

Hands On:
Tomb Raider 2:
Starring
Lara Croft
Pg. 40

Game Informer

MAGAZINE



FINAL FANTASY VII

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RPG We've Ever Seen!*

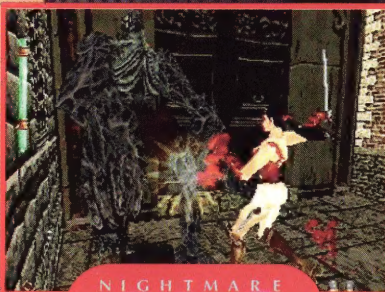
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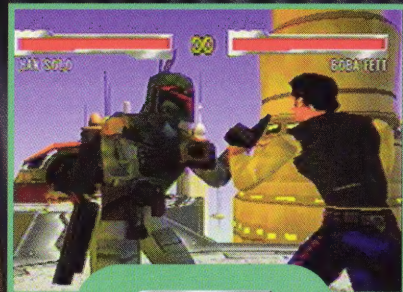
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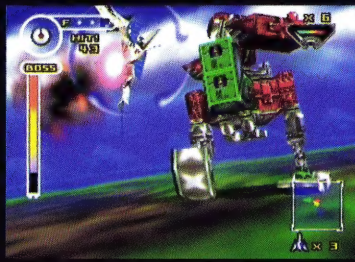


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September 1997
Vol. VII • Issue 9 • #53



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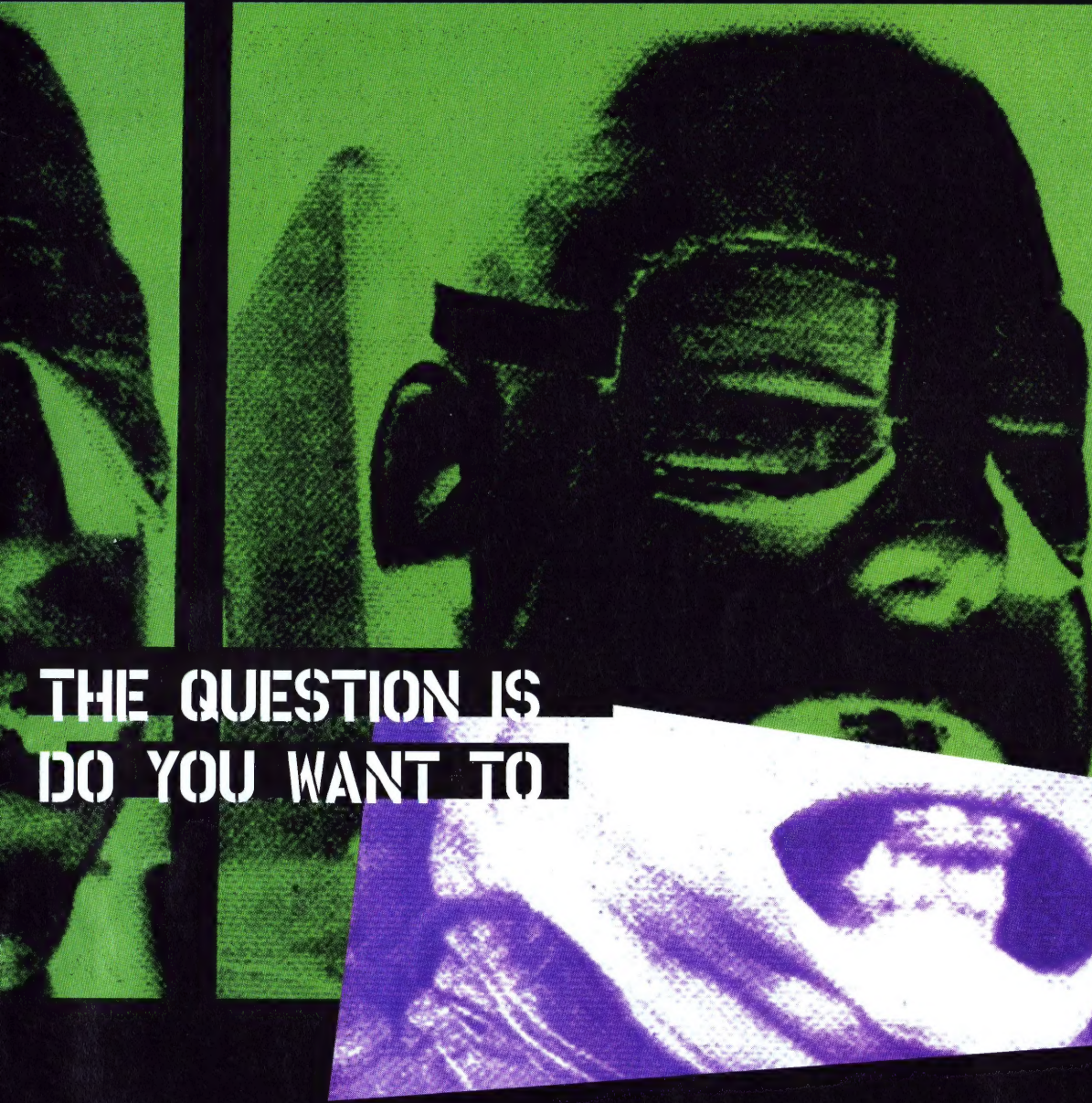
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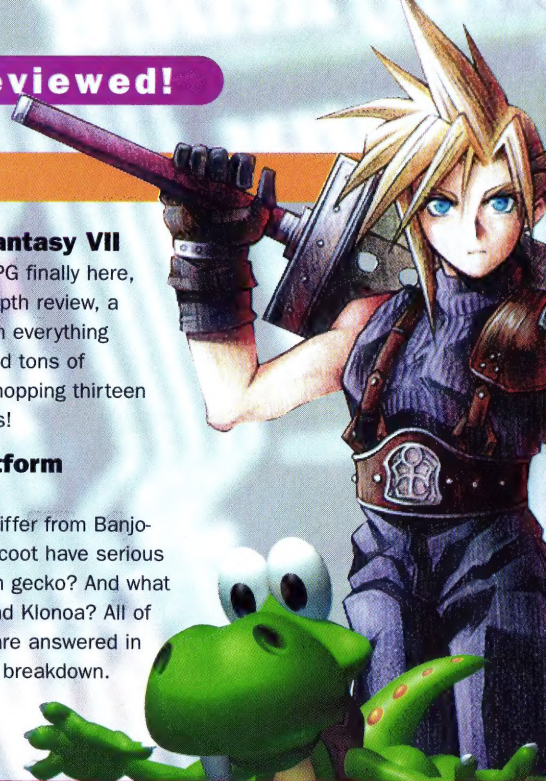
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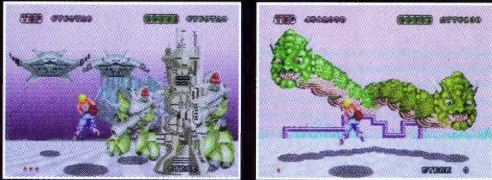


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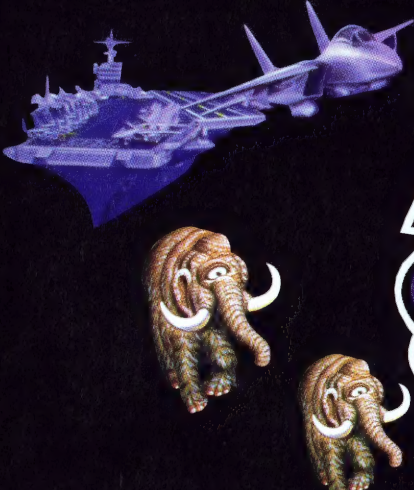
When Gameplay Alone Was King,
 Three Titles Ruled The Arcades.
 Now, They'll Rule Your Saturn.

SPACE HARRIER

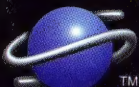


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LETTER FROM THE EDITOR

By Andrew McNamara

FINAL FANTASY RULES!

How do I know that Final Fantasy rules? I know because I played it. Now, I want you to sit back and think about that for a second – a video game magazine editor playing a video game. It seems obvious doesn't it? But as crazy as it may seem, there are a lot of video game journalists out there who don't.

Yeah sure, they plop the game in, finish the first level, and then sit around for the next hour trying to determine how many polygons it has, but they don't really play it. We've seen game after game be misrepresented by people who may know a thing or two about journalism or how to read a press release and write an article, but they don't really PLAY the games.

Now I have many friends on the competing magazines and web-sites, and many of them do play a lot of games. But my word of caution for you is to watch out for the ones who don't. They're out there and you can see through them if you look hard enough.

I will admit that there are times at our magazine when we don't get to put in as much time as we would like to on some games [you know, we can't beat them all, especially the lame ones]. But I can tell you that Game Informer is dedicated to playing as much of a game as humanly possible on every review or preview we write. Cheers!

ERIK, THE PC JEDI

"Mmm...X-Com. It really makes me think about all of the conspiracy theories concerning alien visitors. I would have to think that if there was an organization attempting to cover-up alien visitation, they would hide any feasible data supporting the actuality of such an occurrence in plain sight; steadily leaking certain true tid-bits to publications of questionable authenticity and crack-pots with something to prove. So, of course, any respectable publications attempting to cover these things would be laughed at by their competitors. Hmm..."

ANDY, THE GAME HOMBRE

"You know, I think this may be the best month ever in the world of video games. Well...at least if you own a PlayStation. Not only does Final Fantasy VII come out this month, but Oddworld: Abe's Oddysee and Treasures of the Deep hit the streets as well. Now I know that games aren't cheap, but I'm tellin' ya, you don't want to miss these titles. I would even go as far as to say that these are the three best console games I've played this year (with Turok coming in a close fourth). They're innovative, they're long, and they've got unbelievable graphics. Check 'em out! You'll thank me for it later."

PAUL, THE GAME PROFESSOR

"Ahhh...my favorite time of the gaming year is here. Football season and all the new vid versions to go along with it. Plus, the new crop of hockey games are starting to filter into the offices. Breakaway '98 by Acclaim has really caught my attention. It's loaded with every option that I could possibly think of and the play control is shaping up too. We've already had some great competitions in the office. Reiner and I are evenly matched, but as for Storm, we just use him for the warm-up."

REINER, THE RAGING GAMER

"Didn't you know? Gamers make the best scientists, and thanks to a hefty balance of government funding, we've stumbled upon the greatest gaming discovery of all-time. By combining all of our DNA strands, we've managed to create a gaming germ known as Germiolgamisithis-Eve. Its only mission in life is to play games and be the best at them. So far our research has been steady, but we keep running into problems with the DNA structure. It appears that Jon Storm has the dominant strand, thus our little gaming germ really sucks at games. We need him to be the best of the best, therefore we need to find a way to make my, or Andy's genes the dominant ones. When we succeed we can sell the germ to all gamers like Storm who really suck at gaming. We'll make a mint."

JON, THE GREEDY GAMER

"Boy oh boy, September is really shaping up nicely. Take that summer money from mowing lawns and invest in a solid title. I'd go with FF VII, and although I didn't review the game, I can say that you've gotta check it out. It's pure digital seduction, and it will eat your life. I know the football wars are heating up, especially with the announcement of Madden for the N64, but in truth I've been thinking more about hockey. Maybe it's because my Sabres keep screwing up, like insulting the NHL's Coach of the Year, but I'm hockey hungry. Keep an eye on Breakaway '98 from Acclaim. It's a pleasant surprise. As for my brand new 'Fishing Watch', I'll begin fall fishing for Northerns around Labor Day, and fly-fishing for Steelhead in Late September."

Game Informer

MAGAZINE

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DEAR GI

Letters from Our Readers

Mono-Question of the Month

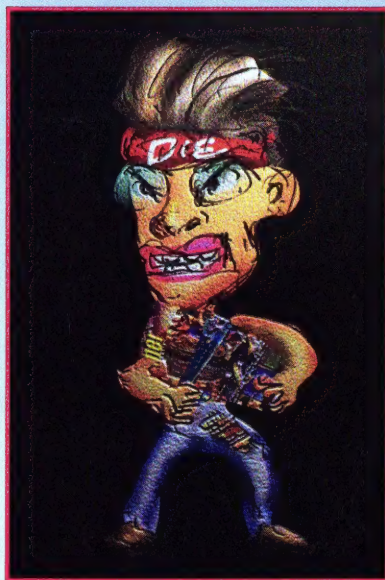
Readers: Will you guys send me a free...?
GI: No.

Everybody Loves Game Informer

I recently read your December '96 issue a second time and in the Secret Access section I saw a code that said: Go to any Bowser level and avoid killing him. Get all the coins you can. Do this until you reach the 1,000 coin mark. From this point on, every coin you collect will give you an extra life. I did this [expletive deleted] code for 2 and one half [expletive deleted] hours, and it didn't [expletive deleted] work! I would just like to inform you that I will no longer read or buy your screwed up fairy tale codes or magazine again. I'm telling everyone I know to buy [competitor's name omitted] Magazine instead of your [expletive deleted]. I hope you all go to Hell and rot there you stupid [expletive deleted]. Kiss my [expletive deleted].

The Rhino
[Perverse Address Omitted]

P.S. You [Expletive Deleted]



You and one other guy have complained about that code since the December issue came out. We figure that when it comes down to you two and the other 150,000 plus subscribers we have, you either have pirated

early versions of Mario 64 or you're doing something strange that no one else is doing. Besides, not only did we test that code ourselves, but there were at least three other magazines that printed the thousand coin code. Oh, and by the way, you ain't "the Rhino."

Reiner's Everywhere!!!

I've got two things to say. First, keep up the good work on covering games. I think you give plenty of Saturn coverage. The second thing is far more disturbing. Remember how Zombiefreak 9999 said that Reiner is almighty? I have found some evidence. I recently bought the Sega Saturn game Dragon Force, which kicks butt. As I was flipping through the countries to see which one to command, I found something in the Palemoon (Blue) army. A magician in that army is named Reiner! The resemblance is scary. His profile says, "Despite trying to be a peaceful individual, he is forced to fight in the war. He tends to promote himself as a pacifist, but his magic power and strange dress have proved otherwise." As scary as this may sound, Reiner commands archers, who are some of the worst fighters in the game. Some almighty Reiner!

Jim Virtel
Lemont, IL



Reiner



Reiner has a scary habit of showing up all over the place. If you're curious how the Dragon Force incident occurred, it all started with Reiner doctoring a photo of a Working Designs employee so that it looked like the employee was...well...doing something "compromising" that we can't put in print or else we'd probably lose about half of our subscribers because of one sentence. Let's just say Working Designs decided to top Reiner's move by putting his name on a character that looked vaguely similar to him, and made him out to be total freak (which he is). If you keep your eyes peeled, you'll discover Reiner in a number of other games, and in the credits of one game that will be one of the big contenders this Christmas. Of course, none of this fame is going to Reiner's head...yah right!

African-American Characters?

I would like to say that I really like to read your magazine. There is a question that I would like to ask all of you at GI: "Who was the first African-American character to appear in a video game that came to the U.S.?"

Jacquay Eichelberger
Milwaukee, WI

Wow...these questions are always scary to answer, because you never know what's going to come of them or who you might offend (especially when your entire editorial staff consists of five white males), but we didn't want to take the easy way out by ignoring the question so here we go.

We're not entirely sure which game featured the very first African-American character. There were a number of games that featured African-American enemies in stereotypical roles (a problem many people have had with Hollywood as well), so we decided to try and figure out which game actually featured a protagonist or computer controlled African-American hero. We picked our brains as hard as we could and our best guess is "Dr. J Vs. Larry Bird: One-on-One" that was featured on several systems in the early eighties. We're sure someone out there knows of an earlier game and we'd be glad to hear from you, but that's the best we could do with the research time allotted to us. Of course anything in the Atari 2600/Intellivision era is kind of hard to judge because the color palettes were so simple that race was never really an issue.

The Fog of N64

Is it just me or do all N64 games look the same? I've noticed that all the games seem to suffer from those super sharp edges, making backgrounds and roadside graphics look like paper cutouts. Take Mario Kart 64 for instance. If you get too close to the trees and other scenery, everything looks flat, blurred, and seems like they were fuzzy cutout pictures pasted or glued to cardboard or something. Nasty!

The graphics may not pixelate up close, but they do blur beyond recognition. I, for one, would rather have the pixelation! But the most annoying "Hey I'm an N64 game!" sign is that obnoxious fog effect. Almost every N64 game seems to have it! What's up with that? [Editor's Note: The rest of the letter continues on about the fog effect and how even the new games at E3 were foggy. It also suggested

that Nintendo made a mistake by going with cartridges.)

*Chris (Arcade-A-Holic) Sims
Milwaukee, WI*

Once again we are called to the stand in Nintendo's defense while poking fun at them at the same time. The first and foremost thing you should keep in mind about the N64 is that Nintendo and its supporters are just starting to put out their second generation of games on the system. If you look at the PlayStation's games up to about a year after the system debuted and compare them to the PS-X's latest games, it almost makes you want to giggle. Nintendo's games are already graphically on par with the PlayStation's (lacking in some ways but superior in others) and Sony developers have had over two years of experience working with their system of choice.

Of course, it has been exactly a year for Nintendo now, and the fog effect is getting a little silly. The reason the fog is there is to reduce and/or mask pop-up. This problem is most common in racing games or flight sims that are trying to pump too many polygons for their own good. Thus, certain objects like buildings and trees will suddenly appear when you're a certain distance from them, instead of starting off way into the background and getting larger and larger as your vehicle approaches them. Many developers resort to a number of tricks to

avoid this, like having tracks that constantly twist and turn through complicated environments and then hit straight-a-ways in simpler environments with fewer road-side graphics. Nintendo uses fog, which makes things a little strange when the light level suggests a nice sunny day, but the graphics in the background look like a scene from a vampire movie. We expect the N64's games in the future to be less foggy. San Francisco Rush is foggy but players will be able to toggle the fog on, off, or somewhere in-between.

"Me Too!"

Lately, I've noticed that ever since Super Mario 64 came out on the Nintendo 64, about every other company on the market has been making games where your character can "roam freely throughout a 3D world." This is making me pretty mad! I mean, why can't companies just come up with new ideas instead of copying other video games?

*Matthew (Pork Boy the Dancing Breakfast
Monkey) Hayek
Silver Spring, MD*

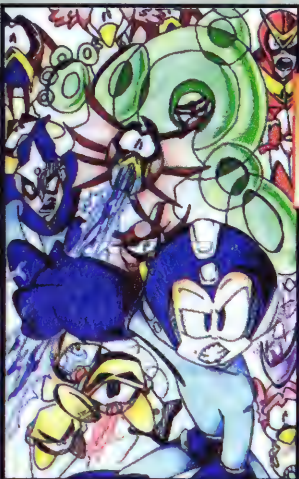
Derivatives are an incredibly common phenomena in the video game industry. Anytime a certain genre of a game is proven

to be popular, you can usually expect a flood of similar titles. This isn't always a terrible thing though. If you wanted to, you could look at every single side-scrolling platform game as a Super Mario Bros. or even a Pitfall derivative. Eventually, these games became diverse enough that to call them all clones of one game wouldn't have been fair. Fortunately, while many of them are mimicking Mario 64 pretty closely, most of the "free roamers" are looking pretty good. Banjo and Kazooie, Jersey Devil, Gex 3D, Conker's Quest, and Croc are all coming along nicely, and at least three of them are actually entertaining at this point.



SEPTEMBER WINNER

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LONG ISLAND CITY, NY**

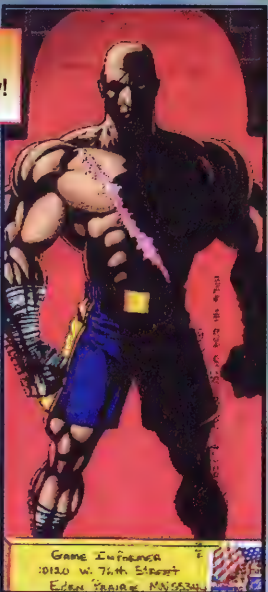


**C.J. Ferguson
Waterbury, CT**
Mega Man
Mania!

Matt Goodhart Downers Grove, IL
Oh no! It's the return of the flying V!



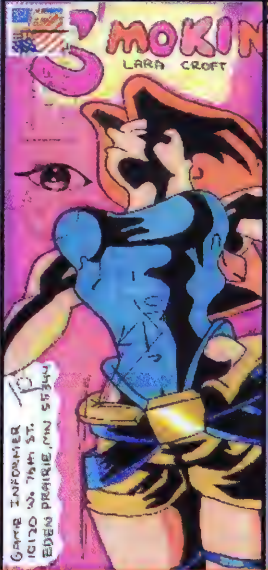
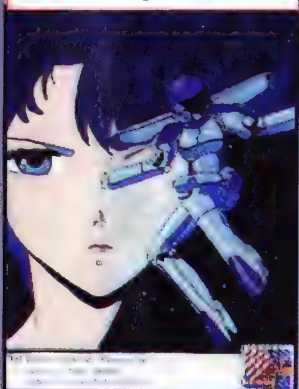
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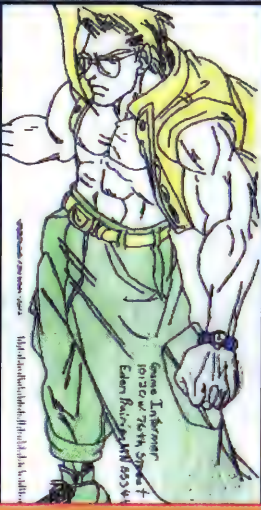
**Shauna Clarke
Mount Vernon, NY**
One day, robots and humans
will work together as one.



Dennis Price Chicago, IL
We're not quite sure what Dennis means by "Smokin."



**Redo Bautista
Fort Washington, MD**
Victor looks stylin' in his purple jump suit.



**Charles Rawlings Jr.
Landover, MD**
After the scissors, Guile always goes into the classic dance move "churnin' butter!"

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- **Available:** September 7 for Sony PlayStation

Most role-playing games are participants in a crude pageant of redundancy, where differentiation has fallen victim to a syndrome of indifference. Innovation has been lost to a contagion of repetition, and classifications have quickly become stereotypes. Then, like a disease run rampant, we've seen this progression of standardization in almost every video game genre. In recent years, it appears as though developers have become afraid to individualize with a unique new product. Instead, they conform to what's hot, or what sells, and try to outdo it by simulating the same experience with a few added features here and there.

Fighting, racing, and even role-playing games are all victims of standardization. Think of how many RPG's we have played that feature a forest maze, or slime creatures as one of the first enemies encountered? How about a kingdom in turmoil? On occasion, we've borne witness to rare RPG originality in such titles as *Shadowrun*, *Earthbound*, and *Super Mario RPG*. Famed RPG developer Square Soft is one of the few companies that actually strives to be different in all their products, attempting to create diversity and depth in each gaming experience. Now, with their newest offering, *Final Fantasy VII*, which is their first 'true' RPG for the Sony PlayStation, Square has completely revolutionized the standard for all RPGs. Companies trying to outdo Square will have to put some serious development muscle and funding behind each competing project.

Final Fantasy VII was originally developed in Square Soft's Japan office. With a team of nearly one hundred designers, programmers, artists, and producers, *Final Fantasy VII* quickly veered away from becoming just another sequel, and forcefully gained the reputation of being the most impressive RPG to date. It's extremely rare for a console game to put out demo discs, but *Final Fantasy VII* has already supplied the U.S. gaming audience with two: one packed with *Tobal No. 1*, and one in the PlayStation Underground Number 2. Those who've seen these demos have a brief idea of what lies ahead, and on



September 7 their future will become a reality as Square Soft and publisher Sony Computer Entertainment release this majestic RPG to retailers. A more impressive combination of visual displays and solid gameplay have not been seen in an RPG, and the story, while not completely unique, is good enough to hook you after the first ten minutes of gameplay.

All of the Final Fantasy adventures (which have been limited to the SNES & NES) have been extremely popular, destined to be ranked as the best console RPGs of all time. Final Fantasy VII takes what made these games so popular, and expands upon it to an ungodly level.

LOADED WITH POWER

The first thing that will catch a gamer's attention is the wide array of visuals presented throughout the entire FF VII experience. The beautifully crafted computer generated video clips, detailed backdrop paintings, and realistic animation and appearance for the characters and effects in the game are simply mind-blowing, and a serious tour de force. As to the graphical qualities, Final Fantasy VII is one of the most impressive games around, and surprisingly, it falls into a genre (RPGs) where graphics have always been ridiculed and ranked as some of the worst around.

In one scene, players will enter a military base filled with amazing technology, soldiers around every corner, and a huge cannon fastened on top of the structure. As the story unfolds, something will go wrong, and a huge beast (like Godzilla) emerges from the sea and heads towards the base. A combination of in-game sequences and FMV clips bring this event to life. Soldiers soon plummet to their deaths, guns sound off all across the base, your characters begin to scramble, and sheer madness erupts. The entire game is full of impressive scenes like this, which really make you want to play the game all the way to the end. One outstanding feature is the loss of loading time. This game really plays like a cartridge with CD-ROM sound capabilities. It's amazing how fast new areas of gameplay and FMV sequences load. At times you will encounter a three to five second lag time while the game loads; but otherwise, the gameplay is not bogged down by anything except your own gaming skills.

We could easily summarize the basic plot and story outline for you, but we don't want to ruin the full experience of finding out on your own. Really, would you want someone to tell you what the new Star Wars movies are about? Of course not. This game is fairly linear until you approach the end. There is always someone telling you where to go, what to do next, and what to look for. To some this 'grab my hand and follow me' gameplay structure will be bothersome. Yet even with this fast-moving structure you will rack up between forty and sixty hours of gameplay. All three of the discs are loaded with things to do and long FMV sequences.

This isn't a game you will get through in a day, and with hidden stuff almost everywhere, it's the kind of game that you will play again and again to find everything.

Final Fantasy purists will surely enjoy the gameplay and reoccurring FF elements found within Final Fantasy VII. All the menus, battles, and scenarios are very similar to those found in the other Final Fantasy titles, and yes, the cartoon icon hand has returned. Familiar faces like the Mog and Chocobo are present. The extremely popular airship and other transportation vehicles are also included. And the character designs are once again constructed through stylish manga artwork.

Final Fantasy VII's gameplay is easy to get a grasp on, and if you have trouble, menus and tutorials will help you get the hang of it. Basically, the gameplay is composed of walking scenes, village visits, enemy territories, and battles. Everything is extremely basic and user-friendly except for the battles and menus. These two categories are loaded with options and possibilities, and could very well make or break you if not used correctly. The menu screens will allow you to equip and use items, check character statistics, and configure the game to your liking. When equipping weapons you'll see the stats for your previous weapon and what the new weapon is capable of. Plus, for certain weapons you'll have the option of attaching Materia Orbs. These Orbs will allow you to use different kinds of magic, produce more health and magic power, and give you new skills. You'll sometimes be required to link these Orbs to produce something greater. Only time and experimentation will allow you to master the Orbs.

While in combat, you'll have access to these commands: fight, use items, use magic, run away, and defense. Randomly throughout the game, you'll encounter different combat configurations like getting the drop on your opponent, or being surprised by an enemy. Some enemies will even require certain strategies before they can be beaten. For example, you may run into a being immune to fire, meaning you'll have to use water or ice. You may even run into a beast that won't allow you to attack until a certain part of its body is exposed. Key features of combat include character Limit Breaks (where they'll lash out with a powerful attack), and the summon spells (which are visually very impressive). The summon spells consume the most magic power, and are extremely deadly. One

such summon allows you to conjure up a titan who enters the arena from behind you, walks over to your enemy, grabs the ground from beneath the enemy, and then flips it on top of them, resulting in a heap of damage, and more times than none - death to the opposition.

Final Fantasy VII is obviously the most impressive RPG to date. If you enjoy RPGs, or even games in general, then you should seriously check this title out. It has a great replay value, and above all, an experience you will never forget.

ANDY, THE GAME HOBBIE

Concept:	9.75	"The proof is in the pudding and Final Fantasy VII is the best RPG ever made. The graphics will blow you away...the story will eat at your mind...the sound will scare you...and the gameplay and secrets will glue your hands to the controller for weeks. There is just so much to do and see in this game that you will want to play again and again (and this is coming from a person who has played through the game twice already). Final Fantasy VII is a game that you just have to play. Even if you don't like RPGs this game will make you a devout follower. Trust me, it's that good!"
Graphics:	9.75	
Sound:	9.25	
Playability:	9.75	
Entertainment:	10	
OVERALL: 9.75		

REINER, THE RAGING GAMER

Concept:	10	"Really, what can you say? Final Fantasy VII is easily the greatest role-playing game of all time, and even if Square Soft releases a sequel within the next year or two, it's going to take a lot to top this offering. The attention to detail, creativity in the story, and the sophisticated combat and general gameplay are simply mind-blowing. Final Fantasy VII does no wrong throughout the entire game, and when you do come across the lengthy finale, you'll crave for more. If there's even a hint of role-player in your blood, give this game a whirl. This could easily be the best game released this year."
Graphics:	10	
Sound:	9.25	
Playability:	9.75	
Entertainment:	10	
OVERALL: 9.75		

PAUL, THE GAME PROFESSOR

Concept:	9.75	"I am really at a loss for words after playing what is undoubtedly the greatest RPG of all time. You can probably tell from all of our previous coverage and the reviews of my comrades that this game is rock solid. Everything from graphics to storyline will absolutely suck you into this game. However, I was a little disappointed that Square broke away from some of the interactive elements relating to battles. I thought the special moves introduced in Final Fantasy III (VI in Japan) were killer. Yet this is just one small gripe about a game that is otherwise nothing short of spectacular. A worthy investment of your gaming time and dollars."
Graphics:	9.75	
Sound:	9.25	
Playability:	9	
Entertainment:	9.75	
OVERALL: 9.5		

▶ THE BOTTOM LINE 9.75

FINAL FANTASY VII WALKTHROUGH

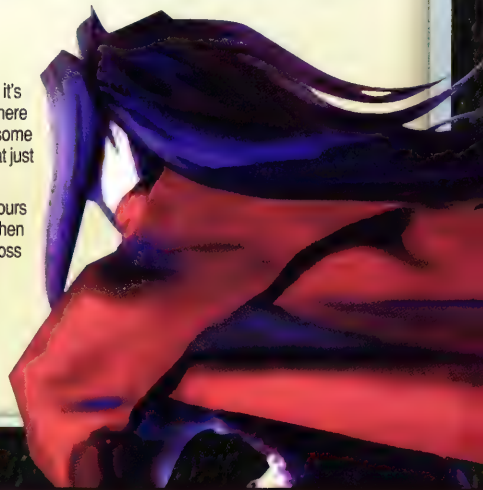
BASIC TRAINING

Now we could give you a corner-by-corner breakdown of this monster game, but what fun would that be? Instead, we've decided to give you a basic outline of where to go and what to do, although we're still relying on you to do a lot. With that in mind, here is a list of some of the basic skills that you must master when playing RPGs:

- (1) **No Stone Can Be Left Unturned** – You must go and look everywhere in each new area you enter. Go down every path and talk to everyone. Always.
- (2) **Items Are King** – The most important thing to remember is that in RPGs, items are the way. You must collect each and every item you can find, especially Materia.

- (3) **If You Can't Beat 'em...Out Experience 'em** – Yes, it's sad, but if there is a monster that you can't beat somewhere in this game, you can always head back out and find some that you can. Gain enough experience, and you can beat just about anybody.
- (4) **Save** – There is nothing worse than replaying three hours worth of a game just because you forgot to save. When something major happens – SAVE. Before you fight a boss – SAVE. You'll thank us for it later.

WARNING: This guide reveals many of the secrets in Final Fantasy VII, and may spoil some of the surprises in this amazing game. **USE AT YOUR OWN RISK!**



DISC ONE • DISC ONE • DISC ONE

Mako Industrial Complex

Following the beautiful CG intro you'll instantly be thrust into gameplay. After jumping off the train follow Barrett and his "Avalanche" resistance squadron to the outer gate of the Industrial Complex. At this point Biggs will ask for your name. We'll call all of the characters by their original names for ease in reading this strategy guide.

The Avalanche crew will open the gate and you'll need to follow them. Before you can, Barrett will stop you and say he doesn't trust you. You'll need to name him.

From here follow any and every Avalanche team member to the second security gate. You'll need to talk to Biggs to get this door opened. Continue following Jesse to the elevator and head to the next floor. Biggs will stop nearby to tell you how to maneuver around in the Complex. If you need help, talk to him. Otherwise, proceed on.

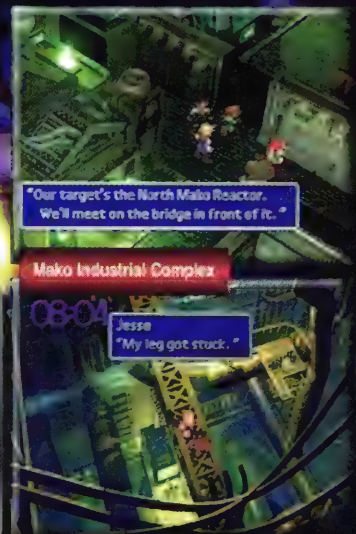
Soon enough, and after a few jumps and ladder maneuvers, you'll find yourself at the core level of Mako Complex. At this point, Cloud will place a bomb on the reactor. Before you can escape you'll run into the game's first boss. This scorpion-like mech. is fairly easy to beat, and the only strategy is to not attack when his tail is raised. Use Barrett and Cloud's

normal attacks, and avoid using any magic on the boss. You'll need it for the enemies that follow. Battle Hint: Don't just tap on the button. Watch the battle and react accordingly.

After destroying this mech. monstrosity, the bomb's timer will start counting down, and you'll only have ten minutes to evacuate the Complex. The timer ticks through everything including battle sequences and menu bar operations. Basically, run!

Make your way back from whence you came, and make sure to talk to everyone you run into, because they have the access codes for the doors you'll need to get through. You should be able to leave the Complex with about three to five minutes remaining, depending on how many random monsters you run into. For more than one enemy, use Cloud's magic (lightning).

An awesome CG sequence of the Complex blowing up is your reward for leaving. Shortly after in a dank hole, Barrett will tell everyone to meet up at the train station.



Agito - Avalanche's Headquarters

On your way to Agito you'll run into Aerith for the first time. She's the one identified as the young girl selling flowers. Talk to her and follow this sequence to unlock a bonus scene at Agito bar later in the game. Tell Aerith nothing about what just happened. Then, show no interest in her flowers, and then buy a flower for 1 Gil.

After receiving the flower proceed through the Area 8 city. A few guards will be scattered around, and you'll have to choose whether to confront them or not. If you do, you'll enter into a few fights, but nothing too serious. Eventually you'll escape, and another awesome CG will show you fleeing and you'll arrive at the train station.

On the train you'll be informed of Avalanche's involvement. Eventually, you'll jump off the train into the town of Agito – Avalanche's Headquarters.

Head to the bar, meet Barrett's daughter and talk to Tifa. She will ask you if you had a fight with Barrett, and if you respond "Not this time," she will compliment you on your maturity. From here you will need to name Tifa. She will notice the flower, and you'll have the choice of

giving it to her or Barrett's daughter. It doesn't matter who you give it to, the end result is basically the same, but if you choose Tifa you'll get a drink from the bar.

Head to the exit of the bar, where Barrett and his comrades will stop you and bring you to their secret headquarters below the pinball machine. You'll tell Barrett that you have no obligations to either Shinra (your employer) or Avalanche, and he and Tifa will urge you to work with them. Continue to investigate the surroundings of the bar (it doesn't matter what you say), and be prepared for a flashback sequence.

It appears that you made a promise with Tifa seven years ago. Barrett will enter the room once again with Cloud's pay, and because of this 'promise' Cloud will accept the next mission, but at a much higher price. From here Barrett will ask you about Materia Orbs. Explain to him how they work, explore the town, buy some items, and it's off to Area 5 – Mako Industrial Complex (there's a training center here).



Area 5

You'll be on the train again, and this time you'll be an uninvited guest. You'll need to run from car to car in a given amount of time, and then leap from the train down into the subway tunnels. In the tunnels there's not much you can do, since every exit is sealed with security lasers. You'll find a small hole leading into Area 5. Go in and prepare for battle.

This complex is very similar to the first, but this time the enemies are a little stronger. Run through the corridors, battle the demon hordes, and make your way to the reactor. Before you can plant a bomb, a flashback will drop Cloud to his knees. Watch in awe, plant the bomb,

and follow Tifa to the control center. She will instruct you to push a button at the same time as her and Barret. You'll have an unlimited amount of time to do so, so don't get flustered. Doing this correctly will open a gate which you'll need to enter.

Now, you'll find yourself surrounded by guards on a bridge, and you'll finally meet the president of Shinra. He's not a nice man. Then, you'll be confronted by a boss. Once again, this baddie is fairly easy, and your reward for victory is an awesome FMV sequence. To initiate it, jump up on the railing and swing down to the city below with Barret and Tifa.



Meeting With Aerith

Cloud will awaken in a chapel with Aerith in the Area 5 slums. Talk to her and tell her you remember her when she was selling flowers. Continue talking to her, and you have the chance to name her. At this point a Shinra guard will enter the scene. Aerith will request that you become her bodyguard, and your payment will be a date with her later on. From here head toward the top of the chapel, Aerith will fall, and you will be confronted with a set of barrels. In order to drop the barrels on the heads of the attackers, tell Aerith to hold each time she asks you what to do. The correct order for pushing the barrels is to start with the leftmost barrel in the back, then the far right barrel in the back, then the far right barrel in the front, and finally the remaining barrel.

Eventually, you'll make your escape with Aerith through the roof of the chapel. From here, head northeast through the Area 5 slum to Aerith's

cozy little cottage. Upon returning her home safely, Cloud says he must head to Area 7 to meet up with his friends. Before doing this, head upstairs and rest. Since you think that the next adventure is too dangerous for Aerith you must escape quietly without waking her. To do so, walk (don't run) slowly across the floor, avoiding any cracked floorboards. Once you make it down the stairs you're on your way. Leave the Area 5 slum and you'll find Aerith waiting for you at the entrance to Area 6.

As you approach Area 7 you'll see a touching sequence between Cloud and Aerith at a nearby playground. Then a caravan with Tifa will interrupt your conversation, and you'll need to follow the fleeing Aerith to the slum town.



Into the Slums

Yes, you've just entered the slums of Final Fantasy VII, and what you are about to do defies anything that has ever been done in an RPG. As with any new town, your first task is to explore it thoroughly, buy what you need, and stack your inventory.

Next, you must head southeast to the women's club in the corner of town. Here you'll need to talk to the manager (the guy in red). You'll want to ask him if he knows where Tifa is. He'll tell you to visit the mansion to the north.

Head to the mansion and talk to the security guard. You'll find out that only females are allowed to enter the mansion. Now head to the clothing shop located on the strip in the west side of town. The owner's son will tell you to go to the bar (directly across from the weapon shop) and talk to his father. Aerith will convince him to make a dress for you, and you'll have to tell him what kind of dress you want. He can make three different ones depending on what you say.

Return to the clothing shop and the owner will have made the dress for you, but first you'll need to obtain a wig so that your disguise will be complete. You'll find the wig at the gymnasium located directly below the weapons shop. Talk to the woman and she will offer you the wig,

but only if you will face her brother in a fitness match.

Press **■** to kneel, press **✖** to stand up, and press **●** to bend over. You'll basically need to input a consistent pattern of **■, ✖, ●** over and over again within a thirty second time period. Even if you lose you'll acquire a wig, but it won't be as cool as the one you'll receive if you win or tie.

Now return to the clothing store for the last time. Enter the dressing room and change your clothes. While in disguise, head to the mansion. The guard will let you in. Head downstairs to the dungeon and you'll encounter Tifa. Tifa will inform you as to what's been going on and she'll urge you to head to Comeo's room. Comeo will line all three of your party members up and choose one to be his woman. He'll choose Tifa if you have the cotton dress, Aerith if you have the blond wig and the silky dress, and he'll choose you if you have all the special items available like the silk dress, lingerie, facial make-up, sexy cologne, and the blond wig.

After a skit or two and a few battles, you'll all wind up in Comeo's bedroom and he'll reveal Shinra's new plan for disposing of Avalanche. A sequence will follow at Shinra HQ.



The Battle for Area 7

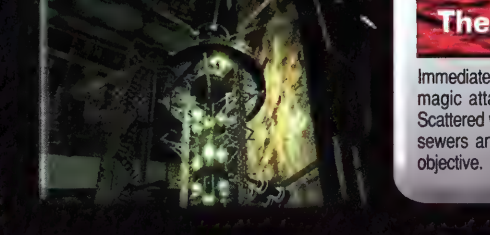


The Battle for Area 7

As you enter Area 7 you'll notice that Barret and the rest of Avalanche are already knee-deep in battle. Fight your way to the top of the tower and you'll engage with Reno the Turk. Once again, use your most powerful attacks against this goon to take him down. To remove a barrier from one of your comrades, simply attack them or cast Esuna. Dish out enough damage and Reno will eventually leave. Unfortunately, you will not be able to save Area 7. A CG clip showing the utter destruction of Area 7 will shortly follow. It's a sad sight, but more importantly an awesome visual to witness. After this, Barret will express his anger over the death of his friends in Avalanche, and the possible loss of his daughter. Head to Aerith's house for the full story.



The Underground



The Underground

Immediately after dropping down into the sewers you'll confront the boss Apus. Use magic attacks and any summon spells available to take this character down. Scattered within this first room you'll also find valuable Materia. Continue through the sewers and into the abandoned train station and you'll soon come to your next objective.



Inside Shinra

After entering the house you'll run into Aerith's foster mother who will explain Aerith's history and her Shinra ties. Once all of the conversations have ended, head upstairs and talk to Barrett. He'll hint toward Aerith's love for you. You'll have to make the decision to accept the fact or not. Now, head to the next room over and rest. Once you've caught enough Zs head downstairs and leave the house.

From here go to the northern part of the slums where you'll see a group of children running off to the right. Follow them, and then ask them what they're doing. You'll find out that the pipe behind them leads to the upper levels of Midgar, and most importantly, the Shinra Corp. Building. Climb the pipe and go to the battery outlet. It doesn't work. So you'll need to climb back down the pipe and go to the Weapons shop where you can purchase a battery (300 Gil) to operate it. Buy three, you'll need them. Now backtrack, climb the pipe again, and use the batteries on the three battery outlets. You'll need to make some daring jumps here with the ● button, but nothing too serious. You'll eventually reach the top of the Corp. Building.

You'll talk with Barrett here, and he'll explain to you that Aerith is probably trapped on one of the top floors. You'll be given a choice on how to enter the Building. Going through the back door is easier, but going through the front door will allow you to gain some much needed experience points. Either way you'll eventually end up on floor 59. The minute you arrive you'll fight three guards, one of whom holds the key to floor 60. Now, head into the glass elevator and choose floor 60. Be sure to coordinate your walking efforts in order to sneak past the guards. (Move only when the guards are in motion and crossing.) Press the ● button to have your party follow.

Now head to the 61st floor. Talk to everyone on this floor. One of the workers will suspiciously ask what you are doing in the building. If you don't answer him he'll give you the access key to floor 62. Take the stairs up to 62.

You will notice that this floor has four different colored rooms, each holding a series of bookshelves. Enter the room to the left and Domino will offer to give you the keys up to the 65th floor if you can give her the secret password. The password is hidden within all four of the rooms. We would give you the password, but it's random. You can get hints to the puzzle from the man standing by the door, but they will cost you money. We're not sure if he gives different hints each time, but here's the way we got to the solution. There is one file in each room that doesn't belong in that library. Take the number from the beginning of that file and count that number in on the file starting from the left. Take all the letters and make up the solution to the puzzle. Try it, but if it doesn't work you'll have to pay up. Either way, if you get it right on the first try, he'll give you an extremely powerful Materia. Otherwise, go back to any room after you have made a wrong guess, read a book, and Domino will give you the key.

Now, go back to the staircase and head for floor 63. This floor is optional, but if you solve the puzzle you'll receive a new Materia. You'll only be able to open three doors in your quest to obtain three coupons. If you find the shortest route to them, and use them in the computer in the room to the lower right, you'll obtain: Pendant of Stars for Coupon A, Four Slot for Coupon B, and a new Materia for Coupon C. Once you're done with this, climb the staircase to floor 64. On this floor you'll want to heal your characters, equip them with what you want, and then save. Now head to floor 65.

This level is strange and fairly annoying. All you'll need to do is find the unlocked treasure chest, bring the broken piece you receive to the central mini-Midgar structure, find its proper place, and repeat this process until all the boxes are opened. After this tedious task you'll receive the key to floor 66.

On the 66th floor head to the bathroom and approach the porcelain god. Flush it, then climb on top of it. Now enter the air vents and observe a secret meeting hosted by President Shinra. After it's over, leave the bathroom and follow the scientist Hojo up the stairs to floor 67. From here sneak over to the elevator and enter it. A sequence will follow, and you'll finally meet up with Aerith in a strange science lab.

Another sequence will come up, and before you know it the wondrous beast Red XIII will join your party. Choose your party, name Red XIII, and the rest of the party will inform you that they'll be waiting for you on floor 66. Talk to the lab assistant in this room and he'll grant you access to floor 68. From here, take the elevator down to floor 66. Along the way you'll be snagged by the Turks and then thrown in jail.

From inside your cell, talk to everybody and then get some sleep. When you wake you'll find that your cell door is unlocked and the guard is dead. From here, talk to everyone, enter the elevator, go back to the science lab, and head up to floor 69.

This floor is President Shinra's office, and soon you'll find out that Sephiroth is responsible for all the killing. Proceed through the door next to the stairs and you'll encounter Rufus – the dead President's son. (Did we mention that Sephiroth killed the Prez also?) After a brief sequence you'll tell Barrett to take everyone to safety. The game will switch over and put Aerith in control. Customize your characters to your liking, enter the elevator and take down the mechanical robo boss.

After this battle, the control will switch back to Cloud, and you'll have to go head-to-head against Rufus. He's easy if you stick to powerful magic, but take out his dog first. (Also make sure you have a Restore Materia on Cloud.) Once he flees, head down to the main floor and meet up with Tifa. An awesome CG with a hog, Red XIII, and Shinra will follow.



Out of Shinra's Grasp

This bike scene is really cool, but extremely easy. All you have to do is keep the bikes away from your fleeing caravan. At the end of this lengthy sequence you'll need to take down a huge transforming robo boss. This guy is strong and can inflict a ton of damage. Keep your characters' health up at all costs, and then go for the kill. You'll now flee Midgar. From here you'll need to choose your characters and head to the town known as Kalm.

Flashback At Kalm

Your first priority is to enter the inn. Everyone will be waiting for you here, and for some odd reason you'll flashback to your teen days and your involvement with Sephiroth. Follow Sephiroth to the inn and talk with him. Now, rest and prepare for the adventure in the morning. At the crack of dawn you'll need to cross through a mountain path to a Mako Energy Reactor. This will be the only time you'll ever actually enter combat with Sephiroth as a partner – damn. From here, part of Sephiroth's story will be told, and you'll start to see some of the twists and turns in the plot. This scene is extremely cool and yet a real drag because from here on in, Sephiroth will be an adversary. You'll now flash to the present, and then flashback to a different time.

From here enter the mansion to the north, and enter the passage leading to the basement. In here you'll find Sephiroth searching for documentation on the truth and origin of his mother (who or what is she?). The flashback now continues in Nibelheim and you'll encounter Tifa sporting a funky hat. Sephiroth will do some horrible things to the town, and the flashback concludes with you vowing to seek revenge against him. This is all you need to do here, aside from obtaining the PHS from Aerith and exploring the town's many shops and taverns. Once you are done with this, head east to the Chocobo Farm.



Chocobo Madness

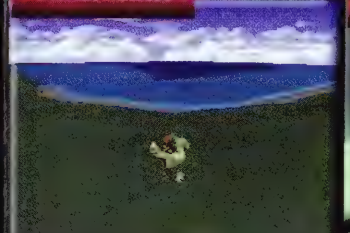
The first thing you should do upon entering the farmyard is talk to the Chocobo in the front. Choose the top option, and after they do their celebration dance, you'll obtain the Chocobo & Mog summon orb. Now enter the stalls and talk to everyone. You'll need to buy a Chocobo Materia from the man in the stalls so that you can find them in the zones marked with footprints on the world map.

Now head toward the Mithril Mines. You'll notice that a large snake is

blocking your path; you'll need to find a Chocobo to ride in order to get past this slithering demon. If you fight it you will surely die, so save before you leave the barn. To catch a Chocobo, simply go to any set of footprints near the barn and fight until a Chocobo appears (make sure you have the Chocobo Materia enabled). Whatever you do, do not attack it. Destroy the other enemies and the Chocobo is yours. Now, ride it past the snake and into the Mines.



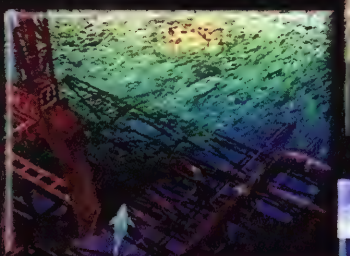
Chocobo Madness



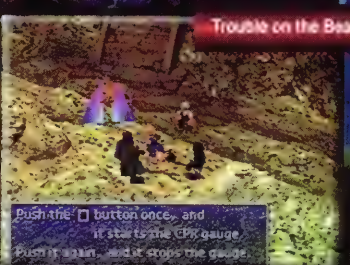
Mithril Mines



The Golden Bird



Trouble on the Beachfront



Push the button once, and if star to the CPR gauge. Push it again, and it stops the gauge.

Mithril Mines

Inside the Mine, you'll run into the Turks who work for Shinra. Continue through the Mine and destroy anyone who crosses your path. Soon enough, you'll find the exit leading to a new land.

The Golden Bird

Immediately after exiting the Mine you'll see a large tower with a golden bird on top. If you want, you can head into the tower. This is an optional event, but later in the game you will be required to enter the tower and compete in the strategic military game. This could be great training for your near future, but we advise that you wait until later to play it. The object of the game is easy — kill the troops that are advancing up the mountain. After you sleep and save, head to Shinra's Naval Base.

Trouble on the Beachfront

First, take the time to explore this new land. Once you are satisfied with your exploration, enter the Shinra Naval Base on a cliff next to the ocean. Talk to everyone you can, and then head down to the shoreline of the town (path leading into the screen). Before you talk to the little girl and her dolphin friend, prepare yourself for battle. A sea monster will emerge from the water; you'll need to kill it. This is an easy boss, but as always, use magic and summon spells to take it down. Note: Only magic can destroy the bubbles.

After you strip the monster of its life, you will find the little girl lying on the beach unconscious. You'll need to apply CPR by collecting as much air as your lung gauge will allow, then releasing it. Use the button to breathe in, then press again to exhale. After saving her life you'll return to the town to rest. After waking up, go find the little girl once again. She will give you the Shiva Materia. Now follow her down to the beach and have her summon her dolphin. Ride the dolphin over to the metal structure and make him jump by pressing . If you miss the metal beam, don't worry. You should be placed perfectly, so simply hit the button again and you're on your way. Now climb up to the air base.

STRATEGY EXTRA

BREEDING CHOCOBOS

At the time we went to press we were unable to get a copy of the game in which the Chocobo breeding worked; however, we can give you some hints. After you get Highwind, the Chocobo stables will be open to you. By now you should already know how to catch them, but the secret to good Chocobo breeding is where you get them from and what you feed them.

To breed a Green Chocobo you must first go to the Chocobo Sage's house on the northern continent. Outside his house, you will encounter large red creatures. Use the steal command to take a Carob Nut from this creature. If you plan on breeding a Blue or Black Chocobo you should grab a couple of extras.

Now you must catch two yellow Chocobos to mate. The first one you want to find is a male yellow Chocobo at the footprints just below Gold Saucer (along the shore). After you have stabled that one, head to the island where you recovered Cloud. To the west of the city (or the Lifestream depending on the progress of your quest) there are Chocobo tracks. Capture a female yellow Chocobo and head back to the stable.

Now you'll want to save your game. Mate the two Chocobos and feed the newborn the Carob Nut. The results are random so you may get a yellow one, a blue one, or a green one. You want the green one. Reset and keep trying until you get it right.

Now here's where our version had a bug. If you wait awhile you should be able to breed the two yellow Chocobos again, give the Carob Nut, and try to get a blue one. If you get one, make sure that it's the opposite sex of your green Chocobo. Now let them rest. Before you breed them again you must feed them the Sylkis Greens fruit that costs 5000 Gil from the Chocobo Sage. Go feed both the blue and green Chocobos ten of these each. Now you must race them at the Gold Saucer until they become Class A Chocobos. Breed them using the

Carob Nut, and if this works, you should be able to create a black one (and yes, it could take a number of tries).

Now each of these different colored Chocobos have different powers. The green one can climb mountains, the blue one can run over rivers and shallow waters, and the black one can do both. However, there is an ultimate gold Chocobo that can go anywhere. To get him you must breed the black Chocobo (of the opposite sex) and use the Zeio Nut from the boxing glove-wearing creatures that live in the forest northeast of the stables.



Into the Shinra Military

Upon arrival you'll find yourself on a massive airstrip. Make your way into the buildings and head to the guard locker room. In here you'll run into a guard who will make you participate in the military parade. Change your clothes and follow the small group. You'll eventually make it to the streets where the parade is being held, and since it's televised, you'll want to blend in without making too many mistakes. All you have to do is locate the empty slot in the rows of soldiers and fill it as quickly as possible. The higher rating you receive, the better your item reward will be. After you finish this task you'll return to the locker room where you will need to learn how to handle a rifle. Quickly press the button that the lead guard calls out and you'll pass this drill easily. Don't try and memorize the button presses you'll need to make, because they are completely random. Again, the better you perform in this procedure, the better your reward will be. After completing a few drills, explore the military base, and then head to the boat.

A Time To Relax

Your first tour of duty on the ship is to talk to everyone on board. You'll notice (hopefully) that all of your party members are on board and disguised as Shinra hired hands. Even Red XIII is trying to act like a human. Good boy. When you find Barrett, an alarm will sound off throughout the entire ship. Someone has been spotted. Who could it be? Locate the rest of your party and choose who you want to join you. Head down to the lower deck of the ship, enter the door, watch Sephiroth stumble about and prepare to fight a boss. After defeating it, take the Materia Orb and items in the room before you leave. You will now be at the beach resort of Costa Del Sol.

Everybody Likes Surfers

Relax, catch a few rays, talk to the village folk and walk down to the beach. You will recognize someone from the Shinra Building, but don't talk to him just yet. Talk to the girls instead. Here you will learn everything you'll need to know about the mysteriously familiar man in the lawn chair. Leave Costa Del Sol and make way for the Corel Mountain Range.

Trained to Kill

Enter the mountain range cave (a path leads up to it) and battle your way across the train tracks. Be wary though, because three sections of the track are loose and you'll fall through if you step on them. When you do (it's inevitable) you can either press **●** before you fall, or plunge down and grab as many valuable items as you can (you'll find the Pendant of Stars and the Wizard Rod). You won't die from falling, so make sure you grab the items. Now proceed across the tracks, talk to the rest of your party members, and enter the switchboard booth (located on the upper track). Throw the switch and continue to follow the track to the rural town of North Corel.

Everyone Hates Barrett

After your trip up to the Saucer, talk to the ticket taker at the front gate. If you have 30,000 Gil, give it to him for a lifetime pass to the Gold Saucer. You'll want to get it eventually. Now choose a character to accompany you, and enter the Wonder Square where you'll encounter Cait Sith. You will have to name him, and he will join your party after you talk to him a few times. From here play as many games as you want, but eventually you must pull yourself free from amusement and enter the Battle Square. You'll notice that a few guards are dead due to severe gun wounds. Could it be Barrett's handiwork? Before long, a brief sequence will take place, and you'll be sentenced to the depths of the Corel Prison since you've been accused of this devious murder.

Gaming Galore at the Gold Saucer

You'll notice right away that everyone in the town dislikes Barrett. Explore the town and grab whatever supplies you need. After you've talked to everyone, head to the station located in the lower left-hand side of town. Before you can move to the next screen, Barrett will have a killer flashback (we like it). After this, the station conductor will interrupt you and ask if you want to board the trailer. Do it.

Unlawfully Accused

Immediately after entering Corel Prison town you'll run into Barrett, who urges you to slay back and leave him alone. Do it, explore the town, search your thoughts, and head to the house directly below the save point. A short sequence will present an interesting plot turn, and Barrett will join your party once again. Head to the trailer with two guards protecting it and talk to the man in the green suit. Tell him that you want to leave the prison town, and he'll tell you about the Chocobo race. Now leave through the north prison gates, and head for the junkyard to the right of the man walking around (talk to him as well). Don't wander out into the desert or you'll get lost. At the junkyard, load Barrett up with whatever firepower and healing items he'll need for battle. After a brief sequence, Barrett will be thrust into a one-on-one battle against his long lost friend. Beat the pulp out of him and he'll give you a strange pendant. Take the pendant back to the trailer and you'll now have the chance to win the Chocobo race and leave the prison permanently. Win the race and you'll be a free man. The race is easy, but it may take a few tries to memorize the course and learn when to use your turbo dashes. Before leaving, you'll find out that Sephiroth has been spotted at the Gongaga Gate.



Cloud	Attack	Sense	743	16
Tifa	Magic	544	90	
Barrett	Summon	892	84	
	Item			

Mobile Power and the Gongaga Gate



Mobile Power and the Gongaga Gate

Leave the Saucer and take your mighty all-terrain vehicle across the river back to the Gongaga area. You'll notice a shallow spot in the river that you can cross. In this zone follow the path over to the destroyed Mako sight. A short cut sequence will follow explaining that Shinra Corp. is devising a new weapon. Stay out of sight, and then when you have a chance grab the Summon Materia (Titan) that Scarlet misses. Now take the path that you came in on and go the other way to a small rural town. Here you'll run into even more cut sequences and interesting plot twists, but your first order of business is to talk to Tifa. You'll learn that she is holding something back. Search the town, rest, and head to Cosmo Canyon.

The Origin of Red XIII



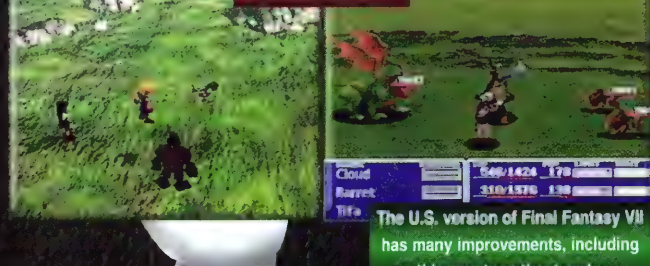
The Origin of Red XIII

As you enter the town you'll notice that your little buddy Red XIII goes by the name of Nanaki. Strange. Now talk to the man in front of the entrance, and then Red XIII will come and tell him to let you enter. Once inside, talk to Red XIII and he'll explain the significance of the town and some of his history. From here follow Red XIII wherever he goes, and you'll eventually enter an observatory. A cool FMV sequence will show what is happening to the universe and why it's dying. Leave the room and head over to the bonfire. At this moment you'll find out what your next quest is from Red XIII. After this, choose which characters you want in your party and enter the forbidden cavern with Bugenhagen.

Old man Bugenhagen has lots of cool toys.

Make your way through the caverns and open every box you see. You'll have to be extremely thorough to find everything, so keep your eyes peeled. At the end of the cavern you'll run into a boss. Kick his tail, and you'll find out more about Red XIII. Head back to the bonfire, gather what supplies you need, and leave the town.

The Search For Yuffie

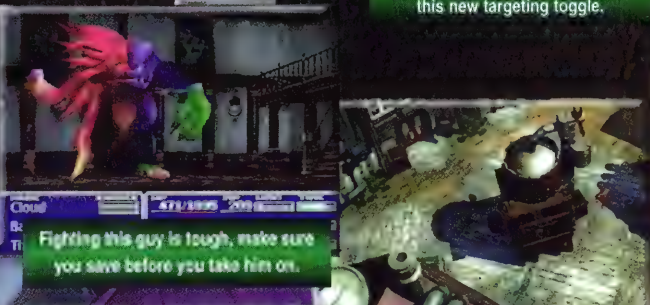


The Search For Yuffie

In any clump of forestry you can find Yuffie. This event can happen only during Disc 2, so make sure you do this before you move on to Disc 3. You'll be required to fight her before she'll join your party. Also, you'll need to answer her questions correctly, otherwise she'll run away and you'll have to start over again. Here's the order of what choices to pick while talking to her: bottom choice, top choice, bottom choice, top choice, bottom choice. This event is completely optional, but it is nice to have everyone possible in your army. (Plus, you need her to get the Leviathan Materia.) From here proceed through the canyons, past the mountains, across the river, and over to Nibelheim - Cloud and Tifa's hometown.

The U.S. version of Final Fantasy VII has many improvements, including this new targeting toggle.

Vampires in the Homeland



Something is seriously wrong with this village, but before you investigate, load yourself up with the goods you'll need and talk to the black-caped beings to receive some awesome items. If you want to be a musician, you can play Tifa's piano on the second floor of her home. (Try playing $\times, \blacksquare, \blacktriangle, L1 + \blacktriangle, L1 + \blacksquare, \times, \blacksquare, \blacktriangle, L1 + \times, \bullet, \times, \blacksquare, \times$) When you're ready for action, head into the mansion.

Fighting this guy is tough, make sure you save before you take him on.

In this creepy run-down house of evil, explore every room and enter as many fights as you can. This is a good area to gain some serious experience points. One of the rooms contains a safe which requires a passcode to open it. You may have found some of the numbers to the combination scattered within the rooms, but to make your life easier here's the passcode: Turn right to 36, left to 10, right to 59, right to 97. Blammo! However, you'll need to fight a deadly boss before you can claim your prize. Kick his butt and you'll obtain a key and the Summon Materia (Odin). Hint: When entering the safe combination you cannot go past the number you are entering.

Vampires in the Homeland

Head downstairs and open the door that is locked. In here you'll find Vincent in a coffin. Explain to him what your quest is all about and he'll return to his coffin. Don't leave yet! Talk to him again and ask him about his situation. You'll need to name him, so he'll join your party. While downstairs, proceed into the library (which should look familiar) and you'll run into Sephiroth. Pick up the Materia he throws at your face and leave the mansion. Continue north to the Nibel Mountains.

Use your cunning combat skills as you battle ogres and demons in the mountain pass, then cross the bridge to enter the cavern. Once inside, you'll run into a boss. It's not very strong so you should have no problem taking it down. Make sure you use the ladder to reach the lower level of the cavern or else you will not have the luxury of exploring the maze of pipes which holds some very powerful items and Materia, unless of course you take the longer route to the left. Once you've obtained what you want and need, head to Rocket Town.

Rocket Man!



First explore the town and talk to all the locals (make sure you talk to the old man by the Materia Shop at least three times - he gives you a gift). Then head over to the house in the upper right-hand sector of the town. Enter the house, head out the back door, and a tiny cut sequence will follow. Now mosey on down to the rocket site and you'll run into Cid. You'll now have the luxury of naming him. After introducing himself, Cid will ask why you are here. Ask him about the rocket and Rufus (who will be visiting very shortly). Once you're done, head back to his house (where you just were), and listen to what they have to say. Leave the house, and you'll notice that Rufus has arrived. As you watch the action, Shera will ask you to come back into the house and stop Palmer. Head to the backyard for yet another battle. After winning, you'll escape with Cid on the plane and he will join your cause.

Cid "But, because of that dumb-ass Shera, the launch got messed up. That's why they became so anal!"

Is Yuffie a Traitor?

This segment of the game is completely optional and only available if you've found Yuffie. Anyway, take your newly obtained plane (which operates like a boat), and travel over to the left-most island on the map. No matter how much Yuffie tries to sidetrack you, continue on through the mountain pass and into the town of Utai. Upon entering, check your Materia. Yep, it's all gone. Did Yuffie take it? Yes she did, and now you'll have to hunt her down. The first thing you'll notice once you are into the town is Yuffie running by. Follow her, and explore the town as you try and catch her. No matter what Materia you pick up in the town, Yuffie will always appear and steal it from you. Once you catch up with her, she will finally tell you everything you want to know. She will eventually tell you to pull the left switch to obtain all of your Materia. After pulling it, you'll soon realize (since you are in a cage) that she has tricked you once again. From here, she will tell you her real story. Now leave her house and head toward the large temple at the end of the path on the northwest corner of town.

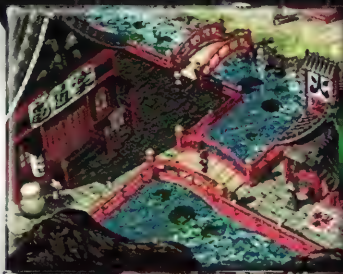
In the temple, ring the gong and a secret passage will be revealed. You'll run into Don Corneo (remember him from the slum town?), and he'll claim that Yuffie and Elena the Turk are his. You'll now have to fight some Shinra guards that have entered the scene. From here, leave the temple and head towards the mountains behind the town. You'll need to battle some strange monsters as you proceed up the mountain paths. You'll eventually run into Corneo, his captives, and his new friend – a boss! Use magic and summon spells to take this goon down, and make sure to keep all of your party members' health meters close to full. After you clobber his pet, Corneo will plummet and Yuffie will finally return all of your Materia. Leave the town and head back to your plane.

That Darn House

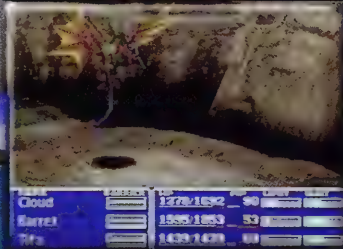
Travel across the rivers back to the continent with the Gold Saucer to enter the tiny house out on the shore's edge. Inside you will find a blacksmith. Talk to him and you will learn about the Keystone and what it does. You'll also find out that Dio, the manager of the Gold Saucer, is holding it in his museum. Now head back to the Gold Saucer.



That Darn House



Look for Yuffie in this barrel after you see her in the old man's home.

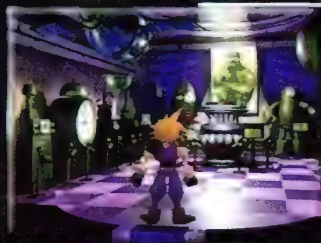
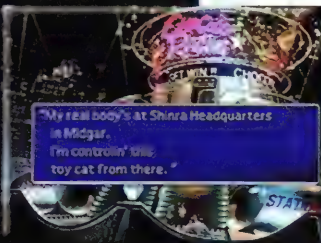


Quest for the Keystone

Once inside, head over to the Battle Square and enter Dio's showroom. The Keystone is located in the center of the room on the rock pillar. As you try to take it, Dio will enter the room and will offer to let you borrow the Keystone if Cloud will enter his battle arena and fight for Dio's amusement. Agree to his terms and enter the arena. You will be by yourself, and at times this match may not seem fair. After each round you'll have to choose a random item from a slot machine device that will either help or destroy your efforts to be victorious. Don't worry though, the handicaps (magic decreases, etc.) are only effective in the arena and they won't destroy your current status. After a long and treacherous battle, you'll finally obtain the Keystone.

As you try and leave the Gold Saucer, you'll find out the transport is out of order and you'll need to spend the night at the hotel. Cait Sith will accompany you. A brief sequence will commence at the hotel, and you'll find out that Sephiroth is hunting down Black Materia. Now, turn in, and Aerith will enter your room asking you to go on a date. In the main area of the Gold Saucer an announcer will tell you that you are the 100th couple to enter the Event Square, and that you must participate in a play. After this funny scene, Aerith will ask if she can ride the gondola next. Head to the Round Square and prepare to be blown away by an awesome FMV. Aerith will ask if you want to go out with her again. This is up to you. From here, a short sequence will show that Cait has stolen the Keystone. Chase him and you'll learn that Cait works for Shinra, but you have no choice other than to let him join your cause.

Everyone will gather together in the hotel lobby, and you'll decide to travel to the Ancient Ruins and try to get to the Black Materia first. Choose who you want on your team and head back to your plane.



STRATEGY EXTRA

LIMIT BREAKS

Limit Breaks are an extremely important and deadly attack – crucial to success. There are four levels of Limit Breaks, but everyone starts the game with a Level 1 Limit Break. Remember, most of the characters have two Breaks per level, but everyone has only one Break for Level 4. You'll need to use your Limit Breaks repeatedly so you can learn more powerful Breaks.

However, learning the Level 4 Limit Break is more difficult. You must first learn all the Limit Breaks for your character. Then, you must also have the Limit Break item that teaches this attack. Each Character has his/her own special manual. After you find them, you must use the correct manual on each respective character, then set his/her Limit Break Level to 4. Here's where each of the manuals is found.

Cloud

Back at our old friend the Gold Saucer, win 32,000 battle points in a single visit and then buy the item.

Barret

After the train ride in Disc 2, there is a lady with a hat in a building in North Corel. She'll give it to you.

Tifa

You must play the song on Tifa's piano

(See Strategy Guide, Vampires in the Homeland, p.17)

Red XIII

In Sephiroth's house is a safe. Use the combo to unlock it.

(See Strategy Guide, Vampires in the Homeland, p.17)

Yuffie

After you complete Yuffie's mini-quest, cruise back to Utai. Go to the Pagoda and defeat Godo. You will then receive the manual.

Vincent

Either the submarine or a Chocobo (Blue, Black, or Gold) is needed. Go and visit the waterfall in the middle of the Western Continent. Vincent must be with you, and you must enter to the left side of the waterfall. (Note: You must visit the waterfall twice; once on Disc 2 and once on Disc 3).

Cid

Use the submarine and search for the plane wreck (the same one where you found the Hades Summon Materia) on the south part of the map. The sunken plane is between the eastern and western continents. Inside the plane is a treasure chest hiding the manual.

SUMMON MATERIA

Of all the Materia in FF VII, the Red Materia is the most powerful; however, it's also the most elusive. Days of painstaking gameplay are required to unearth every one of these ruby red wonders. But the result is well worth it, because Red Materia (from now on referred to as Summon Materia) enable the deadly and beautiful Summon spells. Summon Materia are one of the coolest things in Final Fantasy VII, and this guide will explain where each and every one is hidden.

Chocobo and Mog - Disc 1

To find this Materia, visit the Chocobo Farm and talk to the Chocobo that is fenced-in.

Shiva - Disc 1

In-between the Chocobo Farm and Condor Fort, there is a cave that holds this Materia. Look for it when traveling through the Mithril Mines. If you've reached Junon Town, you've gone too far.

Ifrit - Disc 1

On the Shinra boat, take down Jenova Birth to garner this awesome Summon Materia.

Titan - Disc 1

There is a village located in the woods named Gongaga that is just before Cosmo Canyon. Wait for the Turks to leave and then check the decrepit machinery where Elena was looking.

Ramuh - Disc 1

In everyone's favorite fun spot, the Gold Saucer, check the alcove in the Chocobo jockey's room.

Odin - Disc 1

Defeat the Boss in the mansion at Nibelheim and when you open the safe...Voila! Another Summon Materia.

Leviathan - Disc 1

This one is given to you after you waste the boss on top of the Pagoda in Utai.

Kujata - Disc 1

In the endless forest on the continent to the north, you'll find this Materia floating on the second screen as you enter the forest. You must walk up to it to get it.

Bahamut - Disc 1

After you meet Sephiroth you'll battle a dragon in a temple. Beat that dragon, wait for the temple to shake, and it's Materia city baby!

Alexander - Disc 2

On the north continent there is an old man's shack (at the end of the snowboarding scene). Below that shack is an icy wasteland. Head east through the snow and find a cave. It's in there.

Neo Bahamut - Disc 2

This one is fairly obvious, since it's lying on a path that leads to the first barrier on the crater inside the frozen mountain.

Phoenix - Disc 2

This one is easy. All you need to do is win the mini-battle at Condor Fort. You'll find the Materia on the floor after the egg hatches. Hooray!

Hades - Disc 2

Use the submarine to find the now defunct Shinra airplane. You'll find the Materia next to the broken helicopter inside of the sunken airplane.

Bahamut Form Zero - Disc 2-3

Go visit the old man in Cosmo Canyon after you have collected all the Huge Materia and Bahamut and Neo Bahamut. Go up to the blue Huge Materia in the galaxy holodeck and touch it. Sweet - another Materia.

Chupon - Disc 2-3

In the third area of the Frog Forest there are three pink vines. Swing across to the branch on the other side and grab the bag.

Knights of the Round Table - Disc 2-3

This is extremely difficult to reach, since you'll need to breed a gold Chocobo (see strategy extra, p.15). Once you have the gold Chocobo, use it to visit a strange island towards the northeast corner of the map. Find the cave and you've found the Materia.

Master Summon - After you have collected all the Summon Materia, go to the galaxy holodeck in Cosmo Canyon and touch the red Huge Materia.

Searching for the Black Materia

Head to the island of the Ancient Ruins; it's located near the bottom of the map and has a pyramid on it. When you arrive, enter the pyramid-shaped Ruins. A short sequence will occur, and one of the Turk goons will give you the Keystone and urge you to hunt down Sephiroth. Use the Keystone to enter and carefully explore every staircase and cavern to obtain some nifty items. (Remember: you can climb on the plant vines.) After you've completed this tiresome expedition you'll enter a room filled with gigantic rolling boulders, and yes, you will need to sneak past them. Before you leave this room, talk to the old dwarf to save your game, and then proceed out to the upper-right exit. In this room you'll encounter a gigantic clock with separate rooms for each of the twelve numbers. Carefully time your presses to stop the hands on the clock, and don't walk out across until the second hand is away from you (unless you want to go down to the bottom and get the weapon for Cloud that is located there). If you get hit by it you'll fall off into a pit. Here's what the rooms hold:

- I: Treasure Chest Trap (Boss)
- II: Blocked Pathway

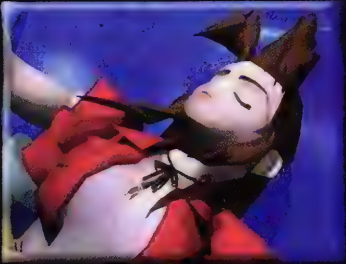
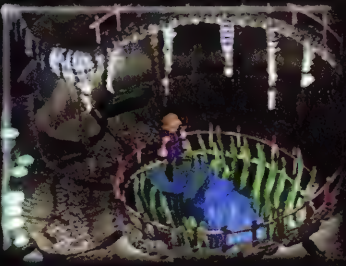
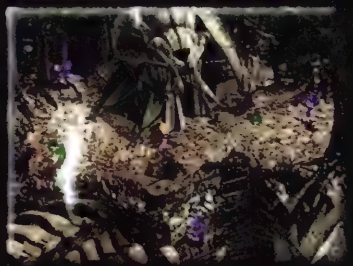
- III: Treasure Chest Trap (Boss)
- IV: Prince Guard Item
- V: Path and Treasure Chest
- VI: Chase the Dwarf Puzzle
- VII: New Weapon for Cait Sith
- VIII: Elixir Item
- IX: Blocked Pathway
- X: Your Starting Point
- XI: Blocked Pathway
- XII: Boss and Exit

We recommend hitting every path, but if you are in a hurry make sure you hit VI. There is a short sequence here where Cloud freaks out. You'll also need to fight a fairly easy boss. You'll soon learn that the whole Ruin structure is the Black Materia, and you'll have to entrust Cait to pull you out of the current dilemma. Head back to the clock and hit the XII exit. You'll need to fight a fairly difficult boss here, but if you have some decent summon spells it shouldn't be too difficult to take down. A massive story sequence will follow with some major twists. When all the drama is over, you'll find yourself back in Gongaga.



Death in the Family

Leave the Gongaga Area and head over to Bone Village, located towards on the northern continent. As you enter the village go talk to the boss of the camp (near the door), and he'll have his team excavate the land to find the Lunar Harp (for a fee, of course). First, request to search for the Lunar Harp. Be patient, and continue searching until you find it. Once you do, proceed on through the forest and grab the floating Summon Materia before it vanishes (walk up to it to grab it). Eventually, you'll arrive at Shell Village. This is an extremely large town, and you should explore it thoroughly. However, before you head up the center path, go to the shell house on the right-hand side and rest for the night. Another sequence will follow, then leave the house and take the central path. You'll be confronted by yet another sequence, and before you know it something tragic will happen. Insert Disc 2. As a reference point, we finished the Disc 1 in 26 hours and 20 minutes with Cloud at level 40.



The Search For Sephiroth Begins

Follow Sephiroth through the Shell Village, past the caves and outside (near the glaciers). Head to the Glacier Lodge, which is located near the mountain peaks. First explore the town, and then enter the house on the eastern side of town. In the main room, look at the map on the wall, and then take it. Now, talk to the man at the north end of the village and tell him you want to go down the hill. You will be stopped by Shinra before you can leave, and Elena from the Turks will take a swing at you. Dodge left to avoid her punch, and the result is a hilarious scene where she rolls down the mountain. From here on in the town will be infested with Shinra guards. Go the tiny house in the center of town and talk to the boy. He will offer you his snowboard. Walk over and pick it up. You can now snowboard down the hill.

Wicked Boarders

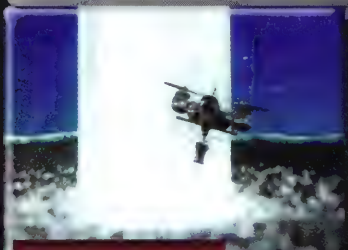
At this point, you'll have to show off your boarding skills. This stage is fairly long, extremely entertaining, and visually very impressive. You can perform tricks by doing certain button presses off of jumps. Try and collect as many items as you can, and above all enjoy the ride. After making it to the bottom of the slopes (it doesn't matter which way you go), pull out your map and head for the red point on it. There are several ways that you can get there, and while advancing to your goal you'll run into a heap of battles. Keep your character's health powered-up. There is a summon Materia in this area, so make sure you touch the water in the steaming lakes while you're here.

Eventually you'll pass out from the cold as you search this area for goodies. Talk to the old man and he'll tell you how to conquer the cliff face. Get some rest and head up the mountain. As you climb, make sure that you keep your body temperature above 25 degrees. If it dips below, you will be returned to the house and you will have to start over. By pressing the **■** button, Cloud will run in place and generate heat. Try and keep it as high as you can, and replenish it on every cliff. Eventually, you'll enter a cave.

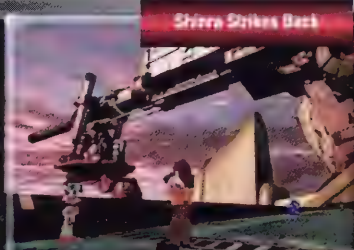
In the cave push the first boulder you see to open the path to the next area. Now you must follow the passage and break off all four icicles (through combat) to make a bridge in the room below. Head out and fight the boss. Hit his left head with normal attacks and his right head with magic to take him down. Once you reach the peak of the mountain, you will be greeted by an awesome CG sequence. Follow the path down to the crater. If Tifa isn't in your party, she will join. Continue along the path and head north. Time your movements to get through the barriers, and eventually you'll run into Sephiroth.

The Meteor Arrives

The first order of business here is to defeat a boss. After beating it, you will receive the Black Materia, and since you fear that you'll lose control, you give it to Red XIII. Now continue forward and pass through the final barrier. At this point, a series of major events occurs and the game takes a twist. A very awesome one, wouldn't ya say?



The Meteor Arrives



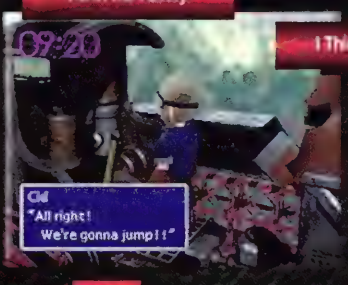
Shinra Strikes Back



All in the Family



Condition Critical



I Think I Can

Cid
"All right!
We're gonna jump!"



The Search For Sephiroth Begins



Wicked Boarders

Shinra Strikes Back

In the next scene you are in control of Tifa at the Shinra Air Base in Junon. Talk to Barrett and a sequence with Rufus will explain your current predicament. Follow the guards out of the room, and enter the press conference. Now head over to the gas chamber door. After watching the brilliant CG, run toward the Air Base corridors to look for help. On the upper level you will find Yuffie in disguise. Quickly follow Cait Sith over to the airstrip. The control will now switch over to Tifa, and you'll need to get her free. Use the **▲** button to move her head, **■** for the right hand, **●** for the left hand, and **✳** to move her legs. Press the buttons in this order: **✳, ✳, ▲, ✳ + ▲, ▲ + ●, ●**. Now turn off the gas and search the door to get out. From here, head towards the edge of the cannon. At the edge of the cannon a sequence between Tifa and Scarlet will follow. Quickly tap the **●** button to slap her faster. Another fantastic CG will take place. After this you'll be aboard your airship.

Decisions

First, head to the main control and talk to everyone. Red XIII will suggest that you steer your heading to the village of Mideel, located on a small island to the southeast. Or, if you've found Yuffie, you can go back to her hometown. This event is optional but will give you the Leviathan Materia.

All in the Family

Head back to the town of Ulai and enter the temple to the northwest. As Yuffie, you'll now have to battle your way through five floors of the temple, and eventually confront and battle your father. If you can beat all five of the bosses and make peace with your father, then your objective here is done. Now, follow Red XIII's suggestion and head for the village of Mideel.

Condition Critical

Explore the town, and you'll find your lost friend soon enough (try talking to the dog). Too bad, he's...different. Tifa will stay with him, and you'll need to head back to the airship. Move to the control room and talk to everyone. Cid will become the leader, and the game will end (just kidding). Fly the airship to the Mako Refinery located to the north of North Corel (by the Gold Saucer).

I Think I Can

Now head north across the long bridge and railroad tracks and battle your way through a series of enemies. Soon you will be in hot pursuit of Shinra with only ten minutes to catch up with its train. You'll have a train of your own, and you'll need to press Up and **▲** in a timely manner to build up enough speed to catch up with the Shinra train. When you catch up with it you'll jump over to their train, fighting everyone you encounter as you make your way toward the engine. But here's the catch - you are still on the clock. If you can make it to the engine in time, you will receive the Huge Materia and a free night in the inn. If you don't...well, you don't get the Huge Materia and you don't get the free Ultima Materia from the little boy, so we advise that you reset and do it again until you save the town. Now, with the Huge Materia in hand, board the airship and head toward the "Condor Fort" (the large tower with the bird on it).

The Chase Continues

Talk to the guard standing outside and tell him you'll assist him. Now talk to everyone inside, gathering what information you can. We gave you the chance to practice this battle before, but if you didn't...sorry. Once again, your only objective is to destroy the army advancing up the hill. We suggest that you use more weapons toward the bottom of the hill (catapults, etc.), and more men at the top. After winning the battle you will receive another Huge Materia; make sure you grab the Phoenix summon Materia on your way out. Board your ship and head for Mideel.

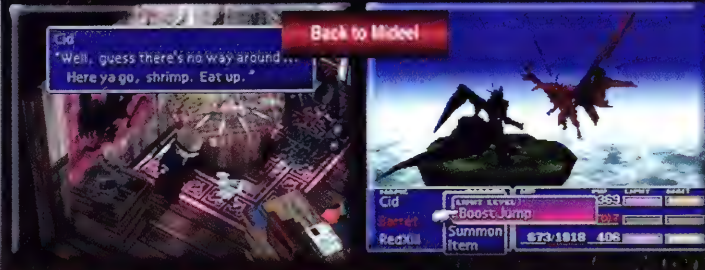
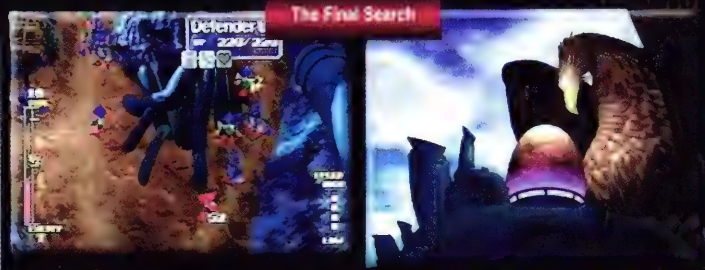
Back to Mideel

Search all the shops, and buy what you need. Also, if you have the Mimett Greens (the one that costs 1500 Gil at the Chocobo Farm), you can give it to the small white Chocobo that runs around the various shops. Give it the food, then pet its ears, and it will give you a powerful Materia. Then, head over to the weapons shop and examine the locked door. Head outside and search behind the old man, and you will find an old rusted key. Head back to the shop and use the key on the door. It will break, and the store owner will ask you what happened. Eventually, he will give you the Ring of the Cursed.

Now enter the hospital and talk to Tifa. Head back outside and prepare to battle the Ultima Weapon. This boss is extremely tricky and a serious pain in the kazoo. After you beat it, the whole city will begin to fall apart, and Tifa and Cloud will plummet into the lifestream.

The Lifestream

Welcome to Cloud's mind. Work your way through the different sequences representing eras in Cloud's life. Eventually, you'll return to the airship.



The Final Search

Head back to Junon and enter the base. Head toward the main street and then follow the gray path underneath the lift. As you work your way down into the underwater base, you'll encounter a bunch of deadly enemies and a boss. Destroy this mech. monstrosity and head towards the submarine. On your way, be sure to open every treasure chest you see, as one of them contains an item you will need later on. In the submarine, head toward the main control room. From here the game will switch over to an underwater shooter/simulation. Very nice!

Your objective here is to destroy all of the submarines on your radar, avoiding any stray fire or mines in your way. After a stressing victory, you will find out that Shinra has taken the last Huge Materia to the Rocket Village. Before you return to Junon, search the ocean floor for the red sub that you downed. Grab the Materia and head to the airstrip at Junon. After you watch the FMV head back underwater and look for the downed aircraft. Yes, the enemies in here are tough, but there are lots of good items to find. Now search the rest of the ocean because there is an underwater passageway that leads to the Shell Key. Also take note of the passage that leads to a waterfall inside a crater. Hop out of the sub and put Victor in your party. Go underneath the waterfall and Victor will meet someone very special. While you don't get anything now, it's the only way you can get the special items that appear here during Disc 3.

The Rocket's Red Glare

Return to the Rocket Village, run to the rocket, and prepare for a battle. These men in blue are a serious pain, but not too difficult if you have a good healer in your party. Run over to the rocket's control room and release the Huge Materia. To release it hit ●, ■, ✕, ✕ on the control panel. Once you have it, head back to your airship and return to Cosmo Canyon (Red XIII's town).

An Understanding

Head up to the observatory and talk to Bugenhagen. He will suggest that you and he go to the Shell Village (make sure that you have the Shell Key). But first, view the Materia floating around. They are called Huge Materia and are needed to make Master Materia. To make Master Materia you must collect all the Materia that are available for each type of Materia. For instance, if you have all the red Summon Materia available in the game, and touch the red Huge Materia, you will get the Summon Master Materia. While you don't need the Master Materia to beat the game, they sure are cool to have. Note: If you have the Neo Bahamut and Bahamut Summon Materia you can touch the blue Huge Materia to receive Bahamut Zero. Now return to the airship and guide a steady course to Shell Village.

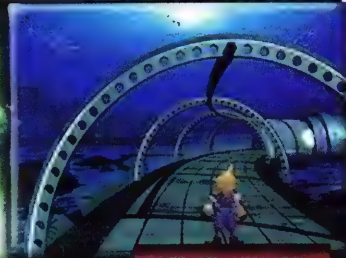
There is Hope

Once in the village, follow the left path until you come to the blue stream. A sequence will unfold, and Cloud will realize what must be done (we won't ruin it for you). After this awesome sequence Cait Sith will call with information on Shinra. However, there is one slight complication. Actually, it's a big one and you should head to the shores of Midgar to greet him. I'd save now, if I were you. Talk to the big man once he reaches the shore.

After you have defeated the Weapon, head north to the crater on the northern continent. Yes, it's hard to believe, but another cool scene will follow and you must now fly into Midgar City to stop Hojo. Follow Cait Sith down into the underground and you will run into the Turks once again. (However, Cait Sith's Ultimate Weapon is in the lockers on the 64th floor of the Shinra Building if you'd like to do that first.) Kick the Turks' butts and head north (there are also some cool items to the south). Battle your way up to the Mako cannon where you'll have to battle Hojo. Beat him, and prepare for the final battle. Insert Disc 3. For your reference, we had a total time of 41 hours and 49 minutes at this point with Cloud at level 59.



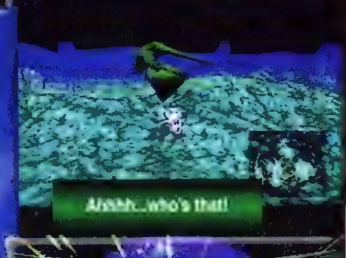
The Lifestream



The Final Search

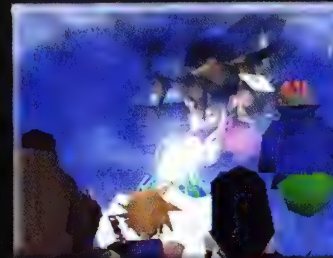


The Rocket's Red Glare

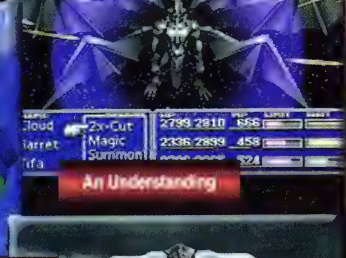


Amsh...who's that!

An Understanding



There is Hope



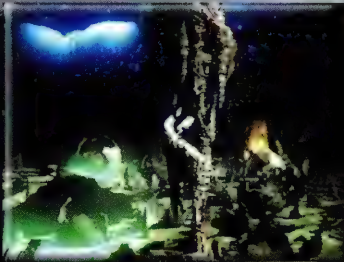
In the Japanese version you didn't get to fight this guy, but now you can.

Cloud	2839	2104	187
Barret	2708	2019	153
Tifa	2823	2050	204

Cloud	2799	2810	155
Barret	2336	2839	458
Tifa	324		

Bravery and Power

At this point in the game you have reached the final battle. If you want, head down into the pit and you will come face-to-face with Sephiroth and the ending of the game. We're going to leave this up to you. Simply battle your way down the cliffs and engage Sephiroth. Before you face off with Sephiroth, be sure that you power-up your characters in the swamps (the area where you can pop in and out of the water). All the enemies here are rather easy, and they really dish out the experience and attack points. Also, if you got the Save Crystal from the first treasure chest in the pit, you should put that down here. Sephiroth is extremely tough, but if you spend enough time gaining experience you should have no problems. Good luck, enjoy the new music and the lengthy ending.



Otherwise...

There's plenty left to do before you face Sephiroth. Head to the eastern continent and you'll see that the Ultima Weapon has made a nest out of a mountain just north of Junon where he's holding Cloud's Ultima Sword. To get it, you must fight him a number of times. If you survive the first battle, the Ultima Weapon will fly off. Find him and ram the Highwind into him again and again, until he stops and you can fight him again. Repeat the process until he tumbles down to the earth and you get Cloud's Ultimate Weapon.

Also, now is a good time to go back to the area underneath the waterfall (remember, we mentioned it earlier) and collect those items.

By now, you may have noticed that there is an extremely difficult boss (yes, he is harder than the endboss) down here that you can fight. While beating him is no easy task, it's definitely one of the funniest battles in the game. And he'll give you a secret item.

Still feeling spunky? Why don't you head up to the Gold Saucer and take on the Red Scorpion boss that's moving around in the sand down below. He's tough too. If you beat him he'll give you the Desert Rose.

Still can't beat them? Now would be a good time to go around and collect everyone's Level 4 Limit breakers. Not only are they cool to watch, but they kick some major butt. As a matter of fact, we wouldn't advise anyone to take on either of the two Weapons we mentioned previously until they have at least a couple of these. Trust us, you'll need all the power you can get to kill these guys.

Finally, you can go raise Chocobos. Of course, you can do this anytime after you get the Highwind, but you can do it now too. If you manage to breed a gold Chocobo, you can use it to get to the island located in the top northeast corner of the map that holds the most powerful summon Materia in the game, The Knights Of the Round Table.

Well, that's it for now. Kick butt, tell your friends how awesome this game is, and maybe we'll see you again next year when Final Fantasy VIII comes out.

ULTIMATE WEAPONS

What in the world would you rather have than the Ultimate Weapon? The answer is – nothing, and since this is your final fantasy, any dream can come true. Each character in Final Fantasy VII has an ultimate weapon. But there's more to it than that. First you have to find the weapon. Each and every one is scattered throughout the entire Final Fantasy VII planet. Then, once you find each weapon, you must power it up in a specific way. For those whose lives cannot be wholly and entirely consumed by the beautiful and beneficent Final Fantasy VII, Game Informer's here to help. Right here, before your very eyes, are the locations and power-up methods for every Ultimate Weapon.

Cloud

Ultima Weapon

Location: Just after you start the final assault on Sephiroth in Disc 3, head back out to the world map and kill the wandering dragon whose name also happens to be Ultima Weapon.

Power-up: This weapon's damage is contingent upon Cloud's current HP status. The more HPs he has, the more damage it inflicts.

Barret

Missing Score

Location: During your quest to stop the Mako overload at Midgar at the end of Disc 2 there is a chest holding the Missing Score on the staircase just before you reach Hojo. Note: Barret must be a member of your party to find this weapon.

Power-up: Attach Materia to this weapon. Damage is dictated by the AP of the Materia.

Tifa

Premium Heart

Location: In Disc 2 or 3 go to Midgar City, head to the Wall Market, and examine the computer in a room marked 'Item.'

Power-up: Every time Tifa executes a Limit Break, but misses with at least one spinning wheel, the Premium Heart powers-up.

Aerith

Princess Guard

Location: While engaged in the moving clock mini-game, you can obtain the Princess Guard from the Ancient's Temple.

Power-up: This weapon is only available for a short period of time, so we did not discover how to power it up.

Red XIII

Limited Moon

Location: In Disc 2, after the monster attacks Midgar City, visit Bugenhagen and he will give it to Red XIII.

Power-up: Similar to Cloud's Ultimate Weapon, Red XIII's MP's determine damage. The higher the MP's, the better the damage.

Yuffie

Conformer

Location: In Disc 2 or 3, just check around in the wrecked plane.

Power-up: Damage depends upon the experience points of an enemy. If an enemy's experience points are higher, the Conformer automatically powers-up.

Cait Sith

Marvelous Cheer

Location: In Disc 2, during the raid on Midgar City, search the lockers on the 64th floor of Shinra HQ.

Power-up: The method is identical to the Limited Moon of Red XIII.

Vincent

Death Penalty

Location: When you obtain Vincent's Limit Break Manual, you'll also get the Death Penalty. Where are we...Texas?

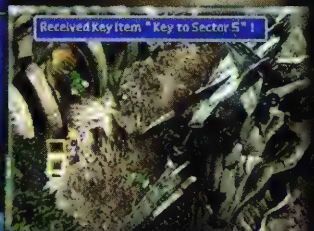
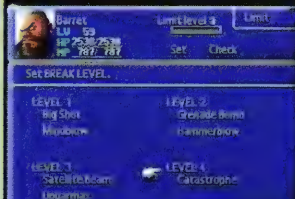
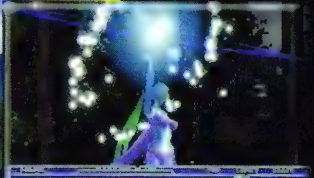
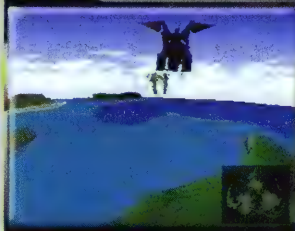
Power-up: The number of death blows Vincent has delivered determines this weapon's damage. Note: Death blows prior to Vincent's acquisition of the weapon are also counted.

Cid

Venus Gospel

Location: In Disc 1 or 2, the man who gave Cloud a sword in Disc 1 will be standing just outside a house near the rocket pad. Talk to him three times. Note: This can only be done after the rocket has been destroyed.

Power-up: The method is identical to the Limited Moon of Red XIII.



Getting the Level 4 Limit Breaks is tough, but the payoff is well worth it.



This underwater Weapon is THE toughest boss in the game.

This guy is new to the American version of FF VII. He only appears after you defeat the Ultima Weapon.

THE PACK

1644 FR 30

Pandemonium! 2 Crystal Dynamics - PlayStation

The first game wasn't the greatest thing in the world, and this one is designed just the same, but more gameplay variety has been added.



Rascal Psygnosis - PlayStation

The character looks cool, the environments are nice, but man, where's the action?

Here Comes the Flood

As the new generation of high-end console machines slowly matures, the return of action/platform titles from the past is driving these console machines into the future. For those who've been fanatic gamers since the early days of the Nintendo 8-Bit, Sega Genesis, and Super Nintendo, the valiant return of these games can be seen as either a great progression, or a disastrous turn of events.

History has shown that exclusive first-party action/platform games often dictate the personality of a system. The big two games that have delivered this impact are Sega's Sonic and Nintendo's Mario. Last year Nintendo launched their newest console machine, the Nintendo 64, to retailers across the globe, and to no surprise, the first game released was Super Mario 64. Mario has been the first game released for all three of Nintendo's consoles, and each and every Mario game has sold extremely well. The same applies to Sonic the Hedgehog - all the games released featuring this blue menace have sold well. Unfortunately, Sega still hasn't delivered a true 32-bit Sonic title for the Saturn. Does it hurt them? Of course, and the longer they hold off on a new Sonic, the longer they will suffer. Sure, Sega could be holding back on a Sonic for a new 64-bit machine to be released in the next couple of years, but surely a large portion of those who bought the Saturn assumed that Sonic was part of the package.

Sony still doesn't have a friendly new face like Mario or Sonic being developed in-house, but at least this year they have something close. Enter Blasto, a science fiction spoof featuring the voice of Phil Hartman as Captain Blasto. Being developed in Sony's Foster City Studio, Blasto is a free-roaming action/platform title that will push your alien-killing skills to the limit as you sleuth and try to rescue the trapped Blasto babes. If this title bombs (or doesn't do nearly as well as expected), Sony is once again publishing Naughty Dog and Universal Interactive's platformer - Crash Bandicoot 2: Cortex Strikes Back. This title should be just as popular as the first, since it is basically a direct sequel; only now, it features more variety in gameplay, better animation, and believe it or not, a more impressive look.



Pitfall: Beyond the Jungle Activision - PlayStation

We like P. Harry, and if this title is anywhere near as good as the SNES reincarnates, then look out! This game could be hot.



The Wild 9 Interplay - PlayStation

Shiny Entertainment, the minds behind EWJ, are bringing this dark side-scroller to the PS-X. Torture moves, tracked gameplay, and interactive environments round out this title.

Action/Platform Explosion!

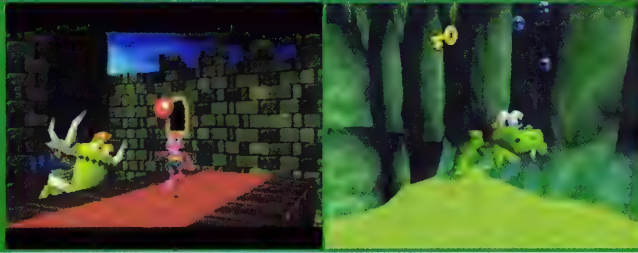
A Look at the New Generation of Platformers

GI Feature



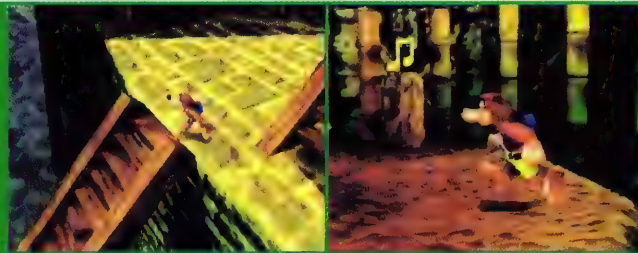
Croc: Legend of the Gobbos
Fox Interactive - PlayStation, Saturn

Animation doesn't get much prettier than in Croc. This game is a serious underdog since it supplies more puzzles than gameplay dynamics.



Banjo-Kazooie
Nintendo - Nintendo 64

The two new Nintendo stars are finally unveiled, and hopefully their game will be just as entertaining as the Marios and Donkey Kongs. It looks good now, but only time will tell.



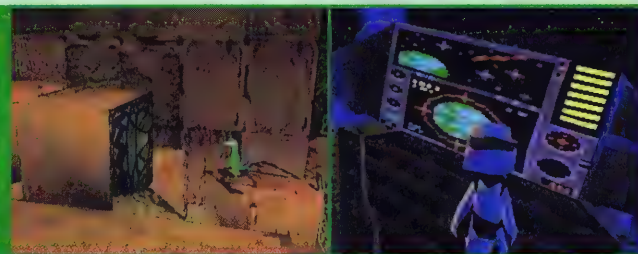
Klonoa
Namco Hometek - PlayStation

This tracked-2D title has promise. Similar to Crystal D's Pandemonium, Klonoa emphasizes beauty of environments over gameplay.



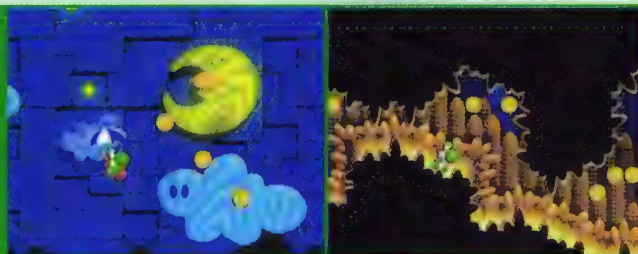
Gex: Enter the Gecko
Crystal Dynamics - PlayStation

He made an impact on the 300 and now he's doing it again on the PS-X. This game is the first true free-roaming action/platform title for the PS-X that can actually contend with, or maybe best out Super Mario 64.



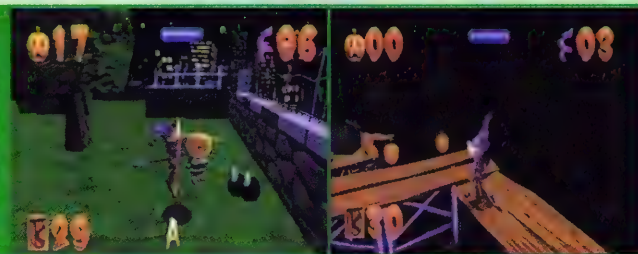
Yoshi's Island 64
Nintendo - Nintendo 64

Shigeru Miyamoto hasn't failed with a Mario yet, and it doesn't look like this Yoshi title will bomb either. Traditional 2D gameplay, a solid look, and tons of levels will surely be enough to entertain for weeks to months.



Jersey Devil
Malofilm Interactive - PlayStation

We're not sure where this game came from (it just suddenly appeared), but we like the character anyway. This free-roaming title has a very dark cartoon appearance and fairly entertaining gameplay.



What is A Platform Game?

Nowadays, it's hard to classify what exactly an action/platform game is, since almost everything is 3D, but we think we have a pretty firm grasp on what it is, and what it is not. Games like Super Mario 64 and Crash Bandicoot are as close to traditional action/platforming as you'll get. The general idea behind these games is to run across a field of obstacles and find the exit. Mario features more freedom, but it still has the players hunting for a star (exit). Games like Tomb Raider, while composed of tons of platforms, are more an action/adventure. Tomb Raider features jumps that you have to line up perfectly, just like Prince of Persia or Flashback. Plus, Tomb Raider presents a full storyline while puzzles round out the gameplay, making it more of an adventure than an all-out action jamboree.

Spread It On Thick

This year the field doesn't just feature first-party titles. It appears as though every third-party developer has an action/platformer coming out of the woodwork just in time for the holiday season. For the first time in four years, there isn't a Donkey Kong Country being released, and there isn't a Mario or Sonic either. This year the field is open to anyone. As we said before, since these new systems have arrived, we're seeing more and more titles being resurrected. Activision has Pitfall 3D: Beyond the Jungle, a sequel of sorts that brings all the action from Pitfall to life in a free-roaming adventure. Crystal Dynamics is bringing back the gecko in Gex: Enter the Gecko, which should pan out to be the coolest 3D action/platform title for the Sony PlayStation. Meanwhile, Nintendo is releasing the sequel to Super Mario World 2: Yoshi's Island 64. Only now, it's just Yoshi in a 2.5D game. Yoshi's Island 64 is technically a 2D game, but slight movements into 3D space and obstacles swinging in and out of different dimensions give this game a little more flavor than the last.

Another Mario?

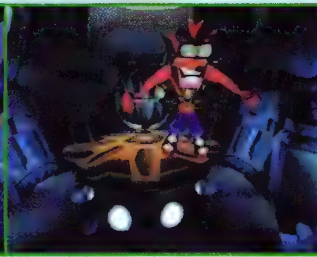
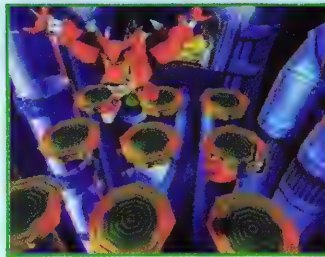
Those who crave to harness more Mario 64 action need not worry - Nintendo has two games in the same vein on the way. PlayStation owners will also have the luxury of this unique gameplay style with Gex: Enter the Gecko, and Fox Interactive's Croc: Legend of the Gobbos, which will also be the only action/platform title released for the Sega Saturn. Sorry Sega

owners, it's a good game, but that's all you get. Nintendo's two big games are actually being developed by Rareware, the masterminds behind DKC.

Rare's first game, Banjo-Kazooie, we mockingly call 'Super Mario 64 2' since the gameplay structure and play control are almost identical. However, this title does look a lot better than Mario since it uses more textures and obstacles in the environments. The unique thing about the game is that the main character is actually two characters that are co-joined. During gameplay you'll be able to switch between them on-the-fly, and both will have their own special abilities. The second game, Conker's Quest, could easily be described as Super Mario 64 1.5. This one is aimed more at children. Both characters, the squirrel and the chipmunk, are adorable, and they both have the unique ability to interact with everything in their environment. If they like something they will smile and make cute noises. If they don't, they frown and make less cute noises. Both of these Nintendo products are designed just like Mario, and the surprising thing is they are both being released at about the same time (late November/early December). Keep in mind, this is also the release time for Yoshi's Island 64. Usually companies compete against one another, but obviously Nintendo doesn't view anyone as serious competitors, so they'll take the action to themselves instead. It makes sense.

Ones To Watch

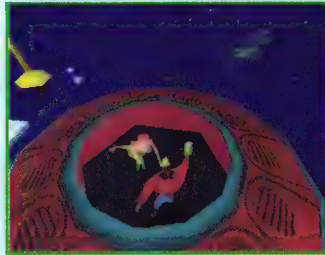
That's about it for the big names you'll see this holiday season. If we had to predict a winner for PlayStation, we'd choose Gex: Enter the Gecko. This game looks great, all of the level designs are beautiful, the gameplay is fairly unique, and the animation is top-notch, making it a real prize for PS-X gamers. On Nintendo's end we'd have to declare a tie between Yoshi's Island 64 and Banjo-Kazooie. Both of these games are just plain fun. They aren't the most revolutionary things in the world, but that doesn't matter. We want something entertaining instead of just flashy. Both of these games are exactly this - entertaining. As for the Saturn...well, you can buy Croc: Legend of the Gobbos. He's a cute little guy with a backpack who needs to run, jump, swim, and snowboard his way to freedom.



Crash Bandicoot 2: Cortex Strikes Back

Sony - PlayStation

This straight-up sequel to last year's hit delivers the same action as the first, only now with more of it, and more variety.



Blasto

Sony - PlayStation

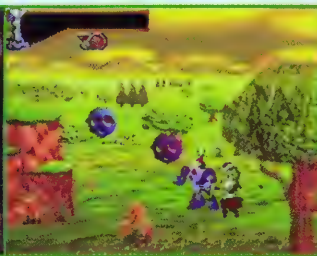
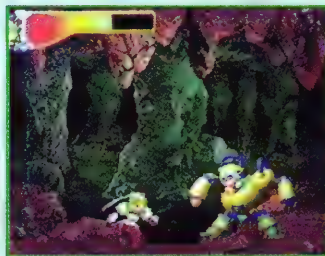
He's keen, he's mean, and he's on a mission to save Uranus. Blasto has great appeal, and hopefully the gameplay will fall into place to make this sci-fi action title a unique experience.



Conker's Quest

Rareware - Nintendo 64

A kiddie game that tries to combine the elements of Donkey Kong Country with complete 3D. The character movements are nice, but at the moment, the gameplay is too simplistic.



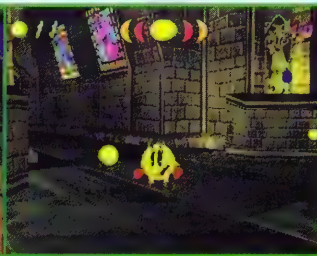
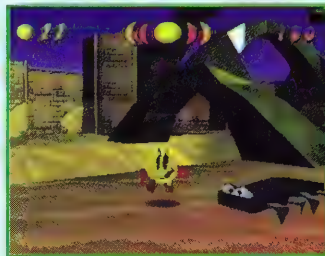
Mischief Makers

Nintendo - Nintendo 64

Originally developed by Enix in Japan, this title is a weird one. The 2D gameplay is always changing after each level, and the levels are all very unique. Keep an eye on this one.

SLIM CHANCES

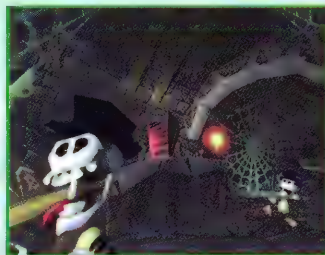
These games will more than likely miss the holiday season, and be released in early '98.



Pac-Man: Ghost Zone

Namco Hometek - PlayStation

Pac-Man has been on almost every platform, and now he's trying to bring back his fame through this free-roaming action experience. Chomp a pellet, climb a cliff, and chase a ghost. That's what it's all about.



Tonio Trouble

Ubi Soft - Nintendo 64

The geniuses behind Rayman are back with this unique N64 title that combines elements of Mario with the morphing factor of the Incredible Hulk.

Game Informer's

TOP TEN

Editor's Top Ten Console Games for September

- 10 *Marvel Super Heroes* - SS
- 9 *The Lost World: Jurassic Park* - Arcade
- 8 *Tobal 2* - PS-X (Japan)
- 7 *Triple Play 98* - PS-X
- 6 *GoldenEye 007* - N64
- 5 *Oddworld: Abe's Oddysee* - PS-X
- 4 *Madden 98* - PS-X, SS
- 3 *Treasures of the Deep* - PS-X
- 2 *Star Fox 64* - N64
- 1 *Final Fantasy VII* - PS-X

Reader's Top Ten Console Games for September

- 10 *Fighters MEGAMIX* - SS
- 9 *Donkey Kong Country 3 - SNES*
- 8 *Resident Evil* - PS-X
- 7 *International Superstar Soccer 64* - N64
- 6 *Turok: Dinosaur Hunter* - N64
- 5 *WCW Vs. the World* - PS-X
- 4 *Triple Play 98* - PS-X
- 3 *Tomb Raider* - PS-X, SS
- 2 *Soul Blade* - PS-X
- 1 *Star Fox 64* - N64

Top Ten Video Game Conspiracies

- 10 The Sega Saturn's design is supposedly modeled after Pluto.
- 9 All of the Mortal Kombat characters are real, and they conduct secret tournaments at the YMCA on the corner of Rosemont and 7th.
- 8 Sega owns Sony...Nintendo owns Sega...and Pillsbury owns Nintendo.
- 7 Crash Bandicoot is actually the offspring of Fox McCloud and Samus.
- 6 An organization known as GIG (Gamers in Green) has been monitoring the gaming scene since 1977. They say that Erik Reppen will return to school before the October GI hits retailers.
- 5 The Sega Black Belt hardware is now known as the Mars Rover.
- 4 Hedgehogs are brown, not blue.
- 3 In Roswell, NM it is rumored that there is a PlayStation that lays golden eggs.
- 2 Chocobo is the secret ingredient in KFC's Crispy Recipe.
- 1 Lara Croft is a man!!!

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

Game Informer Magazine
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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!

Hottest Selling Video Game in History - At Least in North America

Nintendo of America announced that *Star Fox 64* became the "hottest video game on any platform in history" when it sold over 300,000 copies in the first five days of its U.S. launch back on June 30. (We presume Nintendo is referring to U.S. sale only.) *Star Fox 64* surpassed two other wildly popular Nintendo 64 titles, *Super Mario 64* and *Mario Kart 64*, both of which went on to sell well over a million copies.

While Nintendo can boast of *Star Fox 64*'s history-making event in the U.S., it pales in comparison to the *Final Fantasy VII* sales in Japan. *FF VII* released last January and sold over 2,000,000 copies in the game's first three days of release. Just a little history lesson for those who watch gaming in more than one hemisphere.



New Road Rash Coming to PlayStation

A newly designed version of *Road Rash*, the combat motorcycle racing game, is headed to the PlayStation. Publisher **Electronic Arts** gave us a glimpse of the new game engine that features motion-capture animation brought to life in a complete 360° polygonal environment. The development of *Road Rash 3D* (working title) is still in its early stages, but the game's producer, Hunter Smith, told **Game Informer** that the design team intends to have different styles of cycles (i.e. racing, cruiser, street), multiple weapons per character, and over 200 kilometers of racing environments. The previous PS-X version had about 75 km of courses. Smith also stated that the characters will be affected far more by the road and its surroundings than ever before.

Electronic Arts had not determined an exact release date; however, they did specify it would be sometime this winter.



More News From Electronic Arts

Electronic Arts has also picked up the publishing rights to three other titles.

To start, EA will publish another game by **DreamWorks Interactive**. The game, being developed by **The Neverhood**, is called *Skullmonkeys*. Using clay animation for both the main character (Klaymen) as well as all the backgrounds, *Skullmonkeys* is a strict 2D action/platform. It's also important to note that Doug TenNapel, whom everyone knows from his *Earthworm Jim* days, is heading up the development team for *Skullmonkeys*. The game will release for the PlayStation in November.

The second game is titled *Moto Racer*. As you can tell from the title, it's a motorcycle racing game. Originally, **BMG** was going to publish the game in North America, but EA has taken over and the PlayStation version will ship in October.

The third game is somewhat of a mystery, but the title is *Auto Destruct*. Developed by **Neurostone** over in Sweden, *Auto Destruct* is described as *Twisted Metal 2* meets *Soviet Strike*. The game sounds cool, but no release date has been announced.

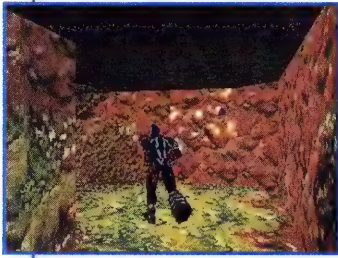


M2 A No Go

Matsushita, owners of **Panasonic** and other electronics labels, announced that they have scrapped all plans to release their home gaming system based on **3DO's M2** hardware.

The 64-bit M2 hardware was talked about by the **3DO Company** at the 1995 Electronic Entertainment Expo (E3) and we do mean "talked about," as nothing more than technical numbers and computer rendered videos were shown. Between continually promising more information on the release of the M2 and small leaks of information regarding games, 3DO sold the M2's technology to Matsushita for a cool \$100 million. With one of the world's largest electronic manufacturers taking up the reins, many thought the M2 would launch at anytime. Yet those in the know, including *Game Informer*, predicted that the M2 would never show its face (see GI, July '96, p.23).

Now, well over two years since the M2 was announced, the plug has been pulled from the project and the M2 has taken its place with the **SNES CD**, **Jaguar VR Headset**, and a host of other never released pieces of hardware that now reside in the video game graveyard. Matsushita has said that there may be other applications for the M2 technology, such as arcade and personal computer use, but no plans have been officially announced.

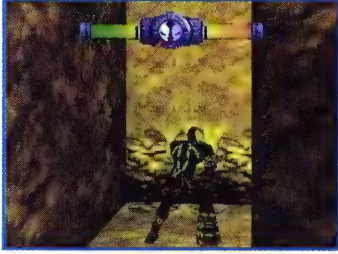


Spawn: The Eternally Delayed

Sony Computer Entertainment America's original aim was to release **Spawn: The Eternal** in August in order to coincide with the debut of the motion picture. Unfortunately, progress has hit a major speed bump. The new date to keep in mind is November, and hopefully everything we have raved about (see *GI Feature*, June '97, pg. 16) will be in the final product. Sony did state that a few things will change here and there, but hopefully the game will still be a solid mix of fighting and exploration.



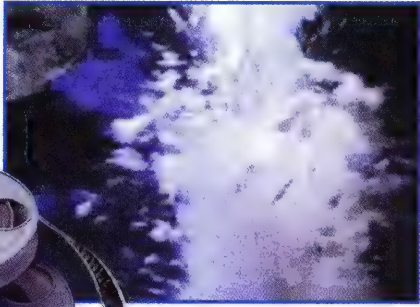
If you can't wait for this product, we suggest that you rent the **SNES** version, watch your recorded **HBO** toons, play with your toys, read the comics, see the movie a dozen times, and before you know it, it will be November. Let's hope that this title turns out. We need a good comic translation if we want to see more in the future.



New Mortal Kombat Movie Delayed Until November

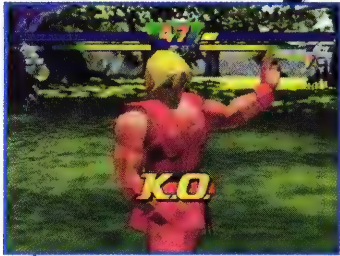
Mortal Kombat: Annihilation, New Line Cinema's sequel to last year's successful film, will not release until November 21. Originally slated for release in August, *Mortal Kombat: Annihilation* was apparently delayed to make room for **Spawn**, another film with video game and comic book tie-ins. Instead of releasing two films in the same month that would obviously compete for the same audience, New Line chose the new release schedule instead.

The film has a number of returning cast members, including Robin Shou as Lui Kang and Talisa Soto as Kitana. We also hear that there will be appearances by even more kombatants in the new film, including new **Mortal Kombat 4** boss Shinnok.



Capcom to Bring Polygon Street Fighter Home

While **Capcom** has always clung to the world of 2D with its **Street Fighter** titles, it dabbled in the world of polygons with the arcade release of **Street Fighter EX Plus Alpha** earlier this year. While it received less than a lukewarm reception from arcade players (as it was overshadowed by the 2D **Street Fighter Three**), Capcom has still decided to produce a **PlayStation** translation of SF EX for the polygon-crazed PS-X gamer (like us). Slated to hit in November, *Street Fighter EX* includes most of the classic SF cast including Chun-Li, Dhalsim, Akuma, and of course, Ken and Ryu. Look for more details in next month's issue.



GT Interactive continues to feed its ferocious appetite for development houses by announcing it has acquired **Twisted Metal** and **Jet Moto** creators, **SingleTrac**. The terms of GT's acquisition were not disclosed.

GT Interactive had previously announced that it would publish SingleTrac's **PlayStation** title, **Critical Depth**, while SingleTrac recently announced plans to develop titles for the **Nintendo 64** (see *GI News*, June '97).

Given the widespread success of their virtual pet **Tamagotchi**, currently enjoying worldwide sales of well over 10 million units, creator **Bandai** announced that it would be developing a version of the pet for **Nintendo 64**. Bandai has already seen tremendous success in a Nintendo **Game Boy** version of *Tamagotchi* that was recently released in Japan. No word yet as to when we may see these versions in North America.

Word from Japan is that **Final Fantasy VII** creators **Square Co. Ltd.** will team up with **Namco** to bring a title to arcades everywhere. The deal calls for Namco to provide Square with their System 12 hardware that is used in Namco's **Tekken 3**. No title was announced and the game will likely not appear in Japanese arcades until late this year, but we think the game will be **Chocobo de Battle**.

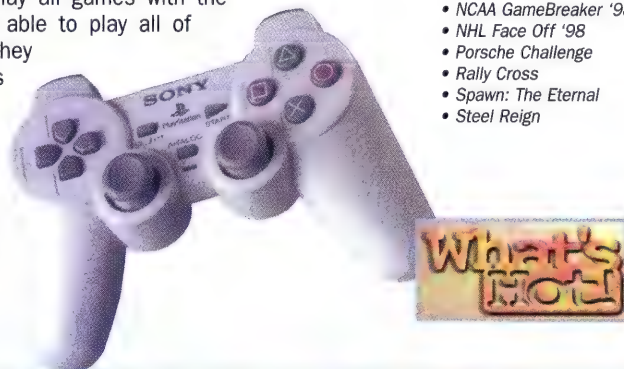
Konami announced that it has enlisted the help of NBA all-star and Charlotte Hornet **Glen Rice** for its upcoming basketball title, **NBA In the Zone '98**. Rice will be featured on the game's packaging and will also appear in advertisements and promotions related to the game. It is scheduled for the **Sony PlayStation** and **Nintendo 64** this November.

Game Informer previously previewed **Konami's Castlevania** sequel for **PlayStation** in the June '97 issue. Known as **Dracula X** in Japan, the U.S. title will release next month in North America as **Castlevania: Symphony of the Night**. With *Castlevania's* huge maze-like levels and a host of items and spells, this game will be one to watch from Konami.

News from Japan reports that Namco is currently developing a baseball game for the **Nintendo 64**. Tentatively entitled **Famistar 64**, the new baseball title is slated to release in Japan next spring. A North American version has not been announced.

Sony Releases a List of Analog Compatible Games

Sony's Analog Controller may not be coming with the quaking feedback as promised, but it's still a pretty nifty way to play a vid. Sony has saved us the trouble of compiling a list of all the games we know will be fully compatible with the Sony Analog controller by sending us their own. (Note: You will be able to play all games with the new controller. You just won't be able to play all of them in analog mode.) So here they are, verbatim from that list. Sony's message is this – if you pick one of these babies up, you won't be lacking software support. With a list like this, Sony won't be getting any argument from us. The Analog Controller will be available this month at a retail price of about \$30.



First-Party Titles:

- *Blasto*
- *Cardinal Syn*
- *CART World Series*
- *Cool Boarders 2*
- *Crash Bandicoot 2: Cortex Strikes Back*
- *Exodus*
- *Jet Moto 2*
- *NBA ShootOut '98*
- *NCAA GameBreaker '98*
- *NHL Face Off '98*
- *Porsche Challenge*
- *Rally Cross*
- *Spawn: The Eternal*
- *Steel Reign*

Third-Party Titles:

- *Aliens vs. Predator* – Fox Interactive
- *Apocalypse* – Activision
- *Ball Blazer Champions* – LucasArts
- *Colony Wars* – Psygnosis
- *Critical Depth* – GT Interactive
- *Croc: Legend of the Gobbos* – Fox Interactive
- *Descent Maximum* – Interplay
- *FIFA: Road to the World Cup 98* – Electronic Arts
- *Fighting Force* – Eidos
- *Formula 1 '97* – Psygnosis
- *Forsaken* – Acclaim
- *G-Police* – Psygnosis
- *Gex: Enter The Gecko* – Crystal Dynamics
- *Machine Hunter* – MGM Interactive
- *Madden NFL 98* – Electronic Arts
- *MDK* – Playmates Interactive
- *MechWarrior II* – Activision
- *MotoRacer* – BMG Interactive/Electronic Arts
- *NASCAR 98* – Electronic Arts
- *Nuclear Strike* – Electronic Arts



Body Harvest



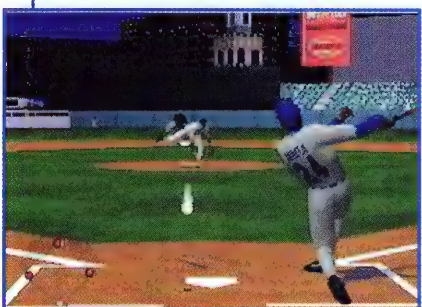
Body Harvest



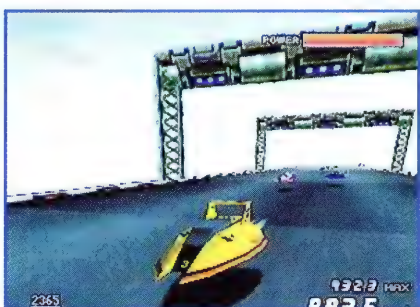
Yoshi's Island 64



Zelda 64



Major League Baseball
Featuring Ken Griffey Jr.



F-Zero 64

Nintendo's N64 Game Line-Up

Nintendo of America has been typically quiet about their soon-to-be-released software line-up. Although we did give you the heads-up on a few of Nintendo's **N64** releases in this issue (see **Banjo-Kazooie**, pg. 34 and **Mischief Makers**, pg. 37), there are a few more titles in the pipeline for the next six months.

Most of you can likely figure out that games like **Zelda 64**, **Ken Griffey Jr.**, **Yoshi 64**, and **F-Zero 64** are enhanced and retooled versions of **SNES** classics. If you followed the progression of games like **Star Fox** and **PilotWings** to the N64, you know the new 64-bit versions are always bigger and better.

The one game that still remains somewhat of a mystery to us is the **DMA** designed **Body Harvest**, due in the 4th quarter. **Body Harvest** was one of the original "Dream Team" games, but it has gone through some serious reworking and changes. Billed as a "3D Action" game, **Body Harvest** is said to mix elements of racing, shooting, role-playing, and combat strategy. The player attempts to save humanity from a huge alien race that is harvesting the citizens of the world as a source of food.

Keep your eyes on these pages (and store shelves) for more information on these and other Nintendo 64 titles coming very soon.

- *Major League Baseball Featuring Ken Griffey Jr.* – September 15
- *Mischief Makers* – October 13
- *Banjo-Kazooie* – November 24
- *Conker's Quest* – December
- *Yoshi's Island 64* – 4th Quarter '97
- *Body Harvest* – 4th Quarter '97
- *Zelda 64* – 1st Quarter '98
- *F-Zero 64* – 1st Quarter '98

NINTENDO 64





Nintendojo
<http://www.nintendojo.com/>

A thorough and well designed site completely devoted to the Nintendo 64. The Nintendojo has incredibly up-to-date listings of game titles and ever-changing artwork from the site's creator, Peer Schneider. Be sure to check out the 'Who we are...' section.



Virgin Gives You a Glimpse of Vegas

Surprisingly, this is the very first gambling game for the **Sony PlayStation**. The **SNES** and 8-bit **NES** both had a slew of virtual Vegas games which were all quite popular. **Virgin's Golden Nugget** has everything a gambling gamer could want. There are sixteen different games to play including: 7 Card Stud, Mini Baccarat, Pai Gow Poker, Black Jack, Craps, and four different Slot Machines. All the rooms you enter are styled after the Golden Nugget Hotel in Vegas, and the challenge is just as realistic. *Golden Nugget* is a 2 CD-ROM game that has straight-forward gambling and tournaments on the first disc. The second disc is a mystery/adventure in which you'll need to find out who stole a rare computer chip by gambling and talking to the locals.

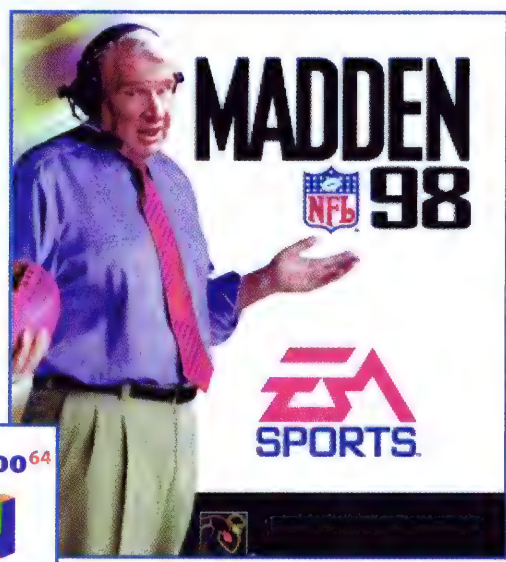
Golden Nugget obviously holds tons of hours of gameplay and the chance to hit the Jackpot. Too bad you can't take your Memory Card down to the local casino to cash in.



Madden Coming to N64

Coming in low and fast out of the noonday sun, **EA Sports** has unveiled a near-finished version of **Madden NFL 98** for the **Nintendo 64**. This title was a tremendous surprise throughout the entire gaming industry, raising many an eyebrow at the **Acclaim** offices as well.

Shrouded in secrecy, it can only be assumed that this title has been in the works for a long time. The game sports polygon graphics (as opposed to the **PS-X** and **Saturn** versions), but retains the classic look and feel of the Madden franchise. If all goes well, it will ship next month.



VIDEO GAME TRIVIA

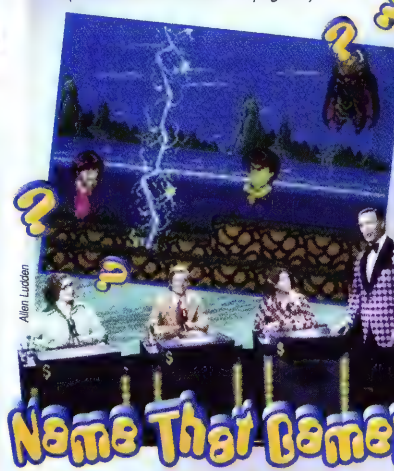
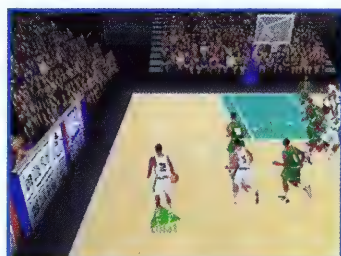
- 1 In the movie *The Wizard*, starring Fred Savage, what game did they play in the finals?
- 2 George Lucas is to *Star Wars*, as Hironobu Sakaguchi is to...?
- 3 How many *Final Fantasy* games are there for the Nintendo Game Boy, and what are their names?
- 4 What games came packaged with the original Sega CD?
- 5 In Japan the PC Engine was one of the best selling console systems in the early 90's. What name did it garner when it came to the States?

(Answers on the bottom of page 31)

Midway Hits the Hardwood

Currently being developed by **Visual Concepts**, **Midway's Hardwood Heroes** is a 5-on-5 game with all the NBA teams and players (except Shaq, Jordan, and Sir Charles), on-the-fly play calling, full season with stats, and a host of other options. The preliminary version we spent a few moments with is a mix of **Shoot Out** and **NBA Live** in terms of play control. There are the obligatory pass and shoot buttons, but there is also a "special move" button and a player toggle that allows you to control a player without the ball on offense. Within the offensive scheme, there is also a move to raise your arms to set a pick, call for a pass, or jump to the hole for an alley-oop.

Scheduled to hit the **PlayStation** in November, *Hardwood Heroes* should be primed for the NBA season.



Name That Game!

This TurboGrafx game featured a well known action hero and martial arts expert. His quest is to rescue Josephine from the evil clutches of the Sorcerer, and the game features bizarre bonus levels including a fish whacking challenge.

What game is it?

(Answer on the bottom of page 31)

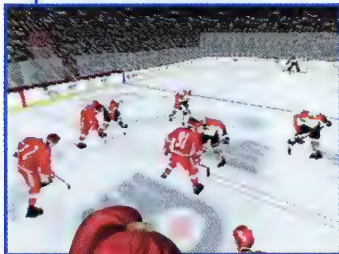


EA Sports Readies NHL 98

EA Sports has called upon goalie **John Vanbiesbrouck** of the NHL's Florida Panthers for new animations to be used in their upcoming **PlayStation, Saturn, and PC** game, **NHL 98**.

The motion-capture process had Vanbiesbrouck don a special suit equipped with 45 reflective points to highlight key points of his body. Data from his movements was gathered through eight infra-red cameras and that formed the basis of the in-game goalie movements.

The game itself is scheduled for release in late October or early November and will have new features such as coaching strategies, international teams, color commentary (a la **Triple Play 98**), and the return of broken glass via a slap shot. Look for more on **NHL 98** in next month's issue.



Midway to Publish Two Crystal Dynamics Sequels

Publishing rights to two upcoming titles from **Crystal Dynamics** have been scooped-up by **Midway Home Entertainment**. *Game Informer* learned that Crystal Dynamics' 3D action/platformers, **Pandemonium! 2** and **Gex 2: Enter the Gecko**, will be manufactured and distributed through Midway. Both of these **Sony PlayStation** titles are scheduled to release in October and November respectively.



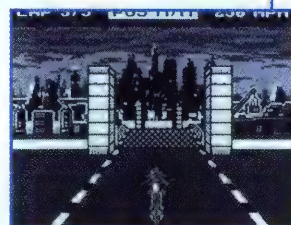
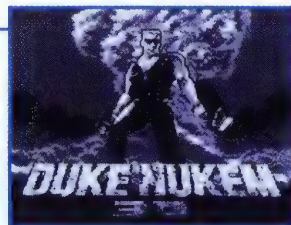
Tiger Ships New Hand-Held Unit

Whether you're flying long hours across the world, driving in the car with your pesky sister or brother, or simply ignoring the teacher in school, quality hand-held gaming is hard to beat. Throughout the history of hand-helds, **Nintendo's Game Boy** is the only unit to achieve a lasting dominance. This year, **Tiger Electronics** is looking to change all that with their new 8-bit **game.com**.

We've finally had a chance to play the new unit, and our impression is still one of skepticism. Hand-helds can have as many fancy functions as they want, but it's software that matters. So far we've only played two games - **Lights Out** and **Quiz Whiz**. *Lights Out* is challenging, but it's a good thing it's a pack-in because the play value is pretty limited. *Quiz Whiz* must be purchased separately, and it too lacks any extended play value. The problem with *Quiz Whiz* is that there's no long-term objective - players merely strive again and again to attain the best score out of ten questions. However, with its strong list of upcoming titles, **game.com** should offer some serious gaming.

The unit itself is lightweight, and the touch screen/stylus interface has its merits. **game.com** also sports some nice graphics. As the games start rolling in we'll be sure to give you the bottom line. Also, Tiger has added three additional titles to the original release list. Set for shipment in the fourth quarter of this year are **Turok**, **Fighters Megamix** and **Wheel of Fortune 2**. **game.com** is available now at an MSRP of \$69.99.

(Note: For a **game.com** features list and full release schedule, see *GI News*, May '97.)



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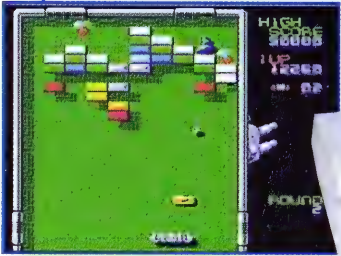
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Video Game Trivia Answers:

1. *Super Mario Bros. 3* for the NES
2. *Final Fantasy*
3. 4 – *Final Fantasy Legend 1, 2, and 3, and Final Fantasy Adventure*
4. *Sherlock Holmes Consulting Detective, Sol Feace, and a Sega Classics CD featuring Revenge of Shinobi, Streets of Rage, Columns, and Golden Axe*
5. *TurboGrafx-16*

Name That Game Answer:

Jackie Chan's Action Kung Fu from Hudson Soft



The Last of the SNES Games from Nintendo

While the 16-bit **SNES** may not be dead in the eyes of many gamers, the platform is over for **Nintendo of America**, as they have announced that further SNES product research and development will be halted. That's not to say that Nintendo won't manufacture any new SNES games. As a matter of fact, they have four new games (well, kind of new) in the pipeline.

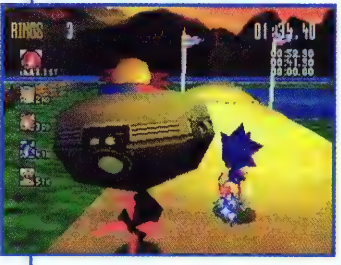
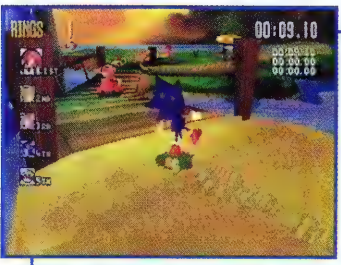
The first two, to be released on November 3, recall gaming days of old with classic versions of **Space Invaders** and **Arkanoid**. The other two, with undetermined release dates, will be **Kirby 3** (working title) and **Kirby's Super Star Stacker**. Nintendo also said it would re-release **F-Zero**, **Metroid**, **Tetris/Dr. Mario**, and **Donkey Kong Country** under their **Player's Choice Series**.

Most of these games will carry an MSRP of \$34.95



Earthworm Jim Leaves Shiny

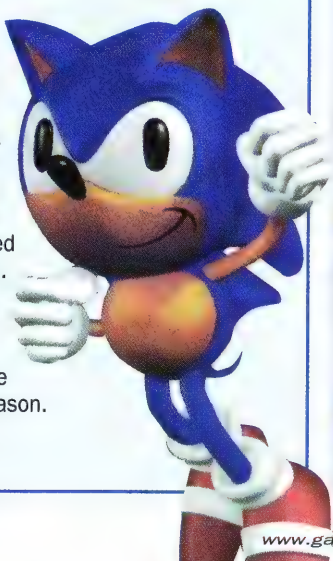
Earthworm Jim 3D is currently in development for the **Sony PlayStation**, **PC**, and **Nintendo 64**, but the big surprise is that **Shiny Entertainment** won't be developing it. Instead, Shiny's parent company, **Interplay**, has handed over the development responsibilities to a fledgling Scottish company **VIS**. Shiny will maintain right of approval for the game, but VIS will handle the entire game's development. Judging from the screenshots, the game hasn't lost its wacky flavor. Look for the new polygonal Jim early next year.



Sonic Returns to Saturn

The newest **Sonic** game to be released for the **Saturn** comes in the form of a racing title called **Sonic R**. No motors, wheels or vehicles in this racing game, just Sonic and his classic friends and foes on foot. Similar to the 3D bonus round found in **Sonic 3D Blast**, **Sonic R** puts the characters on six large, open courses filled with shortcuts, jumps, and other obstacles. It's not strictly racing as there are said to be a number of bosses to fight. Could Dr. Robotnik be one of them? Most likely.

Look for **Sonic R** to be released for the Saturn in time for the holiday shopping season.



You can actually



FINAL FANTASY VII

hear your pupils dilate.



SQUARESOFT

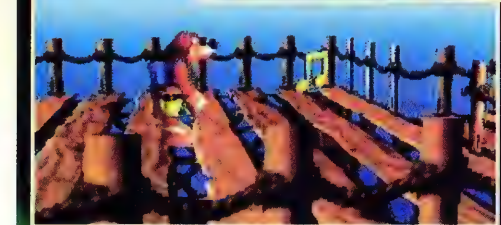
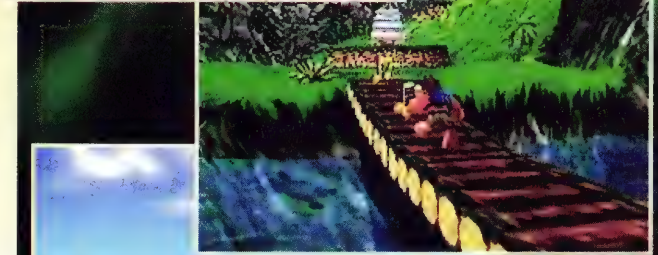


NEVER UNDERESTIMATE
THE POWER OF PLAYSTATION™

BANJO-KAZOOIE

Mario Meets Chuck E. Cheese

- Size: 128 Megabit
- Style: 1-Player 3D Action/Platform
- Special Features: Two Playable "Co-Joined" Characters With 24 Different Moves, Incredible Level Design Detail, 16 Worlds, Transform Into Different Beasts, and Puzzle Piece Hunting
- Created by: Rare for Nintendo
- Available: November 24 for Nintendo 64



Nintendo of America is hoping, no...planning that Banjo-Kazooie (formerly Dreams) will be their next big hit. The game stars a cute little bear named Banjo, and a fuzzy little bird named Kazooie. Their names are a little strange, but after seeing the real-time rendered intro sequence, all the questions are answered concerning these wacky new Nintendo family members. During the intro, Banjo walks toward the screen and begins playing a banjo. Kazooie follows his lead, and pops out of Banjo's backpack with a Kazoo. Soon a whole slew of forest critters are jamming and having a grand ol' time. Chuck E. Cheese's animatronics just rolled over in their graves after seeing this odd jamboree.

The game uses an engine very similar to that in Mario 64; however, more textures and detail have been used to bring this title to life. The stages we viewed showed off extremely complicated levels such as a haunted house, a simple forest, a desert, and many different indoor arenas. The camera work is nice and easier to follow than in Mario, meaning you'll have more environment in your view than character, and at times, the camera zooms way out and shows a nice pan of the level.

As far as the animation and moves available, this title is in a league of its own. Rare first animated all the characters' moves before designing the game, which allowed them to produce tighter gameplay. Both Banjo and Kazooie are playable, but here's the catch - they're tethered together. While playing, you have the option to move around as Banjo, or have Kazooie flip to his feet and take control. As Banjo you'll have access to a variety of moves including the ability to produce eggs (don't ask about the flatulence involved), swim, double jump, long jump, and pounce. Kazooie moves much faster, and has the ability to stretch out his legs to get to those hard to reach platforms, fly, and run up steep inclines. You'll also have combined character moves. The best example we can give is this: Kazooie can fly, and while he's in flight, Banjo can make him dive bomb into enemies. Banjo and Kazooie can also visit a witch doctor that will transform them into different creatures, giving them access to different areas. So far we've seen the duo as a termite, crocodile, and a crazy pumpkin-headed character, but Rare promises more.

The goal of your quest is to hunt around each area for puzzle pieces to solve a larger puzzle. The game will consist of approximately 16 worlds with about 10 puzzle pieces in each of these environments. Finding these pieces is almost identical to the method used to find the stars in Mario 64. Banjo-Kazooie is scheduled to hit retailers on November 24.



Grab a Weapon and Kill

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player 3D Head-To-Head Tournament Fighter
- **Special Features:** Gruesome Fatalities, Three-Dimensional Arenas with Obstacles, Chain and Juggle Combos, Flashy Lighting Effects, Complete and Utter No-Holds-Barred Carnage
- **Created by:** Atari Games for Midway Home Entertainment
- **Available:** September for Nintendo 64

Running on 3Dfx's Voodoo Graphics chipset, Atari Games' Mace: The Dark Age blasted into the arcade scene with eye-popping special effects, weapon-wielding combat, and blood gushing mayhem. Now it's coming to the Nintendo 64, and hopefully the full arcade experience will be ported flawlessly for home consumption.

Midway and Atari Games have a serious task on their hands with this title. Mace is a large game with incredible depth. This is one of the few fighters that gives the gamer the ability to truly interact with an environment. Some of the playfields are multi-level structures that feature ledges, ramps, and pits full of lava, quicksand, and water. When playing, you'll actually be able to use the ramps and slopes as an advantage to get the drop on your opponent. Also, scattered around the arena are objects that can be thrown; and yes, you can cover into a corner, pick up an urn or table, and toss it at the opposition's face.

Ten playable characters, each sporting their own unique appearance and weapon, are available for play. There are two bosses, one of which is a huge dragon, and seven hidden characters. All the characters have sweet special moves, chain and juggle combos, and throws. The fighting controls are all done through five buttons: weak, strong, kick, block, and 3D evade.

Mace: The Dark Age is visually very impressive. Lighting effects range from sword trails to the glow of the lava, and even the shadows are a sight to behold. This September the desire to inflict pain hits the N64.



The N64's First Puzzle Game

The N64 now has its first puzzle game and here's how it works...

The playfield is a multi-layered sphere. A number of different shaped blocks comprise the layers of the sphere, and your job is to break them apart. Players can slide blocks around the sphere, placing them either next to or on top of one another. Then, the blocks can be smashed by dropping a like-shaped block on top of them that completes a circuit of three or more. However, players are allowed only three mistakes. A mistake happens when the player drops a block that doesn't result in the destruction of other blocks. Three mistakes and it's game over. Players occasionally find power-ups such as bombs and missiles that lay waste to wide areas of the sphere.

Different modes have different objectives. Usually, the objective lies deep within the heart of the sphere. In Rescue mode, players help a robot escape from the center of the sphere. In 2-Player mode, the first person to the center of the sphere wins. In Hide + Seek mode, the player searches for objects buried randomly throughout the layers of the sphere. Puzzle mode is a separate game that forces players to destroy all the blocks in a puzzle with only a limited set of moves. These puzzles are entertaining, but finite in number. In the end, Tetrisphere stands alone as the N64's only puzzle game, but bigger and better puzzle titles are sure to come.

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** 2-Player Battle Mode, Rescue, Hide + Seek, Puzzle, Time Trial, and Vs. CPU Modes, Bombs
- **Created by:** H2O for Nintendo
- **Available:** Now for Nintendo 64

ANDY, THE GAME HOMBRE

"It goes without saying that the N64 needed a puzzle game, and Tetrisphere fills the void perfectly. While this game isn't Tetris Attack, it is fun. Puzzle fans should definitely check it out; however, it may be a rent before you buy."

PAUL, THE GAME PROFESSOR

"Other than the shapes of the pieces, this game has no resemblance to Tetris. The puzzle mode is challenging, but the other modes require little more than moving the cursor until it glows."

REINER, THE RAGING GAMER

"Tetrisphere isn't completely horrible for a puzzle game, but it doesn't deliver that sense of gratification and frustration like good ol' Tetris Attack. Basically, it's boring. Move a square, drop another, destroy some blocks. Yippee! Yes, you too will fear Tetrisphere."

JON, THE GREEDY GAMER

"Impressive 3D graphics do not make up for this game's lack of entertainment value. It never seems like I'm in a desperate situation. Tetrisphere does look nice, but it's pretty boring."

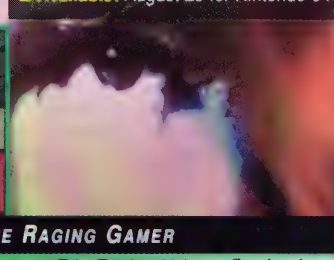
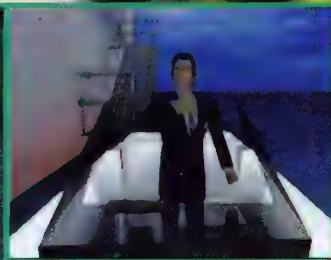
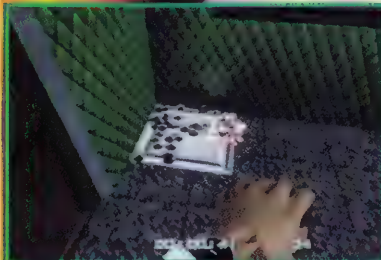
	Andy	Paul	Jon	Reiner
Concept:	8	7	7	7.25
Graphics:	7	7	9	7.75
Sound:	7	8.5	8	8
Playability:	8.5	7	7.5	7
Entertainment:	8	8	5.5	6
Overall:	7.75	7.5	7.5	7.25

▶ THE BOTTOM LINE **7.5**



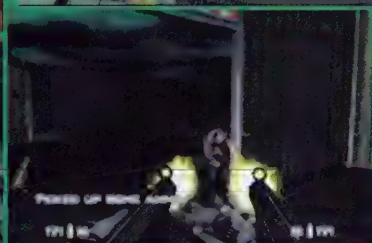
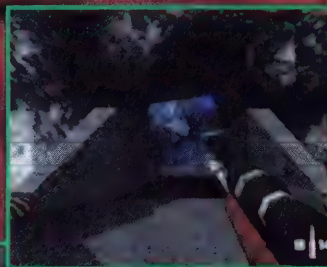
Shaken, Not Stirred... GOLDENEYE 007

- **Size:** 96 Megabit
- **Style:** 1-Player First-Person Action/Shooter (1 to 4-Player Death Match)
- **Special Features:** Over 15 Weapons Including a Rocket Launcher and Laser Watch, Difficult Level Objectives, Massive 4-Player Option List, Sniping and Select Targeting, Control a Tank, Save Hostages, and Destroy Security Devices
- **Levels:** 18
- **Created by:** Rareware for Nintendo
- **Available:** August 25 for Nintendo 64



In 1953 author Ian Fleming created an all too believable world of espionage, high-tech gadgetry, and romance in his debut novel *Casino Royale*. Most importantly, this book marked the first appearance of the world's greatest British secret agent, James Bond. Since then, Bond has come alive in 18 movies featuring live different actors as the stylish and deadly 007. For gamers, the Bond experience has yet to be faithfully brought to the gaming scene. Yes, there were a few Bond games years back, but now Rareware and Nintendo of America are bringing the most realistic James Bond game ever to the N64 in the form of *GoldenEye 007*.

The game follows the movie (of the same name) almost perfectly. Sure the game has a few more bad guys to cap, and a few more weapons and gadgets, but the key plot points are the same. For



example, you'll need to use your laser watch to free yourself from a bomb-rigged train, drive a tank to escape from a Soviet prison, and destroy the GoldenEye device to save the world. Better yet, all the characters look identical to their movie counterparts through the use of detailed texture maps.

The appearance of *GoldenEye* is very similar to *Turok*, from the way your character moves with his hands and weapons swaying to a visit to the jungles of Cuba. However, the control is much different and a tad confusing, simply because you'll have to command more than just standard weapons and movement controls.

The big features in *GoldenEye* are the sniping and select targeting of enemies. With certain weapons you can zoom in on the target by using the scope on the gun. Doing this brings up a cross hair that you can use to easily snipe enemies from a great distance. The select targeting is also fairly innovative for a first-person title. Basically, enemies have a different death animation relating to where you shoot them. If you shoot them in the head they'll fall back and die in one or two hits. Hit them in the chest and you'll only faze them. Target their feet or legs and they'll fall, and if you

shoot them in the butt they'll hobble around, clutching their wound. If you're a good marksman, aim for the head, it will help you save a heap of ammo for more intense encounters.

Like we said before, this title has a ton of different weapons and items to use. Sometimes you'll need to hook up a modem to a computer terminal, other times you'll simply need to use a camera to take a picture. The graphic quality in this title is amazing, and the animation is even better. Everything in this title is loaded with realism, and the gameplay is just as intriguing.

As an added bonus, up to four players can compete in an insane death match featuring the Golden Gun (Where's Tattoo?). Game translations rarely capture the feel of the movie quite like this one does. Hopefully, if this game goes over well, Rareware will bring out a sequel based on this year's Bond flick, *Tomorrow Never Dies*. Hey, they already have Pierce Bronson's face texture.

REINER, THE RAGING GAMER

Concept: 8.5
Graphics: 8.25
Sound: 8.25
Playability: 8.75
Entertainment: 8.25

OVERALL:
8.75

"Take *Turok*, add James Bond and you have the general idea of *GoldenEye 007*. Sure this game has a few innovative features like the awesome sniping mode, but it's still just another first-person title on the N64. Don't get me wrong, this game rocks, but the control has some problems. It's tough to get a solid handle on the controls, and you can't configure them. Plus, switching weapons is a serious hassle since you can only scroll up, and there's no menu of what you have (unless you hit Start). Otherwise, the missions are complex, the graphics are impressive and the gameplay is solid. *GoldenEye* is good, but game enthusiasts will surely have a gripe with the control."

ANDY, THE GAME HOMBRE

Concept: 8.75
Graphics: 9
Sound: 8
Playability: 8
Entertainment: 8

OVERALL:
8.5

"*GoldenEye* is entertaining, to say the least. The sniper mode alone makes this game. Then add in the four-player mode, interesting missions, a wicked arsenal of weapons, and superb graphics and the N64 has got itself another winner. This game has its drawbacks though. First of all, it's not as good as *Turok*. Number two, it's yet another first-person game in the N64's minuscule line-up. And finally, it does not have a run button, which I know sounds trivial, but when you do a level for the fourth or fifth time, it can be very annoying."

PAUL, THE GAME PROFESSOR

Concept: 8
Graphics: 8.75
Sound: 8
Playability: 7.75
Entertainment: 9.5

OVERALL:
8.25

"If this game took any longer to make, I might have forgotten that it was even based on a James Bond flick. To give this game credit, it is one of the best film-based concepts because it follows the plot of the film closely. No big bosses or crazy enemies, there are just tons of cool weapons, nifty gadgets, and a license to kill. For the most part the missions are fairly straightforward, but there are times when my itchy trigger finger got me into trouble (meaning I'd have to start over and that's a pain with the absence of a run button). With all the character dialogue, this game desperately needs voice-overs. The sniper scope, tank driving, and strong tie-in to the movie plot are all pluses, but I really had the best time with the enormous options in the multi-player games."

► THE BOTTOM LINE **8.5**

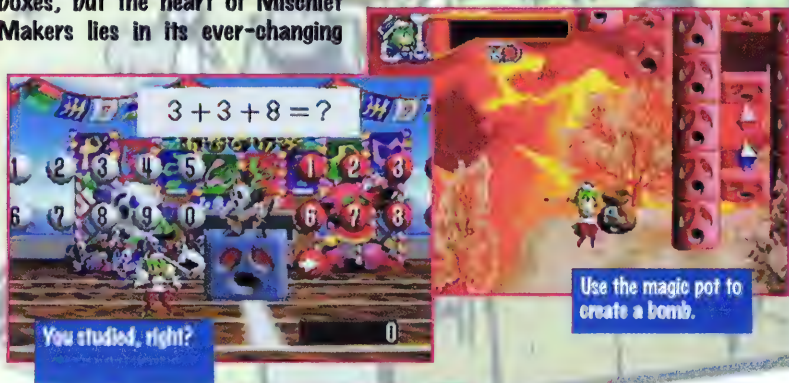
Mischief Makers

If you're ready to take a bizarre, entertaining, and at times 'disturbing' trip into the bowels of 2D action/platformers, *Mischief Makers* will take you there. Your captain is obscurity, your first mate uncertainty, and your ship, of course, is a replica of the SNES itself. Throughout your journey you'll visit old friends like ACM graphics, witness museum displays of 2D action/platforming, you'll even participate in an olympics.

As the green-haired, 'peg-legged' Marina, your quest is to free the eminent Professor Campbell. This story is revealed through still frame cut-scenes and text boxes, but the heart of *Mischief Makers* lies in its ever-changing

A Bizarre Recollection of 16-Bit Gaming

- **Size:** 64 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Character Interaction Via Talk Button, Puzzle Oriented Levels, Each Puzzle is More Bizarre than the Last, Multiple Ways to Beat Levels, Trade Collected Crystals for Lives and Continues, Battery Backup Save
- **Created by:** Treasure for Enix, Published by Nintendo in North America -
- **Available:** Now in Japan, October 13 for U.S. Nintendo 64



You studied, right?

Use the magic pot to create a bomb.



Silly boss, missiles are for kids.



In order to reach the olympics, you must win this race.



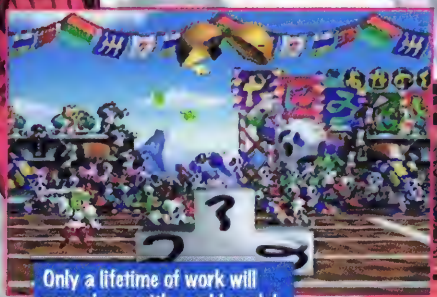
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gameplay. Levels may build around the story of Marina and the Professor, but the puzzles follow no decipherable pattern.

In order to beat each level, Marina must find one of the exit stars. Each level has more than one possible exit. The simplest exit star will reward Marina with access to the next level. By completing the most difficult, or sometimes hidden puzzles, Marina will get the gold diamond exit star. Obtaining a gold diamond for each of the levels will allow Marina to beat the entire game. These puzzles are not easy, especially in Japanese. Luckily, the U.S. translation should give some hints. Sometimes Marina will have to collect a number of lost creatures and return them to their master. Sometimes she'll have to gather things into her magical pot, which she then shakes to produce magic items. In one level, Marina actually partakes in a seven event olympic trial complete with long jump, hurdles and a math quiz showdown. Another level has Marina climb atop a giant, controllable Lego man that smashes and crashes its way to victory.

Although Marina rarely 'kills' anything, her punches, grabs and throws are capable of stunning opponents. Marina does find a gun in one stage, and during the boss levels Marina catches explosive projectiles and hurls them back at the offending boss. Overall, *Mischief Makers* is a title suitable for any age group. Ready for some strange but entertaining gaming? Check out *Mischief Makers* this October.



Only a lifetime of work will reward you with a gold medal.



This boss is Bowser's nephew.



TREASURES OF THE DEEP

Earth's Last Frontier

If there is one last frontier left on Earth, it's the oceans. They have more mountain ranges, deeper chasms, and a greater diversity of life and colors than all the continents combined. Treasures of the Deep is by far the most adventurous attempt at recreating this environment in a video game.

As a member of the Underwater Mercenary Agency (UMA), Treasures of the Deep chronicles your struggle against the evil Simon Black, head of the notorious Selmia Corp. As a multi-skilled underwater combatant, your missions range from repairing and capping oil rigs, to discovering ancient artifacts, to recovering dead bodies from a mysterious wreck within the Bermuda Triangle.

Treasures of the Deep can best be described as a cross between Tomb Raider, Descent, and Warhawk. Your submarines can all pitch up or down, move forward or back, strafe, and move vertically. The control is incredibly smooth, and



This boss is awesome.



Look out!



For a sweet joyride, exit your sub and grab the Mania Ray.

It really feels like you're moving through the water (as opposed to just flying or hovering). Players can even hop on or off their submarine in order to access hard to reach areas.

Weapons run the gambit from machine guns to plasma torpedoes to self-detonating mines. But by far the coolest weapon in Treasures is the balloon net. Once you launch this device, the net encircles its prey and floats it to the surface via balloon. The net is extremely effective since it inflicts no blood damage. If at any time you shoot something and release blood, a host of hungry sharks will soon appear. Nets can also be used to trap endangered species for money. After every mission players will have a chance to upgrade subs, weapons and items depending on the monetary success of each underwater venture.

Hidden items are located on every level that bring money. But there is a series of extra-special items, actually pieces of a stone tablet that can be collected and assembled. If you collect all the pieces, you'll be able to visit the lost city of Atlantis.

Note: For a full level, equipment and weapon breakdown, see GI Cover Story, June '97.

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: 8 Different Subs, 8 Different Weapons Plus Machine Gun, Over Ten Levels With Multiple Missions Per Level, Bonus Levels Including Atlantis, Awesome Underwater Environments, Super Smooth Sub Control, Find Ancient Artifacts, Not Endangered Species for Money, Analog Compatible
- Created by: Black Ops for Namco
- Available: September for Sony PlayStation

► THE BOTTOM LINE 9

REINER, THE RAGING GAMER

Concept: 8.25 "Treasures is in many ways a mix between James Bond, The Deep, and The Abyss. It features a nice balance of action and exploration which is very similar to Tomb Raider. On each level there are plenty of goals to accomplish and sights to see, plus the interaction with intelligent sea life and deadly enemies is truly outstanding. Ride a mania ray for awhile, shoot a villainous diver, and bust a gut laughing as you watch a sand shark eat his bloody carcass. This is a complex game that offers plenty. The sound is perfect, and the graphic display is just as superb."

Graphics: 9

Sound: 9

Playability: 8.5

Entertainment: 9

OVERALL: 9

JON, THE GREEDY GAMER

Concept: 9 "I love adventure games. I'm also a huge enthusiast of the ocean and its creatures. I've kept salt tanks for years, and the species I encounter in Treasures continue to fascinate me. Each and every creature is brilliantly detailed, and the beauty of this game has really captured my imagination. I do think it takes a little too long to collect money for necessary upgrades, but the wait is worth it because the different subs are totally cool. Treasures is the most comprehensive and entertaining underwater adventure in history. Plus, when the invincibility code is released, it's awesome just hopping off your sub and scuba diving throughout the entire level."

Graphics: 9.25

Sound: 9

Playability: 9.25

Entertainment: 9

OVERALL: 9

PAUL, THE GAME PROFESSOR

Concept: 9.25 "Black Ops previously developed a couple of flight games that I didn't like at all. Although I can still see hints of those games in Treasures, the excellent underwater environments and challenging action make me forget about any similarities. I can easily describe this game as Aquanaut's Holiday meets Descent. There are plenty of cool looking sea creatures and prehistoric monstrosities from the deep. The variety of vehicles, selection of missions, and killer soundtrack will impress anyone who likes first-person shooters or action/adventures. Give it a look as it is one impressive game."

Graphics: 9.5

Sound: 9.5

Playability: 8.75

Entertainment: 8.75

OVERALL: 9

COLONY WARS

A SPACE ODYSSEY LIKE NO OTHER

The Sony PlayStation has been in dire need of an exclusive space combat simulator. The only titles worthy of attention have been PC ports like Wing Commander III & IV and Darklight Conflict. While re-releases like these can easily calm the Warsies (Star Wars fanatics), and Trekkers (Star Trek geeks) for a good month or two, a fresh, new, never-before-seen epic space saga is a necessity to keep these gamers loyal. If it weren't for Psygnosis and their forthcoming title Colony Wars, the clans of loyal PS-X space watchers that wear pointed ears and wield plastic Lightsabers would probably have to buy sports games to stay enthused.

From the detailed ship designs to the blinding lighting effects, Colony Wars is, from a technical standpoint, complex and extremely beautiful. The gameplay structure is non-linear – composed of seventy missions spanning across eighteen chapters. As you proceed further into the game you'll eventually run into twenty-four CG scenes which present the story in its entirety, and depending on which path you choose, you'll run into one of six different endings.

There are fifty-six distinct types of enemy craft in the game, but

luckily you will have seven vessels to help your affiliation become the victor. On some missions you'll be supplied with wingmen and carrier support, but sometimes you'll be on your own in the thick of combat. All of the vessels handle nicely and are armed to the teeth with awesome firepower.

As you fire up your thrusters and bank out of the way of incoming enemy fire you'll need to retaliate as quickly as possible. First you'll need to take down the enemies' shields with a certain laser cannon, and then once they are down, you'll need to switch to a different laser to destroy the craft. Your ships are also equipped with limited lock-on rockets and laser blasts. Be careful though, because if you merely hit an enemy without blowing them to pieces, their craft may start on fire and fly aimlessly into one of your allies.

When compared to other space simulators, Colony Wars' graphics are in a league of their own. All the lasers appear to glow, the suns are blinding, and as you spin through space you'll see star trails and different planets both near and far. Colony Wars is looking great right now; let's just hope that it stays that way.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Space Combat Simulation
- **Special Features:** Six Playable Aircraft, Non-Linear Mission Structure With Seventy Missions and Six Training Missions, Twenty-Four CG Sequences, Six Different Endings, Three Different Views, Incredible Light Sourcing and Special Effects
- **Created by:** Psygnosis
- **Available:** November for Sony PlayStation

The Gun Totin' Gymnast Is Back!

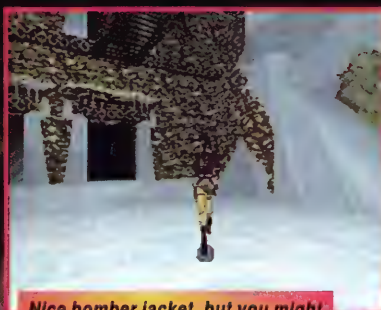
With its attractive 3D environments, impressive character animations, and the raw attitude of its protagonist, Lara Croft, Tomb Raider captured the hearts and imaginations of gamers the world over. While her anorexic, disproportionate figure may be offensive to some, it's hard to ignore the appeal of a female gun-toting adventurer that makes Indiana Jones look like a choir boy.

Tomb Raider 2 adds a number of cosmetic improvements to the previous game without losing the original gameplay. All of Lara's original animations have been left intact, but now she has a fully animated ponytail that sways with the different actions she performs. Lara will also be featured in various outfits depending on her environments (watch out, Barbie).

As far as new gameplay concepts go, expect to see water become a much more integral part of the game, as Lara will now be equipped for underwater warfare. Additionally, Lara has learned two new moves. She can climb certain walls by pushing up against them and hitting the action button. She will also be able to swing from chandeliers to reach her goal.

The secret weapon of Tomb Raider is the beauty and vastness of its environments. So far we've seen Lara in the waterways of a Tibetan city, climbing the outer wall of a temple in a winter wasteland, and exploring the interior of a sunken ship that still has some air pockets left within. The shipwreck is the most impressive level we've seen so far. At one point, Lara passes an intact window and you can see sharks swimming by.

The one question we have about this underwater area is, how did Lara get there? She's wearing a wetsuit so it's entirely feasible that there may be levels where Lara will have to don scuba gear to get to her goal. Of course, she may just get there through an FMV sequence, but we're rooting for a scuba diving level.

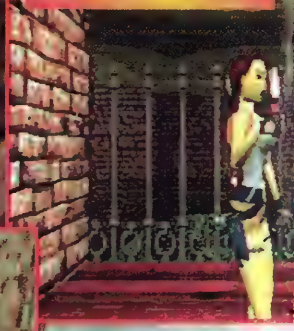


Nice bomber jacket, but you might want to put on some pants, too.



Who are these guys and why do they bother with silencers?

Light Flares to find your way in the dark.



The old block puzzles are still there.



Lara has added climbing to her list of athletic skills.



Lara explores the interior of a sunken ship.

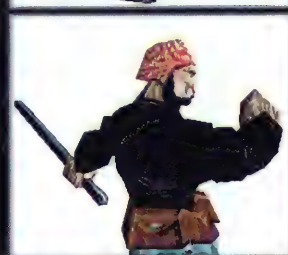
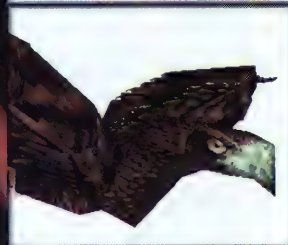


TOMB RAIDER

STARRING LARA CROFT

2

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** New Items (Flares, Underwater Weapons), Rock Climbing, Different Outfits, Urban Levels, Full Complement of Animations From the Previous Game, Full-Motion Polygonal Ponytail
- **Created by:** Core for Eidos
- **Available:** November for Sony PlayStation



A perfect "10!"



Dive into the water below to avoid these blades.



You do remember how to do the handstand don't you?



It takes a lot of talent to jump and shoot straight.



This is pretty. Wonder what it would have looked like on the Saturn.



Tomb Raider I



Tomb Raider II



TACTICAL ESPIONAGE ACTION

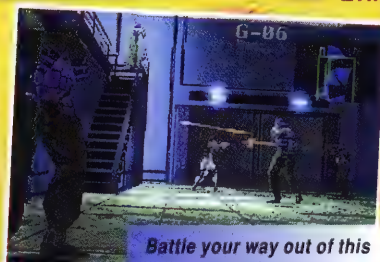
METAL GEAR

Konami's Classic World of Espionage Is Reborn

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Directed by Original Metal Gear Creator Hideo Kojima, Hand-to-Hand and Weapon-Based Combat, Real-Time Polygonal Environments, Tons of Weapons and Tools
- **Created by:** Konami Computer Entertainment Japan
- **Available:** January '98 in Japan, April '98 for U.S. Sony PlayStation



The enemy is near.



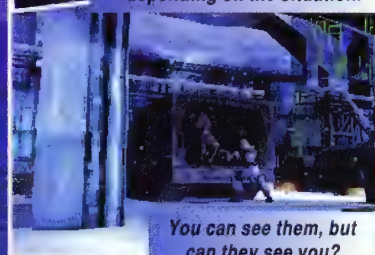
Battle your way out of this sticky situation.



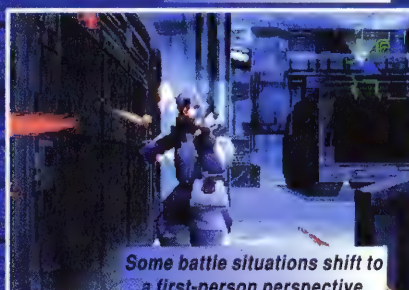
The playing perspective changes depending on the situation.



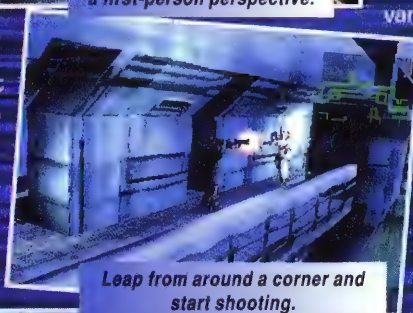
Plant explosives and give your foes a big surprise.



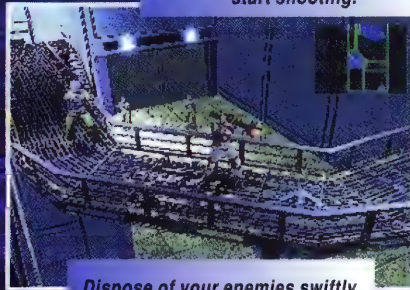
You can see them, but can they see you?



Some battle situations shift to a first-person perspective.



Leap from around a corner and start shooting.



Dispose of your enemies swiftly.

Undoubtedly, Konami's PlayStation title Metal Gear garnered a lot of attention at last June's Electronic Entertainment Expo (E3) and was almost unanimously picked as E3's top product by the Game Informer staff. The PlayStation version of Metal Gear is based on two titles that appeared in the late 1980's for the 8-bit NES - Metal Gear (see Classic GI, August '97) and Snake's Revenge. This new 32-bit incarnation of espionage and warfare will retain some of the original game concepts from creator/director Hideo Kojima while bringing back Metal Gear's mercenary-for-hire—Solid Snake.

The game is set in the not-so-distant future at an American nuclear weapons storehouse in Alaska. A renegade group of soldiers from a military group called the Fox Hounds has defied its allegiance and taken over the Alaskan base. Taking the role of Snake, a former Fox Hound operative, your duty will be to single-handedly infiltrate the storehouse, eliminate the terrorists, and disarm the nuclear weapons.

Metal Gear is by no means a pure action game. Like its 8-bit predecessor, gameplay revolves around the use of stealth. As the game begins, Snake is alone and virtually unarmed. During the early parts of the game, your character will be no match for the heavy assault weapons of his enemies.

You must avoid detection by keeping out of the sight of the numerous electronic cameras and laser beams, as well as the throngs of terrorist patrols throughout the compound. That's not to say you won't be required to confront any of your foes, because fighting can take many forms in Metal Gear. Anything from hand-to-hand combat using fists and feet to gunning enemies down with an array of assault weapons will create a wide variety of game strategy and control.

One of the more interesting fighting techniques found in Metal Gear will be the ambush. Snake will be able to pounce on opponents from behind and dispose of them swiftly and quietly. This will be a useful attack since any evidence you leave behind may tip off your enemies to your presence.

Metal Gear has arisen as one of the most anticipated PlayStation action games of next year. The wide variety of weapons and missions is sure to give Resident Evil 2 a run for its money when Metal Gear hits the market next spring.

FINAL FANTASY TACTICS

Final Fantasy Steps Into a New Realm



- Size: 1 CD-ROM
- Style: 1-Player Strategy Role-Playing Game
- Special Features: 19 Character Classes (36 If You Account for Male and Female Versions of Each Class), Plethora of Special Abilities and Spells to Learn, Convince Monsters to Become Members of Your Party, Memory Card Save
- Created by: Square Soft
- Available: Now In Japan, First Half of 1998 For U.S. Sony PlayStation

Games like *Shining Force* and *Vandal Hearts* were all fairly impressive, but now that the masters of role-playing have entered the strategy role-playing arena, nothing will remain the same. Our first impression of *Final Fantasy Tactics* was that it was a very basic version of *Vandal Hearts* that looked pretty and hoped to sell itself with standard *Final Fantasy* elements in the wake of *FFVII* hysteria. Fortunately, as we slowly deciphered our way through the Japanese text, we discovered that *Final Fantasy Tactics* could be the most impressive strategy role-playing game yet.

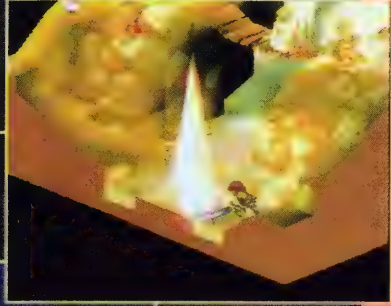
FF Tactics' chief strength is its wealth of options for character advancement. You begin the game with a main character and six standard characters. Four of them are basic fighters, and the other two are of a class that specializes in using potions and items by throwing them. A health potion, for instance, can be thrown to a character in need and will automatically grant health.

As characters increase in experience through combat, they gain more hit points and improved fighting abilities. Once characters reach certain levels they will

Most of the plot revolves around women being kidnapped.



This guy does amazing things with a sword.



You wouldn't like him when he's angry.



This is the part where Chewie waves his arms at the probe droid while Han...



Give us your lunch money!

have the option to change over to more powerful or specialized character classes. While advancement is to your advantage, there is usually some kind of tradeoff involved. For example, your basic fighter can move up to become a knight with greatly improved combat ability and armor options, but his movements will be significantly limited.

In addition to experience points, characters also gain points that can be used to learn special abilities. These range from power-up attacks and thrown objects, to defensive maneuvers and spells. The abilities your characters can learn are limited by their respective class and gender. Half of the characters are male, half are female.

In addition to creating characters, you can also enlist the aid of certain types of monsters that you meet along the way. This happens through the use of an invitation ability. You will be able to gain a variety of bizarre and unusual allies like death gazing eyeballs or Chocobos that you can mount and ride.

We have few doubts that *Final Fantasy Tactics* will be an impressive game. But its fate in the U.S. may depend on how well *Final Fantasy VII* does this holiday season.



Once we've kidnapped 25 more women we can call it a day.

NIGHTMARE

CREATURES

A Bloody 3D Fighting Adventure

- **Size:** 1 CD-ROM
- **Style:** 1-Player Fighting/Adventure
- **Special Features:** 2 Characters To Choose From, Multiple Attack Moves and Combos, Multiple Auxiliary Weapons, Secret Passages, Real-Time Cut Scenes, Self-Drawing Map
- **Levels:** 17
- **Created by:** Kalisto for Activision
- **Available:** October 31 for Sony PlayStation



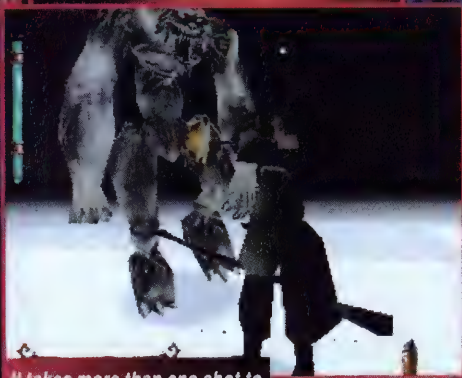
Is the evil Adam Crowley any relation to Ozzy's Mr. Crowley?

Nadia

- Strike - ■
- Kick - ✕
- Block - ●
- Overhead Smash - Up + ■
- Roundhouse - Up + ✕
- Back Attack - Down + ■

Combos:

- Alley Slash - ■, ✕, ■
- The Withering Slice - ✕, ■, ✕
- Criss Cross Crunch - ■, ■, ✕
- Bloody Ballerina - ✕, ✕, ■
- Charging Roundhouse - ■, ■, ■, ✕
- Upper Iron Slice - ■, ■, ▲
- Pirouette Plunge - ■, ■ + ▲
- Feet of Fury - ■, ✕, ✕, ✕
- Can Can Smash - ✕, ✕, ✕, ■
- Leaping Spin Blade - ✕, ✕, ▲
- Triple Hip Breaker - ✕, ✕, ▲
- Flail of Fury - ✕, ✕ + ■, ✕ + ▲



N takes more than one shot to take this monster down.

Ignatius

- Strike - ■
- Kick - ✕
- Block - ●
- Overhead Smash - Up + ■
- Roundhouse - Up + ✕
- Back Attack - Down + ■

Combos:

- Scottish Backhand - ■, ✕, ■
- Weaving Spin Lunge - ✕, ■, ■
- Muscovian Boot Stomp - ■, ■, ✕
- Upminster Goose Step - ✕, ✕, ■

Note: Further combos in development!



Nadia avoids the beast and goes straight for the switch.

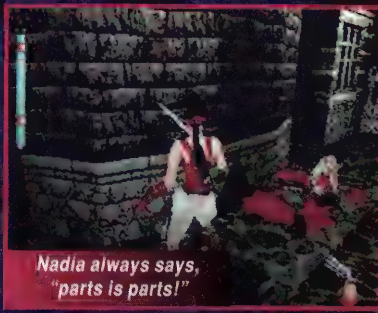
Burn, baby, burn!



Last year, a title by the name of Tomb Raider took the gaming world by storm. Featuring large life-like environments and a harrowing adventure, it was apparent that third-person adventure games were here to stay. Not even a year later, Activision and Kalisto Entertainment already have a new game based on the same third-person engine called Nightmare Creatures.

But to say that this game is a Tomb Raider rip-off wouldn't do it justice. Yes, graphically it is very similar, but the gameplay is quite different. Kalisto Entertainment, the game's creators, decided to take the genre in a new direction by adding fighting game elements as well as numerous items and secondary weapons to use.

Choose between the powerful Ignatius or the beautiful Nadia and you're ready to set off on an adventure against some of the scariest baddies you'll ever see. While the moves and combos for each character are basically the same, the timing and execution for each is quite different. It is very important to master your arsenal, since you'll be up against a horde of horrific



Nadia always says, "parts is parts!"



Nadia slices and dices her way to victory!



Face to face with evil!

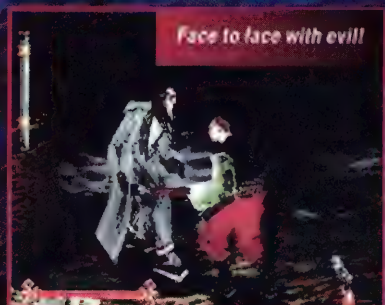


monstrosities created by the evil Adam Crowley – a man who, in the spirit of Dr. Frankenstein, has corrupted nature with a legion of diabolical creatures that are set to destroy the town of London at dawn...unless someone stops him.

Stopping this evil madman won't be easy, but you'll have plenty of firepower at your disposal – there are bullets for your trusty sidearm, dynamite to burn creatures to ashes, razors to slice them to shreds, and magic potions to turn them to ice. You'll find these items hidden throughout the



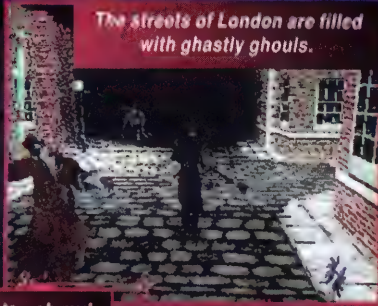
Break windows to find hidden items.



various levels in crates, windows and doors that you can smash through.

The level designs are fairly straightforward, with various passageways you can explore and switches you can throw. When certain tasks are completed, the game will treat the player to an animated sequence, showing the changes that take place on the level (much like Tomb Raider).

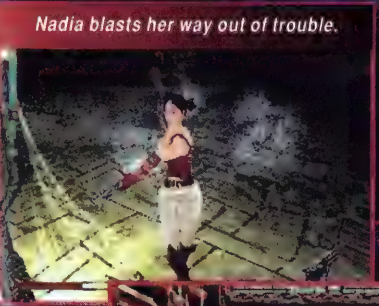
Perhaps the greatest thing this game has to offer is its



The streets of London are filled with ghastly ghouls.



Take that, you two-headed freak!

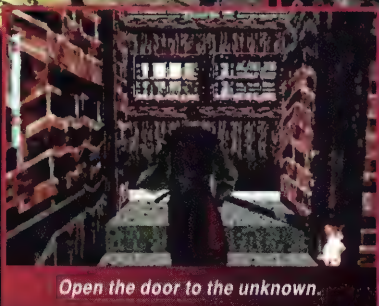


Nadia blasts her way out of trouble.



Four-armed beasts...oh my!

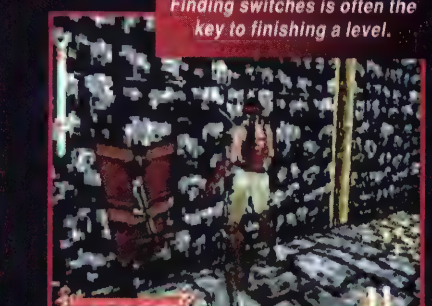
entertaining gameplay with lots of blood and gore. Each battle is a stand-off where the player watches for a chance to attack the creature before him. Sometimes you must be on the offensive, while other times defense is the best bet. Either way, it's a battle to the death with limbs flying everywhere and blood flying through the air like fireworks on the 4th of July.



Open the door to the unknown.



Welcome to your worst nightmare!



Finding switches is often the key to finishing a level.

SYNDICATE WARS

Blow up buildings.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Real-Time Strategy
- **Special Features:** Play as Two Different Syndicates, Persuade Citizens and Enemies, Blow Up Banks and Temples for Money, R&D Based Weapon and Body Upgrades, Futuristic Transportation, PlayStation Mouse Compatible
- **Created by:** Bullfrog for Electronic Arts
- **Available:** Now for Sony PlayStation



This vehicle can travel anywhere in the city.



Looks like Manga survived the corporate wars.

The Power of Persuasion

Sometimes, PC games that are ported to console don't work as well as the original. Not so with *Syndicate Wars*. Created by Bullfrog Productions, *Syndicate Wars* takes place on a futuristic Earth. Rival Syndicates are battling for control of the planet. Players can choose either of the two Syndicates (Eurocorp or Church of the New Epoch) for play. Each Syndicate offers fifteen different missions, so there are a total of thirty different missions packed onto one disk.

The secret to *Syndicate Wars* is persuasion. The persuadertron is your most powerful weapon. With it, you can roam the streets converting citizens to your cause. These converts then follow your characters about the city. Amassing more citizens allows the player to control other hostile persons. For example, six persuaded citizens lets you convert a policeman, twenty citizens lets you control an enemy Zealot. No matter how many

	Andy	Paul	Reiner	Jon
Concept:	8	8.75	8	9
Graphics:	8	8.75	7.75	8.5
Sound:	7	9	7.25	8
Playability:	7	7.75	7	8
Entertainment:	7	8.5	7.25	8.5
Overall:	7.5	8.5	7.5	8.5

► THE BOTTOM LINE **8**

citizens are under a player's command, they can all be fit into any of the anti-gravity vehicles found throughout the worlds. This is a good way to keep your group together when attacking a bank or temple.

While players can proceed through the missions, the best way to play the game is to go after money. This is done by blowing up temples and banks. Robbing money from the enemy lets players purchase both weapons and cybernetic add-ons for agents. Four agents can be commanded per mission, and throughout gameplay agents can be grouped singly, in pairs, as a trio or all together. In a twist on typical PC strategy control, players cannot be left unattended off-screen. Rather, they must be tended with mind-altering mist that tells them to attack or defend. *Syndicate Wars* is an excellent PC port that strategy gamers should investigate.

ANDY, THE GAME HOMBRE

"Certainly, this game isn't for everyone, but for strategy fans this game has plenty to offer - two different factions, lots of items, plus interesting and challenging missions."

PAUL, THE GAME PROFESSOR

"*Syndicate Wars* combines the real-time strategy of C&C and the action of an overhead shooter. The graphics are nice, but the control can be clunky at times. This is not a game you can just pick up and play."

REINER, THE RAGING GAMER

"Richly detailed cities and the ability to persuade others to join your cause highlight this strategy PC port. Unfortunately, cumbersome control and mission monotony make this game fairly hard to enjoy."

JON, THE GREEDY GAMER

"As one of the better PC ports I've seen, *Syndicate Wars* offers a great depth of replay value. Without a mouse, individual agent control can be difficult, but this is overcome by the game's great concept and story."

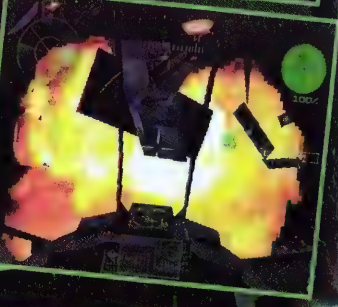
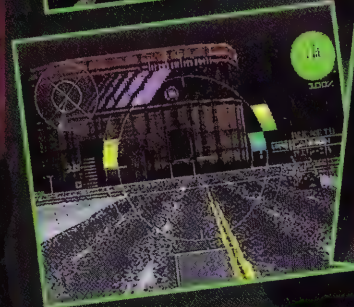
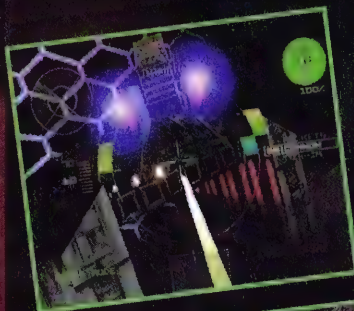
HERE COMES THE FUZZ

Upon an Earth barren of all resources, amidst a war between all states and peoples, the G-Police have been created to restore order. As the hero Jeff Slater, you join the G-Police to investigate the mysterious death of your sister. Your duties as a G-Police officer put you on board of an armored Havoc patrol hovercraft. Your mission - restore order to the Earth.

As you fly through the city in your hovercraft, radar and horizon displays assist in navigation. All of the Havoc's capabilities are displayed on-screen including thrust levels, weapon menus, compass directions, and altitude. A number of control configurations are possible as each Havoc can hover, fly forward or reverse, ascend and descend as well as pitch forward or back.

Missions require thinking. Sometimes you'll have to analyze and destroy crates that are being smuggled, other times you'll take on renegade droids that are attacking the cities. The cities themselves are a series of linked geodesic domes. In order to travel from sector to sector within the city, you must find the connector tunnels. Since missions progress through many different sectors, finding the tunnels quickly is essential to success. With its multiple weapons, gripping storyline, futuristic cityscapes and in-depth control, *G-Police* is truly a game we've seen before.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Futuristic Shooter
- **Special Features:** Thirty-Five Missions in Six Different Geodesic Domes, Training Missions, Multiple Weapons, Nine Different Views Including Chase-Plane and First-Person, Detailed Cityscapes, Targeting Analysis System
- **Created by:** The Wheelhaus for Psygnosis
- **Available:** October for Sony PlayStation



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STAR WARS MASTERS OF TERÄS KÄSI™

"Let the Wookiee Win"

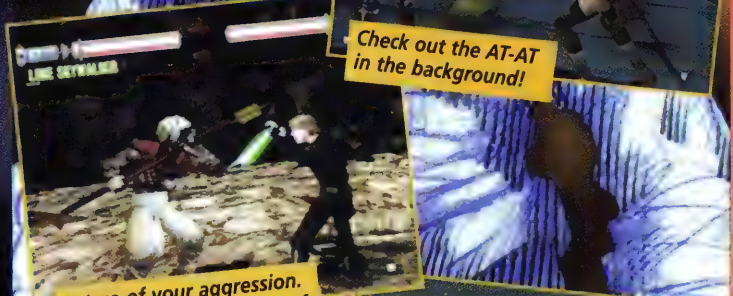
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-to-Head Tournament Fighter
- **Special Features:** Eight Characters (Plus Two Hidden), Force Power Meter Move, Familiar Star Wars Environments, 4 Play Modes (Practice, Arcade, Team, and Vs.), Weapon and Hand-To-Hand Combat. Hey...it's Star Wars
- **Created by:** LucasArts
- **Available:** Fall for Sony PlayStation

So, you want to play a Star Wars fighting game. Yes...we can sense your anticipation. Ever since the days of the old Republic, Star Wars fanatics who happened to be gamers as well, have been crying out for a tournament fighter in which the dark side might be countered by the light in a one-on-one contest of epic proportions.

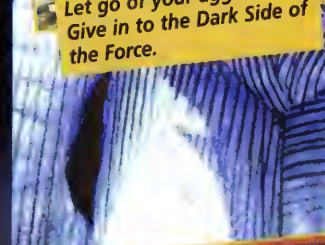
The heroes of the rebellion will fight for freedom against the many villains of the Star Wars universe. The rebels featured are Han Solo, his stalwart companion Chewbacca, Luke Skywalker, and Princess Leia. The lead villain in the game is named Arden Lyn. She is a master of the martial art of Teräs Käsi and has been employed by Darth Vader to take out key figures in the Rebellion. She is accompanied by Boba Fett, a Gamorrean guard, and a Tusken leader.

According to the plans that we intercepted from LucasArts, there are two hidden characters. LucasArts has already released artwork featuring Darth Vader and he is not a selectable character, so go figure. The other character is rumored to be from the books and not the movies. It's probably a villain, since Teräs Käsi seems to follow the typical two boss-character acquisition process. (Could be it Prince Xizor?)

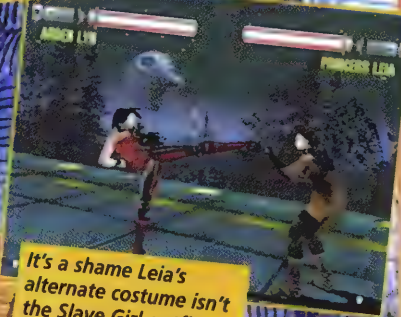
In Masters of Teräs Käsi, characters have a regular fighting mode and a weapon mode. Weapon mode will allow characters to pull out their lightsabers, blasters, axes, and tonfa sticks to do greater damage to their opponents. Characters also have a force power meter, which is similar to Samurai Shodown II's rage meter. Once the meter is full, characters will be allowed to do a special force move, capable of reducing your enemies to whimpering womp rats.



Check out the AT-AT in the background!



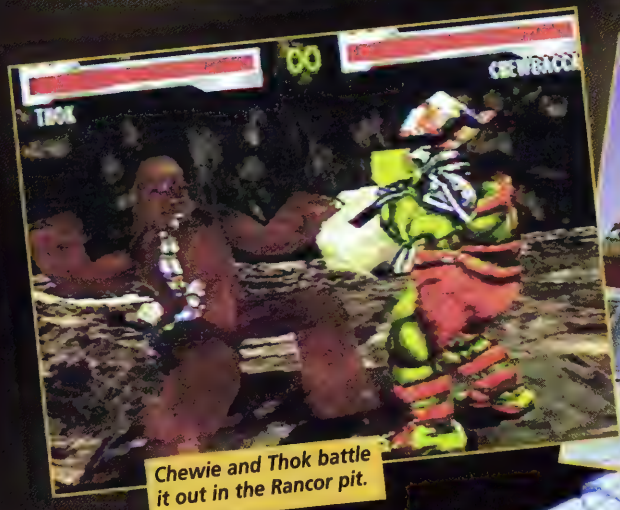
Let go of your aggression. Give in to the Dark Side of the Force.



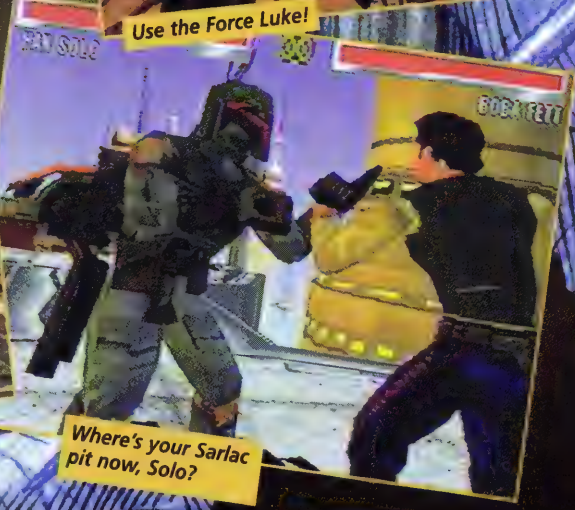
It's a shame Leia's alternate costume isn't the Slave Girl outfit.



Use the Force Luke!



Chewie and Thok battle it out in the Rancor pit.



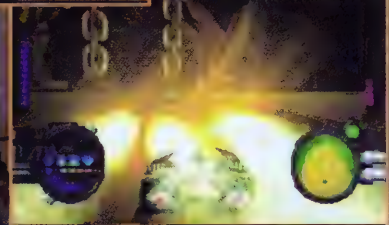
Where's your Sarlac pit now, Solo?



This isn't an Italian racer.



Lock-on to your target and launch three rockets right up his asphalt.

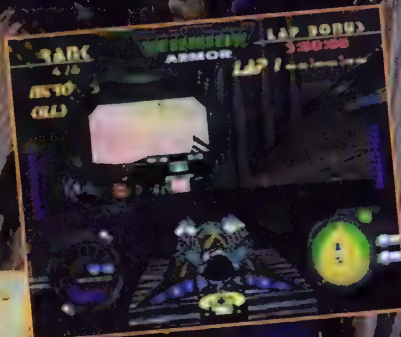


ASPHALT

Jump Into Your Death Machine And Kick Asphalt!



The hover racer is a tough car to master.



Let go of your anger!

- **Size:** 1 CD-ROM
- **Style:** 1-Player Combat Racing (2-Player: Win/Loss)
- **Special Features:** 6 Different Cars, 6 Different Characters, Characters' Performance Ability Upgraded Through Experience, Cars Upgraded Through Cash (Engine, Handling, Weapons, Armor, Four Worlds (6 Different Track Variations on Each), One Final Level, Memory Card Save
- **Created by:** Interplay
- **Available:** November for Sony PlayStation



Nitro is always a welcome addition to any racer.



This car is the best parallel parker of the bunch.

Huge fans of Rock 'n Roll Racing on the SNES can once again enjoy the joyous amalgam of violence and hardcore racing that made that game such a hit. Red Asphalt is another very attractive game with heaps of good, solid game features.

Before you start the game, you must choose a character and purchase a new vehicle. Each character has statistics in three categories: Driving, Tactical, and Aggression. Driving will affect your performance on the track and determine how easily your car spins-out on a tight turn. Tactical helps cars with lock-on weapons get a fix on enemies more quickly. Having a good aggression score will allow you to do more damage to enemies with each hit.

Car performance is also determined by which of the six vehicles you are currently driving, and how many upgrades you've made to it. Each vehicle can be upgraded up to three times in five different categories: Engines (speed), Tires and Suspension (Handling), Offensive Weapons, Defensive Weapons, and Armor.

Each vehicle is very different in its appearance and the way it performs. You will have access to a six-wheeled racer, standard four-wheelers, a tank, and an asphalt kickin' hover racer. Each car is equipped with two of their own unique weapons. Offensive weapons range from lock-on missile launchers to huge anti-matter death rays. Defensive weapons are used to deal with obnoxious enemies on your tail and consist of powerful road mines, rear mounted blow torches (that actually set your enemies on fire), and powerful plasma beam blasts that remove all opponents attempting to ride your six. Since weapons do not require ammo but do require time to recharge after being depleted, it's wise to use your weapons sparingly.

Red Asphalt is an attractively designed combat racer with a lot going for it in terms of upgrades and action. If you find yourself wanting to eliminate the competition instead of passing them in a normal racer, be sure to keep your eyes peeled for our upcoming review on this exhilarating title.



A Puzzle Game That Whips Your Butt And Calls You Stupid

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Training Mode, Hidden Characters, 2-Player Alternating, Varying Level Widths, 9 Stages Each With 4 Levels, Memory Card Save
- **Created by:** Mas Ahiko Sato for Sony
- **Available:** October for Sony PlayStation



The L stands for lucky.

you before it pushes you off the edge or crashes down on top of you. With each passing level it gets faster, wider, and trickier until you fall off the edge and it's game over. Then, the game either insults you or compliments you by rating your I.Q. based on how well you scored.

Here's how it works. To remove the wall you must bury the rolling qubes under the stage. This is called a capture. There are three different kinds of qubes that you will encounter:



A new level brings the wall even closer to the edge...

remove all the blocks, a part of the stage falls into oblivion. Obviously, you don't want to do that since the wall moves you closer to the edge at the start of each new level. Luckily, there is a way to fight back. By completely removing all the blocks, without a mistake, a section of qubes will

ANDY, THE GAME HOMBRE

"This game rocks! It's a perfect mix of speed and difficulty to keep the action unpredictable and highly addictive. Too bad the 2-player game stinks, otherwise this game could have easily been a 9."

PAUL, THE GAME PROFESSOR

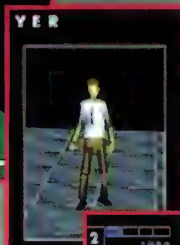
"This game isn't for anyone who hates being called stupid. Once you get the hang of the game, it becomes pretty fun, but it doesn't touch Bust-A-Move in the multi-player aspects."

REINER, THE RAGING GAMER

"I.Q. can easily make you look like a cowering idiot through intense 3D puzzle mayhem. Unfortunately, it doesn't have much variety. I.Q. is challenging and designed extremely well, but it could have been more addictive. More game modes would have been nice."

JON, THE GREEDY GAMER

"I.Q. offers a fresh puzzle game concept, except for the fact that it's too repetitive. To its credit, the music puts you into a Spielberg-type setting, but without a serious two-player mode, this game is a rental."



YER

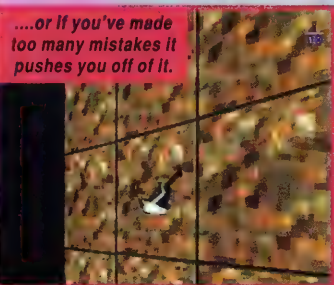
Intelligent Qube, I.Q. for short, is a puzzle game that tests both your puzzle skills and your thumb speed. The premise of the game is simple, you are a little man standing on a grid of qubes. The object of the game is to capture (or remove) the wall of qubes that gradually rolls towards



8 Hits...very nice!

Standard qubes, which simply disappear when captured; Advantage qubes, which leave a green marker on the stage when captured (which we'll explain later); and Forbidden Qubes which must be avoided.

The Advantage qubes, enable the player to capture a 3x3 grid of qubes in one shot. Careful timing is very important when using Advantage qubes, because anytime you capture a Forbidden qube or fail to



...or if you've made too many mistakes it pushes you off of it.

be added onto the playfield.

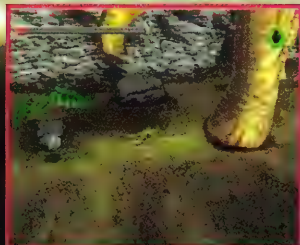
In the end, I.Q. is a frenzied puzzle game that takes precise control and forethought to conquer. While it may sound a little confusing, the game is actually quite simple to play. And besides, you'll want to prove the game wrong when it informs you that your I.Q. rivals a monkey's.

	Andy	Paul	Jon	Reiner
Concept:	9	9	9	8
Graphics:	7	7.75	7	7
Sound:	7	7.75	8.25	8.5
Playability:	9	7.5	7.75	7
Entertainment:	9.25	8	8.25	8
Overall:	8.25	7.5	7.5	7.25

► **THE BOTTOM LINE** 7.5

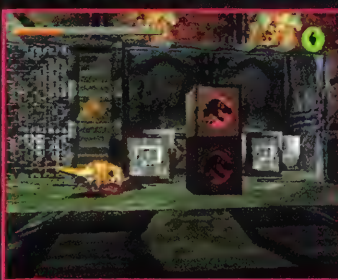
Oh Give Me a Home Where The Velociraptors Roam...

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Save, Play as Compy, T-Rex, Velociraptor, Human Hunter, or Sarah Harding, Tethered Track With Multiple Routes, Password Save
- **Created by:** DreamWorks Interactive for Electronic Arts
- **Available:** Now for Sony PlayStation



To so many young'ns out there, playing a game as a dinosaur is the coolest thing since Underoos. Throw in the Jurassic Park license and DreamWorks has a pretty rockin' title in their hands.

The gameplay in Lost World is much like NiGHTS and Pandemonium's, where you are glued to a tethered track that roams in and out of the foreground, thus creating a 3D environment but confining you to a single path at the same time.



but we'll leave that story up to the reviewers.

In addition to dinosaurs, you will get to play as two human characters. One is the human hunter, the other is the bright Sarah Harding. Both carry rifles that double as grenade launchers and flame throwers, and each has a special grappling hook device (a la Bionic Commando) that allows them to swing from ledge to ledge like Spider-Man.



Of course, the stars of the game are the dinosaurs. You will have the chance to play as the lively and cute Compy, the deadly Velociraptor, and the ever-fearsome Tyrannosaurus Rex. All the critters are endowed with a number of moves and life-like animations. There's quite a contrast between the Compy's squirreling around and the T-Rex eating people whole. Of course, the ultimate test is how well those animations work with other creatures and the environment,

ANDY, THE GAME HOMBRE

"Sure the graphics and sound in this game are nice, but the rest of this game is like one giant mound of dino dung! Didn't anybody at DreamWorks take action/platform gaming 101? Apparently not. Unless you absolutely LOVE dinosaurs you'll hate this game."

PAUL, THE GAME PROFESSOR

"Although I found the graphics outstanding and the variety of playable characters to be diverse, I think the play control is way out of whack. You will get plenty of playing time, but you will have to be incredibly patient with this frustrating game."

REINER, THE RAGING GAMER

"No matter what anyone says, this game is still going to sell well. The Lost World had great potential starting with the varying gameplay and excellent dinosaur animation, but the overall gameplay is absolutely horrid. Run from this title, like you'd run from a real T-Rex. It's too bad this movie port turned out to be so disappointing."

JON, THE GREEDY GAMER

"This game sucks. The jumping is horrible, and boy oh boy are the human levels lame. What ever happened to gameplay? I almost threw down my controller in disgust. It's time for Spielberg to dig a little deeper into his pockets, instead of reaching into ours."

	Andy	Paul	Jon	Reiner
Concept:	2	8	4	4.75
Graphics:	8.5	9	8	9
Sound:	8	9	7.5	8
Playability:	3	4.5	3	3.75
Entertainment:	1	3	2.5	3.25
Overall:	4.75	6.75	5	6

► **THE BOTTOM LINE** 5.5

MORTAL KOMBAT MYTHOLOGIES

SUB-ZERO

Will It Appeal to the Legions of MK Followers?

Similar to good ol' Indiana Jones, Sub-Zero will have to risk his life to obtain this sacred artifact.

No Escape

Will Mortal Kombat Mythologies: Sub-Zero be yet another MK legend that we'll cherish until the end of time? Or is it just another myth that will eventually be lost through the years? This is a difficult question indeed, and in the next few paragraphs we'll try to answer it as best we can. Surely, you may not agree with everything we say, but remember this – we've done our research, we've studied this title from day one, and we've played it thoroughly.

The first thing you should know is, this is not the Mortal Kombat that you grew up with. In fact, this is not really another Mortal Kombat at all. You will not have the option to choose a character, since you'll only be able to control Sub-Zero. There is no Tournament mode, and you'll never have the chance to go head-to-head against a friend. Basically, this is a look at the MK universe through the eyes of Sub-Zero. If you need a comparison, it's like going to the movie theater to see the Lion King, then going to see the Lion King on ice in an auditorium. It's the same basic story and presentation, but for some reason or another, it's a completely different experience.

Breaking it down, you'll find that the heart of the gameplay structure is composed of traditional MK fighting, where you'll interact with the same controller interface as MK3, and will also be able to use all of Sub-Zero's moves from each of the MK titles. Weaved around this familiar combat structure is basic action/platforming and RPG elements.

You'll now need to make crucial timed jumps, manage your health bar by using herbs and potions to replenish it, and you'll also need to gain experience to unlock new moves, such as the directional ice blast, ice clone, slide, and super slide.

The graphics and sound are very similar to the other MK titles, and many of the characters within are faces that you will easily recognize. This is definitely an interesting MK release that should make a majority of MK followers extremely happy. But it could also turn for the worse, and be considered the weakest MK release of all time, since it doesn't fit into the same vein as the other MK's. Either way, this should be a great hold over title for those waiting for a console version of MK 4, which should be out sometime next year.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Fighter
- **Special Features:** Thirty Enemies, Eight Worlds, Detailed Cinematic Sequences, Fatalities, Standard Mortal Kombat Moves and Specials, Items and Power-Ups, Dangerous Level Traps, and an Appearance by Scorpion.
- **Created by:** Midway Home Entertainment
- **Available:** October for Sony PlayStation (November for Nintendo 64)

Look out! It's a school of green fish!

NFL GAMEDAY 98

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (Up to 8-Players Via Sony Multi-Tap)
- **Special Features:** New Polygonal Players, Updated Playbook, Infinite Playing Perspectives, Create Player Season Statistics, All Past Super Bowl Champions, Draft Mode, Four Difficulty Settings, Pro Bowl Based-On Season Performance, Adjustable Computer AI
- **Created by:** Sony Interactive Studios America
- **Available:** September 2 for Sony PlayStation

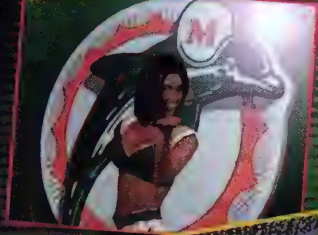
SONY SEEKS FOOTBALL PERFECTION

Back in the July issue, we gave you the first glimpse of Sony's new football title, NFL GameDay '98. The third installment of the GameDay franchise has now arrived at the Game Informer office in the form of a playable preview, and we've had a chance to put GameDay '98 through extensive play testing. Although Sony Interactive Studios' development team is still putting the finishing touches on much of GameDay '98's animation and artificial intelligence, we can already get a feel for some of the new controls. We've also seen most of the spectacular polygonal player animations that will be included in the final product.

At first glance, the graphics are obviously the biggest change from last year's stellar game. Using brand new motion-captures of NFL players like Jerome Bettis (Pittsburgh) and Chad Brown (Seattle), the realism of the players' movements is unparalleled. Movements like the QB



Will Brad Johnson lead the Vikings to the Super Bowl?



The Redskins' experienced secondary will make you pay.



New wrap tackles will put the hurt on your opponents.

Ricky Watters mows down would-be tacklers.



New motion-capture from Jerome Bettis makes GameDay's running game second to none.

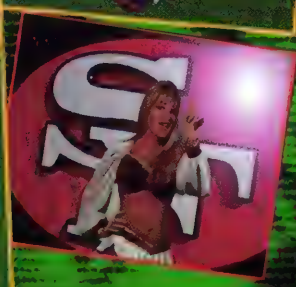


The loose ball is scooped up by the secondary.

surveying the opposition or the linebackers crouching into their ready position are just some of the pre-snap animations that complement the wealth of new cuts, jukes, and tackles that you'll see once the ball is snapped.

The play control in GameDay '98 still retains much of the same features found in last year's game. Advanced moves including Total Control Passing, stiff arms, and one-handed catches will be familiar to most GameDay veterans. The only new variation we've noticed in the play control is that the circle button is used for more than just a spin move. In Simulation mode, the circle button will be a "special move" button that will make the ball carrier juke, spin, high step or lower the shoulder depending on the in-game situation.

Last year's GameDay was the unanimous favorite for football titles in the Game Informer offices, and this year's version is shaping up to be even better. The only 'unknown' with the early version we previewed is how well it will work with statistics, player create, and the memory card; but with GameDay '98's already solid play control and phenomenal graphics, we're fairly confident that the other features will fall into place.



Surprisingly, there weren't any jokes about this guy's pink outfit.

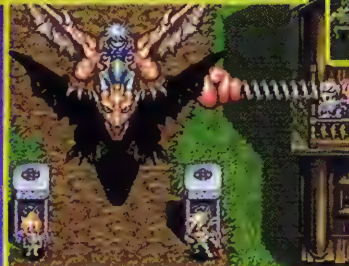
- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Five Character Party, Hilarious Dialogue, Wacky Enemies, Wide Variety of Items, Internal Memory Save
- **Created by:** Sunsoft for Working Designs
- **Available:** Now for Sega Saturn

▶ **THE BOTTOM LINE 7.25**



And they do!

They maintain low-fat, high-protein diets, and sprinkle wheat germ on everything.



This guy would be tough to beat...

...if he could manage to stay on his dragon.



So, you're saying this Lizard Man died from a lack of wheat germ?



Guy has already begun the attack, distracting Balan with insults specifically designed to enrage.



Yo' mama so ugly she looks out the window and gets arrested for mooning!

THE FUNNIEST RPG EVER

ALBERT ODYSSEY

外伝

LEGEND OF ELDEAN



Whoa... Pike hit that guy pretty hard!

While *Albert Odyssey* may appear to be nothing more than another standard RPG, it is one of the most entertaining games we've played this month. Albert's secret weapon is the company that stands behind its translation - Working Designs. While it's obvious that *Albert Odyssey* was never meant to be a serious game, we have no doubt that Working Design's version of this Japanese RPG is a lot more comedic than the original. Fairies speak with Southern Californian accents, people worry about how big their butts are, and the shopkeepers are always pretty odd.

The game starts off the way every work of fantasy does. You are a youth whose family was tragically slain during a goblin raid on an innocent town. You are taken in by a group of benevolent harpies (mythology abuse being an ever rampant theme in RPGs) and they raise things you like one of their own. Unfortunately, while your family loves you dearly, one day you realize that the other harpies in the village will never fully accept you as one of their own. Tragedy strikes in the form of a horde of dragon riding villains who turn your adopted sister into stone

through dark magic. And so, the quest begins. In the process of returning your sister to normal, you must promote tolerance of racial diversity, protect innocent townsfolk, make friends, save the world, and cross the threshold of manhood.

At the beginning of the game, all seems normal until you walk into a house and talk to someone for a while about current events and items relevant to the plot. Suddenly they say, "Hey... what are you doing in my house?"

From this point on, jokes run rampant throughout the game. In *Albert Odyssey*, you will hear wisecracks about sexism, wheat germ, debauchery, old age, political correctness, "yo' mama", trite dialogue, health food, general stupidity, violations of privacy, good, evil, beastmen, birdmen, lizardmen, pyramid schemes from Hell, and hundreds of other things. Even if you don't even like RPGs, *Albert Odyssey* warrants a rental at the very least. The laughs you'll get out of it are worth more than a couple of bucks.

ANDY, THE GAME NOMBRE

- Concept:** 7 "If any company has the knack for making good games, it's Working Designs. Once again, WD has come through with another winner in *Albert Odyssey*, though I would have to say they're a little late on this one. A year ago, I would have been drooling all over this game, but now (with the market the way it is) it's just another good RPG. The story is especially entertaining (and humorous), which is this game's savior, since the gameplay moves at a snail's pace. Luckily, this game's shortcomings can be overlooked due to its long playtime and intriguing story, but there is nothing here that will blow you away."
- Graphics:** 8
- Sound:** 7
- Playability:** 7
- Entertainment:** 7.75

OVERALL:
7.5

REINER, THE RAGING GAMER

- Concept:** 7 "Even though Working Designs managed to reduce the loading times considerably, slow gameplay still plagues this title throughout the combat and walking scenes. While clashing head-to-head with a horde of enemies, it takes a considerable amount of time to load spells, your next maneuver, and even character and enemy deaths. On the bright side, the story is full of humor, and well...strange character dialog. You never know what the village folk will say to you, and honestly, I found myself enjoying this game for the comedic values alone, and not for the sheer joy of gameplay, or the need to finish the quest."
- Graphics:** 7.5
- Sound:** 7.25
- Playability:** 7
- Entertainment:** 7.25

OVERALL:
7.25

PAUL, THE GAME PROFESSOR

- Concept:** 6.75
- Graphics:** 7.75
- Sound:** 6
- Playability:** 8.5
- Entertainment:** 8.75

OVERALL:
6.75

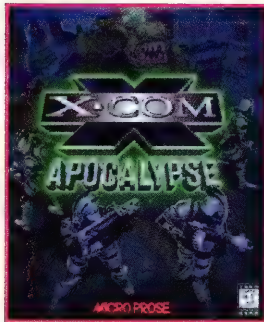
"Working Designs took their sweet time getting this one completed, but it seems that they did a wonderful job of translating the game to include endlessly entertaining dialog. For anyone that plays a lot of RPGs, this one takes quite a while to get going. The first hour or so nearly put me to sleep. Once you start gaining party members the game picks up a little, but it is still hampered by dreadfully lame battle sequences. It is in dire need of an auto-battle command. It gets very tiresome to just keep tapping 'A' throughout some very useless battles. That aside, I found the game to be fairly enjoyable, offering plenty of hours to occupy your gaming time. RPG fans take note, others should not waste their time."

by Erik, the PC Jedi



Bipedal Battle Mechanisms

Perhaps you wonder why we use this silly term instead of "mech." Mech was originally coined in the BattleTech universe and when spelled properly looks like "Mech." Apparently, FASA actually owns this very word and instead of being flattered that their term has so become a part of popular culture that we use it when talking about any walking tank, they see it as a threat to their property. I don't understand this, but we will comply, and just to be fair to other similar games we will not use the term "mech" even when talking about BattleTech games. Remember folks, it's not a Kleenex, it's a facial tissue. If any of you readers have a better term than "bipedal battle mechanisms" we'd love to hear it.



X-Com: Apocalypse – Microprose 9.5

The original X-Com is one of the best turn-based games of all time. The whole concept of shooting down UFOs, researching the aliens' technology, improving on it, and using it against Earth's would-be conquerors was an excellent premise. The process of going from frightened cloth uniform wearing soldiers equipped with pea-shooters to flying powered armor-laden bad boys equipped with guided blaster launchers capable of leveling entire city blocks is an experience too sublime for mere words.

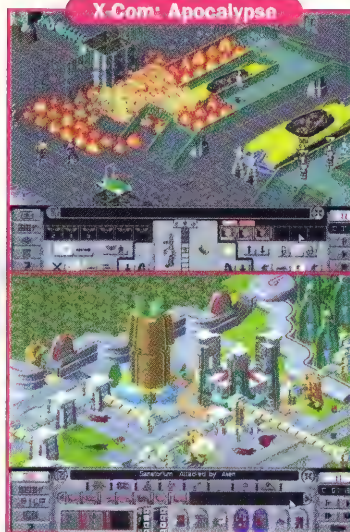
Apocalypse offers all of this and throws in a number of big changes. The majority of the game takes place in a city of the distant future called Mega-Primus. Corporate organizations, gangs, and an alien worshipping cult are now the world order instead of

national governments and you must carefully defend them from alien infiltration. If an organization is subverted, a number of things can happen. You could lose funding, access to valuable vehicles and equipment, or make deadly enemies. The gangs, for instance, wield some pretty heavy firepower.

The city environment itself is reminiscent of Sim-City in its attention to detail and the way vehicles move around. It is in this environment that you operate vehicles, shoot down enemy craft, and even fight gargantuan alien monsters. Ground missions occur within downed alien craft and in buildings where the aliens have managed to drop an infiltration team. X-Com Agents can now run and crawl in addition to their previous abilities.

They will also have access to all of the hard-earned technology from the original game. Everything you get from the aliens is brand new. One of my favorite devices in the game is an intelligent grenade that chases enemies down by hopping towards them whenever they move.

If you're an X-Com fan, you will love this game from start to finish. (Newcomers to the series would do well to play the original game first.) The sheer complexity of Apocalypse is mindboggling even to a hardened X-Com veteran. I restarted the game several times before I felt like I knew what I was doing.

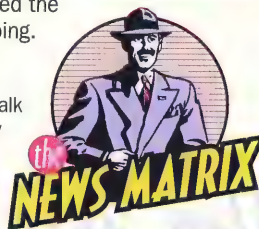


Unfortunately, we didn't have enough time last issue to talk about games at E3 for the PC. While there really weren't many bold or exciting new concepts, the clones and derivatives were all done well and sported the occasional new feature that was interesting.

Among the real-time strategy games (C&C/Warcraft clones), there were three that were thoroughly memorable. GT Interactive's *Total Annihilation* was my favorite for its remarkably large variety of units and impressive attention to the environments. Activision's *Dark Reign* was a good looking game that allowed players to not only create their own levels, but to tweak the statistics of the units as well. Blizzard entered the science fiction real-time fray with *Starcraft*.

The first-person shooters (Doom clones) had a number of contenders. I was impressed by *Unreal* from GT Interactive. Activision has acquired the rights to *Quake II* and *Hexen II*; both were looking great.

I realize that I give a little bit too much praise to this company at times, but Microprose had the most diverse and impressive lineup at the show. *MechWarrior III* is being developed by some of the same people who created *Virtual World's BattleTech Tesla System* cockpits and the game will



include many similar features. Unlike previous *Mechwarrior* games, *MechWarrior III* will feature jump jets. Microprose is also hard at work on a real-time strategy game based in the *BattleTech Universe* called *MechCommander* (formerly called *Honor Bound*). *MechCommander* features on-line multi-player options and allows up to 24 units to be involved in combat at once. All of your bipedal battle mechanisms (see my blurb) are manned by human pilots that gain experience with each mission. *Guardians: Agents of Justice* has been long delayed but it just might be worth the wait. The graphics are leagues beyond the original *X-Com* engine that the game was supposed to be based on and yields itself well to super-hero mayhem. You can no longer create your own hero, but the variety of characters to choose from and sheer customizability of each one makes up for this.

My sleeper choice of the show goes to TH*Q's *Pax Imperia II: Eminent Domain*. The original conquer-the-galaxy strategy game spawned a legion of Pax fanatics on the Mac and its sequel just might have the same effect on PC owners as well. You can win the game through many different angles. Spying, for instance, can be used to steal ships, subvert enemy agents, conduct sabotage, and topple entire empires.

recent releases



Twinsen's Odyssey – Activision
8.75 This game plays a little like a children's book, but hey, children's books are cool. It's a game just about anybody could get into.



Star Warped – Palladium
7 For a mere 20 dollars you can get a number of cheesy (but funny) games that spoof Star Wars along with some hit and miss commentary that is occasionally funny.



Dragon Dice – Interplay
7.5 If you're a huge fan of the dice game by TSR you might as well check this game out. I never was and to my knowledge, not many people were.



Space Bar – SegaSoft
6.75 It's a point and clicker with some good ideas. I despise the entire genre so it's hard to be fair, but I've played way too many of these things this year.



Betrayal at Antara – Sierra
7 Usually when someone puts out a sequel a couple years after the original, you expect to see some kind of improvement. It's still the same game.



Creatures – Mindscape
8.25 Breed, educate, and protect your critters. The AI that went into this game is unbelievable. It's not for everybody, but it sure beats the heck out of Sim Life.

PlayStation

REVIEW

8.5

Size:

1 CD-ROM

Style:

1 or 2-Player Football (8-Players Via Sony Multi-Tap)

Special Features:

Dynasty Mode, Scouting Reports, 112 Teams, 122 Stadiums, Practice Mode, Draft Seniors in Madden NFL 98

Created by:

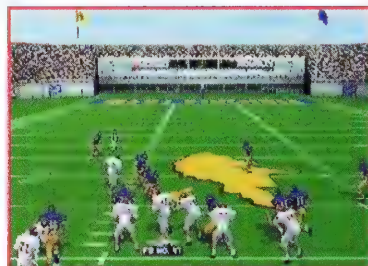
Tiburon for EA Sports

Available:

Now for Sony PlayStation

NCAA Football 98

The Dynasty mode in NCAA can't be beat. Creating a player, recruiting Freshmen, watching as your team moves up in rank, even chasing down the 'Heisman,' it's all in there. This game plays the same as Madden 98, but unfortunately, the graphics are a little muddy. Running is easier than in Madden, largely due to the focus on the option. It's nice to see team-specific playbooks, and the stadiums all look excellent. If you just want a football game, Madden might be the better game, but if you're into creating and maturing players, then NCAA is the game to have. Plus, after the four years of Dynasty Mode, you can draft your created player into Madden 98. Now that's cool.



PlayStation

REVIEW

5

Size:

1 CD-ROM

Style:

1 or 2-Player Airplane Racer

Special Features:

Choose From a Variety Of Vintage Aircraft, Four Tracks, Track Guidance System, Automatic Elevation Adjustment, Speed and Time Extension Power-Ups, Automatic and Manual Transmission (For an Airplane??), Memory Card Save

Created by:

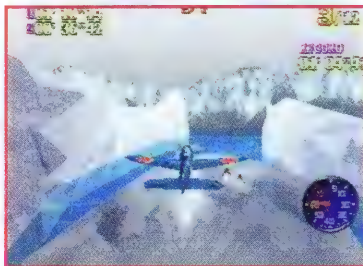
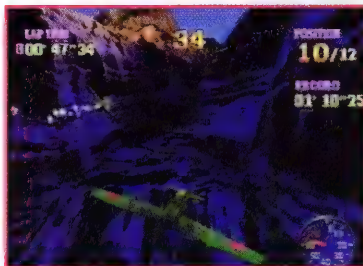
XING for TH*Q

Available:

Now for Sony PlayStation

Bravo Air Race

We're usually open to the more odd and unusual games, but Bravo Air Race suffers from too many problems for us to describe it as "innovative." For one thing, it's way too easy and there's no difficulty setting. The game also steps in and automatically adjusts your elevation at certain times. This can be extremely irritating when you were all set to pick up a speed or time extension power-up. Graphically speaking, the game looks nice in the foreground but suffers from huge amounts of pop-up in the background, making it hard to prepare yourself for whatever tunnels or obstacles lie ahead. It's not a bad game for the kiddies if you happen to spot it in a bargain bin somewhere, but serious racers should steer clear of this game.



PlayStation

PREVIEW

NHL Breakaway '98

Size:

1 CD-ROM

Style:

1 or 2-Player Hockey (8-Player Via Sony Multi-Tap)

Special Features:

Fully Customizable Season With Stats, 5 Playing Speeds, Momentum-Based Checking, Draft and Train Prospects, Hire & Fire Coaches, User Records, Team Strategies, Edit & Save Lines

Created by:

Sculptured Software for Acclaim

Available:

Now for Sony PlayStation

Video game hockey fans should take note of Breakaway, the first hockey game from the folks at Acclaim. Developed by affiliate studio Sculptured Software, Breakaway '98 is chock full of every feature you could ever think of for a hockey game. Some options, like game speed settings and a glowing puck trail, make the game feel very arcade-like; however, the stats engine, player create, and all the NHL teams and players are a hockey fan's dream come true. It plays not unlike the classic 16-bit NHL games, but the polygon players, realistic skating, and coaching strategies bring it to the next level. The wealth of bells and whistles in this game is enormous; they alone make this game worth a look.



PlayStation & Saturn

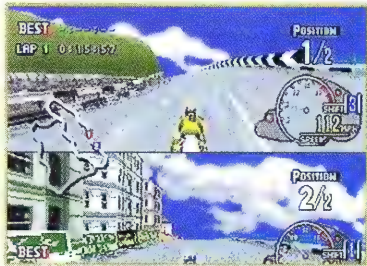
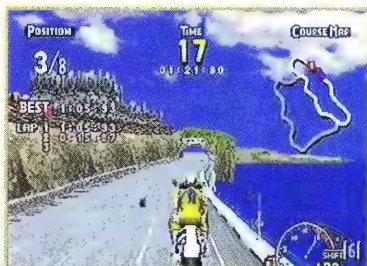
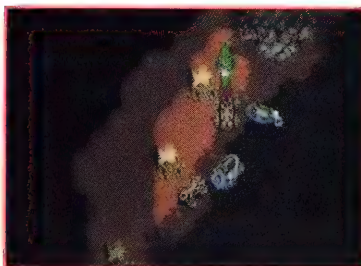
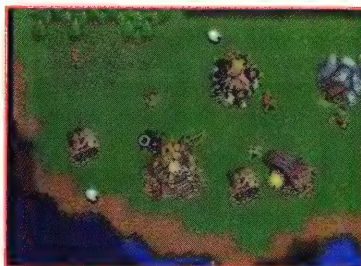
REVIEW

7.75

Size:
1 CD-ROM
Style:
1-Player Real-Time Strategy
Special Features:
52 Missions, 6 New FMV Sequences, Automatic Building, Training, and Upgrade Commands
Created by:
Blizzard for Electronic Arts
Available:
Now for Sony PlayStation and Sega Saturn

WarCraft II: The Dark Saga

There is no doubt that WarCraft II is one fantastic strategy game. While neither of the console versions live up to the PC, they definitely have some merit. There are 52 missions of gameplay (26 as the humans, 26 as the orcs) that will keep you busy for quite a while. The only drawbacks are that the resolution of the console versions doesn't quite do this game justice, and the joypad controls are rather awkward. However, if you can get past these little quirks, WarCraft II offers a lot of punch for your gaming buck.



Saturn

REVIEW

6.5

Size:
1 CD-ROM
Style:
1 or 2-Player Racing
Special Features:
2-Player Split-Screen, Four Courses, 8 Bikes Plus Hidden Superbikes, Arcade, Saturn and Time Trial Mode, Analog Compatible
Created by:
Psygnosis for Sega
Available:
Now for Sega Saturn

Manx TT Superbike

Manx TT is finally making its way home. Another great arcade racer from Sega, the home version plays fast and smooth. Unfortunately, Sega didn't add any new courses for the home version, so track selection is rather limited. However, the bikes do perform differently and the Superbikes really move out. We're always impressed with what the Saturn can do. The graphics in Manx TT are beautiful, but a few instances of slow-down do detract from the gameplay. Psygnosis did the programming for this home version and they really tweaked out the AI. Manx TT may take a while to beat, but without any new tracks, Manx TT is too short to put it in the class of other great Sega racers.

Saturn

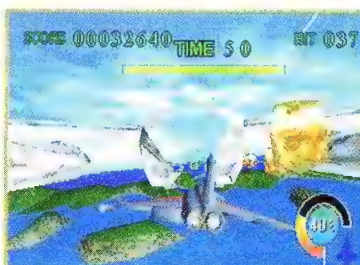
REVIEW

5

Size:
1 CD-ROM
Style:
1-Player Arcade Air Combat
Special Features:
Analog Compatible, Arcade or Ranking Mode, 4 Planes, 12 Stages Plus Bosses, Multiple Paths in Arcade Mode
Created by:
Sega
Available:
Now for Sega Saturn

Sky Target

Sky Target is pretty boring. While its premise is the same as any arcade air combat game, there seems to be little strategy in terms of flight control and boss battles. Thus, Sky Target consists of pounding on the fire buttons while slowly moving left to right across the screen. The graphics are nothing to brag about either – buildings can be flown through and the explosions are fairly drab. To its credit, Sega has included the new ranking mode that evaluates accuracy, kill numbers and total mission time, but this small addition is not enough to save Sky Target. It's a rental at best.



Nintendo 64

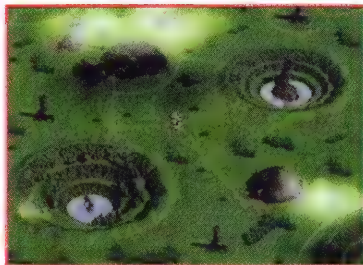
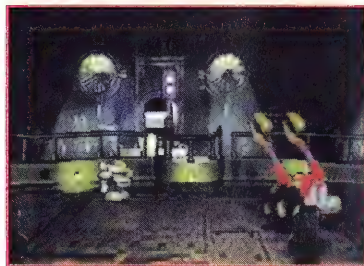
REVIEW

8.25

Size:
64 Megabit
Style:
1 or 2-Player Racing
Special Features:
8 Cars (2 Hidden Cars),
3 Courses With Multiple
Paths, Course Mirror
Mode, 3 Racing Views,
Adjustable Car Attributes
Created by:
Imagineer/Genki for Ocean
Available:
Now for Nintendo 64

Multi Racing Championship

This racer packs a lot of what every racing fan craves. A wide assortment of vehicles with adjustable attributes, long courses with variable paths, and a two-player split-screen are all found in Multi Racing Championship. Placing first is not that hard of a task once you've discovered all the track shortcuts and proper vehicle settings. The cars react differently depending on the various terrains that include water, dirt, snow, and asphalt. Probably the best feature in the game is the adjustable controller configurations which allow for one-handed control via the analog joystick. While this may not be the most innovative racer we've seen, it does pack a considerable amount of enjoyment for the racing enthusiast.



PlayStation



PREVIEW

Size:
1 CD-ROM
Style:
1-Player Role-Playing
Game (RPG)
Special Features:
Large Parties, Computer
Generated Backgrounds,
Run Button for Fast On-
Screen Movement, Lots of
Animation
Created by:
SquareSoft (Sony to
Publish in North America)
Available:
Now in Japan, Early '98 for
U.S. Sony PlayStation

Saga Frontier

From the company that created the Final Fantasy series comes yet another RPG adventure for the Sony PlayStation. While not officially related to the Final Fantasy universe, there are quite a number of similarities to FF VII, including the computer generated backgrounds as well as the twisting storyline. One of the main differences, however, is that in Frontier you can see your enemies on-screen and try to avoid them, but gameplay is still executed in the same classic RPG style using an overhead three-quarter view for travel and a zoomed-in mode for battle sequences. While this game won't be coming Stateside until early '98, it will definitely give RPGers something to dream about after they finish FF VII.

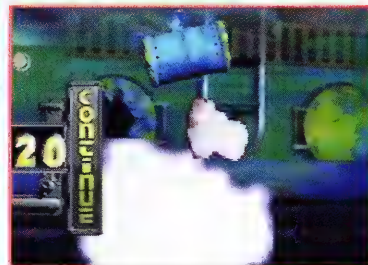
PlayStation

PREVIEW

Maximum Force

Size:
1 CD-ROM
Style:
1 or 2-Player Light
Gun Game
Special Features:
Two-Player Cooperative
Mode, Friendlies, Over
Thirty Bonus Areas, Three
Missions, Ride in Different
Vehicles, Multiple
Weapons
Created by:
Atari Games for Midway
Home Entertainment
Available:
September for Sony
PlayStation

From the creators of Area 51 comes another explosive shooter – Maximum Force. In this light gun shooter (previously playable only as an arcade machine), players must battle three different terrorist organizations. The terrorists have not only taken hostages, but civilians are hiding throughout all the levels. Shooting these hostages or civilians will cause massive damage to your health meter. Maximum Force also offers twice as many bonus areas as Area 51. Bonus areas are accessed by shooting certain inanimate objects. When on elevators, shoot all the floor buttons on the wall. When on the beach, shoot all the oxygen tanks. Weapon power-ups range from shotguns to automatic assault rifles. Need a new light gun game? Check out Maximum Force.



PlayStation

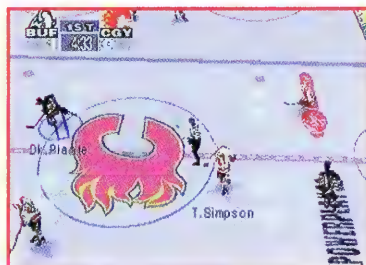
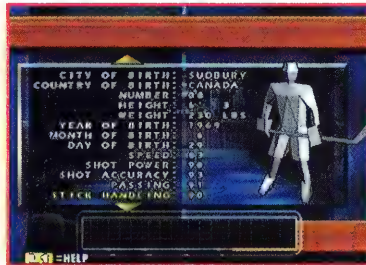
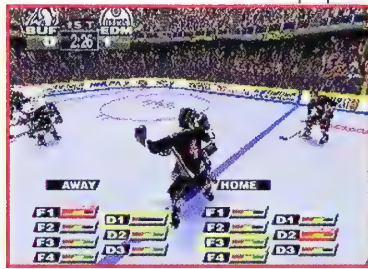
REVIEW

8.25

Size:
1 CD-ROM
Style:
1-Player Smash Up Driving
Special Features:
3 Tracks, 22 Cars (4 + 18 Hidden Vehicles), Cool Destruction Effects, Shortcuts, Customize all 22 Vehicles, 3 Modes: Regular, Time Trial, and Test Drive
Created by:
Climax for ASCII Entertainment

Felony 11-79

Felony 11-79 doesn't have the best driving physics we've ever seen and the three tracks leave much to be desired, but the game still turned out to be thoroughly entertaining. The goal of the game is to snatch three pieces of a statue (one on each track) and make your getaway before the timer runs down. In the process of doing this you will smash into vehicles, crush streetside stands, and take shortcuts through mini-malls and subways to help beat the clock. While the game isn't hard to finish, getting all 22 hidden vehicles is both challenging and rewarding. This can be accomplished a number of different ways such as getting through a track without doing any damage, doing a lot of damage, or making record time. Rent this one first, but be prepared to have a good time.



PlayStation

REVIEW

8

Size:
1 CD-ROM
Style:
1 or 2-Player Hockey (8-Player Via Multi-Tap)
Special Features:
Coaching Strategies, Excellent Stats Tracking, Create Player, NHL and World Teams, Five Camera Angles
Created by:
Radical Entertainment for Virgin
Available:
Mid-September for Sony PlayStation

NHL Powerplay '98

NHL Powerplay '98 is developed by a team of Canadians who are extremely passionate about hockey. Instead of going after flashy commentary and 'super check moves,' Powerplay '98 focuses on realistic skating and true hockey gameplay. The different ice surfaces look excellent; however, the player animations could have been much smoother. With a create player feature, new camera angles, full stats tracking, and the many hockey subtleties that continue to surface, Powerplay will not disappoint true hockey fans. It probably won't be the best hockey game this year, but it is a heck of a lot of fun. Plus, you can fight.

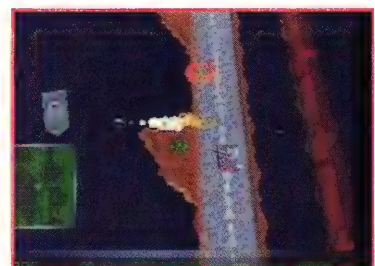
PlayStation & Saturn

PREVIEW

Mass Destruction

Size:
1 CD-ROM
Style:
1-Player Shooter
Special Features:
Multiple Weapons (Flame Throwers, Homing Missiles, Mines, Machine Gun, High Explosive Shells, Mortar Rounds), 24 Levels, Mission Objectives, Three Tanks (Differ in Armor and Speed), Password and Memory Card Save
Created by:
BMG for ASC Games
Available:
October for Sony PlayStation and Sega Saturn

Mass Destruction is a very basic shoot 'em up. The destruction effects are impressive and you can destroy just about everything in the environment in full blazing glory. Even concrete bunkers and trees explode as if they were made of rocket fuel. The game kind of reminds us of a land-bound Soviet Strike with more emphasis on gunning things down. Mass Destruction features a wide variety of different weapons and three different tanks to play with. If you love nothing more than cruising around and blowing tons of stuff up, then you should definitely keep an eye on this game.





PlayStation

REVIEW

6

Size:
1 CD-ROM
Style:
1 or 2-Player Baseball
Special Features:
Create Player, Full Season With Stats Tracking, MLB and MLBPA Licenses, Three Difficulty Levels
Created by:
Sony Interactive Studios
Available:
Now for Sony PlayStation

MLB '98

MLB '98 features smooth and exciting gameplay, with nice stadium detail and sweet player animations. Unfortunately, there are a number of stats and season bugs that will have baseball purists cursing the day they bought this game. To start, created players suddenly change position during the season. Also, if you want to trade players mid-season, you stand the chance of erasing your entire season. On top of this, there is no All-Star game at the break. Sony should have canned this update and worked on creating the best playing and most comprehensive baseball sim in history by March '98. Instead, it seems they 'rushed' out a product that can't touch Triple Play 98. We love Sony sports games, but MLB '98 doesn't cut it.



PlayStation

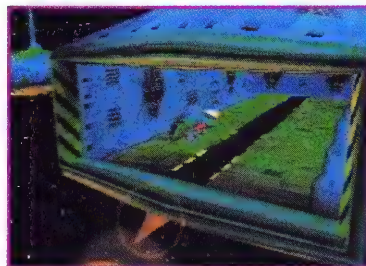
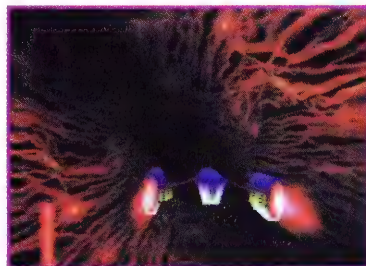
REVIEW

7

Size:
1 CD-ROM
Style:
1-Player Space Combat Simulation
Special Features:
12 Weapons, Tractor Beam, Cloaking Device, Different Ships, Cool Hyperspace Effect, Password Save
Created by:
Origin
Available:
Now for Sony PlayStation

Darklight Conflict

It's unfortunate that Electronic Arts didn't send us a reviewable copy of this game until after it shipped. It probably would have gotten a much higher score if we'd seen it before Colony Wars came to our attention and set a new standard in space combat sims. Despite this, Darklight Conflict is an attractive game with a large variety of ships and weapons. The tractor beam and cloaking device make many of the levels interesting. The physics in Darklight are very odd. While your ship acts as it should in terms of zero gravity (something most space sims don't do), there is still resistance (as if there was an atmosphere). This makes control somewhat odd and confusing, but once you get used to it and even learn to take advantage of it, Darklight Conflict becomes much more entertaining.



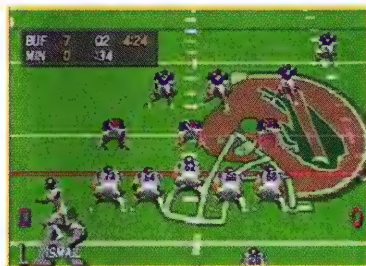
PlayStation

PREVIEW

Size:
1 CD-ROM
Style:
1 or 2-Player Football (8-Player Via Sony Multi-Tap)
Special Features:
Playbook Editor, All 30 NFL Teams and Players, Adjustable Season Length, Adjustable Camera Views During Gameplay, Practice Mode, Season Stats, Player Create, Memory Card or Password Save
Created by:
Gametek for Interplay/VR Sports
Available:
November for Sony PlayStation

Jimmy Johnson's VR Football '98

This game first came to the office late last year in a different form. Developer Gametek had sold the rights to Konami, but Konami balked on the release and it subsequently fell into the hands of Interplay's VR Sports division. Interplay went back to the drawing board and reworked everything from graphics to Coach Johnson's FMV introductions. The game's strength may lie in its playbook editor. This feature allows for the creation of offensive and defensive plays that can be saved and imported into any team's repertoire. Keep your eyes peeled for Jimmy Johnson's VR Football '98 in the next couple of months.



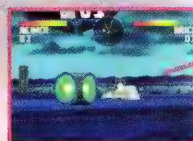
Ace Combat 2

PlayStation
Overall: 8.5
This is one of the best combat simulators for the PlayStation. Tight controls, realistic dog-fighting, and the chance to obtain over fifteen different aircraft are just half of the excitement packed into this Namco sequel.



BattleSport

PlayStation
Overall: 3
What was Acclaim thinking? This game is horrible, and it should have been left to rot on the 3DO.



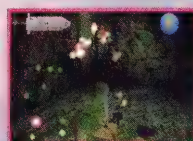
World Series Baseball '98

Sega Saturn
Overall: 3
Simply put, this is the best baseball game available on the Sega Saturn. Buy this game if you are an enthusiast of America's greatest pastime.



Excelsior 2555 AD

PlayStation
Overall: 6.25
This game strives in every possible way to be a combination of Resident Evil and Tomb Raider, but in the end it doesn't even come close to touching these titles. The combat is horrid, and the graphics are almost as bad.



Hercules

PlayStation
Overall: 6.75
Disney Interactive has done some fabulous titles for the consoles, and Hercules looks and plays just as good as the others, but the combination of the new 3D aspect with the traditional animation just doesn't work.



Marvel Super Heroes

Saturn
Overall: 8.75
This title is just as good as Capcom's previous X-Men: Children of the Atom offering. It has a nice variety of characters, beautiful animation, and a unique Infinity Gem power-up system.

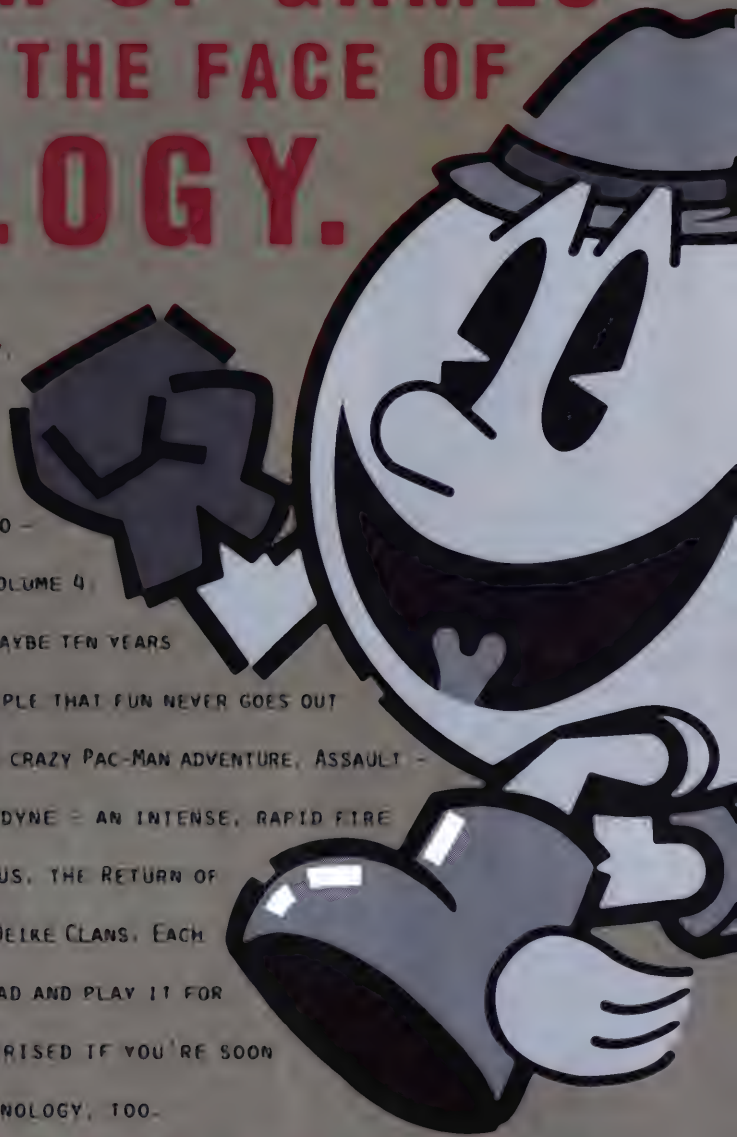


Discworld II: Mortality Bytes!

PlayStation
Overall: 7
Terry Pratchett's Discworld books are excellent, and the games aren't half bad, it's just that these games don't appeal to everyone. If you like slow moving games with tons of character interaction, then you'll probably take a liking to this sequel. Otherwise, avoid it.



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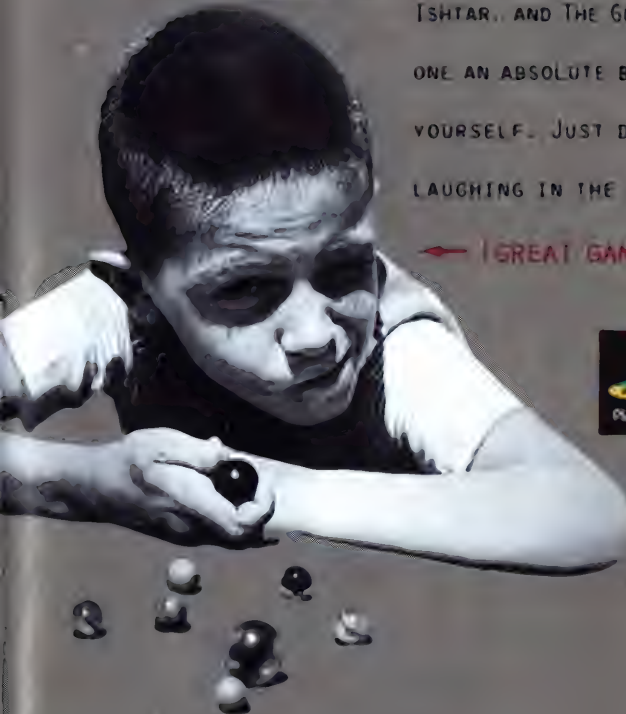
ISHITAR, AND THE GENJI AND THE HEIKE CLANS, EACH

ONE AN ABSOLUTE BLAST. GO AHEAD AND PLAY IT FOR

YOURSELF. JUST DON'T BE SURPRISED IF YOU'RE SOON

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SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



Warcraft 2: The Dark Saga – PlayStation/Saturn

Enter all of these codes at the Password screen.

Levels

- Human TOD 1: Hillsbrand – HLLBRD
- Human TOD 2: Ambush At Tarren Hill – MBSHTM
- Human TOD 3: Southshore – HSTHSH
- Human TOD 4: Attack On Zul'Dare – TTCKNZ
- Human TOD 5: Tol Barad – HTLBRD
- Human TOD 6: Dun Algaz – DNLGZ
- Human TOD 7: Grim Batol – GRMBTL
- Human TOD 8: TYR's Hand – TYRHND
- Human TOD 9: The Battle At Darrowmere – BTLTD
- Human TOD 10: The Prisoners – PRSNRS
- Human TOD 11: Betrayal And Destruction of Alterac – BTRYLN
- Human TOD 12: The Battle At Crestfall – BTLTC
- Human TOD 13: Assault On Blackrock Spire – GRTPRT
- Human TOD 14: The Great Portal – GRTPRT

- Orc TOD 1: Zul'Dare – ZLDR
- Orc TOD 2: Raid At Hillsbrad – RDTHLL
- Orc TOD 3: Southshore – RCSTHS
- Orc TOD 4: Assault On Hillsbrad – SSLTNH
- Orc TOD 5: Tol Barad – RCTLBR
- Orc TOD 6: The Badlands – BDLNDS
- Orc TOD 7: The Fall Of Stromgarde – FLLFST
- Orc TOD 8: The Runestone At Caer Darrow – RNSTNT
- Orc TOD 9: The Razing Of TYR's Hand – RZNGFT
- Orc TOD 10: The Destruction Of Stratholme – DSTRCT
- Orc TOD 11: The Dead Rise As Quel'Thalas Falls – DDRSSQ
- Orc TOD 12: The Tomb Of

- Sargeras – TMBFSR
- Orc TOD 13: The Siege Of Dalaran – SGFDLR
- Orc TOD 14: The Fall Of Lordaeron – FLLFLR

- Human DP 1: Alleria's Journey – LLRSJR
- Human DP 2: The Battle For Nethergarde – BTTLFR
- Human DP 3: Once More Into The Breach – NCMRNT
- Human DP 4: Beyond The Dark Portal – BYNDTH
- Human DP 5: The Shadows Seas – SHDWSS
- Human DP 6: The Fall Of Auchindoun – FLLFCH
- Human DP 7: Deathwing – DTHWNG
- Human DP 8: Coast Of Bones – CSTFBN
- Human DP 9: Heart Of Evil – HRTFVL
- Human DP 10: The Battle Of Hellfire – BTTLFH
- Human DP 11: Dance Of The Laughing Skull – DNCFTH
- Human DP 12: The Bitter Taste Of Victory – BTTRTS

- Orc DP 1: Slayer Of the Shadowmoon – SLYRFT
- Orc DP 2: The Skull Of Gul'dan – SKLLFG
- Orc DP 3: Thunderlord And Bonechewer – THNDRL
- Orc DP 4: The Rift Awakened – RFTWKN
- Orc DP 5: Dragons Of Blackrock Spire – DRGNSF
- Orc DP 6: New Stormwind – NWSTRM
- Orc DP 7: The Seas Of Azeroth – SSFZRT
- Orc DP 8: Assault On Kul Tiras – SSLTNK
- Orc DP 9: The Tomb Of Sargeras – DPTMBF
- Orc DP 10: Alterac – LTRC
- Orc DP 11: The Eye Of Dalaran – YFDLRN
- Orc DP 12: The Dark Portal – DPDRKP

FMV's

- New Opening – CLMX
- TOD Opening – TDPNNG
- Human TOD Act II – HKHZMD
- Human TOD Act III – NRTHLN
- Human TOD Act IV – RTNTZR
- Human TOD Victory – HTDVCT
- Orc TOD Act II – RCKHZM
- Orc TOD Act III – QLTHLS

- Orc TOD Act IV – TDSFDR
- Orc TOD Victory – RCTDVC
- DP Opening – DPPNNG
- Human DP Act II – DRNRTH
- Human DP Act III – HWRNTH
- Human DP Act IV – HMSRFV
- Human DP Victory – HDPVCT
- Orc DP Act II – BRNNGF
- Orc DP Act III – RCGRTS
- Orc DP Act IV – PRLDTN
- Orc DP Victory – RCDPVC

Ted Roseman
Houston, TX

NBA HangTime – N64

Rooftop Court – Hold **Left** and press **Turbo**, **Turbo**, **Turbo** at the Tonight's Match-Up screen to play on this hidden court.

"The Eradicator"
Phoenix, AZ

PlayStation Underground Number 2 – PlayStation

K-1 The Arena Fighters Code – At the regular menu hold **R1**, **R2**, **L1** and **L2** to unlock this helpful list of codes.

Blasto Preview – In the Debriefing section press **▲**, **●**, **■**, **▲** to unlock game footage of Sony's Blasto.

Sleepy Picture – In the Research and Development section hold **R1** and **L1**, then press **■**, **●**, **▲**, **■** to unlock this picture.

Blasto Teaser – In the Tech Q & A press **●**, **■**, **▲**, **●** to see this odd picture.

Peak Performance Code – In the Bulletins hold **R1**, **R2**, **L1**, and **L2**, then press **▲**, **▲**, **▲** to unlock this interesting code.

Twisted Metal 2 Tattoos – In the Download Station hold **■**, **▲**, **●** and press **Left**, **Left**, **Left** to unlock this cool picture.

Intelligent Qube Sneak Peek – In Imports hold **▲**, **●** and press **■**, **■** to unlock this preview.

MechWarrior Code – At the regular menu press **■**, **▲**, **●**, **×** to unlock a Mech Warrior 2 code.

Toggle Music – At the regular menu press **Start** to bring up a Music Toggle.

Play With The Lights – At the regular menu press **R1**, **R2**, **L1**, and **L2** to mess with the game's lighting.

Paul Ferfan & Gabe McCarthy
Bloomington, MN



Twisted Metal 2 – PlayStation

Homing Napalm Shots – First, make sure you have three Napalm shots in your inventory. Now, shoot one off and hold the **R2** button. While holding press **Up**, **Down**, **Down**, **Left**, **Left**, **Left**, **Right**, **Right**. If this is done correctly, twelve Napalm shots will be added to your inventory, and at the top of the screen the words "Homing Napalm" will appear.

Maricia Hinders
Seattle, WA

Broken Hellx – PlayStation

Infinite Ammo Units – While in gameplay Pause, press **▲**, and highlight the Help Text icon. Now, hold **L1** and **R2**, and press **▲** and **×** simultaneously. Doing this will give you an extra ten ammo units. Repeat to obtain more.

Infinite Health Units – While in gameplay Pause, press **▲**, and highlight the Help Text icon. Now, hold **L1** and **R2**, and press **●** and **×** simultaneously. Doing this will give you an extra ten health units. Repeat to obtain more.

Zilcorc the Alien Ambassador
Washington, DC



Turok: Dinosaur Hunter – Nintendo 64

Ultimate Cheat – Enter this code at the Password screen: NTHGTHDGCRTDTRK.

Marcus Johnson
Sunnyvale, CA

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.



ATTENTION!
Codes only work with InterAct's GameShark enhancer attachment.

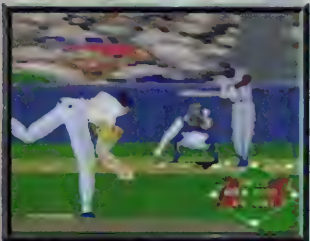


Broken Helix - PlayStation

- First Aid Refill
8006fe2e 0101
- Infinite Armor
8005c918 0064
- Wire Cutters
8006fe50 0112
- Rapid Fire
8006fe62 011b
- Flame Thrower
8006fe64 011c
- Missiles
8006fe66 011d

Cool Boarders - PlayStation

- Snowman and Extra Boarders
801ef82e 0017
- Tiny Boarders
8018ef28 0f00



VR Baseball '97 - PlayStation

- Field of Corn
8005b09a 0001

Xevious 3D/G+ - PlayStation

- Infinite Lives
8012dd58 0006
- Weapon Power-Up
80131ea4 0002



Codename: Tenka - PlayStation

- Start With Red Key
800519c8 0001
- Start With Purple Key
800519d0 0001
- Start With Blue Key
800519cc 0001
- Start With Yellow Key
800519ce 0001
- Start With Green Key
800519ca 0001
- Infinite Ammo
80059a6c 0063
- 80059a78 0063
- Double Shot
80019de2 0001
- Rapid Fire
80019de4 0001



Rage Racer - PlayStation

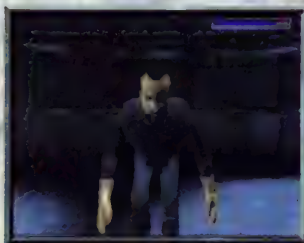
- Infinite Cash
8019c610 c9ff
- 8019c612 3b9a

War Gods - PlayStation

- Infinite Time
8009e114 0064
- Infinite Credits
80098580 0005
- Infinite Health Player 1
8009927c 0001
- Infinite Health Player 2
80099280 0001
- Extra Damage Player 1
80099280 0001
- Extra Damage Player 2
80099284 0001

All-Star Baseball '97 Starring Frank Thomas - PlayStation

- Home Team Wins
80043968 0019
- Away Team Wins
80043968 1900



Overblood - PlayStation

- Laser Knife
800ef4ec 0001
- Hand Gun
800ef508 0001
- Stun Gun
800ef518 0001
- Emergency Spray
800ef534 0001

Wild Arms - PlayStation

- Jack Quick Level-Up
80133e40 ffff
- Rudy Quick Level-Up
80133e0c ffff
- Cecilia Quick Level-Up
80133e74 ffff



Thunder Truck Rally - PlayStation

- Infinite Armor
801dbe10 0000
- Extra Car Crush Points
800bb0c0 03e7
- Zero Car Crush Points
800bb0c2 0000

Dynasty Warriors - PlayStation

- Infinite Health Player 1
800b2cdc 00c8
- Infinite Health Player 2
800b364c 00c8



Rush Hour - PlayStation

- Reverse Mode
801074d6 ffff

Nintendo 64

- GoldenEye 007
- San Francisco Rush Extreme
- Tetrisphere

PlayStation

- Oddworld: Abe's Oddysee
- Hercules
- Machine Hunter
- Madden NFL 98
- Ogre Battle Limited Edition
- Porsche Challenge
- Treasures of the Deep
- Xevious 3D/G+

Sega Saturn

- Duke Nukem 3D
- Herc's Adventures
- Mega Man X4
- Mortal Kombat Trilogy
- Sky Target
- Swagman

Game Boy

- Kirby's Dreamland 3
- Mole Mania
- Wario Land 2

Arcade

- The Lost World: Jurassic Park

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- \$.105 per minute for live help.
- Canada 900-451-5252
- \$.125 per minute automated

NINTENDO

- Game Counseling
900-288-0707
- \$.95 per minute
- Canada 900-451-4400
- \$.125 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.



Hexen 64 – Nintendo 64

Cheat Menu – While in gameplay, pause and press **Up C Button**, **Down C**, **Left C**, **Right C** to make a cheat menu appear. Enter this menu and quickly enter the code you want from the list below.

God Mode – **Left C**, **Right C**, **Down C**

Health Refill – **Left C**, **Up C**, **Down C**, **Down C**

Level Select – **Left C**, **Left C**, **Right C**, **Right C**, **Down C**, **Up C**

Butcher Mode – **Down C**, **Up C**, **Left C**, **Left C**

No Clipping – **Up C** (twenty times), **Down C**

Collect Mode Cheats – Enter these codes at the Collect Mode screen (within the Cheat screen).

All Artifacts – **Up C**, **Right C**, **Down C**, **Up C**

All Keys – **Down C**, **Up C**, **Left C**, **Right C**

All Puzzle Items – **Up C**, **Left C**, **Left C**, **Right C**, **Down C**, **Down C**

All Weapons – **Right C**, **Up C**, **Down C**, **Down C**

*Mitch Dickens
Hillside, NJ*



Die Hard Trilogy – PlayStation

To use these cheat codes, pause the game and hold **R2** while entering the desired code.

DIE HARD 1

Screaming Trees Code – While in gameplay pause, hold **R2**, and press **●**, **●**, **■**, **■**, **Right**. This code will make trees scream when they are shot.

DIE HARD: WITH A VENGEANCE

Fuzzy Dice Code – While in gameplay pause, hold **R2**, and press **Right**, **●**, **Left**, **Left**, **■**, **Down**. This code will add a nice set of fuzzy dice to the first-person view.

*Acrilic de More
Paris, France*



Triple Play 98 – PlayStation

Crowd Boos – While in gameplay press and hold **L1**, **L2**, **R1**, **R2**, and then hit **Down**, **✖**, **Down**, **✖**, **✖**.

Crowd Cheer – While in gameplay press and hold **L1**, **L2**, **R1**, **R2**, and then hit **Down**, **✖**, **Down**, **✖**, **▲**.

Announcer Heckles – While in gameplay press and hold **L1**, **L2**, **R1**, **R2**, and then hit **■**, **●**, **■**.

Weather Status – While in gameplay press and hold **L1**, **L2**, **R1**, **R2**, and then hit **●**, **✖**, **●**.

Automatic Strike Out – While in gameplay press and hold **L1**, **L2**, **R1**, **R2**, and then hit **✖**, **Down**, **●**, **■**, **Right**, **Left**, **▲**, **Up**.

Automatic Home Run – While in gameplay press and hold **L1**, **L2**, **R1**, **R2**, and then hit **Up**, **▲**, **Left**, **Right**, **■**, **●**, **Down**, **✖**.

*Felton Spencer
Hayward, CA*



Independence Day – Saturn

Debug Code – To unlock every code in the game enter your name as “RADARMY” at the Name Entry screen in the Options menu. Now, exit out of Options and press **Left**, **Right**, **Up**, **Down**, **X**, **Z**, **Y**. Doing this successfully will unlock a Cheat Menu in the Options.

*Martin Sheen
Hamburg, TX*

The Incredible Hulk: The Pantheon Saga – PlayStation

Enter all of these codes at the Password screen.

Level 2 – 603ee0c530

Level 3 – B08E0F0802

Level 4 – 000026B698

Level 5 – 40074DFF12

*Peter Parker
New York, NY*



Last Gladiators Digital Pinball – Saturn

Unlock Staff Ball – At the Title Screen press **X**, **Y**, **Z**, **X**, **Y**, **Z**, **C**, **B**, **A**, **Up**, **Down**, **Start** to unlock this bonus game.

Unlock the Debug Mode – At the Title Screen press **Up**, **Up**, **Up**, **Up**, **A**, **B**, **C**, **Down**, **Down**, **X**, **Y**, **Z**, **Start**. Now, enter any table and while playing press **X** and **Up**. Four digits will appear in the right-hand corner. Use the directional pad to change the number and press **Z** to select your option. playing at any table. The numbers control the round and number of balls on the table.

View the Credits – At the Title Screen press **C**, **B**, **A**, **A**, **B**, **C**, **Y**, **Z**, **X**, **Down**, **Down**, **Start** to unlock the sinister minds behind this game.

*Claudia Shiffer
Atlanta, GA*



Shadows of the Empire – Nintendo 64

To make these codes work you'll first need to enter your name as “Wampa-Stompa” and set the difficulty level to medium or hard. The “-” is for a space, and make sure you have one space before Wampa, and two before Stompa. You'll also need to use the proper casing where the first letter in each word is capitalized, and the rest is in lower case.

Man an AT-ST – On the first level, play through the Probe Droid stage, and on any of the next stages in this level enter this code to man an AT-ST. First, set your controls to the traditional setting. Then, press **Left** on the control pad (not the analog stick) and the **Right C Button** simultaneously. Now, press **Up**, and press the **Right C Button** to scroll through your views. One of them will reveal an isometric view of your very own AT-ST. Use the control pad to steer and press **Up** to fire.

Play as a Wampa – On the second level, or any level featuring a Wampa, set your controls to the traditional setting, then press **Left** on the control pad (not the analog stick) and the **Right C Button** simultaneously. Now, press **Up**, and press the **Right C Button** to scroll through your views. One of them will reveal a behind the shoulder view of a Wampa. Press the control pad to move, and hit **Down** to swipe.

Play as a Snowtrooper – On the second level, or any level featuring a Snowtrooper, press **Right** on the control pad (not the analog stick) and the **Right C Button** simultaneously. Now, press **Up**, and press the **Right C Button** to scroll through your views. One of them will reveal a behind the shoulder view of a Snowtrooper. Press the control pad to move, and hit **Down** to fire.

*Keith Richards
Oakland, CA*



Battle Arena Toshinden 3 – PlayStation

Random Select – At the Character Select screen press and hold **L1, L2, R2, R1** to choose a random fighter.

Unlock Alter Egos – Set the game difficulty to any level, and play through with every character to unlock their alter ego.

Unlock Sho – Turn the difficulty to 5 and beat the game with Vermilion to unlock Sho.

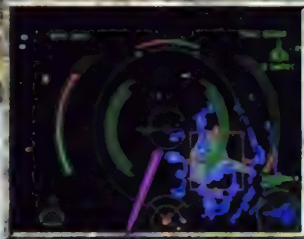
Unlock Abel – Turn the difficulty to 6 and beat the game with Vermilion to unlock Abel.

Unlock Veil – Turn the difficulty to 7 and beat the game with Abel to unlock Veil.

Unlock Naru – Turn the difficulty to 7 and beat the game with Veil to unlock Naru.

Unlock the Bosses – Turn the difficulty to 7 and beat it with any character without using a continue to unlock four boss characters.

*"Evil Tamagotchi"
Pocket Watch, NV*



Wing Commander IV – PlayStation

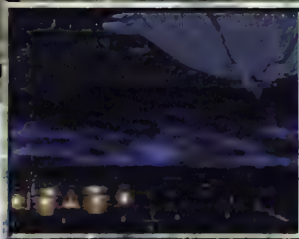
Cheat Mode – At the Wing Commander IV copyright screen press **Up, Down, Down, Up, R2**. Doing this will bring you to a Level Select screen. Use your throttle buttons to select the level you want, and while in gameplay if you press **L1, L2**, and **■** simultaneously you'll kill enemies in one shot.

*"The Rhino"
Toledo, OH*

Wild Arms – PlayStation

Tons of Items Trick – To obtain 255 of any item within your inventory follow this simple procedure. During any battle, have your first two characters use a Heal Berry on themselves, have the third character swap any item with a Heal Berry, then attack the enemy. After this sequence, you'll have 255 of the item that you swapped with the Heal Berry.

*Argus Molting
AOL, COM*



Independence Day – PlayStation

Debug Code – To unlock every code in the game enter your name as "RADARMY" at the Name Entry screen in the Options menu. Now, exit out of Options and press **Left, Right, ■, ●, ▲, ▲, Down**. Doing this successfully will unlock a Cheat Menu in the Options.

*Lou Tenington
Webville, COM*

The Incredible Hulk: The Pantheon Saga – Saturn

Enter all of these codes at the Password screen.

Level 2 – 603ee0c530

Level 3 – B08E0F0802

Level 4 – 000026B698

Level 5 – 40074DFF12

*Clark Kent
Metropolis, CA*



Doom – Saturn

Level Select – While in gameplay, pause and press **Right, Left, Z, Right Button, Z, Left Button, Z, C**.

God Mode – While in gameplay, pause and press **Down, Y, X, Right Button, Right, Left Button, Left, B**.

All Weapons – While in gameplay, pause and press **B, Y, X, Left Button, Right Button, C, X, Z**.

Fully Exposed Map – While in gameplay, pause and press **B, B, C, Left, B, B, C, Right**.

*"The Human Torch"
Buffalo, NY*



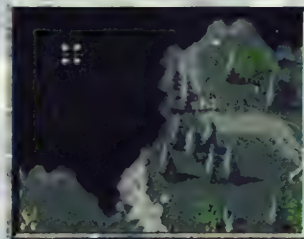
Die Hard Arcade – Saturn

More Subs in Deep Scan – At the Main Menu press and hold **X, Y** and **Z**, then while still holding enter the Deep Scan game. Hold this combo down until the game begins.

Higher Difficulty in Deep Scan – At the Main Menu press and hold **X, Y, Z, A, B**, and **C**, then while still holding enter the Deep Scan game. Hold this combo until the game begins.

New Soundtrack – While in gameplay press **X, Y, Y**, and **Start** simultaneously to remix the soundtrack.

*Lance Revindale
Desmond, IA*



Command & Conquer – PlayStation

Japanese Voices – Go to the Password screen and enter: **GODZILLA** to change all of the voices in the game.

*Todd Livingston
Memphis, TN*

Tomb Raider – PlayStation

Level Skip – While in gameplay hit **Select** to bring up your inventory. From here press **L2, R2, L1, ●, ▲, L1, R2, L2** to skip to the next level.

*"The Human Torch"
Buffalo, NY*

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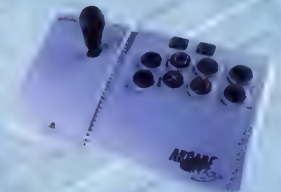
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GAMING FROM THE PAST TO THE PRESENT

Sub-Terrania

Genesis

Availability: Uncommon

Replay Value: High

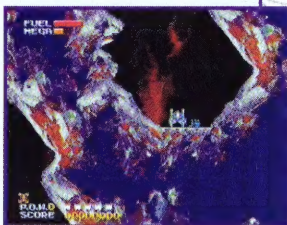
Similar Games: None

Created by: Sega

Access Tip: Fuel is of the essence, so don't spend time sight-seeing. Learn your paths first, and you'll have no problems with fuel consumption or level completion.

Overall: 9

To this day, Sub-Terrania is still one of the coolest shooters available. Aliens have invaded a subterranean mining colony, and it's up to you and your light-speed reflexes to save the day. Manning a prototype fighter through tight tunnels and alien infested caverns is a difficult task, but luckily Sega made the gameplay and control as good as it could ever be. You'll have to slowly land your craft correctly to allow for hostages to board, be fuel conservative, and search for hidden lives and weapons to make the mission easier. If you like this genre, then you'll surely find Sub-Terrania to be one of the most unique and entertaining shooters available.



Aerobiz Supersonic

Super Nintendo

Availability: Rare

Replay Value: Medium

Similar Games: Aerobiz (SNES), Sim City (SNES), Sim City 2000 (PS-X, SS), Theme Park (3DO, SG, PS-X, SS)

Created by: Koei

Access Tip: To unlock an amusing 'identify the flag' bonus game, place your hand cursor on the icon that looks like a Super Nintendo controller (options) and press A. Once inside, press Select to bring up the bonus game.

Overall: 8

Everyone has had a vision of running a corporation and then using it to take over the world, and as far as video game simulations go, Aerobiz Supersonic is the closest you'll come to this dream. Your goal: successfully run an airline, and eventually corner the global market so that you are the grand master of the skies. You'll have to buy planes, advertise, balance repair and customer services, obtain new airspace, and survive employee strikes. Aerobiz Supersonic is the most realistic airline simulator to date, except they forget to include the bad meals and stale snacks.



Haunting Starring Polterguy

Genesis

Availability: Uncommon

Replay Value: Low

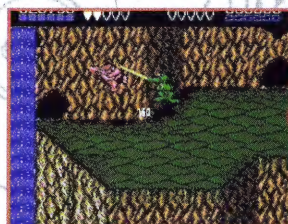
Similar Games: Maniac Mansion (NES), Zombies Ate My Neighbors (SNES, SG)

Created by: Electronic Arts

Access Tip: In the first house hit A to enter the grandfather clock in the dining room. While inside press B, C, C, B. This will give you 15,000 points and a warp to the second house. In here, hit A to enter the toilet in the bathroom. While inside press C, C, C, B to warp to the third house. In here, hit A to enter the garbage can in the garage. While inside press B, C, B, B. Leave each of the rooms holding the objects you enter with to warp to the next level.

Overall: 7

This game is weird. To win the game, the only thing that you are required to do is scare a family out of their house. To accomplish this task you'll have to insert your ghost form into different objects scattered around the house, and make the objects do something horrifying to scare the folks to such a degree that they flee through the front door. The animation and special effects in this game are really the only enjoyment you'll run across, since the gameplay is nothing but 'hit a button and watch what happens.' We like this game because it's different. Check it out if you enjoy diverse gaming.



Battletoads

NES

Availability: Common

Replay Value: Medium

Similar Games: The Double Dragon Series (NES, SNES, SG), Battletoads/Double Dragon (SNES, NES, SG), Battletoads (SNES)

Created by: Rare for Tradewest

Access Tip: At the Title Screen press and hold A, B, and Down. While still holding, press Start, and you begin the game with five toads as opposed to three.

Overall: 8.25

Battletoads was a huge smash for the NES, to say the least. With gameplay similar to Double Dragon, the mac-daddy of all punch 'em ups, Battletoads features unique level designs, obscure special moves, and a thrilling simultaneous two-player extravaganza. Battletoads is a wacky game that has the same comedic essence of Earthworm Jim and Teenage Mutant Ninja Turtles. Even though it seems to be targeted towards children, Battletoads is an extremely hard game where memorizing levels and enemy strategies is the only way to survive.



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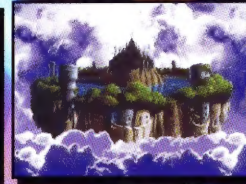
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