons, creating fluid and seamless movement. Treasures has more MIME animation than any game in history, and the results are nothing short of spectacular.

Standard Equipment

You can't take to the seas without the proper equipment and Treasures of the Deep has plenty of it. Fortunately, some missions are great for acquiring equipment from fallen enemies, which helps cut down on the expensive cost of restocking your inventory after every battle.

BALLOON NETS: When activated, these nets shoot out of your sub and wrap around smaller enemies, cargo, and sea critters. Once the net is secure, a balloon inflates and carries your victim/valuables to the surface. It's one of the coolest and most useful devices in the game.

PORTABLE MED-KITS: Subs can carry a limited number of med-kits for emergencies.

AIR PONIES: These devices are crucial for maintaining air supply when enemies that yield air tanks, like scuba divers, are in short supply

ROV (Remote Operating Vehicle): This little remote drone helps you explore areas that might be hazardous to your health and is great for areas with traps and earthquakes.

ROV PLUS: The ROV Plus is a larger and more advanced version of the ROV.

FLARES: Flares serve two purposes. They can be used as countermeasures against enemy torpedoes and provide a bright lightsource as well.

LIGHT ENHANCEMENT VISORS: If you don't feel like chucking flares all over the place you might want to invest in a pair of these.

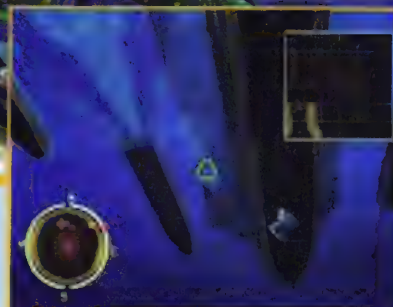
WETSUITS: There are three varieties of wetsuits: standard, armored, and thermal. Standard suits come in a variety of fashions but don't do anything special and cost nothing. Steel mesh shark suits protect your diver from damage when leaving the sub. Thermal protection dry suits shield against intense heat.

Weapons:

They still haven't figured out how to make a nonviolent game fun and Treasures is no exception. While the subs in Treasures all feature guns with an infinite supply of weapons, you will need some higher-powered ordnance to make it through the game.

TORPEDOES: Standard tracking torpedoes with weak warheads. Two or Three hits with these guys will take most enemies down.

MISSILES: Missiles have slightly stronger



Standard Equipment



ROV AIR PONY ROV PLUS



NIGHT VISION FLARE



THERM SUIT WETSUIT MESH SUIT



MEDKIT NET

The map and radar will help you navigate and locate targets.





Weapons



FREEZER

SEEKER



MINE

TIME BOMB



MISSILE

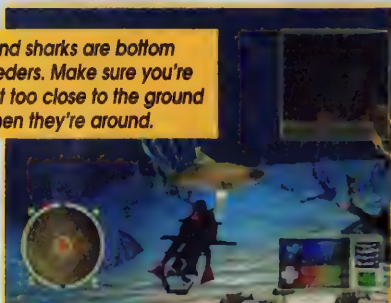
TORCH



PLASMA TORPEDO

TORPEDO

Sand sharks are bottom feeders. Make sure you're not too close to the ground when they're around.



warheads and fire in pairs.

MINES: Mines are slow moving and have no guidance system. They are best reserved for bosses and things that you need to destroy quickly.

SEEKER MINES: Seekers are similar to mines in every respect but possess the ability to track enemies.

FREEZER: An expensive but frightfully powerful liquid nitrogen bomb (remember, you're underwater).

PLASMA: This is an even more expensive and explosively powerful weapon. Make sure you back up a little bit to avoid taking damage.

TIME BOMB: We're not sure about this one, since it hasn't been completed yet and is unavailable in the game. We do know that it's very big. You probably drop it and run...fast.

"WELDING" TORCH: This is a medium range weapon, that when activated extends plasma a good twenty feet in front of your sub for a limited time. Anything that comes in contact with it suffers serious damage.

The Subs

The variation in subs is well done. Each sub has a unique look and performance. Missions have different depth ratings, so in many cases you will be limited in your selection of vehicles. Fathom Class missions, for instance, only allow the use of three different subs.

USN-R1: Single-Seat Underwater

Frogman Vehicle.
Speed: 25 Knots
Agility: 38 Deg/Sec
Armor: 50 Hit Points
Payload: 1300 Lbs.
Depth: Shallow Class
Cost: N/A

This is the vehicle you start with. It is the

weakest of all the subs, but it's free, maneuverable, and doesn't run out of air as fast as some of the more advanced subs.

PORPOISE: High-Performance Sports Sub

Speed: 34 Knots
Agility: 51 Deg/Sec
Armor: 100 Hit Points
Payload: 5000 Lbs.
Depth: Deep Class
Cost: 505,000

This puppy is probably the best bargain. Statistically, it's just a little bit weaker than the Devilray (the most expensive sub in the game) and is set at only half the cost. The Porpoise is probably your ideal first buy. Its handling is fast but a little awkward, but it has plenty of space for weapons and equipment.

DEEP ROVER: Heavy-Armored

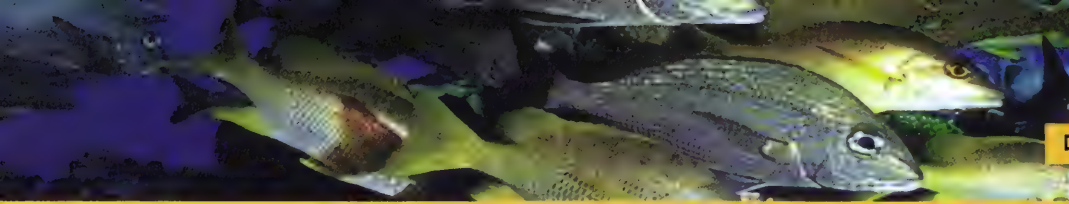
Underwater Cargo Vehicle
Speed: 20 Knots
Agility: 26 Deg/Sec
Armor: 125 Hit Points
Payload: 8000 Lbs.
Depth: Fathom Class
Cost: 750,000

The Deep Rover is the big bruiser in the game. It has plenty of space for ordnance and has the most hit points of all the subs. Speed and handling are sluggish (but steady) making it an ideal heavy weapons platform. If you find yourself taking a beating no matter how speedy and agile your sub is, it's time to pull out the big guy. The Deep Rover is one of our favorites.

VIPER: High-Speed Attack Sub

Speed: 44 Knots
Agility: 57 Deg/Sec
Armor: 85 Hit Points
Payload: 3500 Lbs.
Depth: Fathom Class
Cost: 1,200,000

It has low armor and ordnance



capacity but it's also the speediest sub in the game. The Viper is probably best utilized for missions with a low number of objectives that need to be met quickly, or any mission where speed is the priority.

NAUTILUS: Deep-Diving Vehicle

Speed: 22 Knots
 Agility: 27 Deg/Sec
 Armor: 75 Hit Points
 Payload: 10,000 Lbs.
 Depth: Fathom Class
 Cost: 300,000

The Nautilus carries the most ordnance of the fathom class subs. Aside from that, it's pretty weak and only worth buying if you're short on cash and don't own any other fathom class subs.

DEVILRAY: Agile Attack Sub

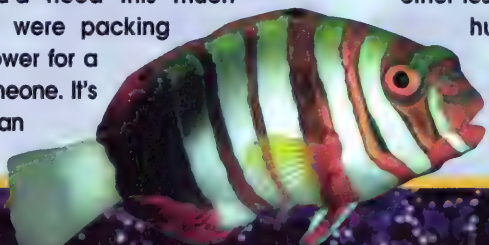
Speed: 38 Knots
 Agility: 62 Deg/Sec
 Armor: 100 Hit Points
 Payload: 6,000 Lbs.
 Depth: Deep Class
 Cost: 1,800,000

You won't be able to take this sub into the deepest of trenches but it is, overall, the best balanced sub in the game, ideal for missions with a variety of objectives and enemies. It's the most expensive vehicle but is well worth the price.

TYPHOON: Undersea Cargo Hauler

Speed: 16 Knots
 Agility: 22 Deg/Sec
 Armor: 112 Hit Points
 Payload: 16,000 Lbs.
 Depth: Deep Class
 Cost: 400,500

The Typhoon has more room for equipment and weaponry than most people will know what to do with. We're not sure why you'd need this much space unless you were packing some serious firepower for a certain special someone. It's best described as an underwater tank.



MARLIN: Aquatic Sport Sedan

Speed: 25 Knots
 Agility: 38 Deg/Sec
 Armor: 100
 Payload: 6,000 Lbs.
 Depth: Deep Class
 Cost: 350,000

This is a budget sub that performs better than expected for its price (and it looks like a four door). Not a bad deal if you want to pick up a new vehicle right after your first mission. Take the spouse and your 2.5 children along for the ride.

The Levels

One of Treasures of the Deep's greatest strengths is the diversity of its level design. While most missions have some element of search-and-destroy in them, the objectives range from salvage operations and rescue missions, to treasure hunts for rare artifacts. Each mission has a debriefing movie (where players are shown their objectives) so there is no uncertainty when they arrive at their goal.

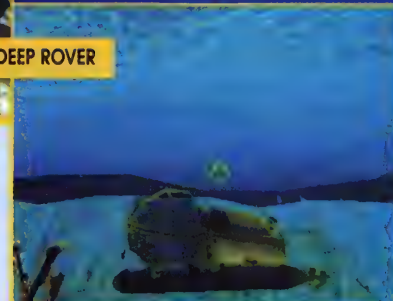
WRECK OF THE CONCEPCION (Atlantic - Shallow Class): Pirates are looting a sunken vatican ship. Those artifacts belong in a museum! Take out the pirates and loot the ship yourself.

DIVER STRAITS (Middle East - Shallow Class): Terrorists have been mining waters and sabotaging underwater oil pumps to pollute the area. Your mission is to destroy the mines and seal off oil leaks with torpedoes while facing off against underwater enemies and ships dropping depth charges on you from above.

MONTEZUMA'S REVENGE (Gulf of Mexico - Shallow Class): Use flares or night vision to explore this treacherous underwater tomb. The level is made challenging by other less scrupulous treasure hunters, earthquakes that drop loose rocks upon you, traps, and whirlpools that suck you in and

Subs

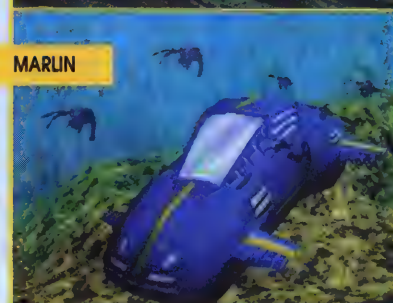
DEEP ROVER



DEVIL RAY



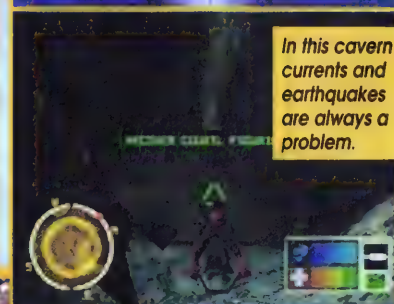
MARLIN



NAUTILUS



In this cavern currents and earthquakes are always a problem.



Subs

PORPOISE



TYPHOON



USN-R1



VIPER



teleport you to other parts of the level.

SUB-TRAFICATE (North Atlantic – Deep Class): Prevent the Seismic Corporation from getting a hold of weapons on a downed cargo ship. You will have to destroy all cargo subs attempting to leave the area and then destroy the sunken cargo ship to prevent anyone else from getting a hold of the weapons.

BERMUDA TRIANGLE (Shallow Class): One of Seismic Corporation's chief scientists, who is believed to be a leading weapons researcher, was in a plane that disappeared in the infamous triangle. Needless to say, the paranormal area has claimed another victim. You have the grisly task of salvaging all the bodies and recovering the dead scientist.

GREAT BARRIER REEF (Shallow Class): Seismic Corporation has built a giant nuclear facility in the Great Barrier Reef. The radiation is causing the local sharks to go into a feeding frenzy. You must take down shield generators, dodge large hostile sharks, and take down the reactor core.

MARU RESCUE (Shallow Class): Seismic Corporation has seized an underwater research lab to avenge the destruction of their nuclear facilities. You must rescue

the scientists by releasing their escape pods while destroying seismic activators that are causing massive earthquakes.

BOTTOM OF THE EARTH (Marianas Trench – Fathom Class): A space shuttle carrying a satellite has mysteriously been shot down. It is believed that Simon Black is responsible because he wants to hide something. Salvage the satellite and destroy the shuttle while evading dangerous giant squid and Seismic Corps operatives.

SAFE PASSAGE (Deep Class): Escort an Aircraft Carrier fleet to Seismic Corporation's secret headquarters in Antarctica. Quickly dispose of enemies while removing inconvenient icebergs, deadly mines, enemy ships, and more mines. This is probably the most stressful mission in the game.

DEEP FREEZE (Antarctica – Shallow Class): In the final mission, you must take out Seismic's secret base located within a network of ice tunnels deep under the ocean. At the beginning of the level you will be privy to a majestic sight – a group of feeding humpback whales. What happens next is the beginning of the end, but we don't want to spoil the mystery.

Use your nets to retrieve dead bodies, sea turtles, and treasure chests.





The third annual Electronic Entertainment Expo (E3) is the largest showcase of interactive entertainment in the United States. With Nintendo, Sony, Sega and a host of other game developers all under one roof, there's a new game to play in every corner, accompanied by a story of how THIS game will "revolutionize" the gaming industry. Last year's E3 debuted such blockbuster games as Tomb Raider, Turok, and Twisted Metal 2. What will be the big games at this year's show? While there are always a few special gaming surprises, here's a glimpse of some of the titles that Game Informer predicts will drive the gaming industry well into 1998.

Mega Man NEO (PS-X)

Publisher: Capcom

After nearly ten years in a two-dimensional world, Mega Man finally gets a serious facelift and leaps into the 3D world of polygons and texture maps. The Capcom poster-boy makes his 3D debut on the PlayStation this winter.



Apocalypse (PS-X)

APOCALYPSE

Publisher: Activision

Apocalypse as a game has been overshadowed by its big name star and co-producer, Bruce Willis. However, this action game is promising intense gunplay and a vivid polygonal graphics engine. Activision is hoping to release Apocalypse in October and looks to give Willis another blockbuster hit.

Turok: Dinosaur Hunter 2 (N64) Turok: Dinosaur Hunter 1.5 (PS-X)

Publisher: Acclaim

All new adventures and intense action await as Acclaim's number one dinosaur slayer returns to the Nintendo 64 in March of '98. The hunting will also come to the Sony PlayStation this November with an "enhanced" Turok that is based on the 64-bit predecessor.



Batman & Robin (PS-X)



Publisher: Acclaim Entertainment

Mr. Freeze, Poison Ivy, and Bane are here to give the world's greatest nocturnal detective team a batty time indeed.

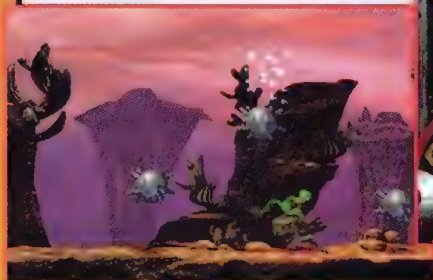
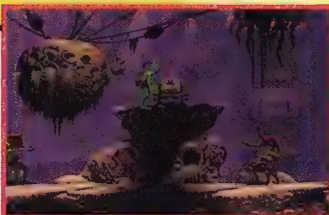
Unlike the other Acclaim Batman flops, this title is a third-person 3D action/adventure title that requires much more sleuthing. It's hard to say how well this title will come out in the end, but hopefully much better than the movie.



Odd World: Abe's Oddysee (PS-X)

Publisher: GT Interactive

GT has already started the buzz about Abe with a playable demo that went out to over 400,000 registered PlayStation owners on Sony's PlayStation Underground CD. Abe's Oddysee is filled with rich graphics that seamlessly transition from animated cut scenes to gameplay. Clearly, Abe's is GT Interactive's biggest console launch of the year.





Resident Evil 2 (PS-X)

Publisher: Capcom

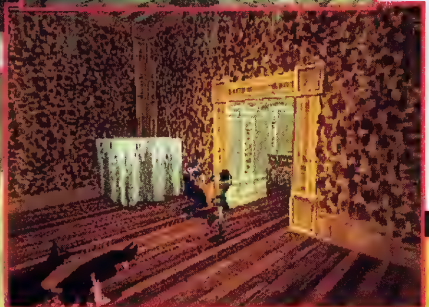
Will Capcom again rule the PlayStation with the long awaited and often delayed Resident Evil 2? The return to survival horror won't happen until the first quarter of next year, but Capcom is hopefully taking the extra time to pack Resident Evil 2's twin CDs full of insane and frightful action.



Tomb Raider 2 (PS-X, SS)

Publisher: Eidos

Eidos stormed the PlayStation and Saturn gaming scene with the genre-defining Tomb Raider starring gaming's most beautiful heroine, Lara Croft. Game Informer's expectations are high for Lara's return in Tomb Raider 2 and Eidos is sure not to disappoint its throngs of Tomb Raider fans.



Companies

Platforms: PlayStation Nintendo 64 Sega Saturn
 Sega Genesis SNES 64DD Game Boy Working Titles

3DO

- ◆ Army Men
- ◆ Baseball*
- ◆ Battle Sport II
- ◆ Uprising

Acclaim

- ◆ Batman & Robin
- ◆ Extreme G
- ◆ Fantastic Four
- ◆ Foresaken
- ◆ Magic: The Gathering Battle Mage

- ◆ NBA Jam '98
- ◆ NFL Quarterback Club '98
- ◆ NHL Breakaway '98

- ◆ Shadowman
- ◆ Spirit Master
- ◆ Turok 1.5
- ◆ Turok 2
- ◆ WWF

Accolade

- ◆ Hardball 6
- ◆ Jack Nicklaus Golf
- ◆ Test Drive 4

Activision

- ◆ Apocalypse
- ◆ Grand Tour Racing '98
- ◆ Pitfall 3D

ASC

- ◆ Collidex
- ◆ Incredible Idiots in Space
- ◆ One
- ◆ Ten Pin Alley
- ◆ Ten Pin Alley Strikes Again
- ◆ TNN Hardcore 4X4 2
- ◆ TNN Outdoors Bass Tournament

ASCII

- ◆ Carom Shot
- ◆ Clock Tower
- ◆ Felony 11-79

Atlus

- ◆ Ogre Battle

Behavior/Readysoft

- ◆ Dragon's Lair 2
- ◆ Jersey Devil
- ◆ Shadoan

Capcom

- ◆ Breath of Fire 3
- ◆ Darkstalkers: Jedah's Damnation
- ◆ Dungeons & Dragons Collection

- ◆ Marvel Super Heroes
- ◆ Mega Man NEO
- ◆ Resident Evil
- ◆ Resident Evil 2
- ◆ Super Street Fighter II Collection

- ◆ X-Men Vs. Street Fighter
- ◆ Mega Man X4

Crystal Dynamics

- ◆ GEX: Enter the Gecko
- ◆ Pandemonium 2

Dreamworks

- ◆ Skullmonkeys

Electronic Arts

- ◆ Darklight Conflict
- ◆ Dungeon Keeper
- ◆ FIFA Road to World Cup '98

- ◆ Lost World: Jurassic Park
- ◆ Madden 98
- ◆ NASCAR 98
- ◆ NBA Live 98
- ◆ NCAA Football 98
- ◆ NHL 98
- ◆ Nuclear Strike
- ◆ Populous
- ◆ Reboot
- ◆ Syndicate Wars

Eidos

- ◆ Fighting Force
- ◆ Lankhor Formula Racing
- ◆ Ninja
- ◆ Tomb Raider 2

Fox Interactive

- ◆ Alien Resurrection
- ◆ Alien Vs. Predator
- ◆ Croc
- ◆ X-Files

Game Tek

- ◆ Robotech: Crystal Dreams

GT Interactive

- ◆ Duke Nukem 3D
- ◆ Odd World: Abe's Oddysee
- ◆ Ultra Combat
- ◆ Unreal

Interplay

- ◆ Clay Fighter Extreme
- ◆ ClayFighter 63 1/3
- ◆ Earthworm Jim 64
- ◆ Raze
- ◆ Red Asphalt
- ◆ SWIV 3D
- ◆ VR Hockey 98
- ◆ Wild Nine

Kemco

- ◆ Snowboarding*
- ◆ Top Gear Rally

KOEI

- ◆ Dynast Warriors

Konami

- ◆ Castlevania 64
- ◆ Castlevania X
- ◆ International Superstar Soccer
- ◆ Kumite - Fighter Edge
- ◆ Metal Gear Solid
- ◆ Midnight Run
- ◆ MLB Bottom of the Ninth '97
- ◆ Mystical Ninja 64
- ◆ NBA In the Zone '98
- ◆ Pinky and the Brain

MGM Interactive

- ◆ Machine Hunter
- ◆ Maximum Gauge
- ◆ Return Fire 2
- ◆ Rollerball
- ◆ War Games

Midway

- ◆ Atari Collection
- ◆ Atari Collection 2
- ◆ BIOFREAKS
- ◆ Doom Absolution
- ◆ Gretzky '98
- ◆ Joust Epic
- ◆ Mace
- ◆ Maximum Force
- ◆ Midway Collection
- ◆ MK Mythologies: Sub-Zero
- ◆ Mortal Kombat 4

(list continued on page 21)

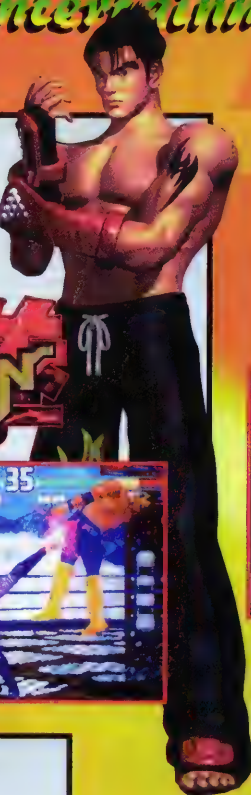
Tekken 3 (PS-X)

Publisher: Namco

What? Tekken 3 on the PlayStation without a hardware upgrade? You bet! Namco's premier PlayStation fighter, Tekken 3, will be making its way home in March of '98.



(Arcade Images Shown)



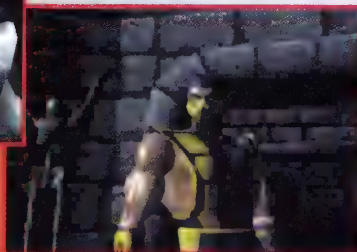
Mortal Kombat 4 (PS-X, N64)

Publisher: Midway

Midway is trying as hard as they can to keep the press at bay regarding any details on this anticipated fighter, but their guard will drop as Mortal Kombat 4 debuts to the gaming world at E3. Scheduled to hit arcades in August with a new 3D look, MK 4 will feature huge multi-tiered environments and new "customizable" fighting moves. MK 4 will hit the Sony PlayStation and Nintendo 64 in February '98.



(Trailer Images Shown)



Earthworm Jim 64 (N64)

Publisher: Interplay

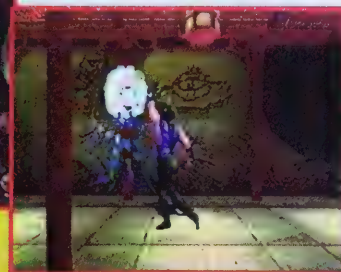
Video gaming's most recognizable earthworm has been eatin' dirt since his 16-bit days with some less than memorable 32-bit games. Jim could be back, but the question is, in what form? Earthworm Jim 64 is said to be in limbo as Shiny has given the wormy development reigns to Interplay.



Mortal Kombat Mythologies: Sub-Zero (PS-X, N64)

Publisher: Midway

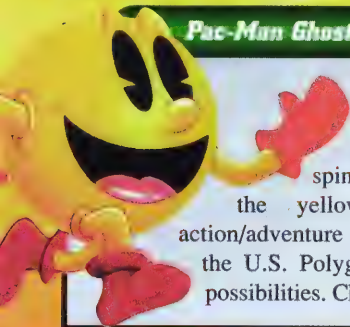
This first Mortal Kombat spin-off stars everyone's favorite popsicle-boy, Sub-Zero. This action/adventure incorporates fighting moves from the original games, and delves deeper into the Mortal Kombat story arc by revealing new Kombat characters and plot twists. MK Mythologies is scheduled to hit the PlayStation in September with the Nintendo 64 version following in October.



Pac-Man Ghost Zone (PS-X)

Publisher: Namco

Over the years, Namco has launched a number of Pac-Man spin-off titles and Namco revives the yellow chomper in this 3D action/adventure title developed completely in the U.S. Polygonal Pac-Man—think of the possibilities. Chomp. Chomp.



Madden NFL 98 (PS-X, SS, N64?)

Publisher: EA Sports

The king of the gridiron has returned for an unprecedented 8th season in gaming. The flagship of EA Sports' line-up, Madden will debut behind closed doors as EA shows off its proprietary "V-Poly" technology that creates polygonal looking player animation in a sprite based world. Enhanced "Liquid AI" in Madden 98 will reportedly eliminate the money plays that work every time.

Alien Vs. Predator (PS-X)

Publisher: Fox Interactive



Alien Vs. Predator has already had its fair share of hits on the consoles, but the biggest and most frightening adventure still awaits. High-caliber firepower, infra-red vision, and the option to play as a human, Alien, or Predator, will drive any gamer loony as the hunt for survival begins.

NHL 98 (PS-X, SS, N64?)

Publisher: EA Sports

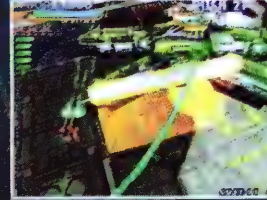
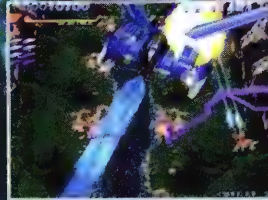
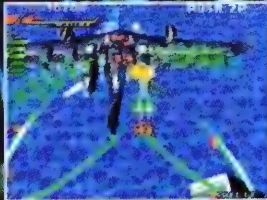
Last season, NHL was the perennial favorite amongst hockey fans and is the number one contender again.



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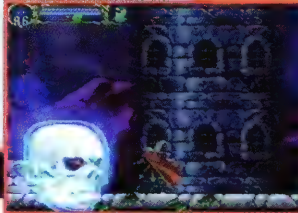


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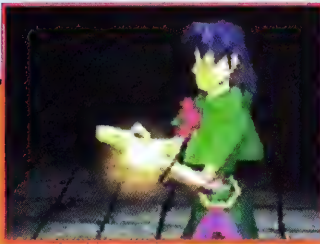
Castlevania: Symphony of the Night (PS-X) & Castlevania 64 (N64)

Publisher: Konami

The drought of high-end Castlevania action is over and two explosive new adventures await. Castlevania X presents the classic 2D gameplay we know and love, and Castlevania 64 will be the first Simon Belmont simulator in complete 3D. Castlevania X will strike first blood later this year, with the N64 version following in early '98.



(PlayStation)



(Nintendo 64)

Earthbound 64 (64DD)

Publisher: Nintendo

Earthbound was a successful RPG on the SNES, and if Nintendo brings back the half hour pizza deliveries and photos in a snap, this title will probably do just as well. Then again, just the fact that it's an RPG will help this title out. From what we've seen it looks great.

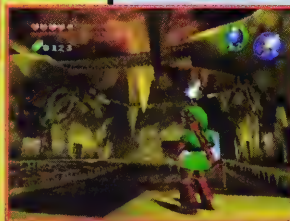
NINTENDO 64



Legend of Zelda 64 (N64)

Publisher: Nintendo

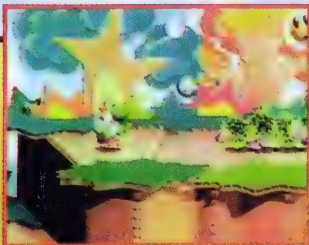
The return of Zelda's Link is easily the most anticipated Nintendo 64 title in development. Scheduled to release this winter in Japan, the U.S. release is still up in the air.



Yoshi's Island 64 (N64)

Publisher: Nintendo

Yet another Nintendo creation that is modeled after a 16-bit predecessor, Yoshi's Island 64 is the brainchild of Mario creator Shigeru Miyamoto. Yoshi made his first N64 appearance at last year's Shoshinkai show in Japan after nearly a year in development and will likely move into Nintendo's fall release schedule.



Tonic Trouble (N64)

Publisher: Ubi Soft

We're not sure what's in the tonic, but it sounds like trouble. Billed as a cross between Zelda and Mario, Tonic Trouble has the whimsical stylings of Rayman. Looking for a March of '98 release, Ubi has big plans for the game's star, Ed.



Donkey Kong Country 64 (N64)

Publisher: Nintendo

Donkey Kong has been a permanent fixture in the Nintendo line-up for the last three years and is likely to return again. Always secretive with all of their products, DKC 64 is likely to hit the N64 in December.



Psybadek (PS-X)

Publisher: Psygnosis

Developed by the creators of WipEout, Psybadek combines action/platform gameplay with the kinetic motion of snowboard-like 'hoverdeks.' Fast slopes, hair-pin turns, and deadly level bosses bring this title to life. Psybadek is expected to hit the PlayStation in the fourth quarter.

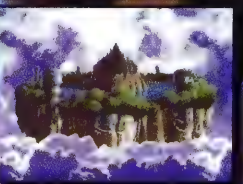
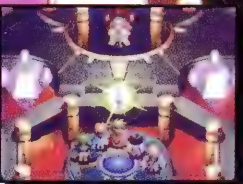
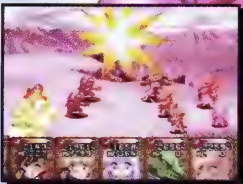


ALBER ODYSSEY

LEGEND OF ELDEAN



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SEGA SATURN™



Our games go to 11!

Blasto (PS-X)

Publisher: Sony

The first game developed entirely at Sony's Foster City studio, Blasto brings classic shooting action into a completely 3D world. Space fiends beware!



Final Fantasy VII (PS-X)

Publisher: Sony

The most amazing RPG ever created for home gaming is on its way with a few new treats for the North American version. Sony has big plans for the game that has already sold well over 3 million copies in Japan. If you haven't heard of Final Fantasy VII before, you'll definitely get Sony's message from their enormous advertising campaign (see GI NEWS).



World Series Baseball '98 (SS)

Publisher: Sega

It's back to the diamond for the third installment of this popular Saturn Series. All the Major League players, teams, and stadiums plus a whole new batting interface will make this the crowning gem of the Sega Sports' game line-up.



Crash Bandicoot 2: Cortex Strikes Back (PS-X)

Publisher: Sony

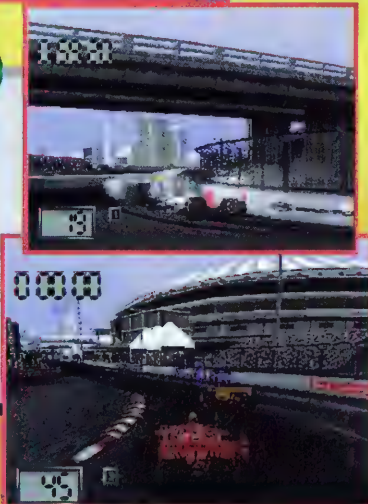
Neo Cortex and his legion of evil doers are creating havoc for Crash and his island buddies once again. This action-packed sequel has stayed true to the original, except now Crash will don some new threads and helpful equipment along the way through this "less linear" quest. Crash 2 is due to arrive on the Sony PlayStation in November.



CART World Series (PS-X)

Publisher: Sony

The CART Racing Series is the U.S. equivalent of Formula One racing in Europe and Asia. Replicated tracks from across the country and big names like Al Unser, Jr. come together in Sony's first racing simulation.



Upo 1997 Preview

Spawn: The Eternal (PS-X)

Publisher: Sony

Busting free from the confines of monthly comic books, and into the multi-verse of multimedia comes the second video game offering of Spawn. This action/adventure title will feature limb-pulling combat, awesome lighting effects, and three playable Spawn characters set throughout four different scenarios. A definite contender with Tomb Raider 2.

Last Bronx (SS)

Publisher: Sega

Sega's next great fighter for the Saturn is coming and, not surprisingly, it's another translation from the arcade. Sega's AM3 development team is responsible for this weapon-based tournament fighter that will hit the Saturn in November.

Virtua Fighter 3 (SS)

Publisher: Sega

Now that the game has reached nearly every arcade in America, Sega can focus on bringing Virtua Fighter 3 home. Many have speculated that VF3 will require a Saturn hardware upgrade, but Sega won't repeat a 32X scenario. We are uncertain if VF3 will be accompanied by a RAM cartridge, but that seems like a likely scenario. The release has not been announced; however, Sega realizes the impact this game could have on the Saturn's sales and might push for a December release.

Virtua Fighter 3

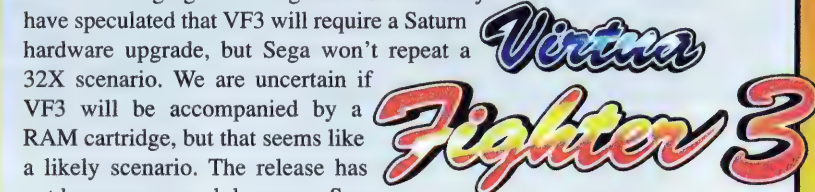
Companies

Platforms: PlayStation Nintendo 64 Sega Saturn
 Sega Genesis SNES 64DD Game Boy Working Titles

(list continued from page 15)

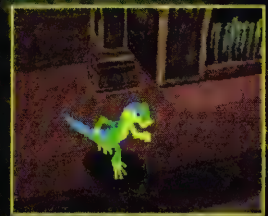
- ◆ Quake
- ◆ Rampage World Tour
- ◆ Robotron 64
- ◆ San Francisco Rush
- Namco**
- ◆ Air Combat 2
- ◆ Namco Museum Vol. 5
- ◆ Pac-Man Ghost Zone
- ◆ Point Blank
- ◆ Tekken 3
- ◆ Time Crisis
- ◆ Treasures of the Deep
- Nintendo**
- ◆ Body Harvest
- ◆ Buggle Boogie
- ◆ Creator
- ◆ Donkey Kong Country 64
- ◆ Dreams
- ◆ Earthbound 64 (Mother 3)
- ◆ F-Zero 64
- ◆ Golden Eye 007
- ◆ Ken Griffey Jr. Baseball
- ◆ Ken Griffey Jr. Baseball
- ◆ Kirby's Air Ride
- ◆ Kirby's Star Stacker
- ◆ Sim City
- ◆ Tetrisphere
- ◆ Yoshi's Island 64
- ◆ Zelda 64
- Nintendo/Unknown**
- ◆ Silicon Valley
- Ocean**
- ◆ Mission: Impossible
- ◆ Multi Racing Championship
- ◆ Space Circus
- Paradigm**
- ◆ Aero Fighters
- Playmates**
- ◆ MDK
- ◆ VMX Racing
- Psygnosis**
- ◆ Colony Wars
- ◆ Discworld 2
- ◆ Fallen
- ◆ Formula 1 '97
- ◆ G-Police
- ◆ NCAA All American Football
- ◆ Overboard!
- ◆ Psybadek
- ◆ Rascal
- ◆ Respect, Inc.
- ◆ Shadow Master
- Sega**
- ◆ Bomberman
- ◆ Duke Nukem 3D
- ◆ Enemy Zero
- ◆ Last Bronx
- ◆ Lost World: Jurassic Park
- ◆ Manx TT
- ◆ NBA Action '98
- ◆ NHL Hockey '98
- ◆ Quake
- ◆ Sega Touring Car
- ◆ Sky Target
- ◆ Sonic R
- ◆ Virtua Fighter 3
- ◆ World Series '98
- ◆ World Wide Soccer '98
- Sony**
- ◆ Amored Core
- ◆ Blasto
- ◆ Bushido Blade
- ◆ Cart World Series
- ◆ Cool Boarders 2
- ◆ Crash Bandicoot 2
- ◆ Exodus
- ◆ Extreme 3D
- ◆ Final Fantasy Tactics
- ◆ Final Fantasy VII
- ◆ Intelligent Cube
- ◆ Jet Moto 2
- ◆ Legion
- ◆ MLB '98
- ◆ NBA Shoot Out '98
- ◆ NCAA GameBreaker '98
- ◆ NFL Gameday '98
- ◆ NHL Face-Off '98
- ◆ Parappa the Rappa
- ◆ Porsche Challenge
- ◆ SaGa Frontier
- ◆ Spawn: The Eternal
- ◆ Steel Reign
- ◆ Cardinal Syn
- Tecmo**
- ◆ Dead or Alive
- ◆ Monster Rancher
- ◆ Thoroughbred Derby
- THQ**
- ◆ Quest 64*
- ◆ Bass Masters Classic
- ◆ Bravo Air Race
- ◆ Brunswick World Tournament of Champions
- ◆ Dead Unity
- ◆ Disney's Hercules
- ◆ Disney's Timon and Pumbaa's Jungle Games
- ◆ FIFA The Road to World Cup '98
- ◆ Ghost in the Shell
- ◆ Madden 98
- ◆ NBA Live 98
- ◆ Speed Tribes
- ◆ The Dark Half
- ◆ The Lost World
- ◆ Vs
- ◆ WCW Vs. NWO :World Tour
- ◆ WCW Nitro
- Titus**
- ◆ Lamborghini 64
- ◆ Superman: The Animated Series
- Ubi Soft**
- ◆ POD
- ◆ Tim the Seventh
- ◆ Tonic Trouble
- ◆ Vivid Racing
- ◆ F1 Pole Position 64
- Virgin**
- ◆ Command & Conquer: Red Alert
- ◆ Freak Boy
- ◆ Golden Nugget
- ◆ Hell Razer
- ◆ NHL Powerplay '98
- ◆ S&M: Slaughter & Mutilation
- Working Designs**
- ◆ Albert Odyssey
- ◆ Lunar: Silver Star Story
- ◆ Magic Knight Rayearth
- Working Designs/Spaz**
- ◆ Raystorm
- ◆ Sega Ages

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GI Feature

- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Adventure
- **Special Features:** 8 Worlds, Multiple Exits, Power-Ups, Analog Compatible
- **Created by:** Crystal Dynamics
- **Available:** November for Sony PlayStation



He's Baaaaack!

Enter the Gecko

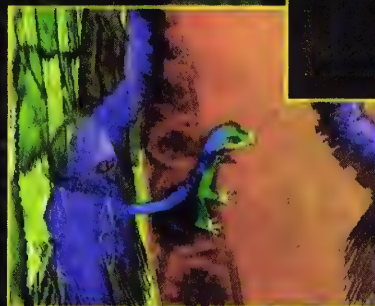
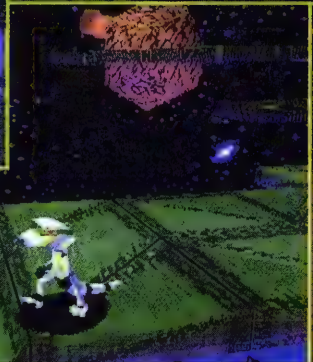
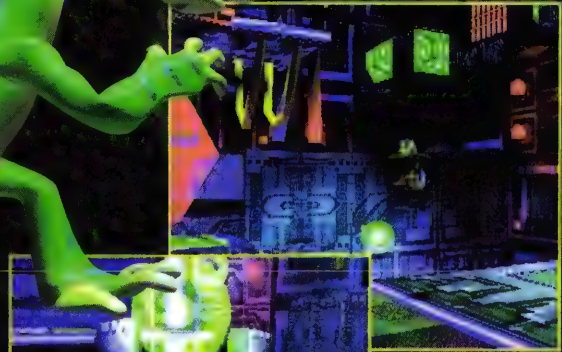


In the rolling hills of Palo Alto, California there lies a quaint little cottage. Inside this cottage are the creative minds of Crystal Dynamics, hard at work on their next big game – Gex: Enter the Gecko. But this is not your typical sequel, because this time Gex is in 3D.

In the dark halls and offices that house these crazed artists, programmers, and level designers, there is a lurking menace that screams comedy...horror...action/platform. As before, Gex is a wise-crackin' gecko that must battle his way through a number of whacked-out worlds. The basis of the humor in the game is set as a spoof of cable TV. The comedic punches are delivered by the voice of Dana Gould, returning to video games as the voice of Gex.

Enter the Gecko has been done completely in polygons and puts the player at the helm of Gex as he travels through 8 different worlds including such outrageous destinations as Prehistoric World, Circuit City, Horrorland, Sci-Fi-Ville, and Kung-Fu Town. Each world features two channels that Gex can surf. On each channel Gex must explore the 3D world in search of the three different exits for each world. Along the way, Gex will be able to obtain three different kinds of collectibles that get progressively harder to find as you complete each given set. By finding all the exits in a level, or by finding all the collectibles, Gex will open up more worlds and bonus levels.

To give you an idea of the kind of graphics detail that is going into this game, Crystal Dynamics gave us a breakdown on the amount of work that went into the main man himself, Gex. He is created using over 600 polygons. This enables them to put fingers, toes, and highly detailed facial expressions on Gex. For example, there are 12 polygons on Gex's mouth so that he can articulate (or lip-sync) all his humorous observations during the quest. Plus, they used four polygons for his tongue. Talk about some "in your face" graphics.

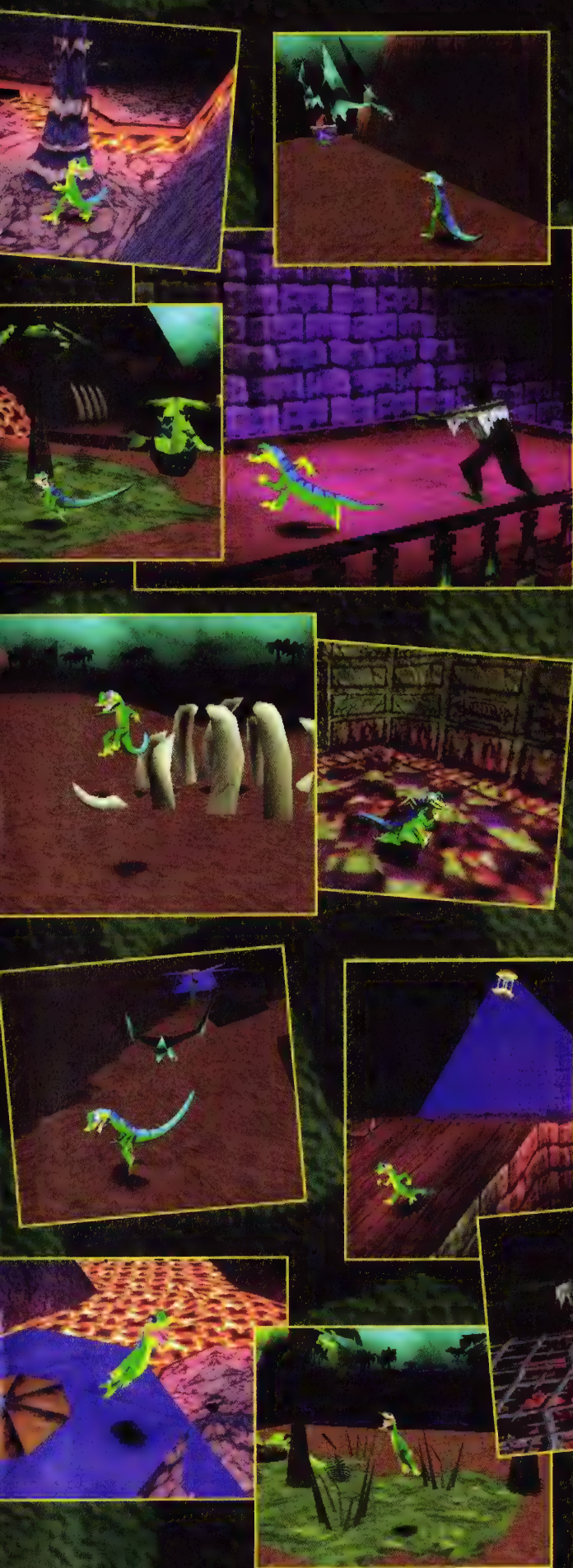


Gameplay in this new adventure is a lot like the original, in that Gex can climb any-which-way on certain surfaces, attack with his tail, flick and stick with his tongue, and bounce off the heads of baddies. Since Gex is now in 3D he will be somewhat limited in the areas he can hang from, but all the classic action will still be there. During his quest, Gex will be able to collect various power-ups including Fire, Ice, and Speed to help solve the various pathways hidden through each level.

The biggest change in Gex takes place in the graphics department. Gex will run at a solid 30 frames-per-second and will be loaded with tons of lighting effects and morphing. To create the wall-sticking effect in 3D, the developers had to devise a new plan of attack. Throughout the levels players will see certain areas on the walls and ceilings where the surface is flat. Only on these surfaces will Gex be able to climb around. When Gex jumps onto a wall or overhang, the camera will move with Gex so that the control remains tight. Certainly, gamers will miss the feeling of hanging upside down, but Crystal Dynamics hopes to make the experience as eerie as possible.

Like the original, Gex will be filled with all kinds of crazy baddies, but this time he won't be alone. Gex will also be jumping in and out of crazy "out-fits" that will help him "fit-in" to the crazy TV world he is trying to conquer. For instance, in the sci-fi world Gex dons outrageous "Stormtrooper-like" garb. Since he's in deep space, Gex will have to recharge his suit's air supply as he works his way through the level. To do so Gex must find his way to various recharge stations located throughout the level. And as you might expect, if you aren't quick enough, Gex will surely let you know about it from his witty banter.

At this point, Gex is still under heavy development, but Crystal Dynamics plans to have the game out by this November. None of Dana's crazy comments are in the game yet, but Crystal Dynamics assures us that this Gex will be completely outrageous. Certainly the action/platform genre will be busy this holiday season with the release of games like *Crash 2*, *Croc*, and *Blasto*, but we're willing to bet that the gecko with an attitude will give them all a run for their money before all is said and done.



Game Informer's

TOP TEN

Editor's Top Ten Console Games for July

- 10 Turok: Dinosaur Hunter - N64
- 9 Armored Core - PS-X
- 8 Rally Cross - PS-X
- 7 Wild Arms - PS-X
- 6 Triple Play 98 - PS-X
- 5 International Superstar Soccer 64 - N64
- 4 FF VII - PS-X
- 3 Star Fox 64 - N64
- 2 Total 2 - PS-X
- 1 Treasures of the Deep - PS-X

Reader's Top Ten Console Games for July

- 10 Super Mario 64 - N64
- 9 Soul Blade - PS-X
- 8 Wild Arms - PS-X
- 7 Mario Kart 64 - N64
- 6 WCW Vs. the World - PS-X
- 5 Rally Cross - PS-X
- 4 Fighters MEGAMIX - SS
- 3 Jet Moto - PS-X
- 2 Tomb Raider - PS-X, SS
- 1 Turok: Dinosaur Hunter - N64

Top Ten Ways Vids Can Save the World

- 10 If only Nikita Krushev could have taken a load off with Doom
- 9 "Improves hand-eye coordination"
- 8 "Develops spatial relationships and depth perception"
- 7 International disputes settled with Command & Conquer matches
- 6 Hey Hey! We're the gamers... We're too busy gamin'... To put anybody down
- 5 People save money by never leaving their homes
- 4 FMV games create a venue for Hollywood to dump all of its bad directors
- 3 Lara Croft Inspires athletic awareness and the dangers of augmentation
- 2 Mario teaches the upper crust to respect the middle class
- 1 Wacky characters like Crash Bandicoot inspire an interest in Australian wildlife

Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:

Game Informer Magazine
Attn: Top Ten

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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!



Creators of Twisted Metal Sign with Nintendo

SingleTrac, developers of such titles as *Twisted Metal*, *WarHawk*, and *Jet Moto*, have signed an agreement with **Nintendo** to develop products on the **Nintendo 64**. No specific N64 titles have been announced,

but don't expect to see versions of *Twisted Metal* or *Jet Moto* on the N64 as **Sony** owns the rights to these titles. SingleTrac is still developing titles for the Sony **PlayStation** and **PC** as well.



GT Interactive Buys Duke

GT Interactive has purchased full rights to the next *Duke Nukem* game - *Duke Nukem Forever*. *Duke Nukem's* original creators, **3D Realms**, will be teaming up with **Id** for the development of the game. id will be bringing their *Quake II* engine (an improved version of the original *Quake* engine) into the project. In addition to full merchandising rights to *Duke Nukem Forever*, GT Interactive has already secured rights to the future *Duke Nukem* sequel, tentatively titled *Duke Nukem 5*. We're not sure what all of this means, but it makes one wonder whether there will be another *Quake* any time soon.



3DO Sells Hardware Business, Focuses on Software

The **3DO** company and **Samsung Electronics Co., Ltd.** announced Samsung's purchase of 3DO's hardware systems business for \$20 million in cash. The agreement confirms what everyone has been thinking - 3DO is (and should always be) a software company.

Although both parties had originally pursued a joint venture agreement, it was determined that a straight-up sale would be most beneficial to both companies. Trip Hawkins, chairman, CEO and president of 3DO states, "We have realized that the hardware business is for large companies like Samsung and **Matsushita**."

3DO has already signed a licensing agreement with Sony to develop games for the **PlayStation** and expects to ship titles for the PlayStation as soon as early 1998.



Capcom's Promotion Gives You The Grrrr!

In case you missed out, **Capcom Entertainment's** "Buy the Game, Get the Grrrr!" promotion is officially over. Players who purchased any one of three different Capcom fighting games between May 1, 1997 and June 15, 1997 were entitled to a free limited edition collectable figure. Those who purchased *Street Fighter Alpha 2* for the **PlayStation** or **Saturn** received a Chun Li figurine. *Star Gladiator* for the PlayStation brought with it a June figurine. Those who bought *DarkStalkers* received a figurine of the lovely Morrigan. Capcom estimates that each figurine is worth \$25. Considering that the suggested retail price is \$39.95 for each title, it wasn't a bad deal for the figure of a fighting gal.



Return Fire 2, the sequel to Return Fire, is coming to the PlayStation. Return Fire 2 will once again pitch players into the heart of a deadly battle. This time, players will be able to operate land, air and naval units including: helicopters, jump jets, PT boats, armored support vehicles, and four-wheel drive military vehicles. The game is again being developed by Prolific Publishing and Baron R.K. Von Wolfsheld (creator of the original). RF 2 should ship this fall for the Sony PlayStation through MGM Interactive.

THQ announced an agreement with Nemicon to publish Speed Tribes for the Sony PlayStation. The game, which is ambiguously slated to release in the first half of '98, combines real-time 3D with strategy elements and seems to be "loosely" based on Karl Taro Greenfeld's book of the same name. The company line stated that players will be propelled "into the dangerous domain of heavily armed aercycle riders who are dedicated to the speed of their machines, violence and the glory of survival." Both companies also plan to further develop Speed Tribes as a comic, TV show, film, and toy line.

Ocean of America will publish sister company Infogrames' V-Rally for the Sony PlayStation. Scheduled to release in Europe by July, V-Rally is a one or two-player racer that boasts real-time 3D rendering and light sourcing, tunable cars, and night racing. Ocean has not released an official street date for the U.S., but stated that V-Rally would be available before the end of summer.

Now here's an unexpected shift in the Force. LucasArts Entertainment's Nintendo 64 hit, Shadows of the Empire, is heading to the PC. Once thought exclusive to the N64, all the action from Shadows will now be available to PC owners in its original form with no exclusive level or vehicle offerings. We're not sure of the release date, or how well the game will run, but of course, this always depends on how much you put into your PC to keep it "up to date." Shadows of the Empire (PC) will take advantage of Direct 3D, and will more than likely support a variety of 3D acceleration cards. If you don't have one of these cards, then you won't be able to play Shadows since your computer isn't powerful enough to handle a port from the N64.

While we were unable to pin down the exact release date for Mortal Kombat 4, we did manage to get a fair amount of information on the product. It seems that Midway wanted to have the game out on test in June, but we've now heard it will debut to the world at the E3 show in Atlanta. Since MK4 won't be on test until early July, we believe WMS will release the game nationally in late August. For those of you wondering when the home version will be released, don't expect it until 1998, since Midway likes to give an arcade game at least six months on the market before a home version is released.

What's Hot!

Halcyon Days - Let the Archiving Begin

Halcyon Days, a new digital book by author/game developer James Hague, is structured as a series of interviews. Hague really went out and tracked down the old developers and programmers for this one. Some of the more interesting interviews include: Tim Skelly (designer of Star Castle), Eugene Jarvis (Defender, Robotron), and Warren Robinett (Atari's Adventure and the original video game Easter Egg). The interviews are good, and it seems the programmers are very comfortable in speaking with Hague since he's one of their own (there's a fair bit of corporate bashing). Also included is the "Giant List of Classic Game Programmers," which catalogues hundreds of developers from past to present. The book itself is digital and not available in print form. For information check out <http://www.dadgum.com>.



Paradigm to Develop Four More Games For N64

Paradigm Simulation, Inc., creators of Pilot Wings 64, recently announced that their entertainment division is now a separate company. The new Paradigm Entertainment, Inc. will launch into the future with four new Nintendo 64 titles.

Paradigm would not reveal the names of the four new games, but did state that three of the games are ports from Japan. These three games are being developed by Video Systems, and it is now known that one of the games will be Sonic Wings Assault (Aero Fighters when it hits the States). While little is known about the gameplay, Aero Fighters will feature multi-player options and a choice between military vehicles. As for the fourth game, could it be Pilot Wings 64 2?



VR Sports Scores NHL License

In the first quarter of next year we'll be seeing a PlayStation release of VR Hockey '98 from Interplay's VR Sports. The PR at VR gave us a list of features and a rather odd statement that goes something like this, "...VR Hockey '98 for the Sony PlayStation is a fully licensed 360° NHL Hockey game that incorporates "Descent" style action/adventure gameplay elements for a true first-person hockey experience." We're not sure if VR's PR is just trying to say that this hockey game will have a smooth first-person mode, but VR Hockey '98 will feature: a full NHL and NHLPA license with all 26 teams, create and trade player options, four modes of play (exhibition, season, playoffs, and tournament), 1 to 8-player mode, motion captured polygonal players, player injuries, stats tracking, play-by-play announcing and changing rink conditions.





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TH*Q and Orion to Publish Game Based on Stephen King Horror Novel

TH*Q recently announced that it will publish *The Dark Half* in conjunction with Orion Interactive.

The game, currently being developed by Bits Studios in the U.K., is based on the Stephen King novel of the same name. Billed as a real-time 3D action/horror experience, characters explore through a third-person perspective. The story follows the writer Thad Beaumont's struggle with his murderous alter-ego, George Stark.

Although the game is based on Stephen King's novel, TH*Q and Orion are enlisting the help of writers Matt Costello (*The Seventh Guest* and *The Eleventh Hour*) as well as Paul Wilson (*The Keep*). Look for *The Dark Half* to appear in the middle of 1998 for Sony PlayStation, and let's hope it's better than the older PC version (well, a lot better).



BMG Interactive Restructures

Back in April, there were rumors circulating through the industry that BMG Interactive had closed its doors. BMG interactive denied these claims, stating that the company was "restructuring." As it now stands, BMG will continue publishing and distribution operations in Europe and Asia; however, the entire U.S. sales force has been laid off and BMG has no plans to publish any more titles in the U.S. In the near future, BMG will likely seek possible partners to bring their titles to North American gamers.



Acclaim Lops Off One Head

Acclaim has had some problems with saving and making money over the last two years. Buying expensive movie licenses and turning them into poor products was a model for disaster.

Acclaim recently laid off 115 people and fired president, Jim Derosé, who was to be responsible for Acclaim's reorganization. Acclaim has stated that they want to focus upon research and development to improve the quality of games produced. Acclaim expects to realize annual savings of nearly \$40 million through the recent downsizing. Couple this with increased sales revenue from heavy-hitting games like the new Turoks, and it's obvious Acclaim is here to stay.

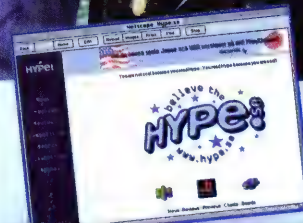
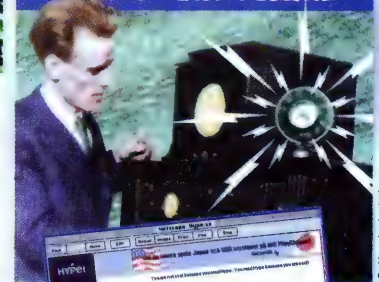
Lost World Still Lost

DreamWorks Interactive has hit a few development snags in their upcoming title, *Lost World: Jurassic Park*. The game will not ship until August 30, a full three months after the movie's debut.

The reasons behind the delay are unclear, but DreamWorks is still a fledgling company, and with Electronic Arts stepping in to publish the PlayStation version, DreamWorks is getting some much needed help. The Saturn version, published by Sega, should be available by late September.



Game Informer's Site O' The Month



Hype

<http://www.hype.se/>

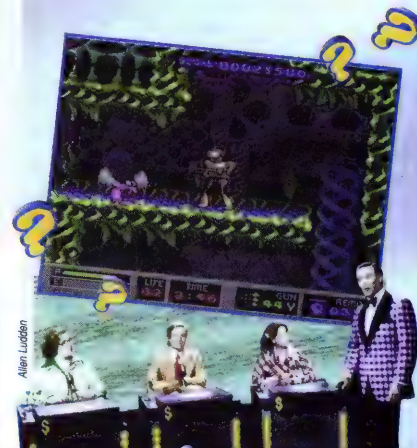
This month's site, Hype, is a gamer's best friend. The webmaster of Hype runs contests every month and regularly updates the news, reviews, and previews. Plus, the site's got plenty of attitude! Their motto is "you are not cool because you read hype - you read hype because you are cool!"

VIDEO GAME

TRIVIA

- 1 Who is the voice of Gex?
- 2 How many jet-ski/waterbike games are available for play in the arcades?
- 3 What were the first two Saturn games available for Net Link play?
- 4 Memory Card is to Sony PlayStation as Controller Pak is to what?
- 5 How many directional inputs are there on the new Sony Analog Controller?

(Answers on the bottom of page 32)



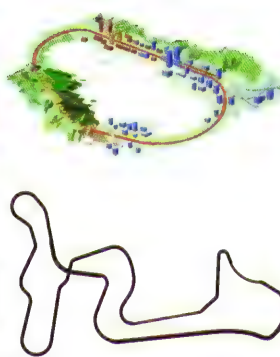
Name That Game!

This game was released for the Super Nintendo and Sega Genesis back in 1993 and featured a wacky robot with a silly name. It was published by Electronic Arts and developed by Gray Matter. What Game is it?

(Answer on the bottom of page 32)



Welcome to the land of the flat-out fast. Tear up hellacious hills and rocket around hair-pin turns. 13 new Rage Racer cars stick to the tarmac like gum to the bottom of your shoe. 4 new tracks and an 11 circuit challenge will twist, fold, bend and bludgeon your central nervous system. The more rivals you humiliate,



RAGE RACER™
Real. Fast.



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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Is Deep Blue a Video Game?

Many readers have asked us this question. Yes, based on the intelligence engine, **Deep Blue** is definitely a video game. When we review games, the AI engine is always a top priority. Sports games, shooters, action/platforms, and any other electronic game in the world (except **Myst** and its progeny) require advanced intelligence engines.

Chess is a game like any other; it demands thinking, stamina, creativity, concentration. When the top chess player in the world was pitted against Deep Blue, and lost, a number of issues were raised concerning the programming of artificial intelligence. Was Deep Blue programmed specifically to beat just Kasparov, not every grand master in the world? We may never know, but remember that the first application of advanced computer intelligence research will always be games – the ultimate contest between humans and machines. In a few years, Deep Blue's technology will begin showing up in games like *Star Fox 5* and *GameDay '03*. Anyone who wants to work with video games for a living would do well to follow the development of artificial intelligence.

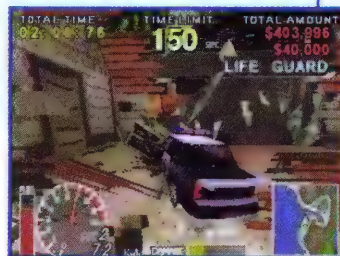


ASCII to Publish Felony 11-79

Although **ASCII** publishes a number of games in Japan, U.S. gamers know ASCII more for producing quality peripherals. **King's Field** and **King's Field 2** assured ASCII that they have a good chance of making money in the U.S. market. This year, ASCII is porting three Japanese titles to the U.S. One of these titles, known as **Runabout** in Japan, will be called **Felony 11-79** here in the States.

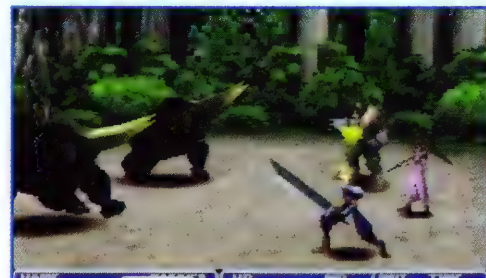
As a thief for hire, players must drive around the city searching for three valuable objects. In what looks like a Blues Brothers-style driving game, the search will include busting shop windows, driving through malls, and wreaking general havoc upon the populace. Twenty-two different cars are available for play, ranging from a street sweeper to a Formula 1 racing car. Watch for **Felony 11-79** in the third quarter of this year.

ASCII is also porting over **Carom Shot** (see p.54) and a point-and-click adventure called **Clock Tower**.



New Final Fantasy VII Demo On The Way

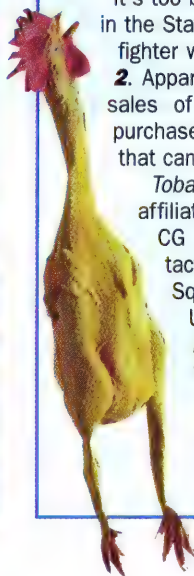
This year, **Sony Computer Entertainment America** plans to distribute over a million new **Final Fantasy VII** demos. The distribution will proceed through a number of channels. Starting in July, all **PlayStation** units will be sold with the new **FF VII** demo and anyone who subscribes to **PlayStation Underground** will also get a copy. The updated demo is still set in Midgard, but features new summons spells and playable characters.



Square Chickens Out on Tobal 2

It's too bad that **Square Soft** will not release **Tobal 2** in the States (see p.43), because it's probably the best fighter we've seen on the **PlayStation** since **Tekken 2**. Apparently, Square was unimpressed with the U.S. sales of **Tobal No.1**, assuming that many people purchased the game in order to play the **FF VII** demo that came packaged with it.

Tobal 2 was created for Square Soft by their affiliate development house, **Dream Factory**. The CG endings, character animations and fighting tactics will be sorely missed. It's interesting that Square will be porting **Bushido Blade** to the U.S. instead of **Tobal 2**, since the obscurities of **Bushido Blade** might have even less appeal to the U.S. market. Unless you own a Japanese PlayStation (or know one of the many "tricks" that allow Japanese games to be played), you won't be able to play **Tobal 2**. Sorry.





The Future of Square

On May 12, **Square Soft** officially opened their new Honolulu branch of **Square USA**. While it was a much ballyhooed event, the real story was behind the scenes where members of the press met with the movers and shakers of Square USA to talk about Square's plans for the future.

The day began with an introduction by **Hironobu Sakaguchi**, the creator of the **Final Fantasy** universe. He explained that Square's goal is to unite the "game know-how from Japan with the computer graphics technologies of Los Angeles," and that the new Honolulu office would bridge that gap between the Japanese and U.S. offices.

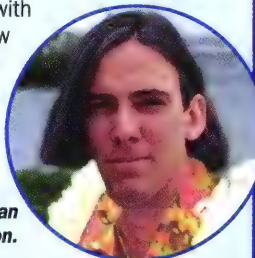
Square's first project at this new office is to create an animated motion picture based on the **Final Fantasy** universe. Scheduled to release in the United States sometime in 1999, the **Final Fantasy** animated film will be

Square's first attempt to fuse together games and movie magic. Sakaguchi went on to say that this new fusion will be applied to the console machines of the future, which he felt would start to surface in late 1998.

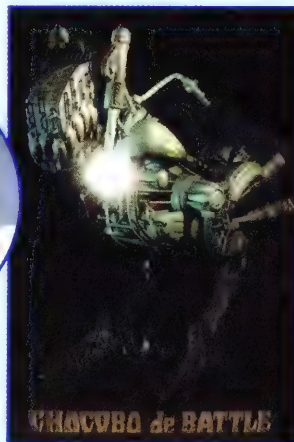
The film, which is still in its pre-production stages, will be a fully rendered feature, much like **Pixar's Toy Story**. As a matter of fact, Square has hired a number of key employees from Pixar to insure that the project is successful.

As for the rest of the U.S. office, Square informed us that the L.A. office is hard at work on a new game titled **Parasite Eve**, that should release before the end of 1997. Square was uncertain as to whether it would release in Japan first (to be followed by a U.S. launch), or if it would be a simultaneous release. They hope for the latter. The title is a science fiction interactive game featuring Square's newest character, Tetsuya Nomura.

While Square was tight-lipped about other future products, they did have some rather interesting art on their walls. There were renderings of various chocobo with riders in futuristic battle garb. Below each picture was the title "**Chocobo De Battle**." Simple art work, or a glimpse into the future of Square?



GI editor Andy McNamara does an awesome Don Ho impression.



SQUARE®

U.S. Version Of Final Fantasy VII Gets An Overhaul

Sony has finally begun to leak information about the various changes they plan to make to the U.S. version of **Final Fantasy VII**. The localization, which is being done in Japan, is underway and will include a number of new surprises ranging from simple menu changes to new bosses.

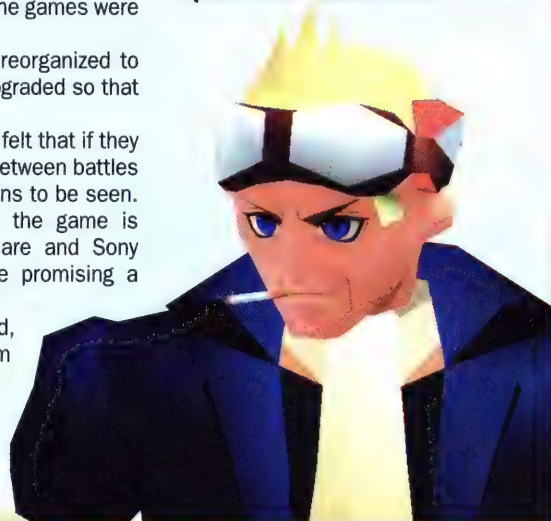
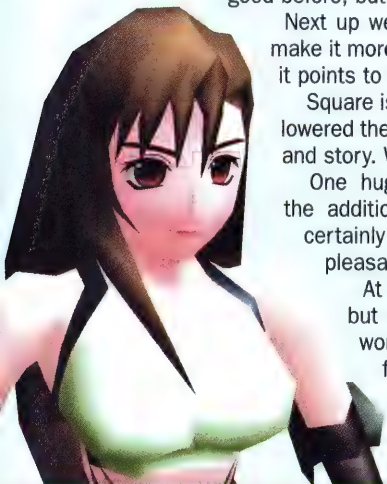
Square promised that the story would be left untouched, so most of the changes are graphics-based. The first major change Square implemented was to upgrade the mini-games. Square felt the games were good before, but that they could make them better.

Next up were the menu screens. The Materia menu bar was reorganized to make it more simplistic, and the finger cursor option has been upgraded so that it points to all the exits with the press of a button.

Square is also lowering the encounter rate on the game. They felt that if they lowered the encounter rate, the game would be more balanced between battles and story. Whether this is an improvement or a detriment remains to be seen.

One huge improvement that certainly won't detract from the game is the addition of two new quests and two new bosses. Square and Sony certainly aren't willing to show their hand yet, but they're promising a pleasant surprise.

At this point, no other changes have been announced, but we could tell from the attitude of the Sony team working on the project that they have the highest regard for Sakaguchi and his team of developers. Therefore, Sony will try to keep the translation as true to the original as possible.



This is the view from Square's office on the 31st floor.



No one can ever say that Square's offices lack computer power. These massive servers are the backbone of the Honolulu office.



SQUARE USA Honolulu Studio



New PlayStation Hits the Streets

No, it's not the "PlayStation 2" or even the "PlayStation C," it's just a new configuration of the same PlayStation that we all know and love. As for games, this change-over means nothing.

To be exact, Sony removed the built-in RCA jacks on the back of the unit that output video and audio. By doing this, Sony standardized the PlayStation's output so that all audio and video output goes through the AV multi-out (a configuration very similar to the N64). Previously released in Japan and Europe, U.S. gamers should now see this new PlayStation configuration at stores everywhere.



Look Mom, One Hand!

Sometimes, players like to have a free hand while playing a game. RPGs and strategy games rely on such a simple button interface that we often wonder, "Why can't I have one hand free?" In fact, what could be better than holding a non-potent potable in your hand while playing *Final Fantasy 7*? The answer is - nothing, and ASCII is here to help. Witness the **Grip**, the PlayStation's first one-handed controller.

For maximum comfort, and to reduce thumb fatigue, ASCII has lined the back of the Grip with soft rubber backing. If you're having difficulty pulling off a quick button combination, say for instance \blacktriangle , \bullet , simply rearrange the button configuration through a simple programming interface. The Grip should arrive near the end of summer, just in time for *Final Fantasy 7*.

Gamers who are searching for that classic arcade feel might also want to check out ASCII's **Arcade Stick**. Equipped with a true-to-form arcade grip, jumbo size "coin-op-style" buttons, solid metal base and steel construction, the Arcade Stick is a perfect complement to any fighting game library and will also be available near the end of summer.



Get Ready to Duel With the Mad Catz Dual Arcade Joystick

The **Mad Catz Dual Arcade Joystick** for the N64 offers gamers an analog flight stick, a digital control stick, the convenience of a large button layout, as well as turbo and slo-mo options. While the flight stick works very well with *Pilot Wings 64*, we were more impressed with the controller's performance when tested with *Star Fox 64*. Basically, the flight stick side of the controller is great for flying/shooter games, while the digital control stick and arcade-styled buttons are great for fighting. Unfortunately, the controller is not compatible with Nintendo's **Rumble Pak**. With an MSRP of \$59.99, the Dual Arcade Joystick is available now.



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Video Game Trivia Answers:

1. Dana Gould
2. Namco's Aqua Jet, Sega's WaveRunner, and Konami's Wave Shark
3. Sega Rally Championship and Virtual On
4. Nintendo 64
5. 3, 2 analog joysticks and the standard 8-way directional

Name That Game Answer:

A. B.O.B.

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Game Informer

MAGAZINE

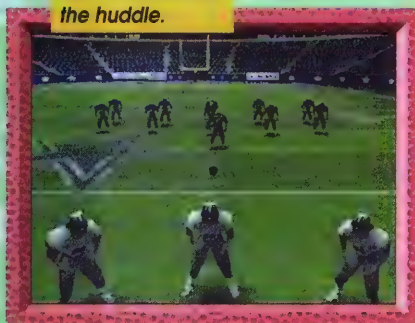
GAMEPRO

THE WORLD'S LARGEST MULTIPLATFORM GAMING MAGAZINE

You Too Can Join This Elite Club

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Football
- **Special Features:** All NFL Teams and Players, Commentary by Marv Albert, Polygon Graphics, Salary Cap Management, Create New Teams and Players, Injuries, Historic Scenario Mode, Custom Brett Favre Designed Plays
- **Created by:** Iguana for Acclaim
- **Available:** November 1997 for Nintendo 64

Unlike most other football games, **QBC '98** includes the huddle.



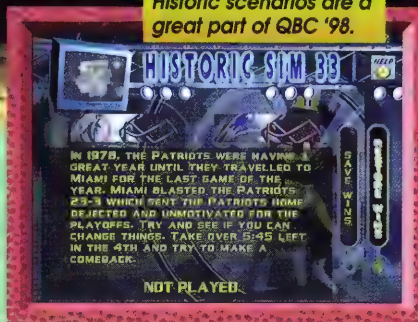
It may be a while before EA releases a 64-bit version of Madden, but N64 owners need not fret. NFL Quarterback Club '98 (QBC '98) looks to be the first complete and total football package for the N64. Endorsed by 2-time NFL MVP Brett Favre, QBC '98 captures the look and feel of classic NFL action.

To start, all the NFL teams and players are included, but players can also create a brand new team with custom uniforms and players. The playbook for these new teams is based on an existing NFL team, so if you like the "West Coast Offense," choose San Francisco as your playbook. Options such as trading, creating and drafting players should make it fun to build a team from scratch, but the salary cap will stand in the way of creating unbalanced teams. Within the Season mode, statistics are tracked for all players and teams, and injuries will no doubt wreak havoc on starting lineups.

Another outstanding feature appears to be the Scenario mode. Live out all your NFL dreams by choosing one of fifty different historical situations. Scott Norwood's missed field goal in the '91 Super Bowl, Green Bay's infamous ice bowl, Miami's undefeated season, all the greatest NFL games are offered for replay. Can you change history? If you're a Bills fan, then you've asked this question before.

QBC '98 will allow four players to compete simultaneously, and it will be interesting to see how the analog control works. Running should be better with the analog, as well as passing and receiver control. Marv Albert is there to give insightful commentary, and Brett Favre has included a few original plays of his own. With the release of FIFA 64 and International Superstar Soccer, it looks like the N64 is shaping up to be a pretty decent sports machine. Let's hope NFL Quarterback Club '98 continues the trend.

Historic scenarios are a great part of QBC '98.



With role models like Michael Irvin, it's no wonder the stands are empty.

Looks like a neck stinger.



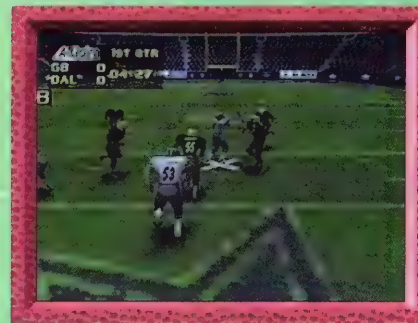
He shakes that tackle.

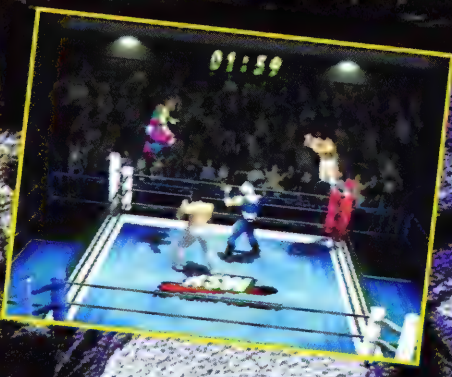
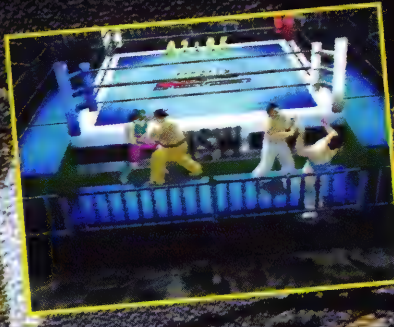


Like the Me generation, Dallas prefers the I-formation.



QBC '98 includes detailed play information.



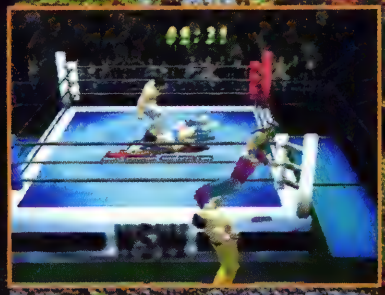
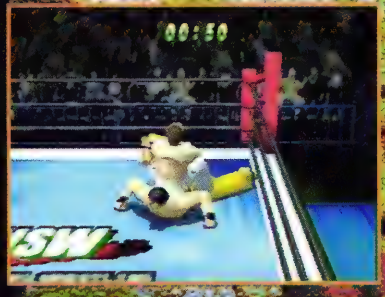
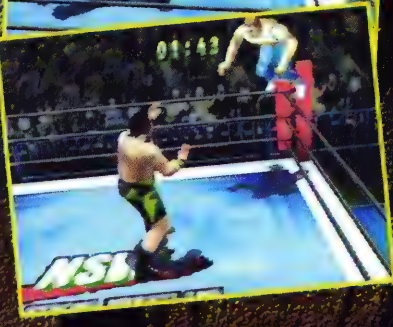
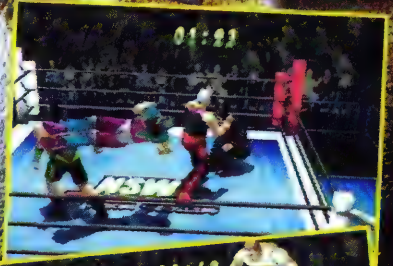


America's Sport Comes to N64

WCW VS

NWO

new world order



- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Wrestling
- **Special Features:** 4-Player Tag Team Mode, 100 Wrestlers From Around the World, 40 WCW Wrestlers (10 of Which Are NWO), Belt Modes, Difficulty Handicaps, Grappling, Holds, Celebrations, Current Plans are for Rumble Pak Compatibility.
- **Created by:** Asmik for TH'Q
- **Available:** October/November 1997 for Nintendo 64

Any fan of wrestling understands that the drama, the behind-the-scenes double dealings and dirty tricks are always well guarded secrets. Perhaps it's wrestling's devotion to professionalism. Perhaps it's the intense competition. Maybe it's the personal nature of wrestling itself, but reliable information about the WCW's combatants is scarce. Equally scarce is information on TH'Q's new wrestling game - WCW Vs. the NWO: World Tour. Game Informer got on the phone and tracked down all we could about this N64 "sports sim," and here's what we found out.

Asmik (of WCW Vs. the World fame) is once again developing this game over in Japan. TH'Q is porting it to the U.S., adding their own touch of WCW [Ric] flair. Expect to see up to 40 wrestlers from the WCW. Here at Game Informer, we become upset when the renegade NWO thinks they can rewrite the rules of wrestling. What if Michael Jordan suddenly decided the moving pick was legal? Would league managers stand for it? Heck no, yet week after week we watch as these boys in black, the NWO, act like reckless vigilante wannabe "wrestlers," defacing America's sport. But TH'Q knows the rules of wrestling, and you can expect their game to abide by all the rules of wrestling, including strict tag-team regulations.

NWO members will be proud to see their representation as a separate organization. With 10 wrestlers from the NWO Vs. 30 wrestlers from the WCW, there should be plenty of hot wrestling action. Along with these two organizations, there will be up to sixty other wrestlers from various organizations around the world. Belt modes will once again be included, and players can now handicap their wrestlers for balanced matches against weaker players. Gameplay will be very similar to WCW Vs. the World - working opponents, bragging and celebrating, grappling and turnbuckle smashing.

Aside from a few notable exceptions, the history of video game wrestling has been a series of disappointments. Simulating such a complex and captivating sport is a difficult task indeed, but it looks like Asmik and TH'Q are ready to defend their 1997 WCW championship belt. Wrestling fans unite.

The First Racing Sim for the N64

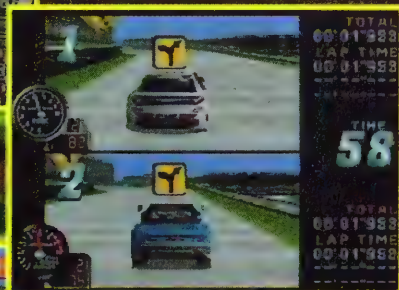
MULTI RACING CHAMPIONSHIP

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 8 Cars (2 Hidden Cars), 3 Courses with Multiple Variations, 2 Racing Views, Adjustable Car Attributes, Powerslides and Counter-Steering
- **Created by:** Genki for Ocean of America
- **Available:** Mid-July for Nintendo 64

In terms of racing games on the Nintendo 64, we have seen little more than water, mushrooms, and an average arcade translation. However, the N64's racing line-up is about to explode with a number of traditional racing sims. One such game, Multi Racing Championship, is being developed in Japan by Genki and will hit the N64 this month thanks to Ocean of America.

Multi Racing Championship combines elements of down and dirty rally racing with tire-burnin' street racing. It includes three race courses that vary in both difficulty and length. The course variations are further enhanced by a number of "short-cuts" and driving surfaces such as gravel, snow, and water. The shortest and easiest track only has a couple of these "shortcuts" and the most difficult track is loaded with off-ramps, blind intersections, and hidden paths. With the route choices on the tracks also come the choices of appropriate cars and their attributes. Each of the eight selectable cars have different performance characteristics that reflect the car's acceleration, handling, and top speed. Multi Racing Championship is not about just picking the fastest car and attacking the course. Through seven adjustable car settings such as suspension and gear ratios, a particular car's performance can change drastically. Fine tuning the car for a particular track will be the essence of racing success because tuning a car incorrectly may turn the "shortcuts" into "longcuts."

Multi Racing Championship offers a wide variety of racing options that are found in numerous racing games. A Championship mode, Time Trial, and two-player split-screen offer plenty of challenge. Succeeding in these modes will unlock two hidden cars and may offer other goodies such as new track variations. The first racing sim off the line, Multi Racing Championship will offer more than a bus and a banana peel.



Two years ago, Konami called us out of the blue and told us that one day, their new Konami Sports division would go head-to-head with EA Sports. Of course, that's what everybody says when they talk about their new sports division, but it seems Konami took those words to heart. Does it all start with the N64? We don't know, but their first Nintendo 64 title is easily the best soccer game available.

Unfortunately, the game does suffer from the lack of a professional license, so the players are fictitious; but when you grab the analog joystick and start playing, it really doesn't matter. The game incorporates many of the gameplay techniques that Konami built into their 32-bit soccer game, Goal Storm '97, including the through pass and the one-button give-and-go.

The game features 36 ambiguous teams from around the world including all the classics like Germany, Brazil, and Italy. You can add your own players in the Create Player mode, or go straight into any of the five play modes - International Tournament, World Tournament, Training, Scenario, and Open Game.

But where this game really shines is in the amazing animations and graphics. The players dance and run around the field when they score, they get in each others' faces when they are fouled, they even help each other up when the contact is incidental. And as far as sounds are concerned, the whole time the field is alive with amazing graphics, the announcer goes non-stop, commenting on good plays and bad decisions.

Ultimately, what sets this game apart from the pack is the number of gameplay options that are available. Obviously, you can choose your formation, but within a formation you can give different players different roles, stretch zones, and designate positions.

While soccer fans may be the only ones to pick this game up, any sports fan will enjoy this game's ferocious competition. With solid gameplay, amazing graphics, and tons of play modes, International Superstar Soccer offers hours of entertainment; however, Konami really should have gone out and gotten the Major League Soccer license on this one. Maybe next year.

INTERNATIONAL SUPERSTAR SOCCER 64

Eats FIFA For Lunch!

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Soccer
- **Special Features:** 36 Ambiguous International Teams, Two Tournaments and Open Play, Create Player Mode, Controller Pak Compatible, On-The-Fly Strategy Calling, Training Mode, 5 Stadiums
- **Created by:** Konami
- **Available:** Now for Nintendo 64



► THE BOTTOM LINE 9

ANDY, THE GAME HOMBRE

Concept: 8 "For some strange reason I thought FIFA was cool before, and for this I apologize, because I.S.S. 64 blows it away. While the lack of a license is a little lame, I quickly found it easy to overlook, simply because this game has so many animations and the gameplay is phenomenal. You can control everything. From a throw-in to a corner kick, there aren't too many times when I don't feel like I have complete control. It does suffer from the occasional auto-player switch problem that plagued Goal Storm '97, but otherwise this game is near flawless. Sports fans should definitely check this game out."

Graphics: 9.25

Sound: 9

Playability: 9.5

Entertainment: 9.25

OVERALL: 9

JON, THE GREEDY GAMER

Concept: 9 "Boy oh boy am I bummed I gave FIFA a 9. International Superstar Soccer (ISS) absolutely, positively leaves FIFA in the dust. If you bought FIFA, return it, 'cause ISS will rock your world. Not only are the graphics second to none, but shifting strategies on-the-fly, changing the roles of individual players, and custom tailoring formations add to an already incomparable interface. Not since 16-bit hockey has there been a sports game this fast paced and exciting. Also, people who don't even like the sport of soccer will love ISS. I only have two suggestions - Konami should go with a professional license and better command of defensemen."

Graphics: 9.5

Sound: 9

Playability: 9.5

Entertainment: 9.5

OVERALL: 9.25

PAUL, THE GAME PROFESSOR

Concept: 9.25 "Konami really brought me into their soccer world with Goal Storm '97 and this game really vaults them into the top spot as the premier soccer developer. The attention to detail is tremendous. The players jostling after a foul or watching the ref book a player really captures the flavor of the sport. Additionally, the size, clarity, and animation of the players are amazing. What essentially makes the game so great are the endless options and superior play control. The through passes, after-touches, and on-the-fly strategy leave FIFA 64 on the sidelines."

Graphics: 9.5

Sound: 8.5

Playability: 9.25

Entertainment: 9

OVERALL: 9

Machine Hunter

Hunt or be Hunted

What happens when the hunter becomes the hunted? Enter Machine Hunter, MGM Interactive's new shooter for the PlayStation. A twitch gamer's delight, Machine Hunter thrives on fast and furious action. It's a hunt for droids where selective sniping is the order of the day. The key is to blast the droids to near death so they can be approached and mounted. As successive levels are defeated, more advanced droids become available for takeover. The spider-like droid is relatively weak, but the two-legged armored droid is truly a study in destructive power.

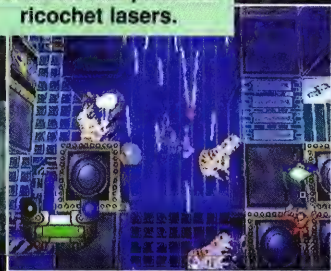
Each of the nine droids that can be controlled has unique weapons and methods of movement. As soon as a droid is injured it turns pink. Be quick, and jump in the droid before it's destroyed. You'll be greeted with a full health bar and a new appetite for destruction. This is the beauty of Machine Hunter, mastering the mechanics of every individual droid amidst a barrage of lasers, bombs and energy fields.

Levels are mission-based, focused primarily on rescue. Your friends are all prisoners, and finding all the prisoners on each level will unlock the exit. On occasion, missions will include more objectives, such as lowering bridges or finding secret areas. A debriefing follows each level, highlighting kills, secrets, rescues and items found.

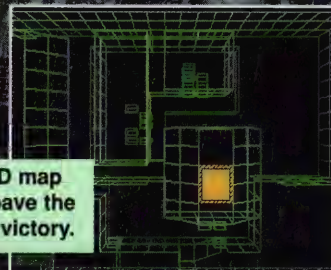
Much like Loaded, Machine Hunter features a 3D overhead perspective. The play screen can be set to one of four options: fixed, tilt, fixed tilt, or rotating. Since the control interface is like Smash TV, with fire control working off the four icon controller buttons (forward, backward, side-to-side and diagonal), we prefer the fixed perspective (the rotating view is confusing).

Certainly, shooters are a video game standard, but Machine Hunter has added a new twist with the variety of droids available for play. Fans of the original Loaded should keep an eye out for this one.

This droid has powerful ricochet lasers.



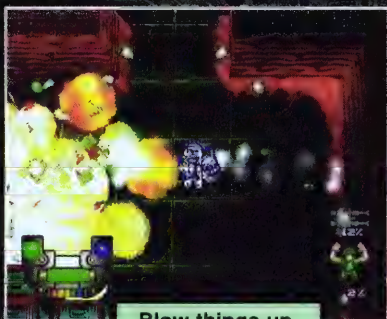
The 3D map helps pave the way to victory.



Quick, to the portal.



This army surplus tank is left over from the war.



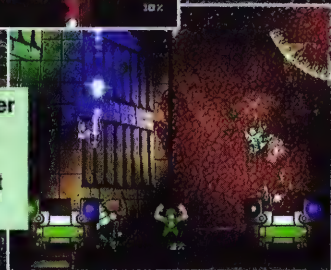
Blow things up.



Surrounded!



The two-player split-screen allows for independent roaming.



This boss is a distant relative of the octopus.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Capture and Play as Enemy Droids, Over 30 Different Weapon Combinations, Two-Player Split-Screen, 3D Map Screen, 4 Camera Perspectives, Travel Back to Previously Played Levels
- **Created by:** Eurocom for MGM Interactive
- **Available:** Mid-August for Sony PlayStation



The Future of War

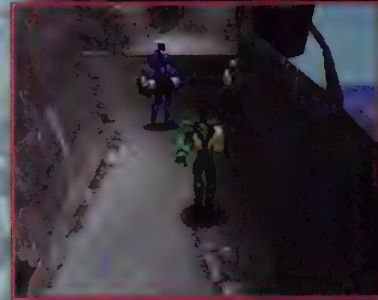
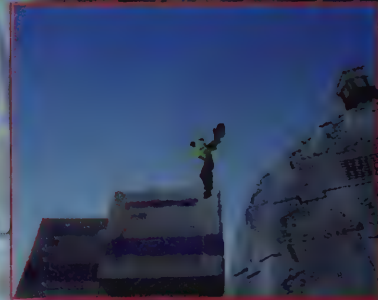
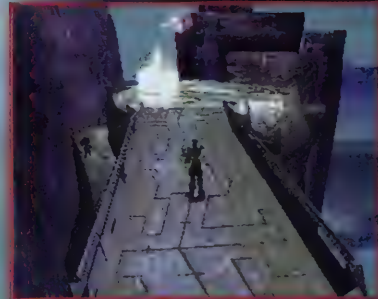
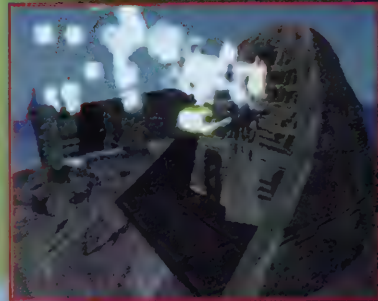
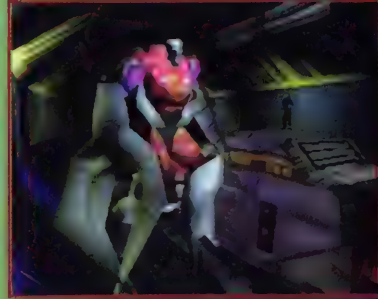
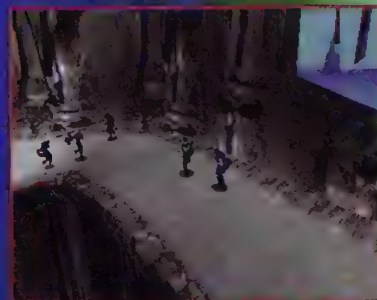
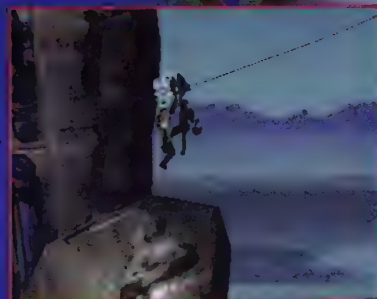
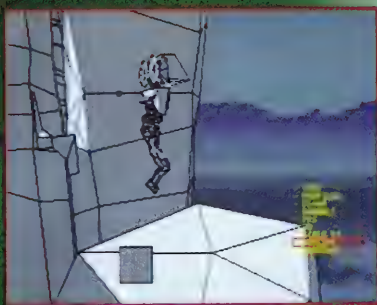
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Five Gigantic Worlds, Alternating 2-Player Modes, Three Difficulty Modes, Unique Rage Meter, Multiple Power-Up Weapons
- **Created by:** Visual Concepts for ASC Games
- **Available:** November for Sony PlayStation

In the world of video games you must dominate or be obliterated. In last year's fourth quarter software release extravaganza, Eidos Interactive and their blockbuster title *Tomb Raider* destroyed the competition, leaving a trail of bargain bin games in their wake. This year, the battle to rule the holiday season has already begun, and yes *Tomb Raider 2* will be a major player, but more and more third-party developers are publishing serious triple A titles that should make this holiday season much more interesting. For instance, ASC Games has unveiled their next big project - *ONE*. This third-person action/shooter has amazing graphics, vast multi-tiered levels, and a realistic character that could very well make *Lara Croft* look like a wimp.

Sure, *Lara* has a certain attitude or look that people will always like, but this fad is very similar to the motion picture business. *Lara Croft* is sort of the *Sharon Stone* of video games, and until *ONE*, we haven't had an action man like *Schwarzenegger*. Players will assume the role of *John Cain*, a misplaced man from the past, trapped in a chaotic future. With no recollection of who he is or where he is from, *John* will use his cybernetic left arm (retrofitted with high-powered weaponry, of course) to find valuable clues about himself and the future.

With dynamic level designs and amazing player control, *ONE* delivers a gaming experience unlike most others. There are five gigantic levels and at times *John* will find himself destroying huge mech bosses while riding a speeding train, sliding on high tension wires, and drawing enemy fire to blow open secured doors. *John's* controls are very similar to *Tomb Raider*, where he'll be able to perform evasive rolls and acrobatic flips, climb and hang, and simply blast enemies dead.

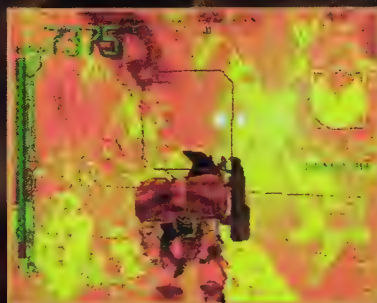
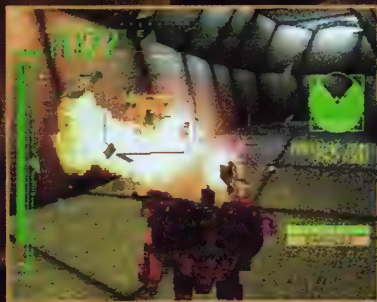
The unique factor in *ONE* is how the health meter works. Players will not have a set amount of health on a level, it all has to do with *John's* love for killing. *John's* current health situation depends on how violent you are, and how many enemies you kill. If you shoot everything you see, then you'll more than likely be okay on health. If you run around without killing a thing, then you'll have problems. This is a momentum game, and in order to beat it, you'll need to play it the way it's meant to be played - like a psycho with the right to carry arms.



ARMORED CORE DOORS

- Size: 1 CD-ROM
- Style: 1-Player Mech Simulation (2-Player Via Link Mode)
- Special Features: Mercenary-Style Level Selection, Use Money From Levels to Improve and Reconstruct Your Mech, Jump Jets, Incredible Variety of Weapons, Body Parts, and Special Equipment
- Created by: From Software for Sony Computer Entertainment
- Available: October for Sony PlayStation

The Future of Mech Games is Here



If you read our story on *Brahma Force: The Assault on Beltlogger 9* you might remember that we talked about how Genki has been steadily improving their mech games and that we were looking forward to seeing the day they put out something truly impressive. It looks like they've missed the boat on that premiere mech game, because Sony's *Armored Core* could very well blow the doors off of the sleeper genre known as mech gaming.

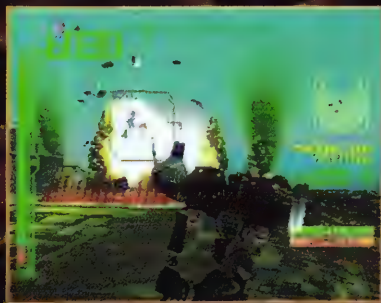
Armored Core is fast and furious. The jump jets are the best we've ever seen, allowing human-styled mechs to leap and then jet through the air at high altitudes before the battery runs down. The weapons are a mech gamer's dream come true. Missile packs launch swarms of missiles that spread out into a death blossom and then refocus on their targets, automatic weapons blaze away with impressive lighting effects, and giant guns fold into two pieces and swivel behind your mech's back after unleashing a lethal blast.

Players can acquire funds to build up their mechs and buy equipment by picking and choosing missions that award money upon their completion. At the end of each mission, you must pay for all the ammo you used and any repairs that might be necessary, so harder missions that award lots of cash aren't always the best bargain.

Enemies consist of tanks, humans in powered armor, other mechs, hovering assault vehicles, jets, mounted weaponry, and strange platypus-like creatures that throw glowing spheres at you. We're not sure what the plot of this game is, but it's definitely weird.

What truly makes *Armored Core* impressive is the sheer variety of mech configurations possible. The body of your mech consists of the head, torso, arms, and legs. Each part has a significant influence on your mech's performance. Heads, for instance, are equipped with varying degrees of radar and mapping equipment. Legs determine speed and how much equipment can be carried. They are split into several categories including humanoid legs, grasshopper legs, tank treads, and hover platforms. At the beginning of the game, each body area has a multitude of options available for purchase, and as additional levels are completed, you will gain access to more.

Players will also need to choose between different kinds of weapons, engines, CPU chips (targeting), and the boosters that make flight possible. If you even remotely enjoyed *Gun Griffon*, *Mechwarrior 2*, *Kileak*, *Epidemic*, or *BRADMA Force*, *Armored Core* will have a special place in your library.



MARVEL SUPER HEROES

MARVEL MAYHEM IN YOUR LIVING ROOM

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** 10 Characters, Power Meter, Acquiring Gems
Allows New Moves, Dashes, Super Jumps
- **Created by:** Capcom
- **Available:** August '97 for Sony PlayStation, Shortly After for Saturn

Take the Street Fighter engine, throw in the X-Men and their enemies, add super jumps, and you have X-Men: Children of the Atom. Marvel Superheroes is similar, but incorporates a host of new features and several classic characters from other parts of the Marvel Universe. The full list of characters includes Spider Man, Iron Man, The Hulk, Magneto, Juggernaut, Wolverine, Psy-Locke, Captain America, and the less prominent Shuma-Gorath and Blackheart. The two bosses in the game are Dr. Doom and Thanos.

Based loosely on the Infinity trilogy, Marvel Super Heroes allows characters to gain access to powerful moves by acquiring infinity gems. This can be accomplished through a variety of means, like getting in the first hit, or beating a gem out of an opponent. There are six gems that grant your character different offensive and defensive powers such as healing, super armor, and special projectile attacks.

Marvel Super Heroes also features the Infinity Moves, which are for all intents and purposes identical to Street Fighter's Super Combos. As you initiate more attacks a special power bar builds up. Depending on how much power is accumulated, the player is granted hyper maneuvers like Iron Man's super gun attack, where a gigantic weapon drops out of the sky, lands on his shoulder, and unleashes a blast that fills up the entire screen. It's a great way to finish a match.



DEATHTRAP DUNGEON

IAN LIVINGSTONE WE PRESUME...

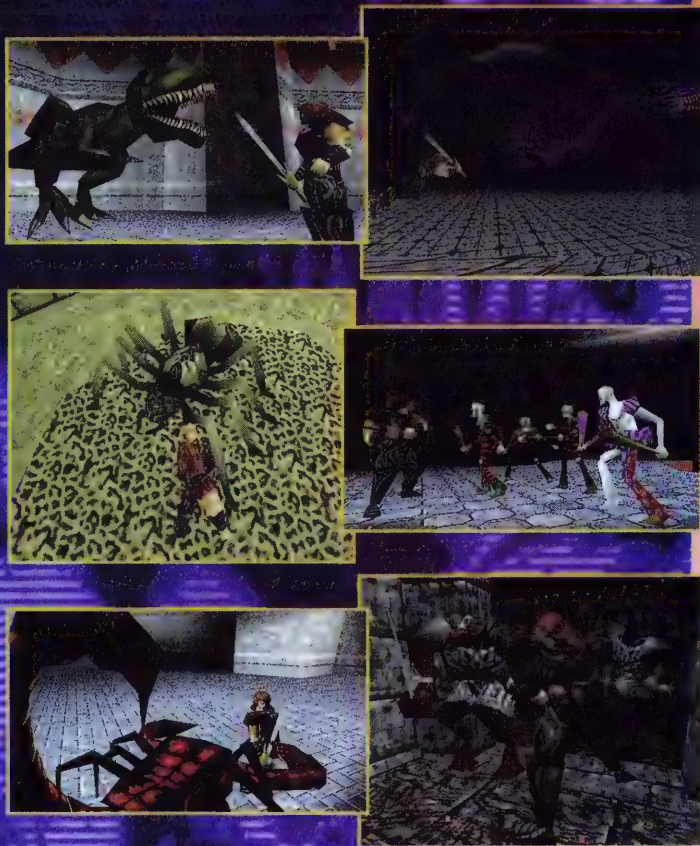
- **Size:** 1 CD-ROM
- **Style:** 1-Player 3D Action/Adventure
- **Special Features:** 55 Different Enemies, 10 Levels, Bare Hand Combat, Devious Traps, Enormous Character and Enemy Size, Third-Person Perspective, 3D Movement, Ian Livingstone's Fighting Fantasy License
- **Created by:** Eidos
- **Available:** 3rd/4th Quarter for Sony PlayStation

There are few game genres more enjoyable than action/adventure. Early action games such as Ninja Gaiden and Shinobi eventually gave rise to games such as Alone in the Dark. Deathtrap Dungeon continues this transformation. Roam through dungeons, avoid devious traps, hack and slash your way to victory - a grand formula indeed.

One thing that immediately catches our eye is the enormous character size. Squaring up against a t-rex or super scorpion is truly "in your face." Stumbling upon these enemies should prove frightening; but what might be more heart-stopping are the deadly covered pits and booby traps. Few things jolt up the EKG faster than instant death.

Deathtrap Dungeon features the license from Ian Livingstone's Fighting Fantasy books. Along with bare hand combat, players can also cast spells and use weapons ranging from medieval rocket launchers to blunderbusses, grenades and swords.

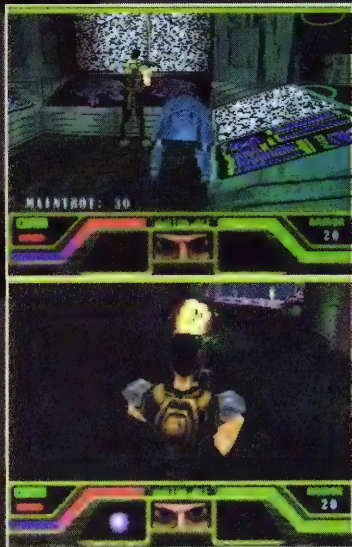
A plot similar to the Hobbit (sorry Ian) forms the backstory, and the quest is to assist a helpless village escape the wrath of a power-hungry dragon. If Deathtrap Dungeon delivers as promised, expect to live out all your fighting fantasies this fall.



BROKEN HELIX



Broken Helix has all the makings of a cult classic. It features some impressive graphics, a wealth of obnoxious one-dimensional characters, plenty of action, and Bruce Campbell. The thing most likely to make or break this game will be its somewhat restrictive time limit. Once you defuse the bombs in the first level, you will be in a constant race against time to stay ahead of the goon-squad that has been sent out to kill you. Your superiors forgot to tell you that anyone who knows anything about Area 51 is considered a threat to national security and you've seen far too many dead scientists. To complete this game successfully, you won't have time to talk to everybody and see all the sights unless you save frequently and don't mind getting killed a lot. Of course, getting killed can be quite entertaining in this game. There are over 56 FMV clips in Broken Helix and many of them are devoted to death scenes.



In the press release we were told not to "forget" that Bruce Campbell's voice is used for the main character. It would be hard to forget even if we wanted to. Perhaps you know of Bruce "from such classic roles as..." Ash from Evil Dead 1-3, the thief character on Hercules, the main character on that made-for-TV tornado movie, and Brisco County Junior. Before you get this game, make sure you know the man, because his voice becomes a constant source of one-liners and snide remarks as you descend deeper into the madness of Area 51. This can be both extremely irritating and gratifying (sometimes at the same time) and cements the mood into a semi-serious quest seasoned throughout with pompous machismo from the master himself. If you enjoyed Duke Nukem 3D for its obnoxious commentary, then you'll love Broken Helix. Bruce is the guy that made this stuff into a staple of the entertainment industry and he's not ripping off those Army of Darkness lines, because he's the one that made them memorable.

The game itself is graphically impressive and cheesy at the same time. The polygon characters are well detailed but suffer from the same "scary face syndrome" of Perfect Weapon. A wealth of lighting effects and detail contribute to level-design and the bizarre creatures scattered throughout the levels add to the ambiance. Whatever the scores turn out to be, a point should be made that we're pretty impressed with what Konami put into this game. It's attractive and has many features that games of the future would do well to emulate.

- Size: 1 CD-ROM
- Style: 1-Player Third-Person Action/Adventure
- Special Features: 16 Levels, A Ton of Audio Files Including 95 Minutes of Voice Clips, 56 FMV Clips, Wide Variety of Weapons and Special Items, Bruce Campbell's Voice as the Main Character, Special Gun Upgrades, Melee Attacks, Remote Controlled Robots, Turn Into an Alien Hybrid, Laser Targeting for All Weapons
- Created by: Konami
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE **7.75**

THE TRUE CONSPIRACY: THE ALIENS ARE AS NASTY AS THE GOVERNMENT!

PAUL, THE GAME PROFESSOR

Concept: 8.5 "Konami provided us with tons of playable previews, so I've had a chance to see Broken Helix come together in terms of gameplay and storyline. In general, one thing that sticks in my mind about the game is the incredible trial and error involved with completing the tasks. The game's intense challenge can be quite frustrating. While the graphics are very reminiscent of Fade to Black, the variety of controllable figures and excellent level design sets Broken Helix apart. There's a nice mix of action and puzzle solving with more emphasis on the latter. Not just a shooting fest, it's a very challenging quest that requires considerable patience."

Graphics: 8.5

Sound: 8.75

Playability: 8

Entertainment: 7.5

OVERALL:
8.25

REINER, THE RAGING GAMER

Concept: 7 "The graphics and character animations didn't draw me into this game's over-used plot of infiltrating Area 51. Instead, I zoned in on the humorous one-liners and the blood lust of killing your teammates. This is what drove me into actually enjoying this mission-based action/shooter. The missions in this game are challenging, and you will have to memorize some of the level designs before you can complete an objective within the given time limit. Konami intentionally made this game cheesy, and honestly, we need more American cheese than meaningless drama in our high-end gaming experience."

Graphics: 7.5

Sound: 8.5

Playability: 7.75

Entertainment: 8

OVERALL:
7.75

JON, THE GREEDY GAMER

Concept: 7.75 "I was never a big fan of Bruce Campbell, but the voice-overs in Broken Helix are excellent. Since the mission objectives are laid out through interaction with people, close attention must be paid to every sound bite. The action is varied — players can crawl, jump, and change temperament. What's also nice is the alternating tempo. Sometimes you'll have to race against the clock, other times you're free to explore. There are some bad points to Broken Helix, namely the frustrating third-person view and the repetitious enemies. Since Broken Helix is an interesting game that will appeal only to a small faction of gamers, rent before you buy."

Graphics: 7.5

Sound: 8.25

Playability: 8

Entertainment: 6

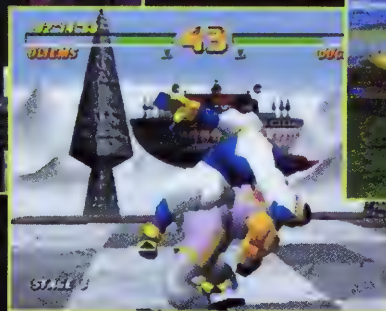
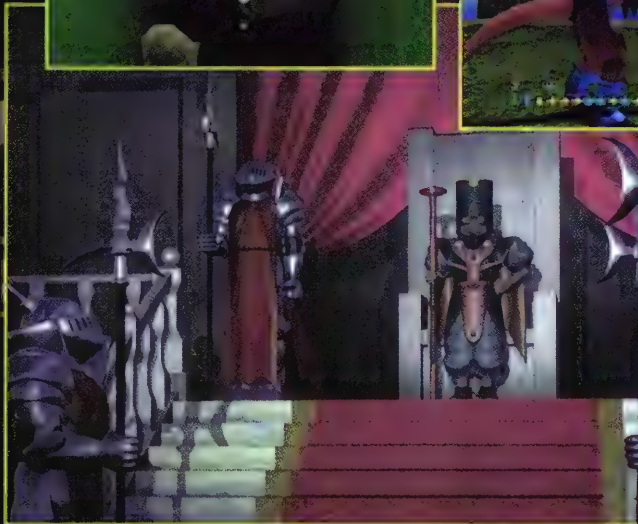
OVERALL:
7.5



TOBAL 2

Square Fights Back

ONLY IN
JAPAN



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head
Tournament Fighter (1-Player Quest Mode)
- **Special Features:** Ten Playable Characters, Over Two Hundred Enemies, Sophisticated Grappling Mechanics, Practice Mode With Slow Motion and Character Design Creator, Special Desperation Moves, Analog Controller Compatible
- **Created by:** Dream Factory for Square Soft
- **Available:** Now in Japan, Cancelled for U.S.
Sony PlayStation

With a two-year hiatus from developing console software, Square Soft surprised the world last year by releasing a fighting game as their first 32-bit venture. Sadly, reports from Japan mentioned that a majority bought Tobal No.1 for the FF VII demo, not Tobal itself. This year Tobal 2 is as much a part of Square Soft's 1997 power line-up as Final Fantasy VII. The fast and ferocious action of Tobal returns with animation running at sixty frames per second, 640 x 480 high resolution graphics, and a completely redesigned quest mode that will turn role-players into fighters.

One big complaint about Tobal No.1 was that the graphics were too generic. Obviously, this impression was made before the Nintendo 64 hit the States. The graphics displayed in Tobal are very comparable to any N64 title, and now with Tobal 2, they may even go beyond 'N64 quality.' Square Soft has put a lot of work into making this game look much more impressive and visually appealing. The backgrounds are now high-res stills of landscapes and buildings, and more textures have been added to the characters and environments. The characters themselves in the fighting mode are much larger, and the lighting and shadows which bounce and swarm around the characters have also seen improvement.

The gameplay structure in Tobal 2 is identical to the original's offering of having three-dimensional combat with ring-outs. In our May issue we told you about the new projectile attacks and the two new characters Doctor V and Chaco. The projectiles are actually desperation attacks that should be used sparingly. These moves drain your own health when used. They are charge attacks that can basically be powered-up to destroy the enemy in one hit. The only catch is, if you miss with it fully charged, you'll more than likely lose the match since you'll have no health.

The Quest mode has also gone through a dramatic change, and now has the appearance of an action/adventure game. The quest is a large one that spans across an entire world. You'll find yourself traveling through ruins, towns, and valleys. All the basic necessities of an RPG are included - item shops, equipment upgrades, and over two hundred monsters, all are available for your enjoyment.

Giant strides have been taken to improve the combat and exploration in Tobal 2, and the end result is a work of art. All the characters are once again designed by Akira Toriyama, there are now FMV endings for all the main characters, and there are tons of hidden characters and items to find in the Quest mode.

The Madden Football series has long been the strength behind EA Sports' success. It took a little while, but the EA Sports football package is starting to branch, and a new focus within the company is being brought to bear on its new 32-bit college football line. It would have been easy for EA Sports to simply take the Madden engine, add some uniforms and fight songs, and call it college football. Instead, College Football 98 will be a landmark release, a brand new approach to the college game, and will launch an individual, autonomous division within EA Sports.

The idea is to recreate, in detail, the college football experience, with the fight songs, team rivalries, bowl games, stadiums and uniforms. But the most interesting aspect of this college sim is the Dynasty mode. Played over successive seasons, players manage teams through recruiting decisions. Every year the seniors leave, and a crop of incoming freshman will have to be evaluated.

Based on the previous season's performance, you will be able to attract only a certain number of players. A weak sports program may take years to build, but the reward for the work should be worth



A NEW FOCUS IN EA SPORTS FOOTBALL

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Player Via Multi-Tap)
- **Special Features:** Dynasty Mode, Rival Mode, Practice Mode, 112 Real College Teams, 20 Historic Games Available for Replay, 122 Rendered College Stadiums (Including Post Season Extra Stadiums), Championship or Bowl-Based Season, Over 30 Licensed Fight Songs, Create Player, Team-Specific Playbooks, Save Highlights to Memory Card, Only Game to Feature Orange, Sugar and Fiesta Bowls
- **Created by:** EA Sports
- **Available:** August for Sony PlayStation (and PC)

it – a national championship.

Rival mode matches teams against arch-rivals, and Practice mode allows players to work through plays and formations before important games. Much like the Scouting Report in Triple Play 98, Scout mode allows players to view the tendencies of opponents. Outlined are such crucial details as preferred formations, percentage of plays run, and individual match-ups. Another feature that should bolster the play value is the ability to replay historic games. Twenty of the greatest match-ups of all-time are available for play, along with recreated players and skill levels.

Of course, NCAA Football 98 features a comprehensive stats package, and the ability to create players. Expect to see the classic EA Sports attention to detail, especially in the stadiums. Although we haven't heard too much about Sony's GameBreaker '98, we can say at this point that EA Sports'

Dynasty mode is not an evolutionary, but a revolutionary step in the growth of simulations. NCAA Football 98 should arrive just as the college season gets underway.

Each player is nicely detailed.



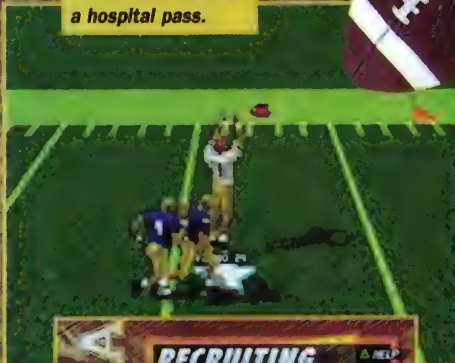
The first down marker is a long way off.



Passing demands a delicate touch.



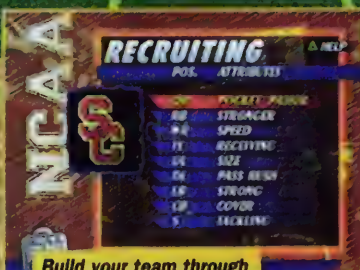
This is what we call a hospital pass.



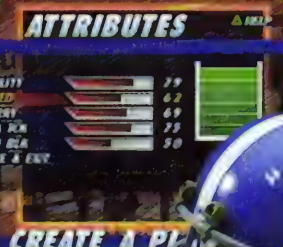
Even the best teams need practice.



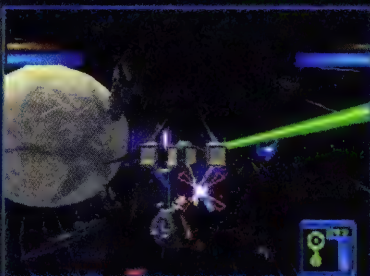
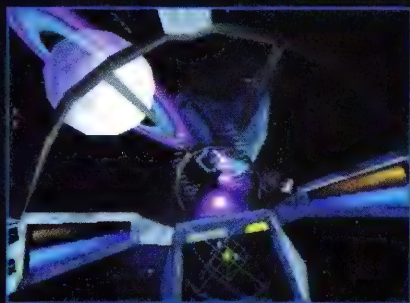
Build your team through the Dynasty mode.



With four new downs, Nebraska should be able to punch it in.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Space Shooter
- **Special Features:** Sixty Missions With Varying Objectives, Six Different Endings, Pyrotechnic Weaponry, Rendered FMV Cut-Scenes, Six Different Vehicles
- **Created by:** Psygnosis
- **Available:** 4th Quarter '97 for Sony PlayStation

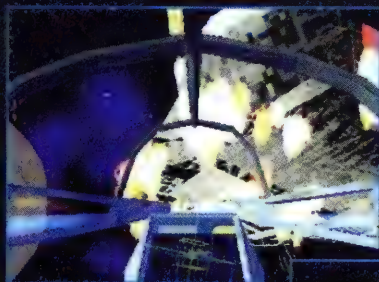


Psygnosis has been showing off great diversity in their PlayStation titles of late, and this time, they are waging war on the simulator market. Designed in Psygnosis' Liverpool studio comes Colony Wars, a space combat simulator that packs over sixty missions of intense dog-

fighting, protection, and search and destroy. The player will have complete freedom to choose from six different vehicles - a scout, standard fighter, stealth fighter, interceptor, and heavy assault vessels. Plus, there are fifty-six different types of allied and enemy craft.

COLONY WARS

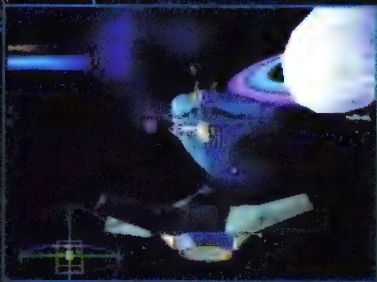
The sixty intricate missions will unfold through eighteen acts. In between acts, dramatic rendered FMV scenes will bring you up-to-date on war highlights and the complete story behind the Colony



Wars. Through gameplay you'll have the chance to reroute your mission and at the end, depending upon where you go, you'll unlock one of the six different endings.

Colony Wars looks

great at the moment, and we still can't get over the lighting effects displayed when enemy cruisers blow sky high. Set for a fourth quarter release, Colony Wars will surely be one of the most explosive shooters on the PS-X.

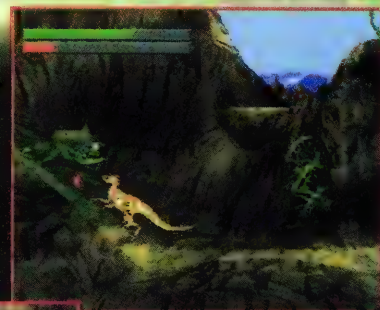


Chaos Comes HOME



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Five Playable Characters, Twenty Levels, Over 25 Different Dino Species, Three-Dimensional Teihereo Gameplay, Storyline That Closely Follows the Movie
- **Created by:** DreamWorks
- **Interactive for:** Electronic Arts
- **Available:** August 30 for Sony PlayStation

Game Informer has been reporting on this title for months (See GI: Feb. '97, June '97) and we now have our first playable version. Electronic Arts has stepped in to publish the PlayStation version, and whether it was EA's input, or problems in the development schedule, The Lost World has been



delayed until August 30.

By how you and the rest of the world will have seen the movie. DreamWorks, rather than rehash the movie through a single character's point of view, has created what they term to be "organic gameplay." Players progressively morph into five different characters through

twenty different levels. The order is: Compy, Raptor, Human Hunter, T-Rex, and Sarah Harding. Each dino has a number of different attacks such as lunges and tail sweeps. The human characters possess flame throwers and rifles, and the Human Hunter can use a grappling hook to swing from rocks and ceilings. While the objective of each level is to reach the end, certain tasks within levels must be accomplished. For



example, as the T-Rex, you must find and attack all the power generators in order to disable the gates.

The Lost World is an action/platform all the way where the only 3D gameplay is found in the numerous path branchings and shifting camera angles. It can be said at this point that The Lost World contains the most realistic

dinosaurs ever seen in a video game. Hand animation and polygon technology make the dinos hauntingly life-like. Their skin seems to stretch and crinkle, and the many special moves and attacks are flawlessly seamed together. Let's hope that DreamWorks uses the extra two months to fine-tune this modern day Jurassic adventure.



GRAND TOUR RACING '98

No, the locals are not your pit crew.



Before the fall of communism, racing was not allowed in Moscow.



Quick - to the right side of the car!

A COMPLETE AND TOTAL RACER

The year of '96 surprised everyone. The amount of racing games, the quality of those racing games, and the sales they generated proved to publishers that racers are a gamer's food of choice. Designers, of course, always knew this. At any given time, there are dozens of racing games in development. Activision studied the sales figures and said, "Hey, why not us?" Like a group of pro talent scouts, Activision scoured the world. Sitting down with Merit Studios, Activision felt they'd finally discovered a star player. Merit changed its name to Eutechnyx, Activision promised publication, and the rest (for now) is history.

Looking to compete with Need for Speed 2, Rally Cross and Rage Racer, Grand Tour Racing '98 (GTR '98) blends Off-Road, Indy, Rally and Street Sport racing into a world tour of rubber burnin' action. Zoom through six locations: Moscow, Hong Kong, Easter Island, Scotland, Egypt and Switzerland. Each track features a different style of racing. For example, Egypt offers off-road desert racing; Moscow features asphalt Indy and Sport racing. Easter Island mixes the two. The six track variations per course are much more pronounced than in Rally Cross. Weather, jumps, and barriers change with each tour, and consecutive wins will unlock new cars and variations. The vehicles (Dakar, Off-Road Buggy, Sport Model, Indy Car and Rally Car) offer a rare diversity of control and handling. The Off-Road Buggy drives like a Buggy, the Indy Car like an Indy Car.

GTR '98 also offers death. Instead of returning to the track after a cliff dive or water dunking, it's simply 'game over.' Jumps require set-ups, coming low into a turn and losing speed before any jump is a one-way ticket to the morgue. Sometimes it's easier to stop, back up and make a good run at the jump in order to clear it. GTR '98 is also unique in its control. Right and left on the d-pad control turns, and the shoulder buttons provide a sharp wheel pivot. The shoulder buttons can be used only in conjunction with the d-pad, or a spin-out is inevitable. Think of the process as holding a wheel through a turn, then jerking it quickly to cut in. Both a standard and hand brake, as well as choice of transmissions round out the interface.

Activision may have found themselves a winner in Grand Tour Racing '98. If you're a fan of Rally Cross, Need for Speed or Namco's Rage Racer series, GTR '98 demands a close look.



Looks like the Duke boys gave old Roscoe the slip.



Check out that hairpin just up ahead.



You heard the man, turn around.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (Up to 4-Player Via Link Cable)
- **Special Features:** 6 Courses, 6 Variations of Each Course, 40 Vehicles, Unique Quick-Turn Steering System, True Physics Racing Model, 8 International Teams, Split-Screen Mode, Shortcuts, Weather Effects, Death
- **Created by:** Eutechnyx (Formerly Merit Studios) for Activision
- **Available:** September '97 for Sony PlayStation

Cheerleaders Included!

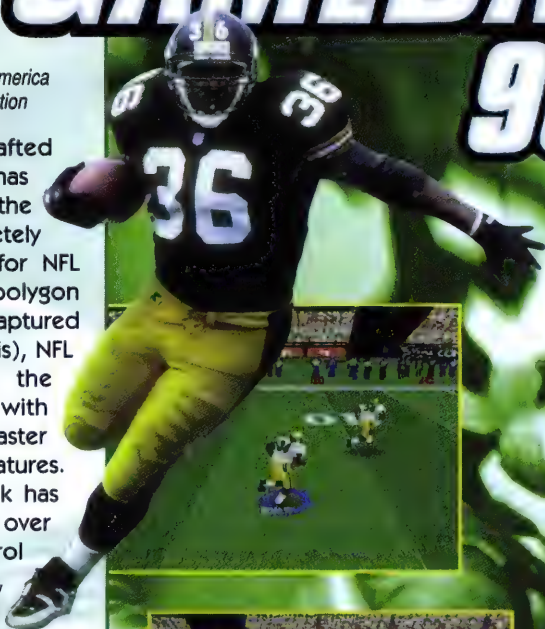
NFL GAMEDAY 98



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Player Via Sony Multi-Tap)
- **Special Features:** Authentic Stadium Designs With Sideline Crews, New Playbook With Over 500 Plays, Create Player and Draft Feature, Comprehensive Season Stat Tracking, Injuries, Total Control Passing
- **Created by:** Sony Interactive Studios America
- **Available:** September for Sony PlayStation

Using the carefully crafted GameDay '97 engine, Sony has advanced the AI, improved the game realism, and has completely redesigned the overall look for NFL GameDay '98. Now, using polygon characters (which are motion captured by Tim Brown and Jerome Bettis), NFL GameDay '98 will deliver the ultimate football simulation with realistic character animations, faster gameplay, and tons of new features. Most importantly, the playbook has been overhauled and features over 500 plays, the Total Control passing system has returned, and the stats have been beefed up to impress even the most dedicated fantasy leaguers. GameDay '98 will be the first title to feature detailed crews, camera men, and coaches on the sidelines of the authentically detailed stadiums.

We could ramble on for hours about the new features and changes in NFL GameDay '98, or we could simply show you an awesome feature bar with everything planned for the game. Enjoy!



Features: (Subject to Change)

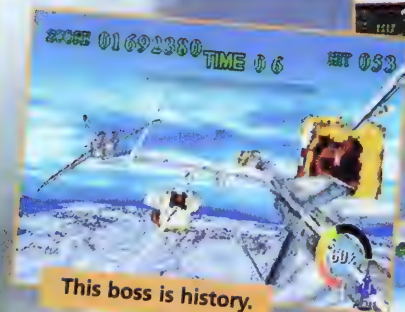
- Officially licensed by the National Football League
- Officially licensed by the National Football League Players Association, Inc
- All 1,500 Players are scaled accurately in height and weight
- Five Game Modes (Preseason, 1997/1998 NFL Season, Playoffs, Pro Bowl, Super Bowl)
- Infinite Number of Playing Perspectives
- New Crowd Sounds Including Crowd Swells
- Options (Trade Player, Create Player, Release Player, Sign Free Agent)
- Draft Mode (Drops the top six players from each team into a draft pool)
- New Playbook (Featuring Over 500 Plays)
- Polygon Characters and Stadiums
- Stats (Includes QB Rating, League Leaders, Individual Team)
- Weather Conditions (Snow, Wind, Rain, Sunny)
- PA Announcer (Calls the play summary)
- Player Injuries (Includes game injuries and season ending injuries)
- Difficulty (Rookie, Veteran, All-Pro)
- Game Settings (Simulation, Arcade, Total Control)



The cloud stage is quite surreal.



This place reminds me of Beggar's Canyon.



This boss is history.



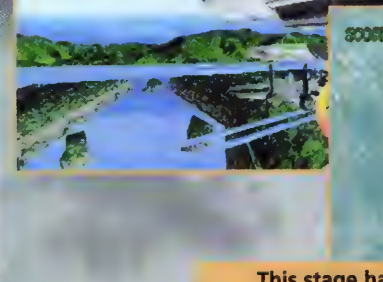
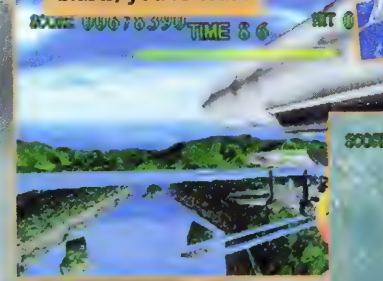
An easy target.



The sunset looks lovely tonight.



If you don't avoid these blue laser blasts, you're toast.



This stage has you accelerating towards Earth.

SKY TARGET

Set Your Sites on the Skies

- Size: 1 CD-ROM
- Style: 1-Player Flight Combat
- Special Features: 4 Aircraft, Path Branching, 4 Difficulty Levels, Analog Compatible, Cloud, Canyon, Jungle and City Stages, Lock-On Targeting for Missiles, Arcade or Ranking Mode
- Created by: TrueMotion for Sega
- Available: July for Sega Saturn

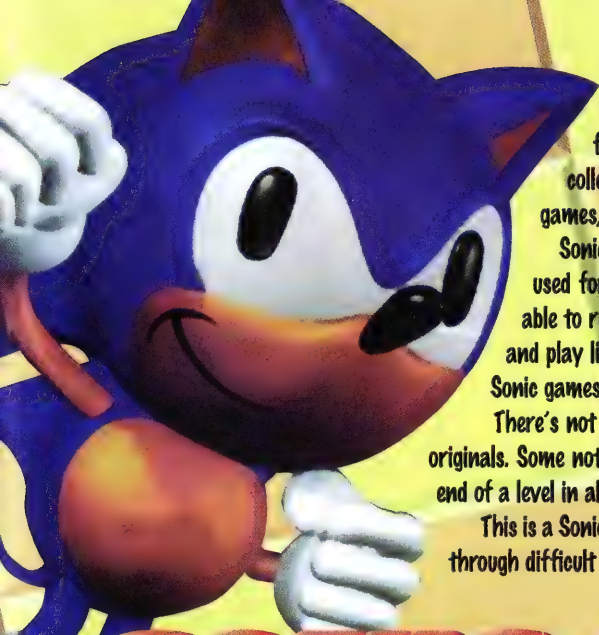
Sky Target is a flight combat game already available in Japan. As an arcade translation, Sky Target offers fast and exciting combat action without the wealth of complex controls that other games demand. The key to success in Sky Target is the early targeting of enemies. Squadrons of enemy fighters appear on the horizon. Players must move a cursor over the distant fighters in order to obtain a missile lock-on. This strategy is also important when battling sub-bosses, as well as each level end boss.

Sky Target offers four planes immediately available for play. There seems to be little difference in their characteristics, other than appearance. Whether there are any hidden or bonus planes remains to be seen. It's interesting to note that, unlike other games in this genre, Sky Target offers no power-ups. We found no shield bonuses, and guns and missiles are unlimited. The terrain is nicely laid out, but players are affixed to a track. Therefore, planes cannot turn into the screen, or perform loop-to-loops; however, the boss stages are unique. Players only have a certain amount of time to defeat each boss. If you can't destroy them in the required time, the boss flies away. In Arcade mode, all you lose out on are the points; but in the Ranking mode, not destroying the boss will rob the player of the all-important "ranking stars."

Ranking mode is an exclusive mode not found in the arcade version of Sky Target. One of four missions can be chosen where the player is awarded combat stars based on performance. Five stars are needed to advance to the each new level, which in turn unlocks four new missions. The Ranking missions are the same as the Arcade, but the rating system is more comprehensive, creating a higher replay value.

While Ranking mode offers players a choice of missions, Arcade mode puts players on a progressive track. At key points on this track, players will be prompted to choose paths. With only three continues, Arcade mode will take quite a while to complete.

In the end, if you're a fan of arcade combat shooters, Sky Target definitely deserves a look. The graphics are nice and the analog control offers an excellent touch. Watch for Sky Target to hit the U.S. this July.



Conceptually, resurrecting historic classics and adapting them to the new horizon of gaming is, quite possibly, one of the best software additions for the high-end platform machines in recent years. You can never go wrong with a handful of some of your favorite childhood titles all packed into one mighty disc. With Sega's new Sonic Jam (which collects Sonic the Hedgehog 1-3, and Sonic & Knuckles), you will not only receive the complete games, but a complete history on them as well.

Sonic Jam features the first true 3D Sonic world (we're not counting Sonic 3D Blast), which is used for presenting the historic information (not gameplay). In this beautiful landscape you'll be able to run, jump, and explore the wonders of what the three-dimensional Sonic R game could look and play like. Scattered throughout this world there are buildings that hold documentation on all the Sonic games, never before seen Sonic art, new Sonic music, and various bits of Sonic history.

There's not much to say about the featured games themselves, since they are almost identical to the originals. Some notable changes are the addition of the charge-roll to Sonic 1, and the option to save at the end of a level in all of the games.

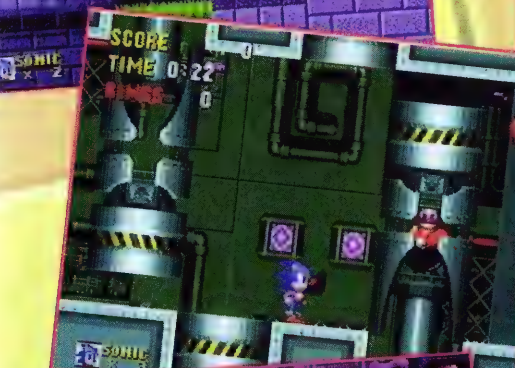
This is a Sonic the Hedgehog fanatic's dream come true, and all those who love running at ungodly speeds through difficult terrain will surely love this dynamic Sonic re-release.

SONIC JAM

Sega Re-Releases the 'Hog

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Platform
- **Special Features:** Four-Games-In-One (Sonic 1-3, Sonic & Knuckles), New 3D History World With Info, Codes, and Images, Roll Move Added to Sonic 1, Save Game Feature for All Games
- **Created by:** Sonic Team for Sega
- **Available:** August for Sega Saturn

▶ **THE BOTTOM LINE** 7.25



ANDY, THE GAME HOMBRE

Concept: 7 "Over the years, I've played my fair share of Sonic games, so I personally won't be jumping for joy when this game comes out; but

Graphics: 7

Sound: 7 there certainly is reason for rejoicing because Sonic Jam does feature

Playability: 7 some fantastic games. As a matter of fact, this game has the best Sonic games of all time. I just wish Sega had gone the route Nintendo did with Super Mario All-Stars, updating the graphics and adding a level or two of never-before-seen gameplay.

Entertainment: 7 If you haven't played these games they're great. If you have, then this game offers nothing new except an impressive glimpse of Sega's upcoming 3D Sonic."

OVERALL: 7

PAUL, THE GAME PROFESSOR

Concept: 7.5 "When I popped in this game, I just yawned. Sure, Sonic Jam is a tribute to the Sega mascot and the inclusion of all four games says a

Graphics: 7 little something about technological advancements. The coolest thing about the game is the new Sonic

Sound: 8 3D world. It offers a glimpse into the future of Sonic games on the Saturn and includes the cool codes for the 16-bit relics. If you haven't played these games before, I say

Playability: 8 "go for it," it offers a lot of gaming for the dollar. I've played them all and don't exactly want to beat Sonic 2 again. I'm a big fan of Sonic, but this game is for the hard-core Hedgehog fanatics."

Entertainment: 5

OVERALL: 7

REINER, THE RAGING GAMER

Concept: 7 "There's always a place for Mr. Blue in my library, and what Sonic game could be better than one that collects all four of the Genesis classics into one disc. For the most part, all the games have remained identical to their original form; however, I do like the new option of saving your game and toggling the charge-roll. The new Sonic World feature is 'Extremely' detailed, and full of useful info on the life and propaganda that Sonic has gone through over the years. You can never go wrong with a Sonic collection...unless you prefer the plumber over the hog."

Graphics: 7.25

Sound: 7.5

Playability: 8.5

Entertainment: 8.25

OVERALL: 7.75

UNDER 17 NOT ADMITTED

DUKE NUKEM 3D

- Size: 1 CD-ROM
- Style: 1-Player First-Person Shooter (2-Player Via Net Link)
- Special Features: 9 Enemies, 28 Levels, Jet Pack, Cool Weapons Like Shrink Rays and Pipe Bombs, Analog Compatible, Net Link Compatible, Mature Themes
- Created by: 3D Realms / Lobotomy Software for Sega
- Available: July 1997 for Sega Saturn

There's a special feeling one gets while blasting porcine aliens into a bloody mass of stinking flesh. The feeling's even better when the bloodshed is accompanied by snide and sardonic remarks. So remember, Duke Nukem's about attitude. Hey, wouldn't you be mad if aliens occupied your planet? As for how Duke Nukem 3D stacks up against other first-person shooters, it's too early to make a judgment; but we can say that Duke is unique.

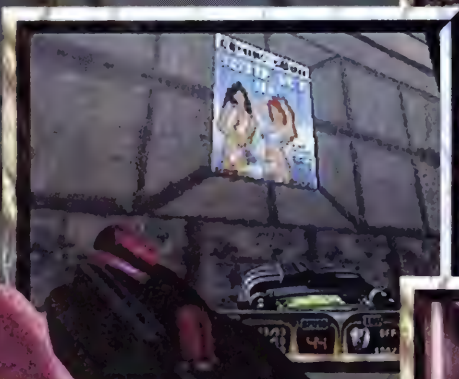
Originally created by 3D Realms for the PC, Duke was the #1 selling PC title in 1996. Lobotomy Software is taking care of the Saturn port, and we like to call them "the good hands people." Powerslave was lightning fast, and Duke is just as fast (if not faster). Lobotomy also did a nice job with the light sourcing, creating a rich environment close to, if not exceeding, that of the PC version.

Aside from the nice lighting effects and game speed, Duke also sports some of the coolest weapons in gaming. Shrink Rays, Freeze Blasts and fiendish Pipe Bombs all add to the mayhem. Since Duke is Net Link compatible, players can set traps for other players with the pipe bombs, lying in wait until just the right time for detonation. The levels in Duke are fairly standard, but the emphasis on keys is not as pronounced as in Doom. Often, the secret to passing a level is just exploring every possible avenue. Using the Jet Pack is also important, since hidden areas are usually high atop walls or towers.

It should be noted that Duke Nukem 3D contains some "mature themes." Simply put, Duke likes pictures of women in swimsuits. Levels include a trip to the red light district, and a mock adult book store. There is no obscenity, but Sega has insisted upon retaining the classic Duke machismo. At this point, Duke is very impressive, and Net Link gamers should be especially pleased.



Your enemies have Jet Packs too.



Duke can swim.



Look at those flying bits of flesh.



By Inserting the Powerslave Mission Pack...(just kidding).



Forget about dish-pan-hands with these gloves.



The Jet Pack offers dizzying heights.

SHINING the HOLY ARK

They Shall Reap What They Have Sown

You've slain a three-headed dragon with a fire sword, located the illusive water fairy, and saved the world from evil. You are the role-players – the select, the few, the proud, the brave. Now, Saturn owners will become the elite. With the arrival of Shining the Holy Ark, the first true Saturn RPG, the basic fundamentals of role-playing have been brought to life with no gimmicks or "explosive new features" attached. This game was made to impress those who are experienced in pen and paper RPG rules, and fans of Shining in the Darkness, Phantasy Star II, and Might and Magic.

Displayed through a first-person view and through the eyes of the main character Arthur, players will need to explore huge dungeons, maneuver through forest labyrinths, and meet with village folk. The movement is fairly smooth and the controls offer plenty of freedom. While walking you can strafe, peer into corners, and look up and down. Since all of the dungeons are massive in size, a detailed automap feature has been included to help you find your way. Some of the dungeons or zones you enter feature traps, hidden items, and valuable allies that can be recruited to join your party. When entering unknown territory, make sure your exploration is quick and thorough, because the enemies in Shining are feisty and quick to the draw.

The turn-based combat system has ring-based menus and is extremely easy to understand. When initiating an attack sequence you can either set each command for all of your characters or you can go into auto mode and have the computer simulate the combat sequence. The battles are quick and intense. When you or the enemy summons a spell, a series of awesome effects and lighting flashes across the screen. Through winning battles you'll gain valuable experience, gold to use in the towns to buy items, and sometimes items themselves. You may even find a new weapon or armor upgrade if you are lucky.

Surprisingly, one of the high points in the game is its overall look. With all the options and material in this title, one would think that the graphics would suffer, but they don't. Key features from old Genesis games are abundant in Shining the Holy Ark, and you'll even see the character class promotion from Shining Force. This is an extremely difficult RPG and beginners will more than likely get lost in the shuffle.

- **Size:** 1 CD-ROM
- **Style:** 1-Player, Role-Playing Game
- **Special Features:** First-Person Perspective Gameplay, Class Changing, Turn-Based Combat, Reserve Members in Party, Detailed Pre-Rendered Characters and Enemies, Sophisticated Automap Tracking, and Fairy Helpers
- **Created by:** Sonic Software Planning for Sega
- **Available:** Now for Sega Saturn



THE BOTTOM LINE 7.75



ANDY, THE GAME HOMBRE

Concept: 7 "In general, I'm not a big fan of first-person perspective RPGs. Maybe
Graphics: 8 it's because I usually get bored and never finish them. Luckily, Shining
Sound: 7 is one of the better offerings. In the dungeons the game moves
Playability: 7.5 exceptionally smooth, and the animations are really cool. I also
Entertainment: 7 like the ability to run in the dungeons. It makes exploring a little more exciting, but overall the scenarios get somewhat old after looking at the same backgrounds for a while. However, due to the recent lack of RPG titles on the Saturn, Shining is a fairly entertaining game that will keep your Saturn busy until Working Designs finishes up another RPG title."

OVERALL!
7.25

REINER, THE RAGING GAMER

Concept: 8 "Getting into the groove of Shining's
Graphics: 9 gameplay is stressful at first, since it moves so slow, but shortly within the quest, the action becomes much
Sound: 8 more intense, and the storyline presents itself as both powerful and
Playability: 8.5 intelligent. It's nice to see that the overall structure of the game has remained true to its 16-bit forefather,
Entertainment: 7 but this will more than likely turn a majority of role-players away. The game is for the most part slow and difficult. The addition of the map tracking feature makes the game a tad easier and less chaotic, but as it stands, this title spans its roots to the select minority of gamers who love RPGs for their complexity, and not their look."

OVERALL!
7.75

JON, THE GREEDY GAMER

Concept: 8 "Shining really does a good job of
Graphics: 8.25 mixing all the classic elements of RPGs. First of all, the story quickly had me hooked, and when I got to
Sound: 8 the first town my experiences were quite different than Reiner's. Two warriors that joined right up with Reiner wanted to fight me instead.
Playability: 8.5 The art is very nice, the monsters are well balanced, and you stand a good chance of retreating if you want to rush through an area. There are mini-quests within larger quests, and the menus are quick and easy. I really like the first-person walking mode and the helpful map, a nice break from the overhead view. Traditional RPG fans will not be disappointed with Shining."

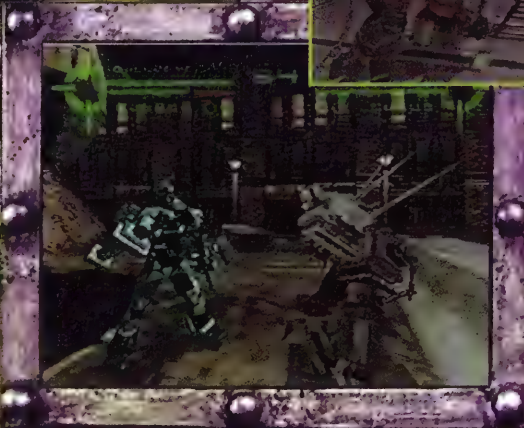
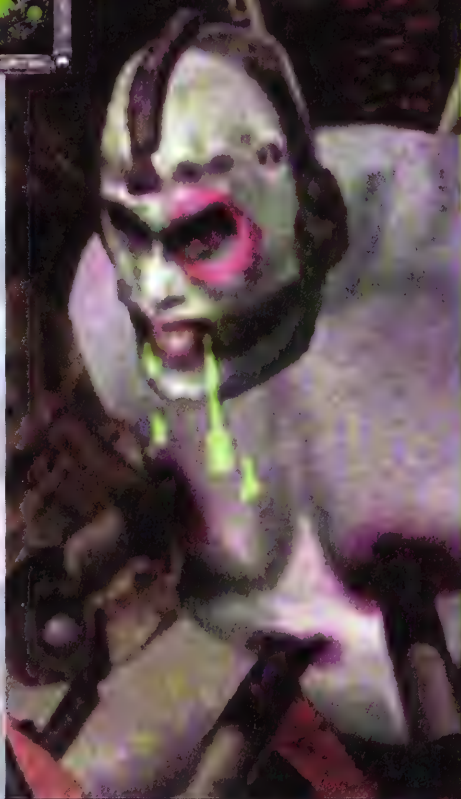
OVERALL!
8.25

B.I.O.F.R.E.A.K.S.

Next in the long line of fighting games created by Midway is the 3D brawler B.I.O.F.R.E.A.K.S. While we're not sure what the acronym stands for, the game is sure to turn a few heads when it hits the arcades around October or November.

Building off the 3DFX chip technology that Midway has incorporated into most of its recent games including War Gods and Mortal Kombat 4, B.I.O.F.R.E.A.K.S. offers a complete 3D fighting environment filled with varying terrain and interactive objects. The most notable and truly innovative aspect of B.I.O.F.R.E.A.K.S.' graphics are the multi-tiered fighting environments. Unlike some of the current fighting games that offer a few ramps or stairs, B.I.O.F.R.E.A.K.S. brings fighting arenas to new heights with platforms and perches that rise toward the sky. Each of the eight playable characters in the game will not only have some vicious weaponry, but they will all have the ability to take to the skies and rise stories above their opponent. Another very interesting feature that Midway is promising with B.I.O.F.R.E.A.K.S. is customized fighting moves that the player can create. While we're not quite sure how these will be implemented, Midway boasts that players will be able to mix and match existing moves to suit their own fighting styles. Finally, this game will unleash a maelstrom of video game violence with brutal decapitations. Highly reminiscent of Strata's Time Killers and Blood Storm, B.I.O.F.R.E.A.K.S.' combatants stay in battle even though they've lost a limb. The battle isn't over until the health meter is depleted.

Midway had been fairly secretive about this game which has made for some confusion amongst gamers as to the where's and when's of B.I.O.F.R.E.A.K.S. As with Midway's previous fighters, the arcade launch in September or October will be followed with PlayStation and Nintendo 64 versions, probably by the second quarter of 1998.





by Erik, the PC Jedi

Point-and-Click Has Gotten Way Out of Hand

Who are you people who keep on buying all the point-and-click games? I don't know you, but the industry seems to, because I keep on getting the silly things. If you want to solve puzzles, games like *Seventh Guest* are fine, but why waste so much time trying to set an atmosphere in a genre where plots can never be anything short of haphazardly bizarre, vague, and full of holes. I suppose I should be glad that point-and-click has replaced the "me too" genre of FMV gaming (ugh), but can't we just try and be a little more creative?

X-Wing Vs. TIE Fighter – LucasArts

7.5

If all you cared about in the previous X-Wing and TIE Fighter games was the fighting, then by all means go for this game. It's pretty much the same deal with improved graphics and multi-player options. Unfortunately, it seems LucasArts opted to focus entirely on multi-player and left out many of the things that I thought made the other games great. There are no longer any kind of training modes that require you to pass gates while destroying gun emplacements or dodge fan blades that will destroy your TIE fighter in one fell swoop. There is no camera mode allowing you to review your previous missions. Historical missions are nonexistent. There are no mission briefings with a cool rebel alliance guy or imperial general dictating your goals. There are no secret mission bonuses that allow you to gain nifty tattoos. I guess I found myself thinking more about what X-Wing Vs. TIE Fighter wasn't, instead of what it is, and that's not a great thought for a sequel to inspire.

Redneck Rampage – Interplay

7

As far as gameplay, level design, and weapons go, *Redneck Rampage* is nothing more than another mediocre first-person shooter (Doom clone). It is, however, one of the most humorous games I've played in a long time. Aliens have attacked a redneck town and it's up to you to put them in their place. Your enemies are inbred redneck clones, giant aliens with devastating weaponry, alien vixens with brassiere blasters, and turd minions – creatures made from recycled feces. In addition to the enemies, the levels are also plagued with hordes of chickens, cows, and pigs wandering all over the place. Health can be gained by picking up yummy pork rinds and various types of alcohol. But you'll have to watch your consumption, or else you'll get drunk and the controls will start getting screwy on you. If you eat too much, you'll develop

a large gut that will hinder movement and make it harder to sneak up on enemies. In addition to a large number of hilarious redneck audio clips, the soundtrack is a series of eight songs (played at random) from live bands. Blast away to the tune of songs like, "(my) Baby's Liquored Up", "Nurture My Pig", and "UFOs Big Rigs & BBQ." If you can justify buying a game for its tastelessness (I usually wait for the bargain bin), then go for it.

We recently paid a trip to **Studio 3DO** and were very impressed with their line-up for the upcoming year. Studio 3DO has acquired **New World Computing** (best known for *Might & Magic*), and some hot new guys on the block who go by the name of **Cyclone Studios**.

Studio 3DO's in-house project is a game called *Army Men* in which players have direct control over one of six vehicles and deploy troops to accomplish mission objectives. Control over the troops is limited to getting them into position while using your main vehicle to support their efforts. The cool part is that your army men are exactly like those cheap action-figure wannabes that we all melted with magnifying glasses when we were kids. Studio 3DO will also be releasing an expansion pack for their immensely popular on-line fantasy roleplaying game (graphic MUD), *Meridian 59*. The pack is called *Revelations* and will feature additional landscape that increases the world's size by 50%, 30 new NPCs, new spells, and a number of other features. *Army Men* and *Revelations* will both be out in the fall.

New World Computing is taking a giant leap beyond the *Clouds and Dark Side of Xeen* (*Might & Magic 4 & 5*) with *Might & Magic VI: The Mandate of Heaven*. MMVI is now completely free roving, taking advantage of two separate engines. The horizon engine used for the overland and town modes allows for full 360° exploration. The labyrinth engine is more similar to *Arena* in that it will be action-based (though you can also choose classic turn-based combat), allowing characters to jump and attack. MMVI will be hitting the stores in November.

Cyclone Studios, who we reported on in our April issue for their impressive new game in development, *Uprising*, has two other games in the works. *Requiem* is an attractive looking first-person "adventure/action" game where



players take on the role of a heavenly being gone material to protect the world from an encroaching horde of darkness. This may sound familiar, but it appears



that Cyclone has put a lot of effort into making *Requiem* more than just another Doom-styled action game. Players will frequently be required to put away their guns in order to talk to the local characters and get involved with the game's plot. While Cyclone will be focusing primarily on *Requiem's* single-player appeal, they will be adding an internet multi-player feature. **Third Domain** will be the first real-time strategy game to feature a physics engine and full 3D environments (meaning: hills will slow you down). While the game is nowhere near complete, it looks like a 3D C&C. Cyclone has suggested that the complete version of *Third Domain* will feature "something" special that will free it of that particular generalization. *Requiem* should be available next spring and *Third Domain* should be seeing the sun sometime next summer.

If you're a C&C fan looking for a new twist, you won't have to wait for *Third Domain*. A company called **Mediastation**, whose experience up to this point has been entirely in the realm of Disney games, is working on their first non-license title. It's called *Extreme Tactics* and could throw some very interesting elements into the real-time-strategy genre. Players will be able to design their units from a list of available parts, creating a number of possible vehicles that could reach into the thousands. Of course, many of those vehicles would be extremely similar to each other, but it's still pretty darn cool. *Extreme Tactics* will also allow players to streamline the artificial intelligence, letting players designate what their units do when given a specific order. It is scheduled for release in November.

recent releases



Shivers II – Sierra

6.75 It's a *Myst* clone that lets you look around. Unfortunately, like all other *Myst* clones, the plot is just an excuse for the weird music and surreal environments, and it's still nothing more than solving funky puzzles. Yay.



The Arrival – Enteraktion

6.25 It's a *Myst* clone that doesn't let you look around, but at least it's better than the movie. That's not saying much, of course, but the visuals are nicely done, which is all that matters in one of these games... I guess.



Realms of Arkania III: Shadows Over Riva – Sirtech

7.5 *ROA III* runs on a very minimally altered *ROA II* engine. It still bogs you down with tons of intricate details. While some people may dig this, I never did, and I've enjoyed RPGs of the pen & paper, console, and PC variety. It's impressive, but not my cup of tea.



You Don't Know Jack: Movies – Berkeley Systems

9.25 We loved the first one, and this, the latest "Jack," is even cooler with new contests and hilarious movie questions. I wouldn't recommend it for anyone under 16 due to some of the more obscure references.

Might & Magic VI



Game Boy

REVIEW

5.5

Size: 2 Megabit

Style: 1-Player Puzzle

Special Features:

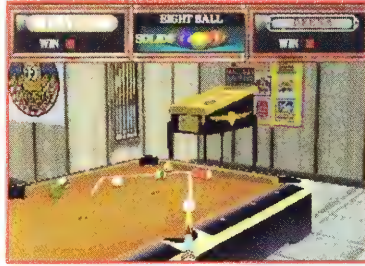
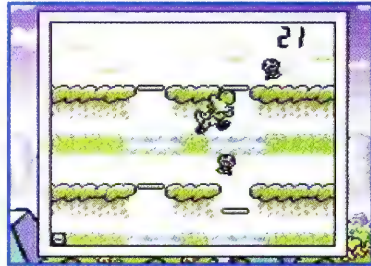
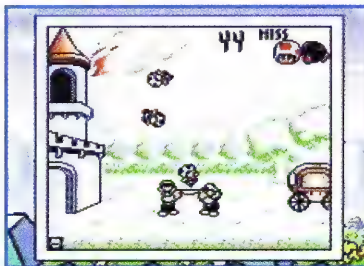
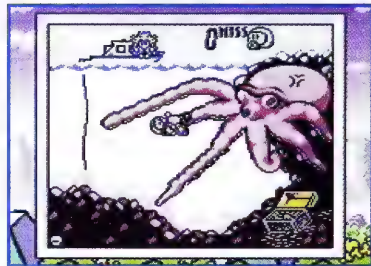
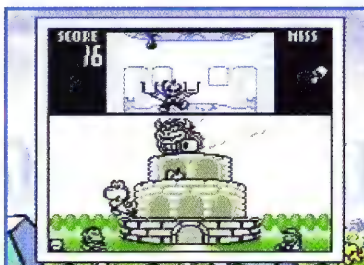
Four-Games-In-One With Classic and Modern Mode, Easy and Difficult Settings, Battery-Backed Memory Saves High Scores

Created by: Nintendo

Available: Now for Nintendo Game Boy

Game & Watch Gallery

Originally released in the early 80's, Nintendo started a video game craze with their "Game & Watch" portable line-up. Featuring a liquid crystal display (LCD), a size small enough to fit in a pocket, and a dynamic choice of games ranging from Ball to Spitball Sparky, the Game & Watch line became immensely popular. Now, seventeen years later, Nintendo has brought the Game & Watch classics to the Game Boy. Manhole, Fire, Octopus, and Oil Panic have returned and can be played in the original form, or the new modern mode featuring familiar Nintendo characters. These games are very basic, and more or less a novelty experience than anything else, and the replay value on these titles is non-existent. This is a good purchase for those who are keeping a classic game archive.



PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1 or 2-Player Pool Game

Special Features: Story Mode ("Hustlin"), All Standard Pool Games Including Three Cushion Games, Mouse Compatible, Billiard Bosses, 3 Hidden Levels

Created by: Argent for ASCII

Available: Summer in Japan, 4th Quarter '97 for U.S. Sony PlayStation

Carom Shot

Few games of skill enjoy the history, myth and legend afforded to pool. Many of our parents came of age in dusty, smoky billiard parlors. Least these memories be forgotten, ASCII is porting over what might be the first "true" pool simulator. Created by Argent, Carom Shot's Story Mode is actually a "Hustling Simulator." Starting in a dusty waterfront shanty, moving onto middle class bars and taverns, eventually competing against swank millionaires, Carom Shot demands both skill and charisma. On your journey you'll encounter billiard bosses, and if you're lucky, you'll visit three hidden levels.

Nintendo 64

REVIEW

6.75

Size: 64 Megabit

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

Special Features:

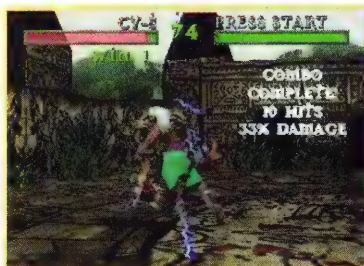
Fatalities, 3D Evade Button, Link and Juggle Combos, Five Difficulty Settings, Ten Playable Characters, Two Bosses

Created by: Eurocom Entertainment Software for Midway

Available: Now for Nintendo 64

War Gods

War Gods had promise, and it very well could have been the next fighting game smash. Unfortunately, the finished product didn't meet the standards we are accustomed to (as in Tekken, Tobal and Virtua Fighter). Simply put, War Gods has great Mortal Kombat controls and combo structuring, but should have been left 2D. The animation and evade techniques, which play a big factor in the three-dimensional combat, are a tad on the choppy and glitchy side, which results in unrealistic and confusing gameplay. War Gods will fascinate some of the MK crowd, but not much more.

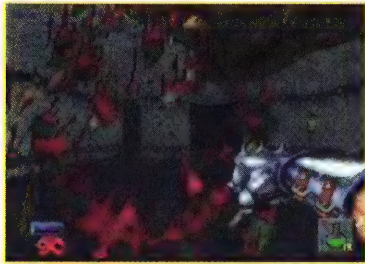
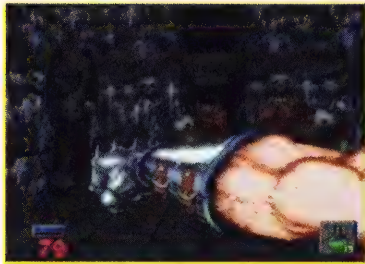


PREVIEW

World Championship Racing

Size: 1 CD-ROM
Style: 1-Player Racing
Special Features: 4 Tracks (Plus Multiple Hidden Fantasy Tracks), Weather Effects, Totally Customizable Options and Cars, Action and Simulation Mode, MPEG Video
Created by: 3DO
Available: At Launch of M2 (Which at Press Time is Unknown)

While there has been little said about the M2, Game Informer has already gotten a glimpse of some its upcoming software. Displayed in glorious 640 x 480 resolution, World Championship Racing brings the world of Professional Sportscar Racing (formally IMSA) to life. Visually, the game is crystal clear, with virtually no pop-up and extremely realistic images via the M2's impressive list of graphic capabilities. The game gives players the opportunity to master four tracks including Suzuka Raceway, Laguna Seca, a New Orleans city course, and a 3DO World Speedway in either Arcade or Simulation mode. While no release date has been announced, this game offers a visual extravaganza that will delight racing fanatics.



Nintendo 64

REVIEW
7.25

Size: 64 Megabit
Style: 1 to 4-Player First-Person Action/Adventure
Special Features: 3 Character Classes (Fighter, Cleric, Mage), Up to Four-Player Split-Screen Deathmatch, Controller Pak Required for Saving
Created by: Raven/Software Creations for GT Interactive
Available: Now for Nintendo 64

Hexen 64

The only reasons this title received a fairly decent score, are A) it has great puzzles that will have you confused for hours, and B) it features a multi-player Deathmatch mode, where four players can compete or solve levels together. Otherwise, Hexen 64 hasn't made the gigantic leap from the PC to the N64 like Doom did. All the levels in Hexen 64 are identical to its PC counterpart, the sound isn't nearly as good, and the only improvement is the smoothness of the textures. Big deal! Out of the three N64 first-person action titles, Hexen 64 obviously comes in last, since it is just another PC port with nothing new to offer.

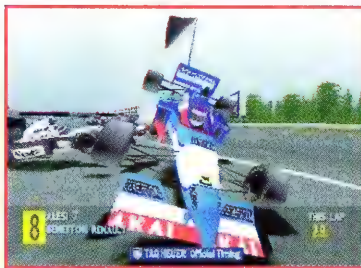
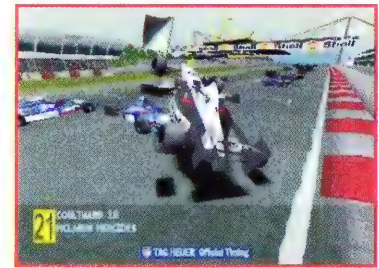
PlayStation

PREVIEW

Formula 1 '97

Size: 1 CD-ROM
Style: 1 or 2-Player Racing
Special Features: Two-Player Split-Screen, More Dramatic Crashes, Statistics and Drivers From 1997 F1 Season, 17 Tracks, Weather, New Improved Replay Feature, Individual and Team Rivalries
Created by: Bizarre Creations for Psygnosis
Available: 3rd Quarter for Sony PlayStation

Last year, Psygnosis surprised the world with F1. A brilliant combination of great racing action and the real F1 tracks and drivers made it a truly memorable game. What more could racing fans ask for? Not much, but there was room for improvement, and Psygnosis started by including a two-player split-screen mode in this year's update. Also, there didn't seem to be too many individual rivalries in last year's game. There was the Ladder mode, which provided a driving nemesis, but this year Psygnosis promises rivalries amongst teams and drivers in all modes, based on such statistics as car reliability and aggression level. We loved last year's version, and we're anxiously awaiting F1 '97.



PlayStation

REVIEW

5.5

Size: 1 CD-ROM

Style: 1 or 2-Player Baseball

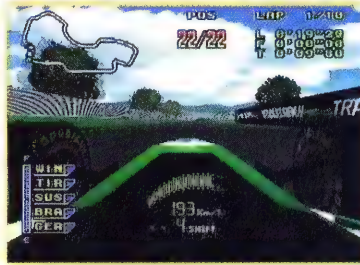
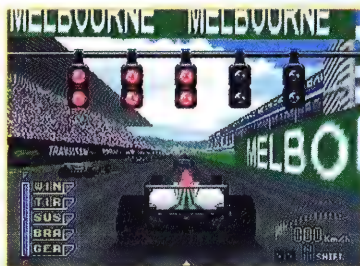
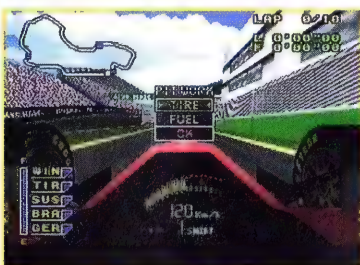
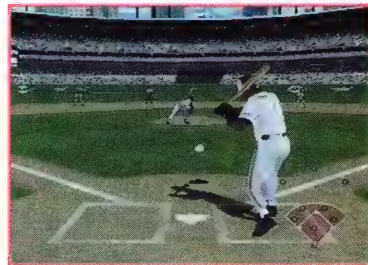
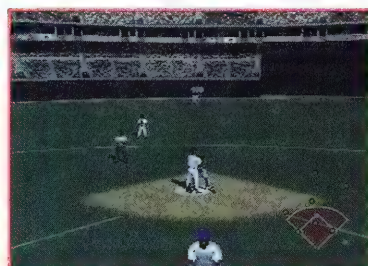
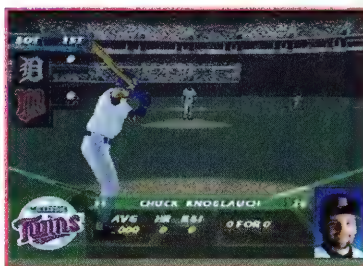
Special Features: MLB & MLBPA License, 28 Teams Plus 2 Expansion Teams, 6 Gameplay Modes, Quick Season Option, Play-By-Play by Jon Miller

Created by: Iguana Entertainment for Acclaim

Available: Now for Sony PlayStation (and Sega Saturn)

All-Star Baseball '97
Featuring Frank Thomas

Acclaim and the Big Hurt have been at this for a while and they still don't have it quite right. The animation is all pretty good except for the unrealistic looking pitches. The ball looks the size of a volleyball when it crosses the plate and the slider looks like a knuckle ball. Throw in some horrible computer AI quirks and there's not much simulation left. All-Star Baseball has adequate options and game modes. It even has the in-field fly rule. Yet in the end, All-Star lacks league leading stats, a player create, and solid play control which might have put it in contention. This doesn't come close to Triple Play 98.



PREVIEW

Size: 64 Megabit

Style: 1-Player Racing

Special Features: Full F1 License, Car Tuning, Wireless Pit Communication, 22 Authentic Cars, 30 Drivers

Created by: Human for Ubi Soft

Available: Fall for Nintendo 64

F1 Pole Position 64

Known in Japan as Human Grand Prix, Ubi Soft will release this game in the States as F1 Pole Position 64. With its release, the N64 should have its first licensed racing simulation. Until last month, Ubi Soft was unsure as to whether they could get the F1 license, but racing fans will be glad to know that they did. This means real tracks and drivers, a crucial factor for any racing game. F1 promises plenty of spin outs and powerslides, so players will have to tune each individual car in order to achieve optimum performance. One interesting feature is the Wireless Pit Communication, that should sound just like real driver/pit communication. Players will also have to contend with engine and transmission damage.

PlayStation

PREVIEW

Size: 1 CD-ROM

Style: 1 or 2-Player Off-Road Racing

Special Features: Two-Player Split-Screen, Weather, Car Damage, 10 Vehicles, 16 Tracks Including Indoor Stadium-Style, Alternative Hardcore Soundtrack

Created by: ASC Games

Available: Fall for Sony PlayStation

TNN MotorSports
HardCore 4x4 2

Last year's HardCore 4X4 was a surprise seller. This year, ASC Games is beefing up the play with a little bit more of everything: more cars, more tracks, more jumps, and a two-player split-screen. Also new this year is the ability to win car upgrades through successive races. For maximum performance, purchase nitro boosters and suspension upgrades; after a grueling circuit, invest in car repairs. Players can also upgrade engines, tires and suspension. Sixteen tracks in such areas as the Grand Canyon and Las Vegas desert should provide plenty of challenge. Watch for HardCore 2 this fall.



PlayStation

REVIEW

7.5

Size: 1 CD-ROM

Style: 1 or 2-Player Classics Collection

Special Features:

Genji and the Heike Clans, Pac-Land, The Return of Ishtar, Assault, Ordyne, Museum Mode Featuring Slide Shows, Audio Clips, and Artwork

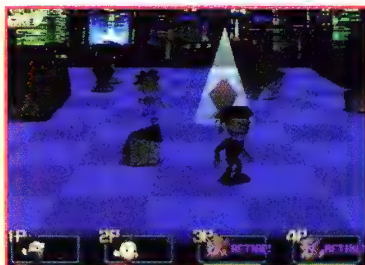
Created by: Namco

Available:

Now for Sony PlayStation

Namco Museum Volume 4

It seems that as the Namco Museums continue on to their fourth installment, they reach deeper into the well of the obscure or Japanese-only games. We've enjoyed Pac-Land, Ordyne, and Assault but never even heard of the other two games. The Return of Ishtar is a maze game that requires players to operate two characters at once. Genji and Heike Clans is a hack and slash game that is constantly changing perspective. The big question is whether the museum is going to stop at the letter 'O', or go all the way through M-U-S-E-U-M.



PlayStation

REVIEW

7

Size: 1 CD-ROM

Style: 1 to 4-Player Wacky-Chucking-Stuff-Party-Game

Special Features:

Multiple Characters to Choose From, Special Abilities, Tournament and Exhibition Modes, New Characters Gained by Winning Tournaments, Use Money From Tournaments to Upgrade Abilities

Created by: Konami

Available:

Now for Sony PlayStation

Poy Poy

Poy Poy is a party game. It's wacky, senseless, and will probably become a favorite to many. Players run around on a variety of levels and chuck stuff at each other. You can pick up and throw small rocks, big rocks, opponents, and a bunch of other stuff. Players can take advantage of special abilities granted to them by upgradeable gloves. One ability teleports an item directly above another player's head. Another turns thrown items into deadly homing projectiles. If you're an isolated gamer who typically spends more time by yourself, then we don't recommend buying this one. Rent it first. If you frequently get together with other gaming fanatics then you probably won't regret picking up a copy of Poy Poy.

PlayStation

PREVIEW

WCW Nitro

Size: 1 CD-ROM

Style: 1 or 2-Player Wrestling

Special Features:

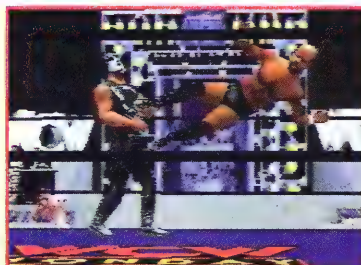
Over 16 WCW Stars, Realistic Nitro Backgrounds, Signature Holds and Slams, Over 30 Moves per Wrestler, Commentary

Created by: TH*Q

Available:

Late Fall for Sony PlayStation

With the recent (and unexpected) success of WCW Vs. the World, TH*Q is moving on with its wrestling line-up. This brand new game, WCW Nitro, is not being developed in Japan by Asmik. Instead, WCW Nitro features a brand new game engine with photo-realistic graphics. Also, the entire Nitro experience is being recreated for the gamer's pleasure (can you see the Nitro ramp in the background?). Wrestlers will emerge from backstage accompanied by their theme songs. Unfortunately, there will be no tag team mode, but WCW Nitro will feature "run in" characters who disrupt matches. Rumors are that TH*Q will sign Mean Gene Okerlund to do insightful commentary. Sweet.



PlayStation

PREVIEW

Excalibur 2555 AD

Size: 1 CD-ROM

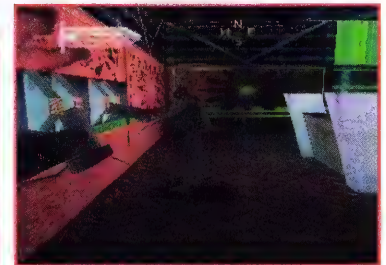
Style: 1-Player Action/Adventure

Special Features: Over 200 Locations, Eighty Talking Characters, Hand-To-Hand Combat, Intriguing Puzzles, Realistic Light Sourcing

Created by: Tempest Software for Telstar Electronic Studios

Available: Fall for Sony PlayStation

Hot on the heels of Tomb Raider and Resident Evil comes Telstar Electronic Studios' first U.S. PlayStation title – Excalibur 2555 AD. Graphically, this title shines with beautiful light sourcing, extremely detailed polygonal locations, and great FMV cut scenes. Half of this title's gameplay is devoted to puzzle solving, and the other half consists of nothing but ferocious hand-to-hand combat. Players will have complete freedom to explore each and every room in hopes of finding an object that will help them later in their quest. Excalibur 2555 AD has the appearance of Pipi LongStocking meets Indiana Jones, and gameplay that is a mix of Resident Evil and Broken Helix.



Nintendo 64

PREVIEW

Size: 64 Megabit

Style: 1-Player Shooter

Special Features: Improved Graphics, Dual Analog (With Two Controllers), Funky New Backgrounds, Power-Ups, Kickin' Techno Soundtrack, Classic Robotron Insanity

Created by: Player 1 for Midway Home Entertainment

Available: September for Nintendo 64

Robotron 64

Arcade veterans from the days of yore remember Robotron for the ferocious intensity of blasting away wave after wave of ruthless aliens and robots while trying to rescue civilians from extraterrestrial terror. Earlier this year, Midway and Player 1 introduced Robotron X, featuring 3D graphics, a sweet techno vibe, bonus levels, and a host of power-ups to the PlayStation. While the 3D aspect of the game made it graphically acceptable for the modern gamer, the gameplay remained the same. Robotron 64 is simply a pumped up version of Robotron X, adding even more to the game with crazy multi-colored backgrounds, improved graphics, new levels, and hopefully even more gameplay aspects.

PlayStation

PREVIEW

Skullmonkeys

Size: 1 CD-ROM

Style: 1-Player Action/Platform

Special Features: Humorous Weapons, Clay Animation, Over 12 Minutes of Film Clips, Developed by Doug Tenapel (of Earthworm Jim and Neverhood Fame)

Created by: The Neverhood for DreamWorks Interactive

Available: Fall for Sony PlayStation

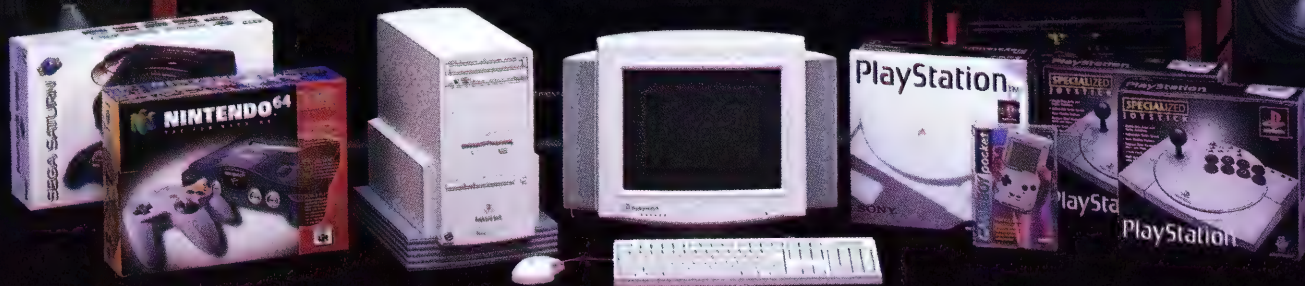
Based off of last year's success of The Neverhood for PC CD-ROM, The Neverhood is now the name of a separate development team within DreamWorks Interactive. Doug Tenapel is heading up that team, and this year they chose to do a PlayStation game. Skullmonkeys features Klaymen, hero of The Neverhood, and to put it simply this game is pure action/platform. The jumping is tough but manageable and the humor and comedy are shaping up to be truly unique. Take for example the Fart-Head, a weapon that allows Klaymen to replicate himself for the purpose of exploration. Clay animation is used for all the characters and backgrounds and the results look more than impressive.



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

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Now everyone who plays wins a free six month magazine subscription!! You can't lose!



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

Computer Contest. Win a blazing fast computer with 200 Mhz MMX Pentium, 24 meg. RAM, 4 Gig. HD, 8X CD-ROM, Windows 95, modem and more!

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

Media Rig Contest. The Ultimate Gaming Environment, 60 inch monitor, 130 watt receiver w/ Dolby Digital Surround Sound, and all components shown. Win DSS Satellite Receiver as a BONUS OPTION! This rig will blow you away!!

We're talkin' GAMING HEAVEN!

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

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

Mystery Word Grid

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

WORD LIST and LETTER CODE chart

PINCH.....W PRESS.....K BLAST.....A WRECK.....D
 BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V
 STOMP.....T STAND.....R PRESS.....E DREAM.....O
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

MYSTERY WORD CLUE:

WORLD RULERS HAVE IT AND IN THIS CONTEST YOU HAVE IT

Yes!

ENTER ME TODAY, HERE'S MY ENTRY FEE:

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

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CLIP AND MAIL



SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES

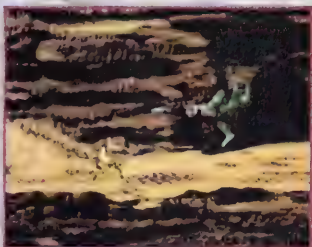


Die Hard Trilogy – Saturn

Cheat Menu – At the **Copyright Screen** press **C, A, B, B, Y, C, A, B, B, Y**. From here enter a game and press **Pause** to bring up the **Cheat Menu**.

Become a Baby – This trick is fairly difficult and will more than likely take a few tries before you are successful. First, start your game as **Die Hard: With a Vengeance**. As soon as you are able to control your vehicle do a **Rockford** (360 degree turn). If done correctly a **Police Car** will appear. Follow it, or the blue arrow if you get lost. This friendly officer will lead you to a parking lot full of power-ups and a baby stroller.

Nicholas Cage
Grammy, CA



Scud: The Disposable Assassin – Saturn

Level Skip – At the **Title Screen** simultaneously press **Down/Right, Y** and **Start (DRY)**. If entered correctly, the hidden answering machine track will ring out. From here, enter gameplay and press and hold the **L** and **R Buttons** to skip to the next level.

Mimic Mode – Enter the code above, then highlight **2-Player Game** and hit **B**. On the next screen highlight **Let's Play** and press **C**. When the screen goes black remove the controller from port 2. After this, you'll have control of both **Drywall** and **Scud**.

Rob Schrab
Hollywood, CA



War Gods – PlayStation

All of these codes must be entered at the **Code Menu** through the **Option Screen**. The first series of numbers will enable the code, the second set will disable it.

- Free Play** – 0705 5070
- Player 1 Invincibility** – 2358 8532
- Player 2 Invincibility** – 1224 4221
- Player 1 Extra Damage** – 7879 9787
- Player 2 Extra Damage** – 3961 1693
- Quick Finish** – 4258 8524
- Easy Fatalities** – 0322 2230
- Always Play on Level 1** – 5550 5556
- Always Play on Level 2** – 5551 5556
- Always Play on Level 3** – 5552 5556
- Always Play on Level 4** – 5553 5556
- Always Play on Level 5** – 5554 5556
- Always Play on Level 6** – 5555 5556
- Always Play on Level 7** – 5557 5556

Henry Jeter
New York, NY

War Gods – Nintendo 64

Free Play – At the first **War Gods Screen** press **Left C Button, Left C Button, Right, A, B, Up C Button, Right C Button**. Now, head to the **Option Screen** to toggle this feature.

Cheat Menu – At the first **War Gods Screen** press **Right, Right, Right, B, B, A, A**. Once again, head to the **Option Screen** to toggle this menu.

Play as Grox – At the **Character Select Screen** press **Down, Right, Left, Up, Down, Right, Up, Left, Left**.

Play as Exor – At the **Character Select Screen** press **Left, Down, Down, Right, Left, Up, Left, Up, Right, Down**.

"Gelatin Boy"
Sinclair, NH



Need for Speed II – PlayStation

To unlock these extraordinary vehicles, enter the designated code for the desired car at the **Password Screen**.

- Semi** – SEMIME
- VW Bug** – BUGME
- Army Truck** – ARMYME
- Saab** – BEETME
- BMW 850** – BMRME
- Mercedes Benz** – BNZME
- Bus** – BUSME
- Citreon** – CITME
- Crate** – CRATME
- Jeep** – JEPME
- Toyota Landcruiser** – LCME
- Limousine** – LIMOME
- Log** – LOGME
- Mazda** – MAZME
- Outhouse** – OUTHME
- Audi Quattro** – QUATME
- Semi Trailer Cab** – SEMIME
- Utility Truck** – SNOWME
- Trash Bin** – STDAME
- Trash Bin 2** – STDBME
- Trash Bin 3** – STDCME
- Tram** – TRAMME
- Tyrannosaurus Rex** – TREXME
- Van** – VANME
- Volvo Wagon** – VOVME
- Wagon** – WAGOME
- Jeep 2** – YJME

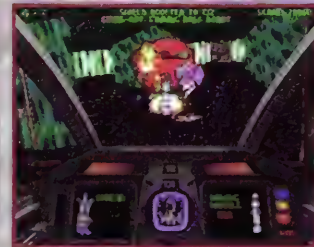
"Virtua Gap Boy '97"
Phoenix, AZ



Triple Play '98 – PlayStation

Fake Sponsor Announcements – While in gameplay hold **L1, L2, R1, R2**, and then press **▲, ●, ▲**. If this is entered correctly the umpire will call "Time!"

Scott Grubber
Senai, HI



Descent Maximum – PlayStation

Enter all of these codes during gameplay.

- Mega Wow (Weapons/Energy/Shield)** –
■, ▲, ●, ■, ▲, ■, ×, ■, ●, ▲, ■, ×
- All Keys** –
■, ▲, ×, ▲, ●, ▲, ×, ▲, ×, ▲, ■, ×
- Invulnerability** –
▲, ×, ▲, ●, ×, ▲, ■, ×, ▲, ×, ●, ▲
- Cloak** –
×, ▲, ●, ■, ●, ▲, ■, ×, ▲, ×, ▲, ●
- Full Shields** –
▲, ×, ●, ■, ■, ×, ●, ▲, ■, ×, ●, ■
- Go Wingnut** –
▲, ■, ●, ▲, ×, ■, ▲, ●, ■, ▲, ×, ●
- Turbo** –
▲, ■, ●, ×, ■, ×, ●, ■, ▲, ●, ×, ×
- Extra Life** –
▲, ×, ■, ●, ▲, ×, ■, ×, ●, ×, ▲, ●
- Enemies Slower** –
▲, ×, ■, ■, ▲, ●, ■, ×, ●, ■, ▲, ●
- Colors** –
▲, ×, ●, ▲, ■, ●, ×, ▲, ×, ▲, ●, ×
- Acid** –
■, ▲, ●, ■, ▲, ■, ×, ▲, ×, ▲, ●, ×
- Mega Wowie Wowie** –
▲, ■, ●, ×, ▲, ■, ▲, ×, ▲, ■, ×, ●
- All Accessories** –
■, ▲, ●, ×, ×, ▲, ■, ×, ●, ■, ●, ×
- Hello Minnie!** –
×, ●, ×, ●, ×, ●, ×, ●, ×, ●, ×, ●

Albert Tolken
Seattle, WA



International Superstar Soccer – Nintendo 64

Big Head Mode – At the Title Screen hit: **Top C Button, Top C Button, Bottom C Button, Bottom C Button, Left C Button, Right C Button, Left C Button, Right C Button, B, A**, then hold **Z** and press **Start**. You'll know this code worked when the announcer calls out.

Hidden All-Star Teams – At the Title Screen hit: **Up, Left Button, Up, Left Button, Down, Left Button, Down, Left Button, Left, Right Button, Right, Right Button, Left, Right Button, Right, Right Button, B, A**, then hold **Z** and press **Start**. You'll know this code worked when the announcer calls out.

*Mark Rosenberg
Nashville, TN*

Rayman – PlayStation

Super Rayman – Shortly after the Ubi Soft logo appears, press and hold **L1, L2, R1, R2**. Continue to hold this until the animated brick wall appears, then add **Start** to your button held list. Hold all of these buttons down (including **Start**) until the screen turns black. From here you'll see a hidden Rayman movie.

Free Continues – When the Continue Screen appears press **Start** (to continue of course), then quickly hit **Up, Down, Right, Left** for an additional ten continue options.

Enter all of these codes at the Password Screen.

99 Lives – XNB9FM1Z2?

Music – J5VLF58VB

Mountains – J5K1ZCC8MD

Caves – SM1KV7WSXD

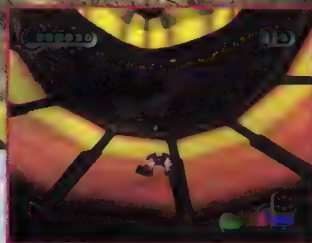
Space Mama – T64H5M1?BB

Skops – ?2MC9JIGTB

Image – SX21ZP58MD

All But Final – SD3BKFOOMN

*Louis Montrass
Yonkers, NY*



Nanotek Warrior – PlayStation

Stop Your Ship – While in game-play, pause the game and press **▲, Left, ▲, Right, ▲, Up, ▲, Start**. From here, re-enter your game and use the **▲** to stop your vehicle at any time.

Enable Memory Card – This code will allow you to save your game. First, pause your game and enter: **Left, Right, Left, Left, R2, ●, L1, ✕**. Once this code is entered, quit your game to save. Doing this will prompt you on a modified Password Screen with five slots to save to. Note: A memory card must be inserted into the station prior to booting the game.

Full Shield – While in gameplay, pause your game and press **Select, ●, Right, Up, Up, L1, L1, ✕**.

Warp Sim – While in gameplay, pause your game and press **●, ■, ●, ▲, ▲, ▲, ✕**.

Destroyable Obstacles – While in gameplay, pause your game and press **■, ●, R2, R2, Left, Up, Down, ✕**.

PC Images – All you have to do to see these hidden pictures, codes, and stories, is place the NanoTek Warrior CD into a PC and open the files.

*Oscar McDougall
Las Vegas, NV*



Dark Rift – Nintendo 64

Unlock Sonork – At the Title Screen press **Left Button, Right Button, Up C Button, Down C Button, Left C Button, Right C Button** to activate this gruesome demon.

*Elirk Roppenheimer
St. Petersburg, FL*

WCW vs. The World – PlayStation



Here are a few of the tricky submission holds and special moves in WCW.

Lord Steven Regal

Regal Stretch (submission hold) – Hold **●** and **Down**.

Bolt Suplex

Hold **●** until the move is initiated.

Chicken Wing Facelock – Use **R1** to duck behind and then hold **●**.

Masa Hiro Chono

STF (submission hold with opponent on mat) – Move near legs and hold **●**.

Water Wheel Drop

Hold **●** and **Up**.

Power Bomb

(pinning move) – Attain White Spirit and hold **●** for a few seconds.

Hulk Hogan

Leg Drop (opponent on mat) – Move near legs and hold **●**.

Pile Driver – Hold **●** and **Down**.

Atomic Drop – Use **R1** to duck behind, then tap **●** and **Up**.

Ultimo Dragon

Asai Moonsault (opponent must be out of the ring) – Use the d-pad towards the rope and tap **●**.

Tope Con Hero (opponent on feet) – Use the d-pad towards the turnbuckle and tap **✕**.

Top Con Hero (opponent on feet) – Use the d-pad towards the turnbuckle and tap **✕**.

Rolling Clutch (pinning move) – Use **R1** to duck behind, then hold **●**.

Lex Luger

Torture Rack (submission hold) – Use **R1** to duck behind, then hold **●**.

Dynamic DDT – Hold **●** for a few seconds.

Throw German Suplex – Use **R1** to duck behind, then hold **●** and **Up**.

Sting

Scorpion Death Lock (submission hold with opponent on mat) – Move near legs and press **●**.

Avalanche DDT (use from the top rope with opponent groggy) – Hold **●** for a few seconds.

German Suplex – Use a Rear Attack strong, then hold **●** and **Up**.

Chris Benoit

Diving Head Butt (with opponent on mat) – Use the d-pad toward the turnbuckle then press **✕**.

Side Suplex – Hold **●** for a second.

Dragon Suplex (pinning move) – Use **R1** to duck behind, then hold **●** and **Up**.

Rick Steiner

Top Rope Clothesline (with opponent on feet) – Use the d-pad towards the turnbuckle, then press **✕**.

Bryant Front Suplex – Hold **●** for a few seconds.

Throw Dragon Suplex – Use **R1** to duck behind, then hold **●** and **Up**.

*"Big Jimmy Slam"
Boise, NJ*

MechWarrior 2 – PlayStation

Enter all of these codes at the Password Screen.

Weight Limit – #OXO/A>>O/

No Weight Limit – #OXO/A>>O/

All Mechs Have Jump Jets – #YXO/A>YOL

Unlock Every Mission – T<XO/AXA<=

Extra Weapon Supply – T#XO/AX<<<

Extra Heat Sinks – #XXO/A4>Y+

Elemental Chassis – T/XO/AZ<#*

Continuous Throttle – #AXO/A4YYA

Unlimited Ammo – TOXO/AX-TU

*The Rhino
Toledo, OH*

Soviet Strike – Saturn

Enter all of these codes at the Password Screen.

Level Codes

Crimea – MAROZ

Black Sea – KRAZHA

Khyber – VERBLUD

Dracula – YADRO

Kremlin – PERIWOROT

Cheat Codes

Unlimited Fuel – COLDPIZZA

Extra Life – FREEBIE

Four Extra Lives – VOODOO

4X Weapon Power – GABRIEL

Fuel Consumption at 1/2 – ALBATROSS

*Hanna Yuilong
Davisberg, IA*



Allied General – PlayStation

Unlimited Prestige – 800f0acc 03e7
Infinite Turns – 8008c15c 090a

Descent Maximum – PlayStation

Infinite Lasers – 800e92fe 0064
Infinite Energy – 800e9302 0064
Infinite Concussion Missiles –
800e9328 0063
Infinite Homing Missiles –
800e932a 0063
Infinite Proximity Bombs –
800e932c 0063
Infinite Short Missiles –
800e932e 0063
Infinite Mega Missiles –
800e9330 0063
Infinite Flash Missiles –
800e9332 0063
Infinite Guided Missiles –
800e9334 0063
Infinite Smart-Bombs –
800e9336 0063
Infinite Mercury Missiles –
800e9338 0063
Infinite Quake – 800e933e 0063
Infinite Lives – 800e9304 0109
All Primary Weapons –
800e930c ffff
All Secondary Weapons –
800e9310 ffff
Infinite Vulcan & Gauss –
800e9316 0063

BattleStations – PlayStation

Infinite Health P1 – 800c368c 0064
Infinite Health P2 – 800c39bc 0064

Wing Commander IV – PlayStation

Infinite Lasers – 801e6a8c 03fc
Infinite Energy –
80107f50 0000
80107f52 0000
Infinite IMREC Missiles –
801e6C08 0009
Infinite Decoys – 801e6aa0 0018
Infinite Fuel – 801e5a3c ee00



Buster Brothers Collection – PlayStation

Buster Brothers
Infinite Lives – 800c5940 0003
Player 2 Infinite Lives –
800c59C0 0003
Infinite Continues –
800c7012 0403
Infinite Time – 800fb31C 0063
Invincibility – 800c5938 0108
Player 2 Invincibility –
800c59b8 0108
Super Buster Brothers
Infinite Lives – 800a4a10 0403
Player 2 Infinite Lives –
800A4A90 0403
Infinite Time – 800a4970 9900
Infinite Continues –
800a6492 0304
Buster Buddies
Infinite Lives – 30171226 0003
Player 2 Infinite Lives –
30171227 0003
Infinite Time – 80171220 6300
Invincibility – 8008f348 0001
Player 2 Invincibility –
8008f408 0001

Carnage Heart – PlayStation

Infinite Funds – 800df38c 86a0
Always on Turn One –
800df37c 0001
800df380 0001

Cool Boarders – PlayStation

High Stability – 801827a4 0000

Grand Slam – PlayStation

Infinite Balls – 300f6027 0000
One Ball Draws Walk –
d00f6026 0000
800f6027 0003
Infinite Strikes – 300f6028 0000
One Strike Draws K –
d00f6028 0000
300f5028 0002
Infinite Outs – 300f6029 0000
One Out Ends Inning –
d00f6028 0000
300f6029 0002



Triple Play 98 – PlayStation

Infinite Balls – 30026cab 0000
One Ball Draws Walk –
d0026caa 0000
30026cab 0003
Infinite Strikes – 30026caa 0000
One Strike Draws K –
d0026caa 0000
30026caa 0200
Infinite Outs – 30026cac 0000
One Out Ends Inning –
d0026cac 0000
30026cac 0002
Infinite Pitcher Stamina –
80023b64 38ff

Rush Hour – PlayStation

Infinite Time – 801042bc 0063
Player One Starts on Lap 2 –
d01022ac 0000
801022ac 0001

Dragon Force – Saturn

Master Code (Must Be Entered) –
f6000914 c305
b6002800 0000
Infinite Awards –
102084e8 0001
102ea13e 0001
Infinite Energy – 16077de4 0076

Tail of The Sun – PlayStation

Start With Spear #1 –
800ca08c 0009
Tower Finished – 800ca0a0 00ff

Big Bass World Championship – PlayStation

Infinite Time – 800977b8 0000
No Tension on Line –
8007b9d0 0000
8007b9d2 0000
Infinite Bright Lures –
8004d278 0000
8004d27a 0000
Infinite Natural Lures –
8004d264 0000
8004d266 0000



Super Empire Strikes Back – Super Nintendo

Sound Test – During gameplay press and hold X, T, A, B, Down, then press Start.

Rotate Logo – At the Game Start Screen press Y four times, then when the credits start to roll, press the L and R Buttons to move the logo.

Extra Continues –

At the Game Start Screen press X, Y, A, B, X, X.

Unlimited Detonators – At the Game Start Screen press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X.

Last Battle – At the Game Start Screen press A, X, B, A, Y, X, B, A, A, X, B, B, Y, X to warp to the last battle.

*“The Human Torch”
Buffalo, NY*



Super Return of the Jedi – Super Nintendo

Enter all of these codes at the Password Screen.

Jabba's Dance Hall – ZJLMRJ

Jabba's Palace – LZLKJF

Rancor Pit – VTYMZX

Attack on Sail Barge – QZNFPF

Inside Sail Barge – VKCDFD

Endor Speeder Bikes – ZCTKFC

Ewok Village A – QYXYHB

Ewok Village B – LFWLQT

Endor – QDQKHK

Falcon – CPMRZV

Power Generator – CDWLTY

Inside Death Star – BPFZFQ

Tower – RVKFKG

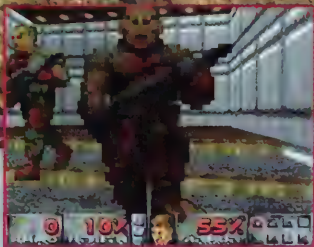
Tower Entrance – VQXDQJ

Emperor's Chamber – HLQMLV

Tunnel – VQJGWF

Tunnel 2 – ZZSTXZ

*“The VidGirl”
Uptown, MN*



Doom – Saturn

God Mode Code –

While in gameplay, Pause the game and press **Down, Y, X, Right Button, Right, Left Button, Left**, then **B**.

- Level 2 - CR!3WDD3DB
- Level 3 - 3JJCCK8W64
- Level 4 - C03LTJ0Y102
- Level 5 - H33!1HFTHK
- Level 6 - 04MSKXZ9Z1
- Level 7 - YTTLCXXLXV
- Level 8 - 09SMBY04YW
- Level 9 - 7KKBLD7V53
- Level 10 - FM4217GSGJ
- Level 11 - H!13WDLDB
- Level 12 - 07QPDW26WY
- Level 13 - WTXQ9C3W12
- Level 14 - RBR4G:LDLN
- Level 15 - WTXQ9C3W11
- Level 16 - 548C7DFWYX
- Level 17 - JOC89DZPQS
- Level 18 - JGB9CT0NRT
- Level 19 - 9QLTKR0102
- Level 20 - 78M63QX921
- Level 21 - SI61FHVQJG
- Level 22 - 33QHFTT6WY
- Level 23 - VBGQPJY46
- Level 24 - ZYKTLW7V53
- Level 25 - 0DJSM4HW64
- Level 26 - LS5YPTCRKH
- Level 27 - ZDJSMVRW64
- Level 28 - 1YKTX4QV53
- Level 29 - XKF6R8LZ97
- Level 30 - DJX07Q4HTR
- Level 31 - C0W1!QNJQS
- Level 32 - VM!3V1D3DB
- Level 33 - W394W2DMFC
- Level 34 - ZQ58ZKJRKH
- Level 35 - Z758ZKJ8KH
- Level 36 - 5C2V3DQBNL
- Level 37 - NCKBLX7V53
- Level 38 - 1Q580FCRKH
- Level 39 - HTMSKZZ9Z1
- Level 40 - WS58ZKCRKH
- Level 41 - CSNRG2W820
- Level 42 - WT670JBQJG
- Level 43 - DQLTJ1Y102
- Level 44 - 2N94VFFMFC
- Level 45 - CQLTJ0Y102
- Level 46 - WR492GDSGJ
- Level 47 - PFFGXH3777
- Level 48 - JWCJV2X479
- Level 49 - CJJTM35964
- Level 50 - MIT174XZXV
- Level 51 - 5770MX2CDF
- Level 52 - YJLW3PPCPM



Triple Play 98 – PlayStation

The Lunge – When batting, and if you are in a situation where it is going to be a fairly close play at first, simply use the dive technique that you use for stealing bases. Doing so will almost guarantee a base hit.

Speed Demon – Choose Oakland and send in relief pitcher **Richie Lewis**. Use his slider pitch to throw the ball at speeds up to 115 mph.

*“The Eradicator”
Phoenix, AZ*

World Series Baseball II – Saturn

Big Head Mode – All you have to do is hit a home run, and hold **X, Y, Z, A, B, C, Right**, and the **Left** and **Right Buttons**. Doing this will turn all of the players' heads into gigantic balloon-like shapes.

*“The Rhino”
Toledo, OH*



Bug! Too – Saturn

Cheat Menu – Pause the game and press the **Left Button, A, Z, Y, Left, Right, A, Down, Right, Left Button** to access this useful trick.

Invincibility – Pause your game and press the **Right Button, Right, A, Left Button, Right, A, Down, Y**.

*“The Vidman”
Heiki, HA*

Test Drive Off-Road – PlayStation

Enter all of these codes at the **Enter Name Screen**.

- Access Monster Truck** – Befy
 - Access Stock Car** – Lowrider
 - Access Hot Rod** – Fifty
 - Access 4x4 Buggy** – Sprinter
 - Unlock New Tracks** – Snowman
- “Unknown”
Webville, COM*

Sonic 3D Blast – Saturn

New Camera Views – While in a **Bonus Stage**, and about to grab the **Chaos Emerald**, press **X** to freeze the current view. If you want a different viewpoint simply press **Z** when approaching the Emerald.

*Dan Fraga
Glen Hill, NJ*



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.

ACCESS ALLIES

OPERATION: CODE HUNT

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

Nintendo 64 *Blast Corps*
International Superstar Soccer
Dark Rift
Star Fox 64

PlayStation *Broken Helix*
All Star Baseball '97 (Frank Thomas)
Dynasty Warriors
Grand Slam
Machine Hunter
MDK

Thunder Truck Rally
Wild Arms
Xevious 3D/G
Triple Play 98

Sega Saturn . . . *Duke Nukem 3D*
Manx TT

Scorchers
Powerslave
Shining the Holy Ark
Swagman

Arcade . . . *Mace: The Dark Age*

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Eden Prairie, MN 55344

E-Mail: gionline@winternet.com

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

PlayStation:

ASCIIIPad,
Specialized ASCIIIPad,
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.

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CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

Ultima Exodus

NES 8-Bit

Availability: Rare

Replay Value: Low

Similar Games: Dragon Warrior, Final Fantasy, Phantasy Star (Sega Master System), Two Ultima Sequels on NES

Created by: FCI

Access Tip: Open Treasure Chests With Thieves, Only Steal From Towns If You're Near an Exit

Overall: 7.5

While it wasn't a feast of graphic joy (even on the NES), Ultima Exodus was a long and complex game that was unique to the fledgling world of RPGs in that it allowed people to create their own characters by selecting from multiple classes and races, and then customize ability scores from a pool of 50 points. Parties were maxed out at four, so variations on the traditional Dungeons & Dragons fighter/cleric/thief/mage foursome were rare. If you're looking for a long and arduous adventure for your NES, Ultima Exodus is the way to go.



Alien Vs. Predator

Jaguar

Availability: Rare

Replay Value: High

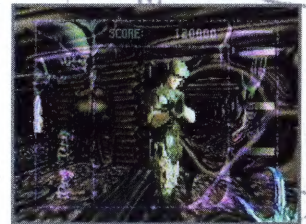
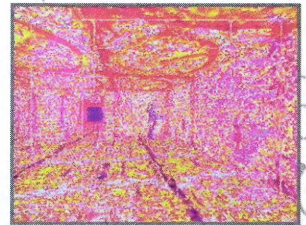
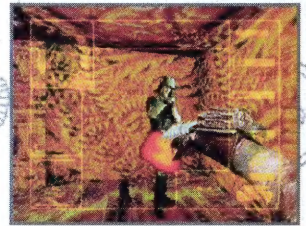
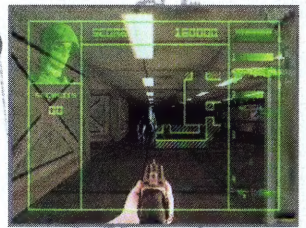
Similar Games: Pick From Hundreds of Doom Clones

Created by: Atari

Access Tip: Avoid Cocooning Enemies Until Health is Low (So as Not To Lose Too Much Ground), The Predator Cloak is Ineffective at Close Range and After Enemies Have Already Spotted You

Overall: 7.5

Alien Vs. Predator is a slow moving game with only two different kinds of enemies per race. Despite these things, however, it still manages to be one of the best Jaguar games that ever came out. The premise of being able to choose between colonial space marine, alien, or predator as your character makes for a very interesting game. With the marine it's very much like a standard Doom clone where you run around picking up weapons and ammo. As the Alien, you must get used to the idea of being expendable as you roam corridors in search of marines to use as birthing fodder for your next of kin. Cocooning enemies allows you to continue on as a new alien. To take on the role of a predator is to take on the role of the hunter seeking sport. New weapons must be earned by killing enemies for points. You are also equipped with the predator cloaking device. Attacking enemies while cloaked is considered dishonorable and will cost you points.



Shining Force

Genesis

Availability: Common

Replay Value: Medium

Similar Games: Vandal Hearts (PS-X)

Created by: Sega

Access Tip: Try to Keep Fighting Characters Equally Exposed to Damage, Avoid Rushing Forward With Your Fastest Characters, Never Fight a Battle on Two Fronts (Many People in History Have Learned This the Hard Way)

Overall: 8

Shining Force definitely classifies in the rent-before-you-buy category. While it is, technically, a role-playing game, many hardcore RPGers have been disappointed by its heavy emphasis on fighting. You will rarely traverse the overland map in the familiar main character icon mode, occasionally harassed by invisible "random" monsters. Instead, every inch of ground you gain in this game will be in combat mode. All the characters that have joined the "Shining Force" in its quest to eradicate evil from the land appear on the map and you will move and attack with them in a lengthy and detailed turn-based system. Getting to your final destination requires you to get the main character to the area and usually involves the deaths of all enemies that stand in your way. Shining Force is well loved by many of us here at Game Informer but if you're one of those people who prefers to skip the combat and get straight to the plot, this game definitely isn't for you.



Metal Warriors

Super Nintendo

Availability: Common

Replay Value: Medium

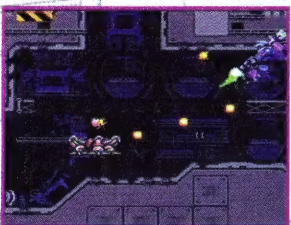
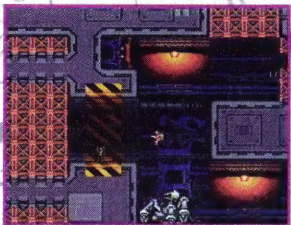
Similar Games: Target Earth, Cybernator

Created by: Konami

Access Tip: Power-Ups Have a Time Limit That Activates When the Item is First Used, Avoid Abandoning Mechs Near People-Sized Doors

Overall: 8.75

Metal Warriors was probably the last and best 2D shoot 'em up mech game. Players can interchange between 6 different types of robot "battledroids" by jumping out of a droid (a la Blaster Master on the NES) and hopping into a new one. Each droid has a number of special abilities like using a shield, close quarters attacks, cloaking, and special weapons. Level puzzles typically require players to exit their battledroids frequently in order to get into narrow corridors so that doors can be unlocked and special purpose battledroids can be acquired. Players can also go head-to-head in a 2-player split-screen mode.



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V477 AC Power adapter replacement for use with GAME BOY®

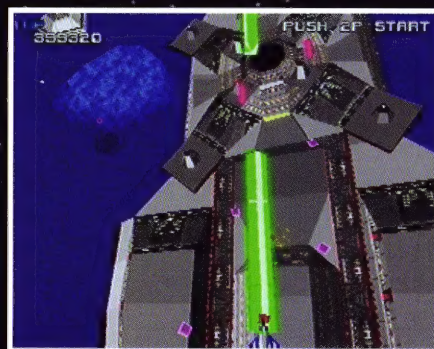
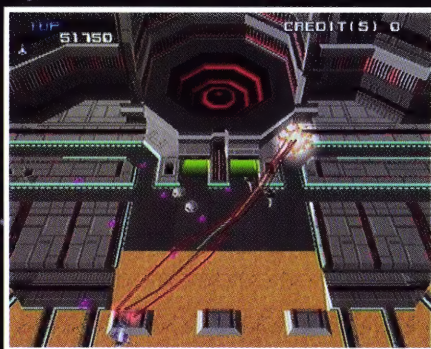
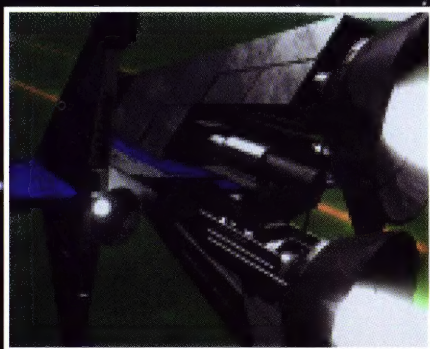
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