

Game Informer

MAGAZINE

A Special Feature On
SQUARE SOFT
Pg. 18



RESIDENT EVIL 2

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January 1998

Vol. VIII • Issue 01 • #57

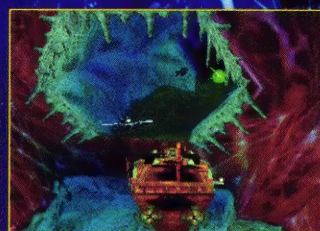
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GAME MODES.

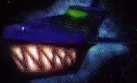


10 TOTALLY DIFFERENT
HULL-CRUSHING ENVIRONMENTS.



PIRANHA SWARMS, MAGNETIC SUCKERS,
DEPTH CHARGES AND MORE!

This is what they really mean when they talk



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ARMAGEDDON

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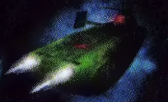


BOTTOM LINER

Don't worry, You'll know you're in too deep

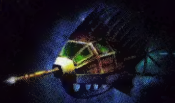
when the water pressure caves your head in.

Looks like you're in deep shmp.



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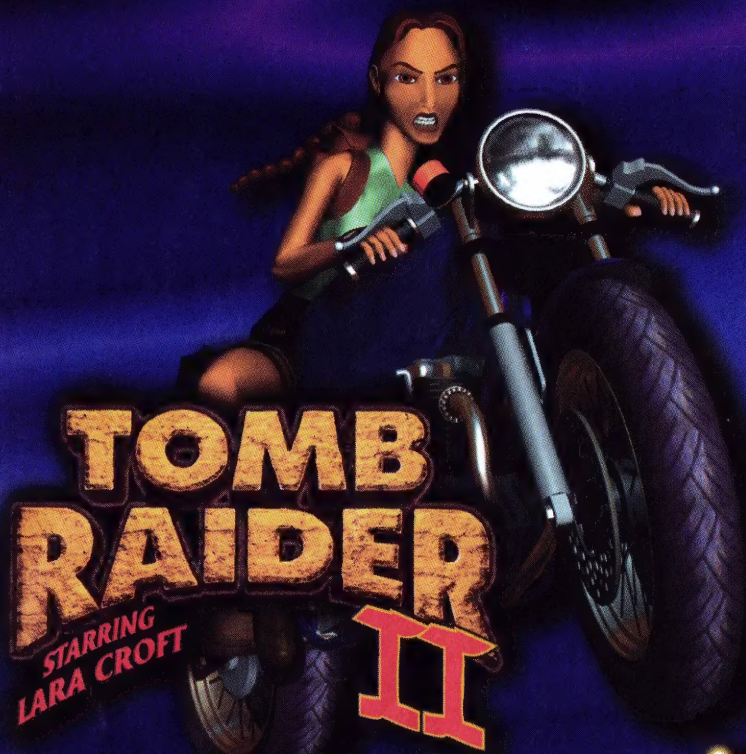
LA GRIFFE



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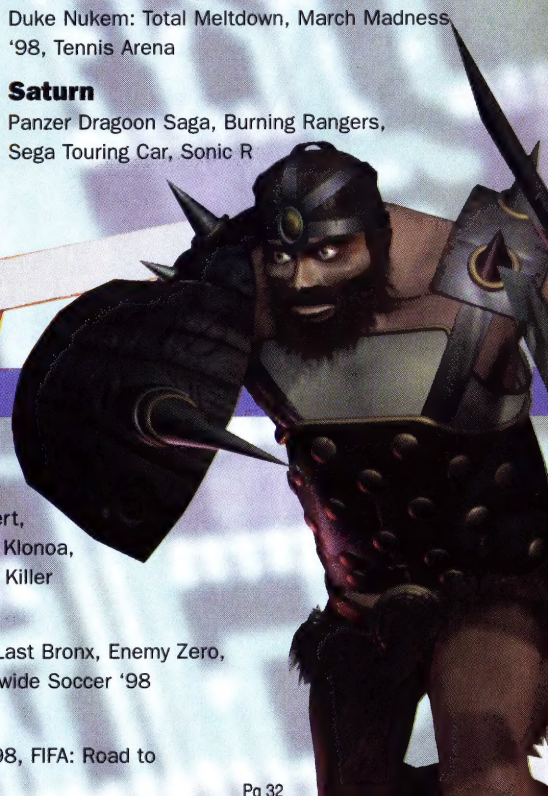
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Letter From The Editor

By
Andrew
McNamara

**Game
Informer**
MAGAZINE

THE DAWN OF A NEW DAY

With the talk of Sega's new machine being the number one topic among gamers lately, I find myself listening to a lot of gibberish about how "cool" and "hip" and "awesome" this new machine is going to be.

While I realize there are a number of Saturn fans out there, there certainly isn't a lot of software selling on the unit, which raises some questions about Sega's new machine - if it is in fact based off a Windows operating system. One perspective says that this will enable Sega to bring lots of software to the market quickly (which they failed to do with the Saturn. I, however, find this difficult to believe. At the rate that PC software moves forward, due to the introduction of newer and faster hardware, I believe that any machine based on a Windows OS will quickly become too slow for the fast-paced PC world.

Of course, I could be wrong - speculation usually is. For instance, I would have never guessed that Sega's software would start a resurgence in quality just as Sega cut down their number of retail outlets and brought the manufacturing of units almost to a halt.

One thing that is certain about this new machine is there are a lot of rumors surrounding it. Sega is certainly excited about the dawn of the machines, but the real question will come down to not how powerful the machine is, but how well Sega launches the product. Another horrific launch, like that of the Sega Saturn, will certainly devastate Sega.

Anyway, I don't think it matters for now, as any new system launch is at least a year off (two if you go by my calculations). What matters now is that Sega's games are getting better, even though the system is getting buried at retail. Hey, at least they didn't abandon their clientele like Atari did.

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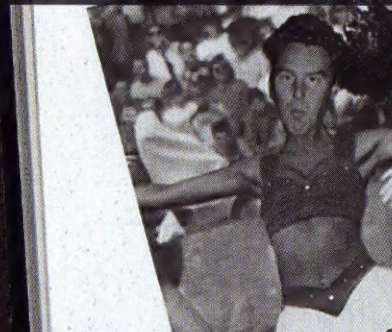
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Bergren, The Game Burrito

"Winter is here in full force with an onslaught of obnoxiously frigid weather to drive many of us northerners indoors. If Minnesota had any mountains to speak of, I would be out on the slopes looking for powder, but as it is, I find myself torn between viddin' out or watching my beloved Timberwolves. It's a tough call because the Wolves are shaking up the Midwest conference, but on the other hand, there are also tons of cool console and PC games being churned out. Hexen II and Fallout are tops on my PC list and I even got hooked on Zork: Grand Inquisitor."



Reiner, The Raging Gamer

"I could quite possibly be the most spiteful creation to ever grace this wondrous planet. Sure, I have much to be thankful for - like being a playable character in Dragon Force, and my name being in the credits of Crash 2 (Japanese version), Spawn: The Eternal, and an issue of The Curse of Spawn, but for some reason I'm not happy at all. Maybe it's because the three way system battle is now Sony battling against themselves. I hate to admit it but Sega and Nintendo are getting creamed. How much longer do we need to think about not having a new game to play? If I was in charge, Nintendo would already have two 64-bit versions of Metroid, and I would port all of the Japanese RPGs to the Saturn. Let's hope things turn around in '98."

Andy, The Game Hombre

"Is it just me, or is everyone else getting sick and tired of almost every single Nintendo game having that stupid 64 tagged on the end. At first, it was understandable, but now I think pretty much everybody knows it's 64-bit. Can't a company other than Nintendo market and sell an N64 game without that stupid moniker? I'd sure like to see it. But I digress...make sure you check out Resident Evil 2, the game is unbelievable. Play vids and live on."

Paul, The Game Professor

"I've been gaming for nearly 20 years and my five year tenure at GI has obviously been an unbelievable trip to gaming nirvana. Even with the memorable releases of games and systems over the years, I don't think I've ever been more excited for a release than I am for Capcom's Resident Evil 2. It has been a long time in coming, but I hope Capcom will continue with the series and give it the serious Street Fighter "treatment." I can handle all the director's cuts, turbos, and alpha versions of RE they can muster."

Robert, The Game Cassanova

"Well, I have made it into the hallowed halls of GI and infiltrated their top secret ranks. It's too bad Tobal 2 isn't coming over here, because it's the best 3D fighter EVER. Shout outs to Sharon, Dan, Dawson, Michelle, my family, my ex-boss (Rob), the Jedi Knights I hang with in Houston, and all my regulars. My favorite games this month are Burning Rangers, Panzer Saga, and Resident Evil 2. And remember, Brak should be President, or at least have his own show."

Jon, The Greedy Gamer

"The staff is now complete. We've got a Bergren, and now we've got a Robert. Actually, his friends call him Bob, but you can call him Jim. He's from Texas...and guess what - he's really into light gun games. Actually, I'm kidding, they're not his favorite, but he is into just about every video game ever made. Thus, with the staff now complete, and the recent office expansion (that tied up our entire Thanksgiving holiday), Game Informer is going to rule the world. The only thing left is to finally decide which city to focus our sports articles around - Minneapolis (boo), Houston (lame), or Buffalo (yeah!)."

WILD 9

The Reign of Pain
shows mainly
on the Plain.



<http://www.shiny.com>

RATING PENDING
RP
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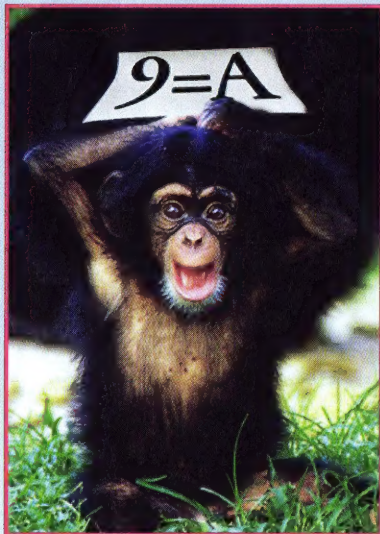
DEAR G

Letters from Our Readers

The A, B, and C's of Game Informer

I have been a subscriber to your magazine for three years and if I had sent you this letter back then it would have been filled with praise and thanks, but it is not. First off, I want to condemn your magazine for scoring a game almost solely on its graphics. To prove this I request that you do a review on a game for the PC called Tigers on the Prowl 2.0. This game may not have the graphics of Mario 64 but it has the best strategic realism of any game. Next, I ask that you stop trying to be funny. As more proof I submit your section in which you make a poor attempt at introducing your staff with those corny pictures. Another thing is your unfairness towards PC games. I can prove this by asking why Civilization II didn't receive a perfect score? Also by showing you that your hall of fame has had no PC games in it. My final gripe is the way you constantly give out 7-9.75's. How is this going to help us decide what games to buy with such close scores? I realize that you have had many other complaints and I would like to say that you can't ignore them forever.

"One Very Angry Gamer"
Dallas, TX



No, we have not received any other complaints about our scoring, sorry. Our scoring system is very similar to a standard school grading system. Students that excel will get A's. Those who are good but not great find themselves receiving B's. Those who fall right into the middle land C's. If you don't care but push yourself enough to pass, D's are your reward. And if you are without a clue and don't know what class you are in, F's are inevitable. Now compare this to our scoring system. 10-9 equals an A, 9-8 is a B, 8-7 is a C, 7-6 is equivalent to the fearful D, and 6-below is the horrendous F. And your comment about us scoring all of the games as 9.75-7 is way off the mark. In this issue alone a good portion of the late December-January releases failed. The GI staff was marking many games with a big red F. If you still don't understand our scoring, we'll put it into layman's terms. Let's say you go to

the grocery store to get some milk, but there is only two cartons left, and you must buy one. One container is ninety percent full, and the other is seventy-five percent full. Which one do you buy?

As for PC games? We mainly cover console games, and when scoring them, we only score PC games against PC games, and console games against console games. Or at least we try to. Sometimes dual PC/console releases of the same game happen, and it is our duty to point out differences. Other than this, we keep the PC and console universes separate.

Mono question of the month

I have been reading your magazine for years now. And I have sent in passwords and secrets for many games over the years. I respect and admire your magazine's writing and accuracy to the details of the video game world.

I have been wondering for around two years how Andy, The Game Hombre and Reiner, The Raging Gamer have gotten to be on your staff of video game reviewers. I was also wondering if you could send me some information on how to become one of your video game reviewers. I would very much appreciate your help and time in sending me this information. I have many ideas on how you could upgrade your magazine.

Sincerely,
James Alberghine

The mystery of how each of us landed this sweet gig is one of our best kept secrets. Andy, The Game Hombre is basically the father of this great publication. He's been here since day one, and has earned the ranking of one of the longest running editors in the history of gaming. He's turned this magazine from rags to riches and has been known to be one of the smartest men in the industry (snicker). Reiner, The Raging Gamer came out of nowhere, and kicked and punched his way into GI. He's been called the greatest gamer of all-time by many big industry names, and is also one of the biggest freaks in the world (snicker). As for the rest of the staff? They're losers and need no recognition. We feed them, clean them, and make sure they know how to hold a controller.

The bottom line is as such. We try and recruit gamers with unique personalities who know the ins and outs of the video game industry - past and present. Writing skills are required and computer competence is a must. Since this is obviously a cool job, position openings don't come by too often. However, when an opening does come along the only way to get hired is to apply. If you're interested please send your resume to the address in the masthead. But we'll tell you this, gamers don't get paid well unless your last name is Perry.

The Uneducated

You guys have got to be joking in your review on Quarterback Club!! Did EA SPORTS pay you guys? The other web sites are raving about this

game. I had high hopes for this title, but now they are shattered by this news that you brought upon me. I have Madden 64 and it's a solid game. I guess I will just buy both because I like them both. Well thanks for your time!!

"MLittle"
aol.com

You don't always have to agree with our opinion, but it is our job to give it. If you don't like what we have to say, that's fine, but don't persecute us for saying it. We're still debating which is better, Quarterback Club '98 or that electric football game that makes the players vibrate down the field. It's a toss up. Both of the games play almost identically. In our opinion, stick with Madden 64, it's definitely the best pigskin game on the N64.

Defining Genres

I have a question regarding your August and November issues. In the August issue you guys rated Oddworld: Abe's Oddysee a 9.25, and in the November issue you guys rated Crash 2: Cortex Strikes Back a 9, but you guys said, "[Crash 2: Cortex Strikes Back] is the action/platform to beat on PS-X." Why would you guys contradict yourselves by giving Abe's Oddysee a higher rating than Crash 2?

Sincerely,
Michael Maurice Collins
webtv.net

That's a good question Michael, but we have an even better answer. Abe's Oddysee is not an action/platform game. It's an action/adventure. Action/platformers are usually games that don't require too much brains. On the other hand, action/adventures like Abe's and Tomb Raider require solutions to problems. If Abe's was nothing but a game that made you jump and kill, then we'd call it a platformer, but it's more than that. You need to talk, save friends, and so on and so on.

The Future is Never Clear

Is Sega Saturn gonna die? What's Sega's 64-bit system gonna be like? Disk-based or cartridge? 360-degree perspective? Smoother animation when the action gets heavy? Fewer fogs? Inquiring minds like mine wanna know!

Peter Brand



As for the new machine, there are no solid specs yet. We know they are working on one, but things change day to day. We believe it will be 128-bit (as we reported in the November GI, Sega is working with Microsoft on just such a machine). It only makes sense. We won't believe it until we see it. The Saturn is obviously losing the high-end console race, so why not spit some words about another machine to keep people thinking Sega? If we were Sega that's what we'd do. Wait until you see it, and don't believe in the new system rumors. Did you hear Nintendo has a new 128 coming out as well? Kidding, but we made you think didn't we? Be cool and game in the now.

Bring Back the Classics!

Have you people heard of any news about a Shadowrun game coming out for any system? Shadowrun for the Super NES was (and still is) one of my favorite games. Do you know if a Breath of



Fire III will be coming out for any system? And do you guys know about a new Secret of Mana or Evermore? One last question...I am planning on buying Final Fantasy VII and I have heard all the good things about it, and would like to know if there are any bad qualities to it. I doubt there are, but I would still like to know if you can tell me. Please answer my questions. Thank you.

Matt Studivan
aol.com

We'd love to see all of these games hit the consoles, but as it stands now, Capcom is the only company bringing back one of the games you crave. Breath of Fire III should be coming to the PlayStation around March of this year. It's already out in Japan, and about a year and a half ago, Capcom sent us an early build of an American version (see October '96). Hopefully it will be out soon. We can't see why it wouldn't be ported over. It looks good. As for FF VII? It has one bad quality. It ends.

Beating on the New Guy

Sad to see the loss of the coolest never-before-seen in a movie Jedi master. But let's face it, the chubby guy with the poofy hair will probably turn out (hopefully) just as strong a critic and player.

The Chaos Tiger Kung-Fu Master
"Unknown"

Don't count your Chocobos until they are hatched. Bergren, The Game Burrito has quite the

attitude. For his bad behavior we had to hook him up with a shock collar. Whenever he's trying to be evil, like kicking Andy in the back of the head, we simply shock him. Sometimes we let him beat on Andy for a good laugh, but if we're going to set him straight we'll have to keep hurting him. Sooner or later he'll come around. Now we have to think of a way to hurt...er...help our newest staff member, Robert Stoute.

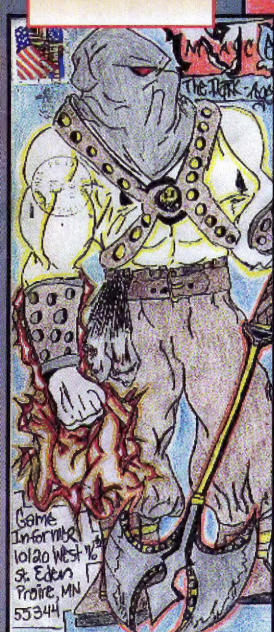


Rorey Dahle
Oregon City, OR
Hey look, it's Game Informer...on a stick.

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Vince Warner
Philadelphia, PA
You talkin' to me?



JANUARY WINNER

NATHAN NORCOME PHILADELPHIA, PA



Shoryuken!



Daniel Ruiz
Chicago, IL
Turok does his Saturday Night Fever impersonation.

Wanted: Envelope Art

Enter the Game Informer Envelope Art Contest. All you need to do is draw, paint, scratch, spit or carve the best darn envelope art you can think of and send it to us. Please include your name, phone number, and return address on the back of the envelope. If you're the monthly winner, we'll feature your work in GI and you'll receive a video game prize from the Game Informer vault.

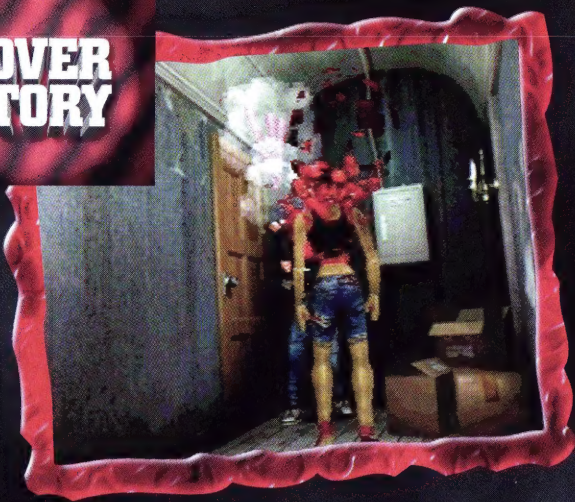


Nathan Norcome
Philadelphia, PA
Is he doing what we think he's doing?



Max Kraftt
Canton, MA
Nice painting...but what's wrong with his nose?

COVER STORY



Just a short while after Chris Redfield, Jill Valentine, and the rest of the S.T.A.R.S. team ventured into the Raccoon Forest, discovered Umbrella Corporation's secret genetics lab, and blew the thing sky high, the small town of Raccoon City started to feel the repercussions. Just like the inhabitants of the Raccoon Forest mansion, citizens of this quaint town in the Pacific Northwest have been overcome by a frightful disease. The source of the disease is uncertain, but the effects are deadly. Slowly developing as a skin rash, the disease quickly takes over the central nervous system to snuff the life out of its victim. Even though the victims actually lose all pulmonary and brain functions, the disease seems to be some kind of living form that takes control of the dead victims - transforming them into horrendous zombies.



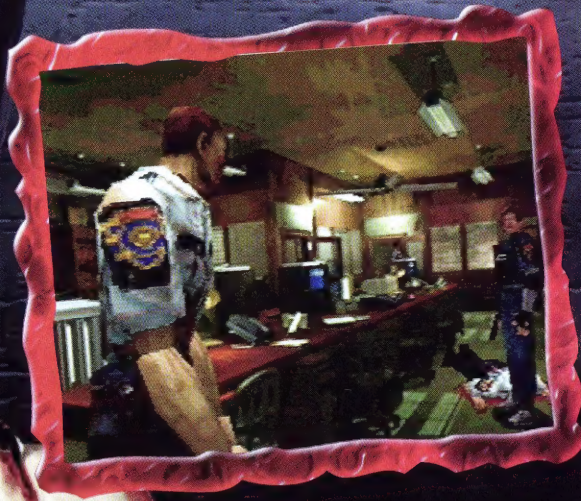
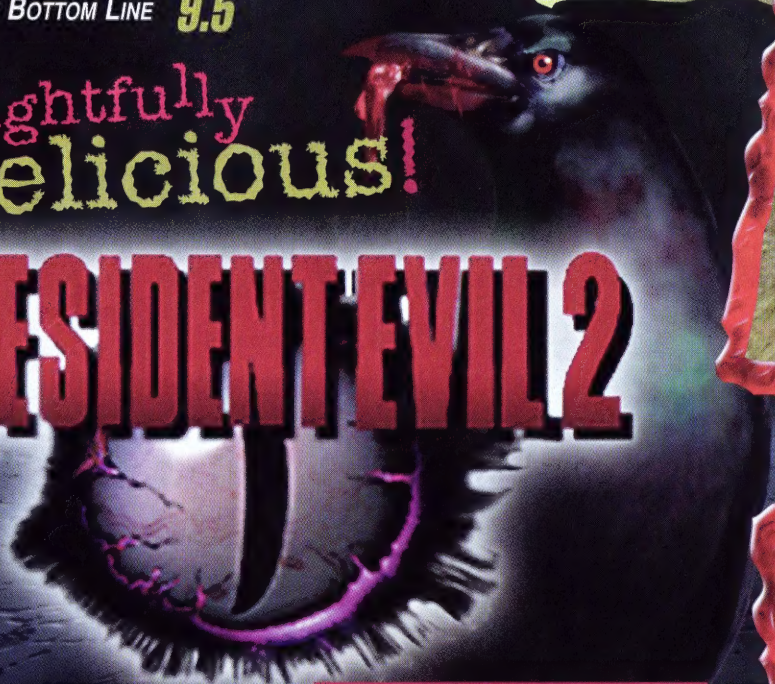
Enter Leon Kennedy, a young and brash cop, and Claire Redfield, sister to former zombie-killer Chris Redfield. Thrown into a chaotic city of the undead, they must find a way out.

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/Adventure
- **Special Features:** Play as Claire or Leon; Character-Specific Weapons; Mini-Quests Using Different Characters; 2 Difficulty Levels; Zombies & Other Mutant Foes; New Bosses & Story After Completing First Adventure
- **Created by:** Capcom
- **Available:** January 17 for Sony PlayStation

► THE BOTTOM LINE **9.5**

Frightfully
Delicious!

RESIDENT EVIL 2



The wait is finally over

for one of the most anticipated PlayStation sequels ever. Capcom's Resident Evil 2 is on its way to PS-X gamers around the world. After the original game was released back in March of 1996, Resident Evil quickly became one of the best selling PS-X titles ever - racking up nearly 3 million copies in worldwide sales. A sequel was inevitable, but most gamers didn't think it would have taken this long.

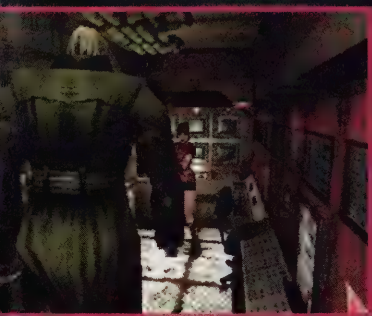
Capcom originally announced the release of Resident Evil 2 to be March of last year. To the dismay of nearly every PS-X fan, the release moved, moved again, and ultimately culminated in this month's monumental launch. Through constant updates from Capcom concerning the progress of the game, we can tell you that it barely resembles the early scenes we received nearly a year ago, as Capcom scrapped the original design and work. Most noticeably, one of the main characters, the female protagonist, was first introduced as a college student with an interest in motorcycle racing. She was then completely redesigned to become Claire Redfield, sister to original RE character Chris Redfield. Other changes have occurred with relation to the environments, enemies, and weapons. It's not that every game doesn't go through these types of changes during its development cycle, but a high profile game like Resident Evil 2 makes us take notice. Even though the long wait and anticipation has sent us into a fervor of comparison and reflection, Resident Evil 2 is now here, and a must play.

There are many similarities to the first installment. The control, menu screens, and other item features are strikingly similar to the original. The typewriter and ribbon allow for saves, chests can be used to store items, and combining green and blue plants for health are just a few of the parallels between new and old. A seasoned Resident Evil veteran will grab this game and be off to the races as they snap up the ammo and mow down zombies right from the get go. But soon, the player will notice the major differences in Resident Evil 2.

Even with the minor likenesses to the first game, Resident Evil 2 (like any worthy sequel) has a lot of killer new additions. Most noticeably, the overall appearance has been drastically improved. Everything is more colorful, detailed, and vivid. The main characters, Leon and Claire, have head-tracking animations that give them new life. Their heads swivel and tilt as they walk, or (in most cases) run through the game. Leon and Claire will also show signs of injury. A strapping young rookie cop goes from a confident stride, to holding his side, to moving with a severe limp after several bites from a zombie. Speaking of zombies, Resident Evil 2's graphic detail carries over to the enemies as well. Zombies with varying looks, acid-spitting plants, ferocious dogs, wall crawling mutants, and some of the nastiest looking bosses you'll ever see in a video game come alive in Resident Evil 2. With the insatiable appetite of these mutant zombies also comes the need to dispose of them. The death and carnage - both trademarks of Resident Evil - are exceptionally gory in Resident Evil 2. Body parts explode, flesh rips, and the blood flows in extreme graphic detail. For example, when Claire is grabbed by a zombie around her ankle, she will give a swift kick to its head, sending it across the room like a soccer ball.

Graphically, there is no doubt that the first game pales in comparison to the second, and many will be glad to hear that the acting is far improved as well. We admit that some of the GI staff have a soft spot in their hearts for the cheesy and memorable lines from the first game, yet the real-time animations were stiff and uninteresting. Resident Evil 2 is loaded with varying cut-scenes that heighten the intrigue, suspense, and incredible horror. Additionally, the scenarios and scenes change the second time through the game. New cut-scenes will replace the old, while new items, monsters, and other pitfalls will change as well. New bosses also emerge.

Indeed, the arrival of Resident Evil 2 has been a long time coming, but it has been well-worth the wait. Superior graphics coupled with the intertwining of action and story will engulf you into this new world of survival horror.



PAUL, THE GAME PROFESSOR

Concept: 9.25
Graphics: 9.75
Sound: 9.25
Playability: 9
Entertainment: 9.75

OVERALL: 9.5

"Because the developers at Capcom scrapped their first work on Resident Evil 2, I almost consider this the third game. Although the play control and many of the puzzles are very similar to the first game, the graphics make Res Evil 1 look like crap. The story and acting are improved and the game flows much better with less loading time from room to room. The way RE 2 intertwines the two adventures will keep everyone interested. Also, the second time through is filled with new bosses and areas. The first game is easily one of my favorites, but it has to make room for this new world of survival horror. A great sequel and a must play game."

ANDY, THE GAME HOMBRE

Concept: 9.25
Graphics: 9.5
Sound: 9
Playability: 9.25
Entertainment: 9.5

OVERALL: 9.25

"I liked Resident Evil, but I thought the action was a little disjointed and the lack of ammo was a big bummer. Like Beavis, I like to kill, kill, kill! Fortunately, Resident Evil 2 is filled with more fodder, more ammo (you are in a police station for a big portion of the game), and smoother, faster action. I especially like the fact that this game has two characters that follow different sides of the same story, making it a necessity to finish the game with both characters. And then to top it off, there's a second quest. Woo-hoo! This game is violent, so it's not for everyone, but it is definitely my kind of game. Res fans, prepare yourself for one butt-kickin' game."

REINER, THE RAGING GAMER

Concept: 9.25
Graphics: 9.5
Sound: 9.25
Playability: 9.25
Entertainment: 9.75

OVERALL: 9.5

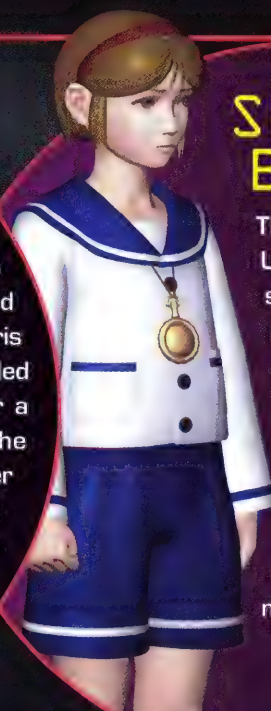
"As far as innovative techniques go, not that much is new, but the adventure is where the entertainment lies. And this quest goes above and beyond anything I thought I'd ever see out of this title. Capcom upped the scare and gore factor to an almost incomprehensible degree, so that you won't want to move on to the next room for fear that a ghoull will scare the #%*! out of you. The incorporation of character side quests, greater numbers of enemies, and new weapons are also nice touches. Resident Evil was a great game. Resident Evil 2 is even better. The first one made me laugh, this one frightens me, and the next one will probably make me buy rubber sheets."





CLAIRE REDFIELD

Don't let her girlish figure fool you, Claire is the sister to S.T.A.R.S. team member (and original Resident Evil star) Chris Redfield. Her tenacity, coupled with her bloodline, make her a serious force against the undead who stray across her path. After hearing of the dastardly events that have befallen the town, Claire travels to Raccoon City in search of her brother.



SHERRY BIRKIN

The daughter of two of Umbrella's most brilliant scientists, Sherry seeks out the protection of the Raccoon City Police Department at the direction of her parents. Realizing that even the police cannot protect her from the evils lurking throughout, Sherry is forced to fend for herself. Small yet agile, her intelligence and cunning should not be underestimated.



BRIAN IRONS

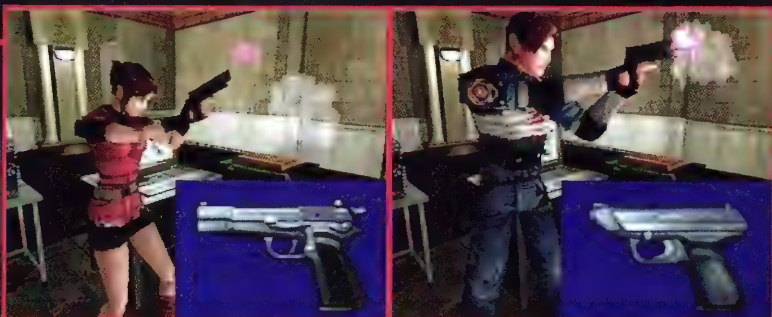
Holding the title of Chief of Police, Brian is as tough as he is large. Hated by his staff and arrogant in his demeanor, Brian aspires to be the Mayor of the city. An avid taxidermist and equally ardent in taking corporate kickbacks, Brian could be the scourge that has turned this town to chaos.

BEN BERTOLUCCI

A slightly jaded, yet persistent journalist, Ben finds refuge from the onslaught in a lock cell of the police department. Like any journalist, Ben cannot be trusted, but he just may have the information to unlock the mystery behind the happenings in Raccoon City.



Like the first game, various weapons can only be acquired by a specific character. In the case of Resident Evil 2, Leon's weapon of choice is the shotgun, while Claire will use both the bazooka (grenade launcher) and crossbow.



Pistol

The standard arm for both Leon and Claire, this trusty piece should almost always be at your side.



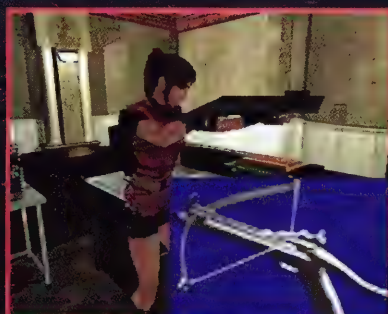
Bazooka

This side arm can hold three types of rounds. Claire will find it very useful in extreme situations.



Taser

Beware of high-voltage! Claire can acquire this deadly weapon that shoots a bolt of electricity into enemies. It requires two free inventory slots to carry.



Crossbow

Claire wields this accurate weapon that packs three arrows per shot.

LEON KENNEDY

This brash young cop is fresh from the police academy with the phrase "to protect and serve" still echoing in his mind. He soon realizes, however, that the only one in town that may be safeguarded by his constabulary duties is himself. Even with the odds against him, Leon is loyal to his duty. He has no choice but to search Raccoon City for survivors.



ADA WONG

The sultry and mysterious lady is drawn to Raccoon City in search of her boyfriend, a scientist for the Umbrella Corporation. Ada seeks the answers to his whereabouts after he was transferred from Chicago to an undisclosed location in the Raccoon Forest.



ANNETTE BIRKIN

Cold and calculating, Annette is still bitter about the tragedy that destroyed the research in Raccoon Forest. As an intelligent scientist working side-by-side with her husband, William, her work takes priority over even her daughter, the innocent 12 year old Sherry.

WILLIAM BIRKIN

The brains behind the work that created the T-Virus and other strains, William struggles constantly with his employer, the Umbrella Corporation. Genuinely concerned about the ramifications of his work, William is distraught about Umbrella using his research for inhumane purposes. Constantly consumed by his work, he is feared to be one of the first victims of the Raccoon City disaster.

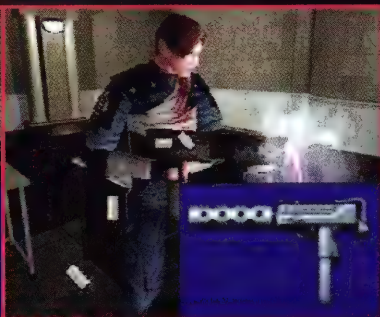


**BARRY?
WHERE'S BARRY?**



Submachine Gun

This appears to be one of the only weapons that can be used by either character and is especially useful against bosses. Keep the inventory open as this weapon will also require two slots.



Magnum

Leon can holster this arm that packs almost the same power as the shotgun.



Rockets

The ultimate Zombie killer is back in a modified form. Find it if you can.

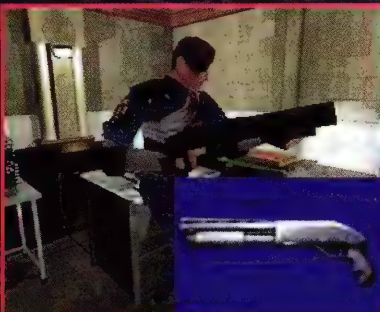
Knife

Only the most cunning and bold players will use this weapon as it takes a lot of strikes from this blade to dispose of an enemy. Most players should store it immediately.



Custom Pistol

Leon can find a special modification kit that will turn his pistol into an automatic weapon complete with shoulder stock.



Shotgun

Leon's preferred weapon is standard police issue.



Custom Shotgun

A kit turns Leon's standard shotgun into an arm of unbelievable power that rips zombies in half.

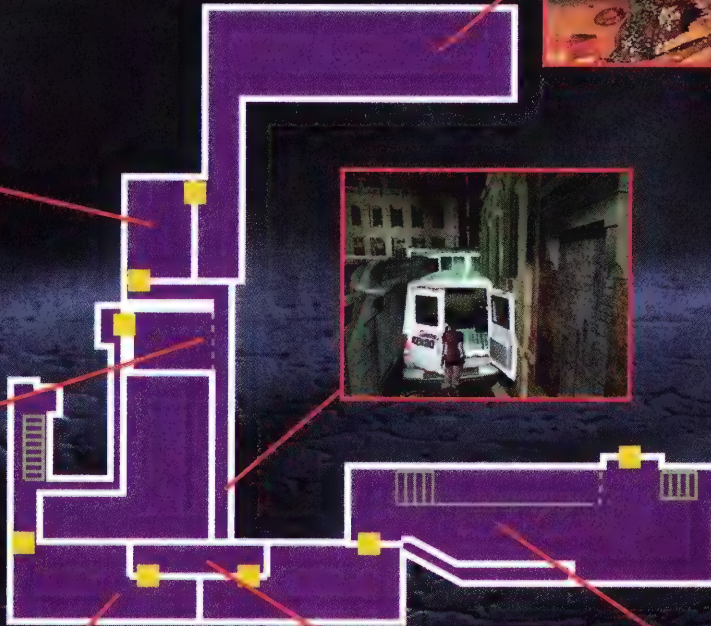
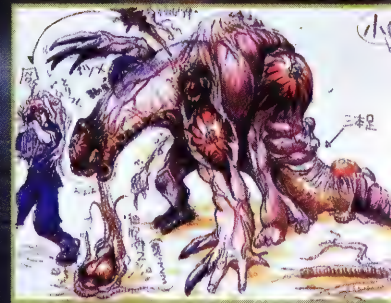
RESIDENT EVIL 2 MINI-GUIDE

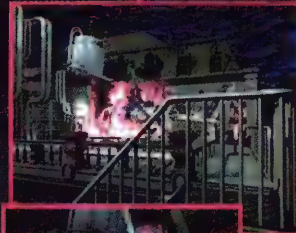
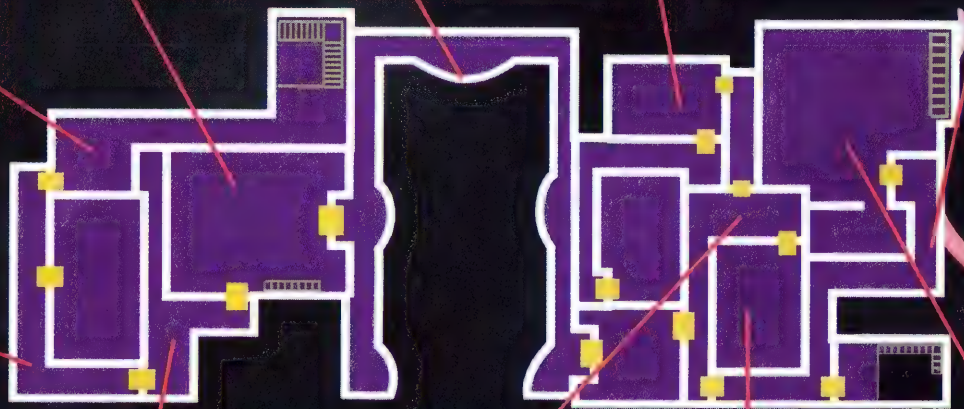
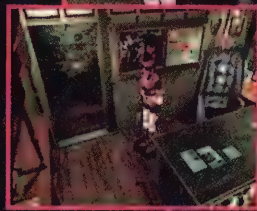
BASIC TRAINING

- Running can get you out of sticky situations. Avoiding conflict in the early stages of the game can set the player up for serious advantages later in the game.
- Items are sometimes not visible in a room. Search each room thoroughly by checking desks, cabinets, and shelves.
- Storage Boxes should be used to hoard everything possible. Picking up and storing health items (including spray bottles and plants) is a must. Even though this may mean extra trips to and from a room, the need for these items will come in handy later.
- Zombies in groups of three or less are easily handled with the standard pistol.
- The crows in this game are much easier to kill. Stand in one area and pick them off.
- A gun is never used to open a door or access a new area, so do not shoot at inanimate objects.
- The solution to many of the puzzles is usually right in front of your face. Searching files or surrounding areas will usually yield answers. Trial and error is often the best solution.
- Get rid of the knife as soon as possible. The knife is basically worthless and should be stored immediately.
- Tap d-pad and other buttons to quickly escape from a Zombie's grasp.

THE CITY STREETS

Speed is of the essence in the streets. Stay on the move and try to conserve ammo by outrunning the zombies.



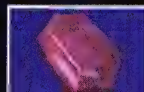
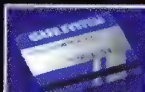


Second Floor

Many of the rooms on the second floor are key to unlocking the mystery of the game. The east (right) section of the map has crucial puzzles that involve fairly simple tasks. The central hall in the east is initially on fire. Douse the flames (via the roof) to access the room(s). Note: Leon cannot access the damaged door next to the crashed helicopter.

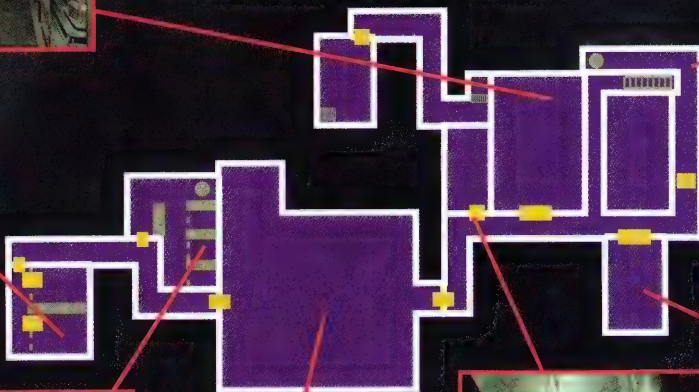
Third Floor

The third floor is accessed through the library catwalk on the west (left) side of the second floor. A gold gear must be found to repair the clock at the top-most area of the police department.



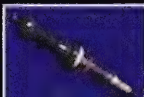
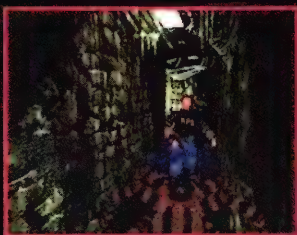
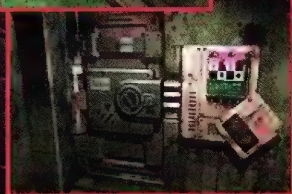
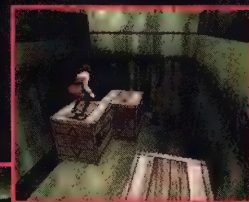
Basement (B1)

Claire and Leon's paths make a dramatic split in this area. Claire will have no access to the holding cells and kennel area found on the west (left) side. However, your goal with either character is to find access to the Sewage Treatment Plant with the help of either Ada or Sherry.



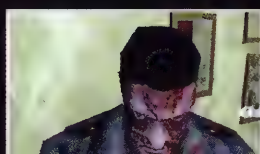
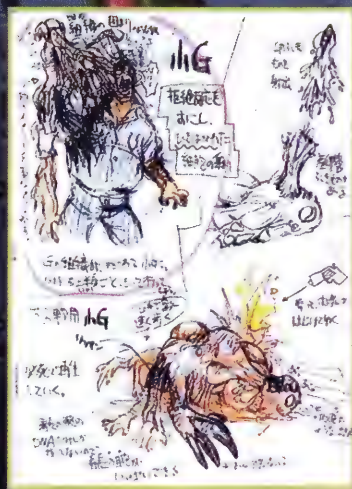
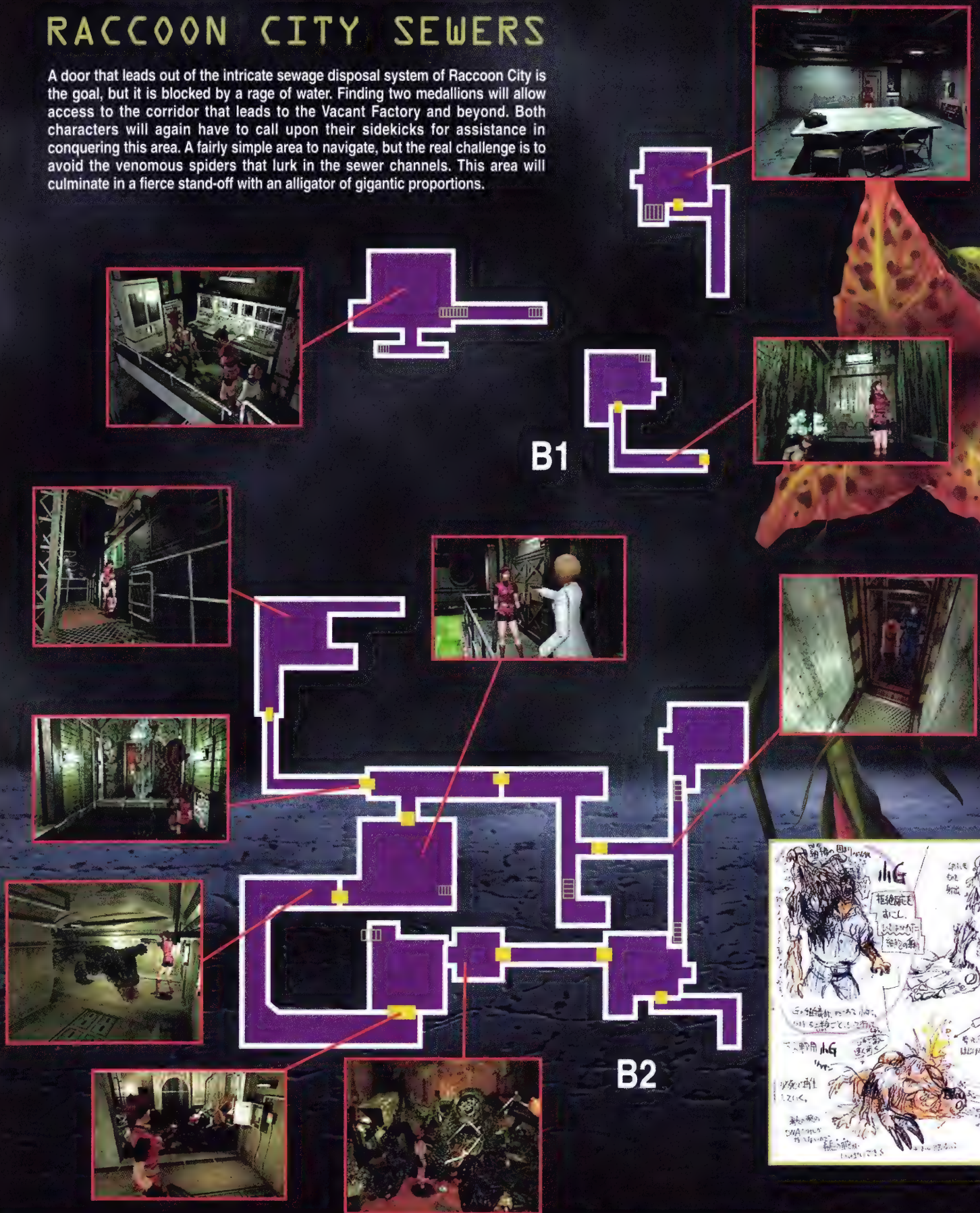
SEWAGE DISPOSAL PLANT

This area is incorporated into the basement of the RPD. Leon and Ada will have access to far more of this area, but the primary goal is to solve a puzzle found at the NE (top right) corner of the area. The Sewage Disposal Plant is also where both characters will encounter the first of Resident Evil 2's gruesome bosses.



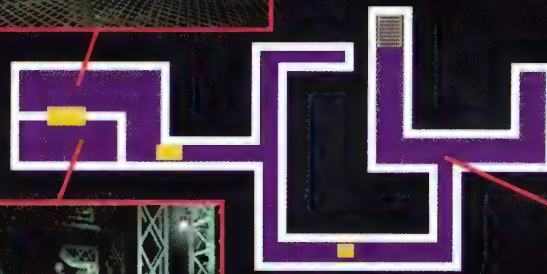
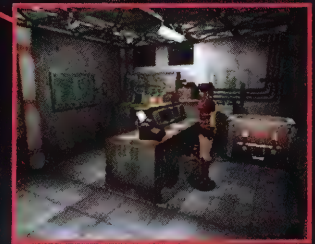
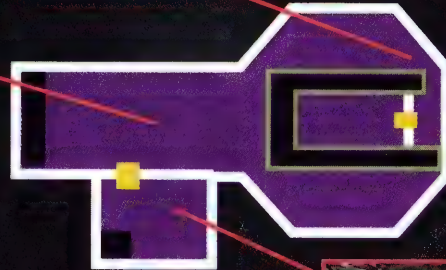
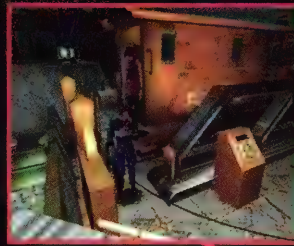
RACCOON CITY SEWERS

A door that leads out of the intricate sewage disposal system of Raccoon City is the goal, but it is blocked by a rage of water. Finding two medallions will allow access to the corridor that leads to the Vacant Factory and beyond. Both characters will again have to call upon their sidekicks for assistance in conquering this area. A fairly simple area to navigate, but the real challenge is to avoid the venomous spiders that lurk in the sewer channels. This area will culminate in a fierce stand-off with an alligator of gigantic proportions.



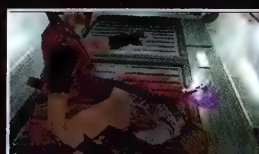
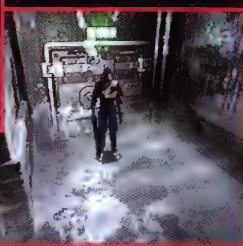
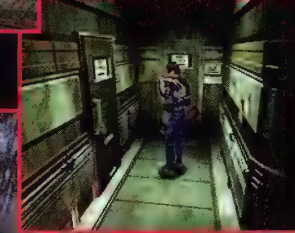
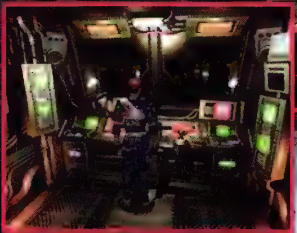
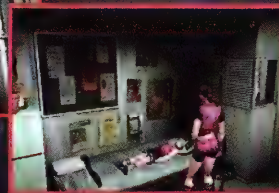
THE VACANT FACTORY

Basically a passageway that leads to the Umbrella Lab, the factory is extremely easy to navigate. However, keep on the lookout for some good weapons and ammo because once the exit has been discovered, another disgustingly horrid boss will mount a challenge.



UMBRELLA LAB & TRANSPORT

The questions and mysteries will come to a climactic closure as the player explores the confines of this corrupt lab deep beneath Raccoon City.



GI Feature

The World Is Square: A Look At

SQUARESOFT®



Xenogears
Size: 1 CD-ROM
Style: 1-Player Role-Playing Game
Special Features: Two Fighting Forms To Choose From; Cool Spells And Special Moves; Complex Storyline; Turn-Based Combat; Some Action Sequences
Created By: Square Co., Ltd.
Available: First Quarter 1998 For Sony PlayStation (Japan); U.S. Release is Uncertain

In the long standing tradition of Square RPGs, Xenogears is shaping up to be another great adventure. Surrounded by a futuristic setting, the game's premise and control look to be taking a new step forward in the world of RPGs. Androids, robots, and good old cybernetic implants are the tune of the day, as players try to prevent the world from being destroyed by a mad villain bent on widespread panic and annihilation. Nobody does RPGs on the tube better than Square, and this game stays true to that philosophy. When this game hits the Japanese shelves, another landmark in Square's groundbreaking history will arrive.



Einhander
Size: 1 CD-ROM
Style: 1-Player Shooter
Special Features: Multiple Camera Angles; Role-Playing Features; Robot Can Change Into Various Forms; Varying Story Paths
Created By: Square Co., Ltd.
Available: First Quarter '98 For Sony PlayStation (Japan); U.S. Release is Uncertain

Einhander is a game that takes the classic shooter formula and mixes it up Square Soft style with awesome 3D terrain, light sourcing, and beautiful motion. Players take on the role of the Einhander, an attack robot that can transform into various styles, each with strengths and weaknesses. Terrain varies from cityscapes to deep forestry. We have not seen much of the game yet, but the story looks as complex and cool as any Square game to date.

Square Time Line

September 1983
 Square begins software development for video games as a division of Denyu Co. in Tokyo.



May 1986
 Square Co., Ltd. is established, and a tight-knit relationship with Nintendo is born.



December 1987
 The first Final Fantasy is released for the Famicom.



March 1989
 Square Soft, Inc. is established in Redmond, WA. to ensure that an international presence and close relationship with Nintendo is kept.



July 1990
 The first Final Fantasy is released for the NES.



Square Soft is one of the biggest success stories in the entertainment business. Their multi-million selling games are a sight to behold; and even the casual gamer bows down in respect to their vision and artistry. No one dares question Square's position as one of the most influential game makers of the decade. They have shaped the lives of millions of fans that are lucky enough to have seen their unimaginable brilliance. Hopefully, we have witnessed only the beginning of a revolution.

Why Are They So Important?

In the United States, Square has done little more than fill a niche market inside the gaming industry. In Japan, however, Square rules the roost. With well over fifty games released in Japan, Square enjoys enormous success – often determining the future of primary platforms. They are probably the most important third-party a hardware company could hope to snag. For example, in September 1996, Square announced plans to develop Final Fantasy VII (which sold over 2.5 million copies in three days) exclusively for Sony, instead of their longtime system buddy, Nintendo. After the announcement, Sony's stock rose on the Nikkei index, while Nintendo's fell. Also, Sony's RPG lineup (which before that moment was behind in performance compared to Sega of Japan's) exploded, getting offers from Sunsoft, Enix, and others to do new RPGs. The move put Sony in first place for sales in Japan, leaving Sega and Nintendo in the dust.

Interestingly, it is not just recently that Square has had this kind of weight. Since the release of Final Fantasy on the NES, Square has helped dictate who will be ruler of the hardware wars. Statistics show that each system Final Fantasy has appeared on, has led the pack in overall sales (including the SNES and Game Boy). In fact, only one series has prompted more frenzy in the game world. Dragon



Quest, the RPG series by Enix, has caused truancy, mile long lines, even riots among people awaiting release. However, it is rare that Enix will make a move in the Japanese hardware market without first examining Square's position. Simply put, there may be no other third-party as important to a system's success as Square.

The Franchise: Final Fantasy

Most will agree there has never been a creation that more clearly defines video games as an art form than the Final Fantasy series. One of the few games where the mere mention of its name can stir emotion, Final Fantasy is synonymous with the best that gaming has to offer for the betterment of society. Cherished by all who played it, The Opera Scene in FF III is a perfect example, leaving a permanent memory etched into our minds forever. Never before or after has there been a moment in video gaming that can rival the Opera scene in pure elegance. That is not the only moment; we all have our favorites, from the betrayal of Kain in FF II to the mourning of the fallen in FF VII. Hopefully, this series of games will live on forever, never fading with the passing of time.

The Future is Perfect

Whenever we look towards future releases by one of our favorite developers, we always hope that there is a sequel or recognizable title in the works. With Square there would be nothing better than another Final Fantasy. As it stands now there isn't one in the near future, except for two spin-offs – Chocobo Mysterious Dungeon and Final Fantasy Tactics (see page 36). The rest of the games are new releases to the U.S. audience. Some of these titles are destined to hit the States, but as we've seen in the past, there's a chance that many will never make it here.

Front Mission 2

Size: 1 CD-ROM
Style: 1-Player
Strategy/Role-Playing Game
Special Features: Customize Your Own Units and Machines; Turn-Based Combat With Detailed Battle Scenes; Weapon and Machine Upgrades; Terrain Condition; Recruit Allies; Detailed Hit Point System
Created by: Square Co., Ltd.
Available: Now for Sony PlayStation (Japan); Possibly Never in America

While this game may never make it to the States, it is an important series for Square Soft in the Japanese market. Front Mission originally debuted on the Super Famicom with two releases and gradually moved on to the PlayStation. This second PlayStation installment is very similar to the first, where difficult combat scenarios portray the majority of the gameplay and story. The battles are turn-based, but when attacking, the battle scene is presented in a movie-like format. Customizing units and machines to a certain combat condition and/or terrain effect is where the difficulty lies in this title. It's like FF VII's Materia system, only much more complicated.



Front Mission Alternative

Size: 1 CD-ROM
Style: 1-Player
Strategy/Role-Playing Game
Special Features: Turn-Based Combat With Detailed and Faster Battle Scenes; Recruit Allies; Detailed Hit Point System; Weapon and Machine Upgrades; More Background Action and Animation
Created by: Square Co., Ltd. (Department #7)
Available: Now for Sony PlayStation (Japan); Possibly Never in America

Again, this title probably won't come to the States, but it is one of the coolest futuristic strategy/RPGs on the planet. Alternative is almost identical to Front Mission 2 with the battle scenes removed and replaced with turn-based combat that takes place on the same screen where user commands are entered. This small change is actually huge. Combat in Front Mission 2 could easily take an hour per battle, but cutting out the movie-like battle scenes (which were extremely cool) makes the game move much faster. All of the other elements are basically the same and still rely on complexity to bring forth entertainment.



October 1995

Square Soft, Inc. is relocated to Marina Del Rey, beginning Square LA. Some say that the entire Redmond team was fired, and only the computers were spared.



August 1996

Square Soft, Inc. moves to Costa Mesa, CA, positioning Square next door to sister company Square LA.



1996

The eleven year relationship with Nintendo ends. Square then announces development plans for the Sony PlayStation.



January 31, 1997

Final Fantasy VII is released and in the first three days 2.3 million units are sold. Within two months 3 million units are sold.



May 1997

Square USA's Honolulu Studio is established for technology research. Square LA is renamed Square USA and no one was fired.



The Square Files

Listed in chronological order, are all of the games Square Soft has released in both Japan and America. Some of these games were not developed completely by Square (Breath of Fire), and some were published by other companies (3D World Runner), but all of them featured the Square name.

Japan

Square Soft has done everything possible to please the Japanese market. There have been ten Final Fantasy titles, seven SaGa titles, and almost two dozen other RPGs. The change from Nintendo to Sony, from cartridge to CD-ROM, was a scary moment, but after the release of FF VII, we know things are on the up for Square. On the PlayStation alone, they have introduced their premier fighter with Tobal, and have started their own sports line entitled Aques (Advanced Quality Entertainment Sports). Of course, RPGs are their main focus, and the future looks

very promising with rumors of FF VIII and Chrono Trigger II.

Famicom

This is where Final Fantasy first came to power. Square even released the first two adventures on one cartridge due to its success.



Title/Date Originally Released

- Teguzar – November '85
- Kind Knight (King's Knight in U.S.) – September '86
- Highway Star (Rad Racer in U.S.) – August '87
- Final Fantasy – December '87
- 3-D World Runner – December '87
- Deep Dungeon III – May '88
- Final Fantasy II – December '88
- Hanjuku Hero – December '88
- Square's Tom Sawyer – October '89

- Final Fantasy III – April '90
- Final Fantasy I & II – February '94

Famicom Family Computer Disc System

This add on for Japan's 8-bit console (NES in U.S.) came out in 1986, but never made it to the States. The drive was similar to a 3.5" floppy; however, the disc was shaped differently to avoid piracy. By 1990 it only sold 4 million units. That's a lot for the States but not nearly enough to stay alive in Japan, considering how many Famicoms were sold.



Title/Date Originally Released

- Suisho no Ryuu – December '86
- Deep Dungeon – December '86
- Tobidase Daisakusen – March '87
- Appletown Monogatari – April '87
- Yuushi no Monshou – May '87
- Haokun no Fushingina Tabi – May '87

- Cleopatra no Mahou – July '87
- Jikaitouhouen Met & Mag – July '87
- Kariin no Ken – October '87
- Moonball Magic – June '88
- Akkusenki Raijin – July '88

Game Boy

Japan was first introduced to two of the most graphically impressive series, Seiken Denetsu and SaGa, on the portable two-color Nintendo Game Boy. Seiken Denetsu and SaGa would later find their true calling on the Super Famicom.

Title/Date Originally Released

- Makaitoushi SaGa (Final Fantasy Legend in U.S.) – December '89
- SaGa 2 Hihoudensetsu (Final Fantasy Legend II in U.S.) – December '90
- Seiken Denetsu (Final Fantasy Adventure in U.S.) – May '91
- Jukuuno Hasha SaGa 3 (Final Fantasy Legend III in U.S.) – December '91



Soukaigi

Size: 3 CD-ROMs
Style: 1-Player Fighting/Adventure
Special Features: 4 Playable Characters Each Featuring a Different Weapon; Bizarre Bosses and Magic Spells; Complete 3D Movement in Multi-Tiered Environments; A Wide Array of Character Movements
Created by: Yuke's for Square Co., Ltd.
Available: First Quarter '98 for Sony PlayStation (Japan); U.S. Release is Uncertain

Soukaigi features real-time combat within massive multi-tiered 3D environments. There are four playable characters featuring different weapons (a bow, a staff, a sword, and a gigantic sword which looks almost identical to Cloud's). We don't know of a plot yet, but we can tell you that all of the enemies and character moves are absolutely crazy. We haven't seen a character walk yet. They all fly, and apparently use jump jets or some kind of sneaker rockets to propel themselves into combat against a gigantic tree or enormous gnats. The adventure spans its roots across deserts, city streets, ice caverns, and ancient temples. It appears as though it may not be as RPG-influenced as we thought and may feature levels instead of one gigantic world with multiple sectors. In any case, it looks very interesting.



Parasite Eve

Size: 1 CD-ROM (Possibly More)
Style: 1-Player
Action/Role-Playing Game
Special Features: Amazing Graphic Detail; Unique Storyline; Tons of Cinema Cut Scenes; Real-Time Combat
Created by: Square USA
Available: January '98 for Sony PlayStation (Japan); Second Quarter '98 for Sony PlayStation (U.S.)

With a modern day plot, beautiful painted backdrops, and weapons ranging from small pistols to heavy artillery, Parasite Eve looks a lot like Resident Evil. The gameplay itself should be something like Chrono Trigger with freedom to explore during battles. Square calls it the cinematic RPG for Sony PlayStation, and from what we've seen, they're right. The graphics in this title are just as nice, if not better than FF VII. With a dark story, a gorgeous main character, and strange mutated enemies, Parasite Eve promises to pack a mighty wallop in the U.S. RPG market. Let's hope the American team knows how to make RPGs just as well as the Japanese team responsible for FF VII.

America

Let's face it. Fifty-five Square games have been released and we've only seen twenty. To top it off, we only have four of the seven console Final Fantasy titles. FF VII is a huge success in America but it will never come close to topping the sales in Japan. If we want more, we need to buy more, and get those who don't play, to play.



NES

In Japan there were three Final Fantasy titles for Nintendo's 8-bit. We got one. But we did get Rad Racer II. Japan didn't. Is this a fair trade?

Title/Date Originally Released

- 3-D World Runner – September '87
- Rad Racer (Highway Star in Japan) – October '87
- King's Knight (Kind Knight in Japan) – September '89
- Rad Racer II – June '90
- Final Fantasy – July '90



Game Boy

None of these games are actually Final Fantasy releases, but like Super Mario Bros. 2 for the NES, their names and gameplay elements were changed for the U.S. release. FF

Adventure is actually Seiken Denetsu (which would later become Secret of Mana on the SNES), and the FF Legend series is really a spin-off of SaGa (which never made it to the States, but will appear later this year when Sony releases it for the PlayStation).

Title/Date Originally Released

- Final Fantasy Legend (Makaitoushi SaGa in Japan) – September '90
- Final Fantasy Legend II (SaGa 2 Hihoudensetsu in Japan) – November '91
- Final Fantasy Adventure (Seiken Denetsu in Japan) – November '91
- Final Fantasy Legend III (Jukuuno Hasha

SaGa 3 in Japan) – September '92

Super Nintendo

There's only one thing that can be said. We didn't get Final Fantasy V. It should have been part III, but instead VI (which is considered the best of them all) became III as opposed to IV. Interestingly enough, the first U.S. developed Square game – Secret of Evermore – never made it to Japan. Once again, is this a fair trade?





Romancing SaGa 3

Secret of Mana 3

Super Famicom

Even though Square's Final Fantasy series has played second fiddle to Enix's Dragon Quest (Dragon Warrior in U.S.), other RPGs like Romancing SaGa and Chrono Trigger helped turn Square Soft into the ultimate RPG company.



Romancing SaGa 2

Live A Live

Title/Date Originally Released

- Final Fantasy IV (Final Fantasy II in U.S.) – July '91

- Romancing SaGa – January '92
- Final Fantasy V – December '92
- Hanjyuku Hero – December '92
- Final Fantasy USA Mystic Quest – September '93
- Seiken Densetsu 2 (Secret of Mana in U.S.) – October '93
- Alchaest – December '93
- Romancing SaGa 2 – December '93
- Final Fantasy VI (Final Fantasy III in U.S.) – April '94
- Live A Live – October '94
- Front Mission – February '95
- Chrono Trigger – March '95
- Seiken Densetsu 3 – September '95
- Romancing SaGa 3 –



- November '95
- Bahamut Lagoon – February '96
- Front Mission Gun Hazard – February '96
- Rudora no Hihou – April '96
- Super Mario RPG – June '96
- Treasure Hunter G – June '96

PlayStation

Early on Square was releasing a new title every month. Their biggest hit is FF VII. Square even re-released the enhanced U.S. version as FF VII International and added an additional tutorial and history disc to the set. While FF VIII is still a while off (or so we think), Square has been supplying spin-offs, Chocobo Mysterious Dungeon and Tactics, to tide over the hungry market of Japan.

Title/Date Originally Released

- Tobal No. 1 – July '96
- Final Fantasy VII – January '97
- Final Fantasy IV – March '97

- Tobal 2 – April '97
- Bushido Blade – May '97
- Final Fantasy Tactics – June '97
- SaGa Frontier – July '97
- Final Fantasy VII International – October '97
- Front Mission 2 – October '97
- Power Stakes Grade 1 – October '97
- Einhander – November '97
- Front Mission Alternative – December '97
- Chocobo Mysterious Dungeon – December '97
- Parasite Eve – January '98
- Xenogears – February '98
- Soukaigi – First Quarter '98
- Super Live Stadium Baseball – Uncertain
- Grand Champion's Rally – Uncertain
- Final Fantasy VIII – Uncertain
- Chrono Trigger II – Uncertain



SaGa Frontier

Size: 1 CD-ROM
Style: 1-Player Role-Playing Game
Special Features: Turn-Based Combat With Tons of Options; Multiple Playable Characters; a Fast Moving and Entertaining Story; Map Screen; Weapon Upgrades and Magic Power-Ups
Created by: Square Co., Ltd. for Sony Computer Entertainment America
Available: Now for Sony PlayStation (Japan); First Quarter '98 for Sony PlayStation (U.S.)

The SaGa series has been running in Japan for a long time now, and this is the first we'll get to see of it as SaGa, not an altered Final Fantasy version (as with the Game Boy releases). SaGa Frontier will be one of the last Square games that Sony will publish in the States (unless they sign on for more titles). The graphics and effects are not the best in the world, but the combat and gameplay interface are advanced and full of interesting options and techniques. SaGa also features a strong storyline. There is no world searching, so all the events that take place are linked directly together.



Chocobo Mysterious Dungeon

Size: 1 CD-ROM
Style: 1-Player Role-Playing Game
Special Features: On-Screen Map; Item and Weapon Shops; Cinematic Cut-Scenes; Six Main Characters; Turn-Based Combat; World Exploring; Experience; Sinister Villains
Created by: Square Co., Ltd.
Available: First Quarter '98 for Sony PlayStation (Japan); U.S. Release is Uncertain

The adorable Chocobo is finally getting the respect it deserves, and even though this one is yellow and not gold, we're sure the game will be entertaining and our little chicken friend will kick some serious demon butt. One question arises – will it be targeted at a younger audience? We don't know for sure, but it looks like it could be a kiddy or beginner RPG like FF Mystic Quest. The look of the game is as it should be, featuring a cartoon-like, yet detailed appearance. There are cinematic cut-scenes, magnificent spell effects, and all the standard ingredients for an RPG (villages, character talking, item shops, weapon and power upgrades). As to this title hitting the States? It's ify, but we never thought we'd get FF Tactics or Bushido Blade, so maybe there's a chance since it ties into the FF universe.

Title/Date Originally Released

- Final Fantasy II (Final Fantasy IV in Japan) – November '91
- Final Fantasy: Mystic Quest (USA in Japan) – October '92
- Secret of Mana (Seiken Densetsu 2) – October '93
- Breath of Fire (Developed by Capcom) – August '94
- Final Fantasy III (Final Fantasy VI in Japan) – October '94
- Chrono Trigger – August '95
- Secret of Evermore – October '95
- Super Mario RPG: Legend of the Seven Stars – May '96

PlayStation

It appeared as though we were finally going to get most of the games released in Japan, but then Square decided not to bring Tobal 2. Now the future of Square titles is uncertain. Will we only get the big RPGs? Or will we get more games like the shooter Einhander and the strategy series Front Mission?

Title/Date Originally Released

- Tobal No. 1 – November '96
- Final Fantasy VII – September '97
- Bushido Blade – October '97



- Final Fantasy Tactics – February '98
- SaGa Frontier – First Quarter '98
- Parasite Eve – Second Quarter '98

Arcade

It's been rumored that Square is working on either an arcade title or some kind of arcade board. In their Honolulu office a poster of Chocobo De Battle greets visitors. Supposedly this poster is of some importance and could be the name of the first arcade game, if one came around. Details on this are scarce, but some talk has included involvement with Namco.

Title/Date Originally Released

- Chocobo De Battle – Uncertain

Subsidiaries

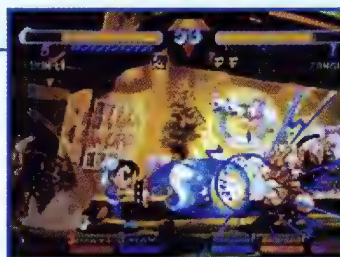
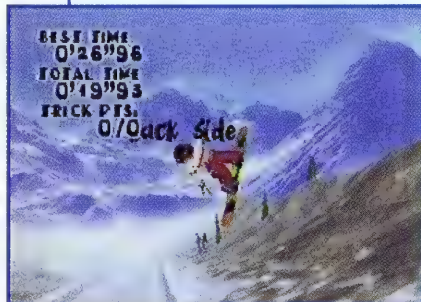
As with any developer who finds success, there is the need to hire help. Below is a listing of Square's subsidiaries. The most notable is Dream Factory for their work on the Tobal series.

- SOLID Co., Ltd.
- DigiCube
- Square USA, Inc.
- Square Soft, Inc.
- Lightweight Co., Ltd.
- Dream Factory Co., Ltd.



Sega Announces Three New Games

Just in time for winter and its inevitable buying frenzy, **Sega** has announced three new **Saturn** games for release in the United States. **Steep Slope Sliders**, a 3D snowboarding game similar to **Coolboarders 2** (for **PlayStation**), should be available now. **House of the Dead**, the intense arcade gun shoot-em-up horror story, will be released mid-April. Also, Sega is releasing **Winter Heat**, a 1-to-4-player winter sports extravaganza, sometime during the month of January. Between these, the previously announced Panzer sequel, the surprising **Sonic R**, and Yuji Naka's new creation **Burning Rangers**. Saturn owners will have a great time with this small but action-packed lineup.



◆ The delay of **Nintendo's Ken Griffey** title was bad news for **Nintendo 64** fans, and now it looks like it's going to be bad news for Nintendo as well. Enter **GT Interactive's** secret N64 title **MLB Strike Zone '98**. Details on this title are sketchy, but it should be coming out when the '98 baseball season kicks in.

◆ The N64 baseball pack is growing even larger with news that **Iguana Studios** (creators of **Turok** and **Quarterback Club**) are also working on a baseball title for N64.

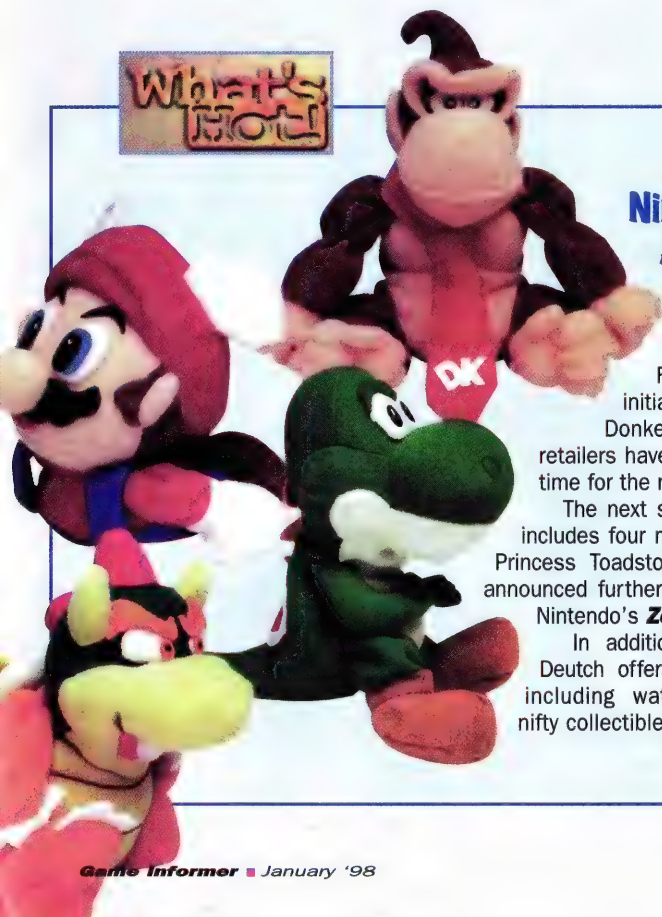
◆ Riding the success of **NHL 98**, **EA Sports** has disclosed that work on an **NHL** title for the **N64** is well underway. On a recently trip to the Vancouver studios, **GI** toured the facilities responsible for such great titles as **NBA Live 98**, **NHL 98**, the **FIFA Series**, and **Triple Play 98**.

While no formal announcement has been made, it was easy to guess that **EA** has been working on **NHL** for N64 for quite some while, especially considering the strategy behind **Madden 64's** release. A key player on any platform, the N64 desperately needs more quality titles from **EA Sports**. Along with hockey, rest assured that an **NBA Live** game for N64 is also in development.

Our guess as to a possible release date for a 64-bit **NHL** would be fall of '98. Recently, **EA** filed a report with the Securities and Exchange Commission, and stated only two N64 products would release before April of this year (**FIFA** and **Madden**, both already available). Logically, a 64-bit **NHL** would most likely come near the '98-'99 season opener.

Capcom's Pocket Fighter to Come Stateside

Capcom has followed the lead of another fighting series, **Virtua Fighter**, and released its **Pocket Fighters** for the arcades in Japan. Similar to **VF Kids**, **Pocket Fighters** takes characters from the **Capcom** fighting universe and super-deforms them in **Puzzle Fighter** style. Stateside **SF** fans take note: **Pocket Fighter** is currently scheduled to reach U.S. arcades, so keep an eye out for it.



Nintendo Bean Bag Friends Available Now

Joining the latest bean bag baby frenzy, **Bensussen Deutsch** is offering an extensive line of **Nintendo** characters. First off the production line was the initial series including **Mario**, **Bowser**, **Yoshi**, and **Donkey Kong**. Demand has been heavy, but retailers have been promised a second shipment just in time for the new year.

The next series, scheduled to appear in early 1998, includes four more **Nintendo** favorites: **Luigi**, **Wario**, **Toad**, **Princess Toadstool**, and **Diddy Kong**. **Bensussen Deutsch** announced further plans to release a third series based on **Nintendo's Zelda** universe.

In addition, the **Redmond, WA** based **Bensussen Deutsch** offers a full line of official **Nintendo** products including watches, music compilations, and other nifty collectibles.



Midway Shows Off Latest Efforts at M4

On October 29, 1997, **Midway** invited members of the gaming press to **Atari Games Corporation's** research and development facility in Milpitas, California to get an early look at their new product lineup. During a tour of the facility, *GI* got a glimpse of their motion-capture and sound effects studios and product development areas where we talked to developers working on Midway's arcade fighting game, **Juko Thread** (working title), due out this summer. The game is a mix between **Street Fighter** and **Tekken** and will feature three-in-one combos. But the real fun began when we got to "test" Midway's latest console and arcade games.

The console lineup features ten games for **Sony PlayStation** and **Nintendo 64**. **Olympic Hockey '98** (late January for N64) is the spitting image of **Wayne Gretzky's 3D Hockey '98** (including the NHLPA license), except for the addition of national teams and players and the Olympic-styled gold medal tournament. We also took a look at **Wayne Gretzky** for the PlayStation, but the graphics were lackluster compared to the N64 version. One of the coolest N64 titles present was **Quake 64** (see page 30). This port displayed some outstanding graphics containing RGB lighting effects and the game's first multiplayer mode. **San Francisco Rush Extreme Racing** (due in February for PS-X and available now for N64) was on hand with six new tracks, three secret cars, and two extra modes – Tag and Death. **Fastbreak '98** (available now for PS-X, see page 57) has a whopping 52 features, 18 of which Midway claims to be exclusive to their game. It features signature moves, a Momentum Meter, and on-the-fly play calling. Of course, Midway also displayed **MK Mythologies: Sub Zero** for both the PS-X and N64. The only difference between the two will be that the N64 version will not have FMVs, but will be Rumble Pak compatible. **Mace: The Dark Age**, based on the popular arcade game, is already out for the N64 and should be coming to the PS-X this month. *Mace* boasts ten player-selectable characters, two bosses, and seven hidden characters.

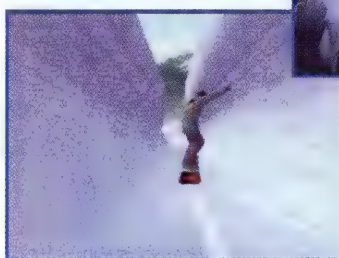
Midway invited some of their outside developers to show off new products as well, namely **Boss Game Studios** and **Crystal Dynamics**. Boss's **Twisted Edge Snowboarding Extreme** (due March 1998 for N64) will differ from the **Cool Boarders** series

(for PlayStation) in two ways. It will have a Story mode centered around an international competition in Alaska and tricks will be performed on-the-fly with the help of the joypad. Crystal Dynamics displayed **Pandemonium 2** (available now for PS-X), but unfortunately did not have the highly anticipated **Gex: Enter the Gecko** (January for PS-X and May for N64).

In addition to the console games, Midway had several of their arcade units on hand. Similar to this year's **AMOA Convention** (see page 48), **Blitz** was by far the most popular game. *Blitz's* creator, **Mark Turmell** (the man behind **NBA Jam** and **NBA HangTime**) was there to introduce the game. It features seven-player teams, the NFL and NFLPA licenses, tackling a la **Hulk Hogan**, and late hits that go unpenalized. We also witnessed a demonstration of some gory and hilarious **Mortal Kombat 4** fatalities by co-creator **Ed Boon**. In one fatality, **Reptile** jumps on his victim and eats all the skin away leaving nothing but a skull and eyeballs behind. However, *GI's* favorite fatality so far is **Quan Chi** beating his victim to death with a leg that's been ripped viciously from the victim's own body. **San Francisco Rush The Rock** was the most popular arcade racing game at the event with all of the tracks of the original *Rush* game, along with four new ones, including a stunt track on Alcatraz complete with a corkscrew. **Ivan Stewart's Off-Road Challenge** is a Baja-styled racer that contains hidden monster trucks that allow you to literally crush the opposition. Some of the courses are a little short, but overall, it is a fun game that gives racers the opportunity to nail roadside animals like coyotes and grizzlies. Lastly, there was a playable version of **California Speed** that was 75% finished. The game contains high speeds, tight tracks, and a wide variety of vehicles like a Porsche 911, Cadillac convertible, and even a golf cart. According to Midway, all of these arcade games will someday port to the console format.



MK Mythologies: Sub-Zero (N64)



Twisted Edge Snowboarding



Olympic Hockey '98



The Rock is sure to dominate the racing scene just like the original.



Blitz is Midway's best sports game since NBA HangTime.



People waited to play California Speed even though it wasn't quite finished.





Game Informer's Site O' The Month

Fighter Edge

<http://www.fighter-edge.com>

Fighter Edge, as you may have guessed, focuses on fighting games. Most of the coverage is on Tekken and Mortal Kombat, but they take their passion of fighting games to the extreme with great page layouts and lots of information.



Nintendo Space World '97 Software Lineup

Prior to its **Spaceworld** show in Tokyo, Japan, **Nintendo** published a list of **N64** titles scheduled to appear at the show. There are a few surprises on the list, and it does appear as though the **N64DD** (note: Nintendo did not call it the 64DD) will finally be playable. *GI* Editor Andy McNamara is attending the trade show, so stay tuned next month for a full report on the future of the N64.

In further Nintendo news, if you've been following release schedules you may have noticed that there are a slew of games slated for a March release. Through inside sources, *GI* has learned that Nintendo is planning a "Re-Launch" for the N64 in Japan. While U.S. sales of the N64 remain steady, in Japan the system is lagging far behind **Saturn** and **PlayStation**. Nintendo is even asking some of its third-party developers to hold their already finished titles until March.

Titles to Appear at Tokyo Spaceworld

- Ascii**
 - Aero Gauge
- Asmik**
 - Virtual Pro Wrestling 64
- Athena**
 - Pro Mahjong Kiwame 64
- Atlus**
 - Snobow Kids
- Bandai**
 - Tamagotchi 64
- Banpresto**
 - Super Robot Spirits
- Bottom Up**
 - 64 Oozume
- Culture Brain**
 - Hiryou No Ken Twin
- Game Bank**
 - Hexen
 - Wayne Gretzky's 3D Hockey
- Hudson**
 - Denryu Iraitou Bou
 - Shin Nihon Pro Wrestling: Toukon Road
- Imagineer**
 - Choukuukan Nighter Pro Baseball King 2
 - Eltale
 - Fighting Cup
 - Kiratto Kaikesu! 64 Tanteidan
- Sim City 2000
- Snow Speeder
- Japan System Supply**
 - Chameleon Twist
- Konami**
 - G.A.S.P.!! Fighter's NEXtream
 - Nagano Winter Olympics '98
 - NBA In the Zone '98
- Kotobuki System (Kemco)**
 - Top Gear Rally
- Namco**
 - Famista 64
- Nintendo**
 - Banjo-Kazooie
 - Diddy Kong Racing
 - F-Zero X
 - NBA Basketball
 - Snowboarding
 - Yoshi's Story
 - Zelda 64
- Seta**
 - Morita Shogi 64
 - Rev Limit
 - Wild Choppers
- Taito**
 - Automobili Lamborghini
- T&E Soft**
 - Augusta: Masters '98
- Video System**
 - Sonic Wings Assault



Off-Road Challenge



Mortal Kombat 4



Blitz

VIDEO GAME TRIVIA

- 1 In *The Legend of Zelda*, what item was used to open level 6 (the level under the pond)?
- 2 How many characters were available for play in the first *Street Fighter* (arcade)?
- 3 What was the first arcade game created in Japan to hit American shores?
- 4 In *Final Fantasy II*, what was the name of the creature you had to kill in order to receive the Adamantium Armor?
- 5 What system did the game *E.T. The Extra Terrestrial* appear on?

(Answers on the bottom of page 27)



Name That Game

This game featured music by George Thorogood, Black Sabbath, Steppenwolf, Deep Purple, Golden Earring, and Henry Mancini. What's its name?

(Answer on the bottom of page 27)

Manga's Alternative to Gaming

If you are an avid **Street Fighter** junkie who is seeking another alternative to the home console and arcade scene, then we invite you to take a seat, throw your feet up onto the coffee table, and relax. **Manga Entertainment** has the perfect solution for you with twenty-nine episodes of **Street Fighter II V (Victory)**. This anime series is long, character driven, and animated fairly well. All of the events predate the feature anime film and **Alpha**. Ken and Ryu are the main characters, and almost every other face from the slew of games appears in these episodes. If you want to know the whole story, then we urge you to take a look at these priceless volumes of *SF* history.

In other anime news, Manga is currently debating whether to release the animated series **Street Fighter Alpha** here in the States. Let's hope they do! They are also going to be holding another theatrical tour of two films – **X** and **Lady Ninja**. No dates have been set, but most of the cities that received the rare appearance of **Ghost in the Shell** will more than likely also get these two.



Details On New Psygnosis Racer Confirmed

Psygnosis confirmed that they and the **Newman/Haas** racing team are working on a licensing agreement for an upcoming racing game for the **Sony PlayStation**. The game, which will be available in March of 1998, features the Newman/Haas Racing drivers **Christian Fittipaldi** and **Michael Andretti**, as well as a number of other licensed drivers and tracks from the world of **CART** (Championship Auto Racing Teams, Inc.).

There are several other top name drivers set to appear including **Jimmy Vasser**, **Arie Luyendyk**, and **Robby Gordon**. Other deals are in the works for 15 more licensed drivers. Eleven licensed tracks are also in negotiation, but only the **Milwaukee Mile**, **Road America**, **Rio 400**, **Laguna Seca**, and the **Texaco Grand Prix of Houston** are guaranteed at this time.

In further Psygnosis racing news, the critically acclaimed **Formula 1: Championship Edition** hit a few minor snags in its licensing agreement. In the States, as well as in Europe and Japan, the original game was pulled from the shelves, and what you'll now find at your local retailer is a slightly different version of *Championship Edition*. The problem was one of logos that appeared throughout the game. The **Formula 1** governing body and Psygnosis resolved the conflict by removing the offending logos and entering a new version of the game into production.



Michael Andretti



Sony of Japan Announces Vehicles List For Gran Turismo

Sony Computer Entertainment, Inc. has announced a list of the cars that will be available in the upcoming racing game, **Gran Turismo** for the **Sony PlayStation**. The Japanese version of the game will contain 146 vehicles from numerous car manufacturers including **Chevrolet**, **Chrysler**, and **Aston Martin**.

Gran Turismo, which is planned for a U.S. release by **SCEA**, will not include all of the cars available on the Japanese version, but Sony has promised that there will be at least 100 cars to choose from.

Unfortunately, the release of *Gran Turismo* here in the U.S. has been pushed back from January to March '98 (maybe even April). The name of the game will also be changed, but no new name has been announced.





GI Feels No Love for the Glove

The Glove, from **Reality Quest**, is touted by the company as the next wave in **PlayStation** video game control. We'd rather not ride that wave. The Glove is yet another meaningless peripheral that actually hinders a player's depth of control.

The Glove itself fits over the hand and is secured by two Velcro straps. As a one-size-fits-all product, the glove is uncomfortable for anyone who has smaller or larger hands. The button layout is also frustrating. The way The Glove fits, you have to arch your fingers and search for each of the buttons. On top of this, the start button is located next to the other buttons, and during heated gaming the start button naturally falls prey to wandering fingers.

It also seems the company 'cheaped' the manufacturing of The Glove to come in at a lower price point. The result is a sticky pivot axis. It actually takes effort to move the glove back and forth, especially to move it up and down. With the pressure from the straps, the effort of moving your wrists, and the unnatural button positions, the glove is lame.

Rarely does a peripheral offer any advantage over the standard pack-in controllers. An occasional exception is made for arcade sticks in conjunction with fighting games, but any self-respecting gamer can use the standard pad (be it Nintendo's, Sony's, or Sega's) to defeat any game on the planet. The Glove is available now for \$89.95, but do yourself a favor and buy two or three good games instead.



Get Your Kicks With Innovation's Real Arcade Light Gun

Tired of using wimpy light guns to blow holes through menacing enemies? Maybe you should put a little kick into your gaming. **Innovation's Real Arcade 3-in-1 Jolt Gun** offers just what you're looking for. Apart the light gun sits a plastic slide. Every time the gun is fired, the slide pushes back, emulating the kickback of an actual pistol.

The Real Arcade comes ready for both the **Saturn** and **PlayStation**, and can also be substituted for **Namco's Gun Con**. When in Gun Con mode, a foot pedal is included for use as an action button. The Real Arcade also offers auto reload options.

Everything sounds great, right? Well, to start, if you own a new PlayStation (with a single audio/video multi-out), and you want to use the Real Arcade in Gun Con mode, you'll need to purchase a separate **AV Cable** for around \$15.00. Next, the recoil feature gets annoying after about thirty seconds of play and anyone else within the vicinity will most likely strangle you if you continue to use it. Also, the gun is heavy, and the cable that attaches it to the PlayStation is very heavy as well. Furthermore, when in Gun Con Mode, two other cables tap into the stock of the gun. That makes three cables coming out of your gun, and the result is very uncomfortable light gunning action.

Since Namco's **Time Crisis** comes packed with a Gun Con, and other standard light guns are available at a considerably cheaper cost, there is absolutely no reason to spend \$59.99 for a cheesy recoil feature. The Real Arcade Jolt Gun gets a big thumbs down from GI.



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Video Game Trivia Answers:

1. *The Magic Flute*
2. *Ryu and Ken*
3. *Space Invaders*
4. *The Pink Puff*
5. *Atari 2600*

Name That Game Answer:

Rock N Roll Racing

DUKE NUKEM 64

Those Alien Scum Are Gonna Pay For Shootin' Up His Ride

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player First-Person Action/Shooter
- **Special Features:** Deathmatch and Cooperative Modes; Multiple Weapons; Controller Configuration; 4 Difficulty Settings; Controller Pak Compatible (Required)
- **Levels:** 32
- **Created by:** 3D Realms/Eurocom for GT Interactive
- **Available:** Now for Nintendo 64

PAUL, THE GAME PROFESSOR

Concept: 8 "Duke 64 did undergo some changes from the PC version, but in the overall scheme of things it really doesn't matter.

Graphics: 7.75 The normal game is long, challenging, and has tons of action. The multiplayer games are nice additions, especially the one-player deathmatch, but they quickly become boring. The computer AI is typically stupid. More work on AI could have really made this feature shine. The graphics are great, but the strange drop out and collision detection has enemies shooting through walls. If you are crazy about this style of game give Duke a look, but don't expect it to be better than Turok or GoldenEye."

Sound: 7.5

Playability: 8.75

Entertainment: 5

OVERALL:
7.25

ANDY, THE GAME HONORE

Concept: 7 "Duke for the N64 is a mix of both good and bad. From the moment you pop it in, it's obvious that GT did a much better job with this game than they did with Hexen as the graphics are excellent with good sound effects. Of course, the cleanup of Duke was somewhat disappointing, but it really doesn't detract from the game. Fortunately, when they sanitized it, they also brought in some new changes for the better. Many of the levels are different and the new weapons are great for blasting the mutants to kingdom come. For fans of Duke, this game may not have much to offer, but those of you who have missed the Duke experience, this is a great addition to the N64 library."

Graphics: 8.25

Sound: 7.5

Playability: 8

Entertainment: 7.5

OVERALL:
7.75

REINER, THE RAGING GAMER

Concept: 8.75 "Thank goodness Nintendo doesn't produce Baywatch. Everyone would be wearing pants and button down shirts. Yes, they've censored the filth in Duke Nukem, and yes, it changed the game. Fortunately, Duke is a fun game to play, and with the N64's power to reduce pixelization, Duke looks better than it ever has - without the almost naked women of course. Really, how often do you go into your game store and hunt for a game with cleavage? Never. Duke 64 has the same gameplay, with a few minor adjustments. It has new weapons, several new environments, and great multiplayer features. It's better than Doom 64, but a far cry from Turok and the almighty GoldenEye."

Graphics: 8.5

Sound: 8

Playability: 8.5

Entertainment: 8.25

OVERALL:
8

► THE BOTTOM LINE 7.75



The onslaught of first-person action games has never really subsided since Doom flooded the consoles a couple of years back. Yes, history often repeats itself and the latest first-person action deluge on consoles comes in the form of 3D Realms' Duke Nukem. The PlayStation, Saturn, and Nintendo 64 all have various translations of this PC hit.

There has been considerable talk amongst gamers and throughout the press that the adult themes of Duke would never be included in Duke Nukem 64. Well, much of that is true, but the Nintendo 64 version also has additions that the other systems lack. Anyone who has played the PC version (or the SS and PS-X versions) will notice that some of the more risqué elements have been toned down in the N64 game. However, the additional game modes — the one to four-player deathmatch (or 'dukematch' as Nintendo calls it) and two-player cooperative mode — give

the N64 version extra entertainment and replay value. Likewise, Duke 64 has tons of levels, weapons, and carnage that will challenge and please the solitary player.

However, there are a few problems. While the graphics and play control shine in the one-player game, the split-screen modes for up to four players become a little muddled when compared to a game like GoldenEye. Additionally, the deathmatches against computer drones, although an innovative feature, are hampered by horrible computer intelligence that often has computer-controlled Dukes stuck in corners or behind doors.

The onslaught of first-person action games does continue with Duke Nukem 64, but considering the quality of the other N64 titles available, this game settles nicely into the middle of the pack.

Quest 64

Let the Adventure Begin

One are the glory days of the Super Nintendo and Square. Yes, it's sad but true. Without the help of Square Soft, Nintendo must now look towards other companies for assistance in building an RPG library. N64 owners everywhere are asking – no, demanding an RPG. Imagineer, a Japanese publisher, has risen to the occasion. As a publisher, Imagineer works closely with other Japanese companies and is known for sports games and strange but popular Japanese simulation/adventures (Eve Burst Error for example). Quest 64 is the first game being produced in-house at Imagineer, and the project is top secret.

Employing our super sleuthing skills, we set out to discover everything we could about this, the first RPG for N64. As you take on the role of the main character (whose name has not yet been decided), you become one of the chosen guardians of humankind. As a Spirit Tamer, you must search out the evil Master Wizard who has stolen the Mystical Volume, a masterbook of magic that contains the secrets of nature's four elements. With the volume in the hands of the evil Master Wizard, the whole world is in chaos and turmoil. It's up to you and your magic to save it.

Magic takes on one of four forms in Quest 64. The four elements of nature – Earth, Water, Air, and Fire – can be tamed and put to use. As you progress you will acquire powerful elemental spells. It looks as though choosing spells carefully will be the secret to success, since different enemies are susceptible to different elements. The main character can also attack with his scepter, but the emphasis of the game is overwhelmingly upon magic. In an interesting twist, the battles are in real-time, rather than turn-based. Spells and item attacks are selected off an inventory screen, and if decisions aren't made quickly, you'll get toasted.

The environments of Quest 64 are 3D, and the exploration actually resembles the style seen in Super Mario 64. The world is composed of three main areas, actually "countries," that are populated by both friendly citizens and deadly enemies. Towns are always safe, but as soon as you leave to explore the land, expect a lot of random monster encounters. Also, along the quest you will discover two companions who will join your party. With all this and much much more, it looks like everything is falling into place and come this April, N64 owners will have what they crave most – an RPG!



All hail Quest 64.

- Size: 96 Megabit
- Style: 1-Player Action/RPG
- Special Features: Full 3D Environments Featuring 3 Separate Countries; Two Companions To Discover; Ability to Manipulate 4 Elements of Nature; Hundreds of Different Enemies and Friendly Characters; Loads of Spells, Weapons, and Items
- Created by: Imagineer for TH*Q
- Available: April/May '98 for Nintendo 64



Do you know where I might find the local item shop?



Drat!

Miss!



Who dwells in that there house?



Paths out of town almost certainly lead to danger.



That's either a deadly walrus or a mound of chocolate pudding.



Ambushed by swarthy highwaymen!



That looks like a wind spell.

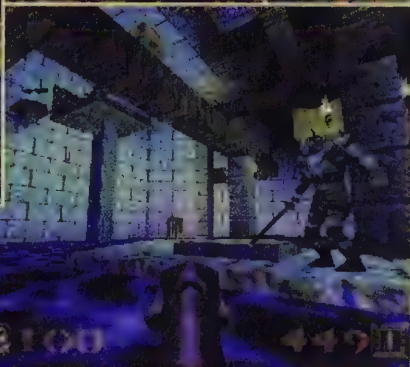
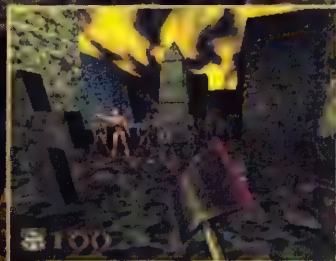


Exploring towns is a huge part of Quest 64.



QUAKE 64

You'll Be
Quakin' In
Your Boots



- **Size:** 64 Megabit
- **Style:** 1 or 2-Player First-Person Action/Shooter
- **Special Features:** Improved Graphics with RGB Lighting Effects; Fast Gameplay; Original Enemies and Weapons; 2-Player Split-Screen Mode
- **Levels:** 25 Original Plus 6 Multiplayer
- **Created by:** id Software for Midway Home Entertainment
- **Available:** March 1998 for Nintendo 64

With titles like GoldenEye, Duke Nukem 64, and Turok: Dinosaur Hunter, the Nintendo 64 has put itself into position to be the premier console for first-person shooters. And now, with what we've seen so far of Quake 64, Nintendo's possession of that title seems practically guaranteed. We have raved about how cool Quake looks on another console unit, but when we played it on the N64 we were blown away even more. For the most part the two games are the same, but Quake 64 looks to have a few extra things going for it to put it over the top, Sly Stallone style.

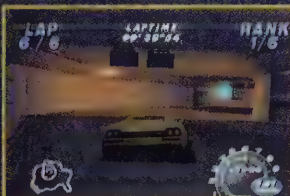
First off, the graphics are fantastic. The lighting and lack of pixelization create a very smooth and pleasing picture of enemies and environments. Most of you will probably be so

enthralled by the graphics of the surrounding screen shots that you won't even take the time to read this article. And you know what? We don't blame you. Second, Quake 64 is now a two-player game. Originally, Quake 64 was set to release in December 1997 as a one-player game, but Midway later decided to increase the replay value even though it meant pushing back the ship date. It will be well worth the wait. Lastly, the game cruises at a high speed with very little, if any, slow down. Even in two-player, the game's speed is respectable.

So be patient. March is right around the corner and until then, GI will continue to provide you with more information and screen shots as the release of this promising title draws closer. ■



A Gift For Nintendo



What's that in the tunnel? It's a Lamborghini!



Could that be a Lamborghini?



Wow, it's a Lamborghini!

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 2 Difficulties (Novice and Expert); Six Tracks; Multiple Playable Lamborghini Models (With More Cars Hidden); Four Camera Views; Pitting; Horizontal and Vertical Split-Screen Options; Rumble and Controller Pak Compatible
- **Created by:** Titus Software Corporation
- **Available:** Now for Nintendo 64

In Rumble in the Bronx, Jackie Chan used a Lamborghini to deflate a hovercraft, and in Cannonball Run, two beautiful maidens avoided police hassle by showing off their Lamborghini wheels. Yes, the Lamborghini is a vehicle with class, and now N64 owners will have the chance to perform miracles of their own with Titus Software's new release - Automobili Lamborghini.

Six gigantic tracks and a slew of different Lamborghini models are ready for play as you try to defeat computer opponents driving look-a-likes of other popular cars like the Porsche and Viper (which can be unlocked for your driving pleasure with victories). There are two difficulty levels (novice and expert), and a season that is based on placement points.

While racing on some of the longer tracks you'll need to pit. Pitting involves refueling and changing tires. To do so the game will not only push your racing skills to the limit, but your team work as well. Once you hit the pit you'll be required to work the fuel pump and quickly change the tires. Mess up, and you'll have some catching up to do. Luckily, each race can be customized, allowing for pitting, help arrows, and the number of laps to be toggled on or off.

Automobili Lamborghini has everything going for it. The graphics are nice, there is no background pop-up whatsoever, and the gameplay is fast and easy to get the hang of. However, the N64 market (which is still small in size) is already loaded with racing games, and Lamborghini may play second fiddle to any of the other racers released. Fans of this expensive ride won't think twice about a purchase, but those looking for a racer with tons of jumps, wrecks, and tracks may feel otherwise.

	Andy	Paul	Jon	Reiner
Concept:	3	5	7	8
Graphics:	7.5	7.5	8.25	8.5
Sound:	5	5	7.75	6.75
Playability:	4	8	7	5.25
Entertainment:	2	3	5	5
Overall:	4.25	5.75	7	6.25

► THE BOTTOM LINE **5.75**

Andy, The Game Hombre

"What I like about this game is that there is almost no pop-up. What I hate about this game is...well, the game. It sucks. How did this game get delayed? Did they need extra time to put in poor physics, boring gameplay, and lame tracks?"

Paul, The Game Professor

"When I stack this game up against the other N64 racers I've already played it competes graphically, but the play is just boring. More emphasis should have been put on the Lamborghini license with model stats, car configurations, and other info."

Jon, The Greedy Gamer

"Lamborghini is nothing special, especially considering the other games available (Top Gear Rally, Multi Racing Championship, San Francisco Rush). The graphics aren't bad, even with the slow down, and the control is adequate; but don't buy this game, it's a real yawner."

Reiner, The Raging Gamer

"The graphics and general look of the game are ample. But man! The gameplay is really boring. I'd rather suffer playing lawn darts than firing this cart up again. Stay away from this game, it won't do anything for you except put you to sleep."



GO FOR THE GOLD

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Olympic Games
- **Special Features:** 12 Events in 8 Separate Categories; Olympic and Championship Mode; Awards; Snowboard Half-Pipe; Memory Pak Compatible
- **Created by:** Konami
- **Available:** January for Nintendo 64

The Olympic games are just around the corner, and for those of you who would like to compete alongside your national heroes, Konami is here to help. Years ago, Konami released Track and Field, a game still considered an all-time classic. Last year, Konami offered International Track and Field for the PlayStation, but it was somewhat of a disappointment. Konami hopes to wipe the record clean with this all-new collection of winter events.

Nagano is structured as a series of twelve different events in eight categories. Players can downhill ski, freestyle ski, luge, bobsled, speed skate, snowboard, ski jump, and curl their way to the gold. Some categories also have two separate events, such as the 500m and 1500m Speed Skate. Each event in turn demands a unique



control setup. Speedskating has players hitting two different buttons to maintain a rhythm, while Alpine Skiing is a straight-up race to the bottom with the analog stick. The Snowboarding Half-Pipe is interesting in that players determine their routine before the event and then execute tricks by programming in a series of moves before each trick begins. Although the N64 and PlayStation versions are almost identical, this N64 game does include three exclusive events - the Snowboard Half-Pipe, the 90m Ski Jump, and the 5000m Speed Skate.

In all, Nagano will be a timely release as it's set to hit the shelves prior to the lighting of the torch. If you're looking for a taste of the '98 Winter Olympics, keep your eye on this one.



CARDINAL SYN

The Art of Death

For fighting game fans, Cardinal Syn could be a blessing. It combines the 3D movements of Bushido Blade, the fighting mechanics of Soul Blade, and the gore of Mortal Kombat. Developer Kronos Digital Entertainment, who developed Dark Rift for the Nintendo 64 last year, are again striving to create the ultimate polygonal fighter. With Mortal Kombat 4 and Tekken 3 still nowhere to be seen, the fighting game market in '98 is open for the taking.

We're not saying that Cardinal Syn will be the next triple A PlayStation fighter, but it definitely has potential. The way the game is laid out is very similar to Namco's Tekken and Soul Blade releases. Gameplay modes include Training, Tournament, Team Battle, and Survival. Plus once the game is beaten with a specific character, a hidden character will be added to your playable list.

As far as the look and play, you really couldn't ask for much more. Each environment is gigantic and decorated nicely. Some even feature hazards and obstacles to maneuver around. It may be a mine car shooting through a tunnel, or an archer hidden in a window taking pot shots at you, but either way you will have to be aware of your surroundings. All of the texture maps on the levels are detailed and look gorgeous, and like we said before, you'll have freedom to explore these settings just like in Bushido

Blade. But you will not be able to maneuver from one stage into the next or engage in multi-tiered combat.

A big portion of combat is in fact environment-based. If you are too close to a wall and take a swing with your sword, there's the chance that it will hit the wall before it clobbers an enemy. Another interesting feature is power-ups. On every level there are treasure chests scattered around that hold either a health, tonic, or weapon power-up. If your health runs low, you can always avoid your enemy and head to a nearby chest hoping that it holds a health power-up.

The combat is gory and allows for complete 3D movements on the d-pad. Combos and spe-

cial attacks play a big part, but so does blocking. In fact, there isn't a special move meter, but rather a shield meter which monitors how much you block. When it's green you can block as much as you want, but when it turns red (after multiple hits are accumulated), blocking won't help too much. You'll still take on damage.

Cardinal Syn has everything going for it. The lighting effects, animation of characters, and soundtrack are exceptionally good. Each character has an intro and ending FMV sequence which should drive most fighting game fanatics into beating the game with each character, even the hidden ones.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Head-To-Head Tournament Fighter
- **Special Features:** Analog Compatible; 8 Characters (With More Hidden); Block Meter; Low and High Block Buttons; Special Items Spread Throughout Arenas; Full 3D Movement Within Arenas; 5 Gameplay Modes, Including Training
- **Created by:** Kronos Digital Entertainment/Sony Interactive Studios for Sony Computer Entertainment America
- **Available:** January for Sony PlayStation



War of the living dead.

Trapping opponents against a wall will limit their attacks.

The lighting effects are awesome.

Stay in the middle of this arena or you'll be spiked to death.

Juni spins in for a clean neck slice.

McKrieg goes for the attack, but is run down by a boulder before he can land a hit.

After breaking a chest, grab the health power-up to rejuvenate.

Blocking an attack, then countering with a combo, usually lands big damage.



PITFALL 3D

Beyond the Jungle

Look Out
Lara...
Harry's
Back!

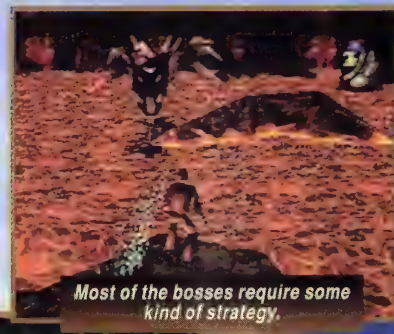
- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Multiple Mission Requirements on Each Level; Tricky Platforming; Random Camera Panning; Pick-Ax and Special Power-Up Attacks; Evasive Roll; Classic Pitfall Traits Including Vine Swinging, Tar Pits, and Scorpions
- **Levels:** 20+
- **Created by:** Activision
- **Available:** Late February for Sony PlayStation



Just like the band, this Scorpion is bad.



Pull the strings! Pull the strings!



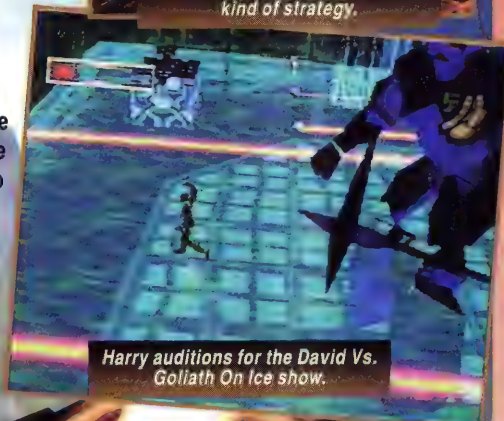
Most of the bosses require some kind of strategy.

PITFALL Harry has finally returned to the gaming scene, and even though he may be getting a little old for high stakes spelunking, he's determined to show the world that Lara Croft's quest can be handled by a man as well. Pitfall 3D: Beyond the Jungle is by no means as revolutionary as Tomb Raider, but it does require some of the same gameplay skills.

In his quest to unearth forgotten treasures, ancient civilizations, and rare artifacts, Harry will be up to his chin in hair-raising action. All of the levels are rather expansive and inventive; however, many contain nothing but tiny platforms and deadly booby traps. Thus, excellent action/platform skills are required. If you are just a fraction of a second off in your timing, say goodnight, because Harry's dead.

Even if you master the platforming, an eagle eye is also needed. Like Indiana Jones, Harry is on a quest, and his adventure doesn't just revolve around a strenuous exercise of frequent death. He's hunting for goods, and each level requires the acquisition of an artifact or key to move on. Along the way you'll encounter strange new zones where scorpions, rock demons, and huge monsters try to halt you from finding the gold. Other recognizable Pitfall characteristics are vine swinging, which is now completely 3D allowing for back and foreground movement, and contracting tar pits which can swallow you whole if you are not paying attention.

Pitfall is a household video game name, and this new adventure is the most unique and challenging yet. Can Harry swing his way into the limelight of a genre where Lara rules? We'll find out next month, when the always trusty GI reviewers break the game down pixel by pixel.



Harry auditions for the David Vs. Goliath On Ice show.



Disaster awaits!



Harry swings into 3D space.



As Bane broke Batman, this red rock creature breaks Harry.

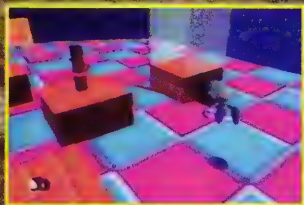


All You Have Is Your Courage,
Your Intelligence And Your Tongue.

Chameleon TWIST

3-D ACTION ADVENTURE GAME FOR ALL AGES!

...GOOD LUCK AND GOOD LICKIN'!!!



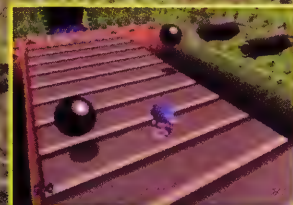
Caramel with beams of light coming out? It may be time for a tongue high jump!



Designed For
N64 Rumble Pak



1-4 Players/Alternating



6 uniquely designed
3-D rendered worlds
(levels) to explore



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SKULLMONKEYS

And We Thought Abe Was A Freak

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Claymation; Password Save; Cool Weapons; CG Animations; Classic Platform Gameplay; Funny and Bizarre Storyline
- Levels: 120 (In 20 Different Worlds)
- Created By: The Neverhood for DreamWorks and Electronic Arts
- Available: January for Sony PlayStation

Hey look at me, I'm Mr. Spoon-in-the-Eye-Man!



This guy's a big wimp.



FIRE!



We received an early preview copy of Skullmonkeys for the Sony PlayStation and is it ever cool. Created by the Neverhood for DreamWorks Interactive, it hits the player in all the right places, from gameplay to graphics to an entertaining yet bizarre storyline. Doug TenNapel (co-creator of Earthworm Jim) and his crew will have once again done us game players right when this game hits the stores this month.

The story starts with an evil villain landing on a remote planet inhabited by Skullmonkeys - creatures that look like gorillas except with (you guessed it) skulls for heads. The evil villain takes over the Skullmonkeys, and knowing the good guy will be appearing shortly, he prepares his minions to take out the hero. There are lots of funny claymations that take place in between levels to put a little background behind the dangers our hero faces as he rambles along on his quest to save the universe. There's a scene about the hero eating some beans and those beans later saving his life (in a gaseous form, of course) and there are a few animations that carry the same sort of humor as the old Bugs Bunny/Looney Toons cartoons (like when he jumps in a hole while being chased by a bad guy and then chaos ensues).

The gaming is top notch, reminding us of Donkey Kong Country and Earthworm Jim, delivering precise control, a few cool weapons, and the beloved head stomp. The levels are huge with secrets abounding from every corner, multiple entries/exits to each level, and crazy vehicles as well. We have been playing this game quite a bit lately, and when we go through a level, we always seem to run across a new exit, or a couple

Beans, beans, the musical fruit...



Grab that free man.



After the A-Team was canceled, Mr. T. was willing to do anything for work.

of new secrets that keep even the first levels fresh and new during each game. Skullmonkeys has a great learning curve, allowing newbies to play the first levels without dying right off, while the experts can head for all of the secrets and try to max out each level giving a varied degree of difficulty without any actual changes to the game itself.

If you are a fan of great action/platform games, this one should be purchased the moment it arrives at stores. If you are looking for a great game that anyone can get into, be they young or old, this will be it. Hopefully we will have a final copy soon so we can give a full review, but until then, keep an eye out for Skullmonkeys. It is a great time.

FINAL FANTASY

THE PLAYSTATION J

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/RPG
- **Special Features:** Complete Tutorial (Learn How to Play); Massive Database (Shows All Scenes and Characters); Tons of Character Classes, Weapons, and Items; Experience; Magic
- **Created by:** Square Soft for Sony Computer Entertainment
- **Available:** January for Sony PlayStation



Try to hit enemies on either the side or back to take off more damage.

The game is suitably entitled Final Fantasy Tactics, where exploring strange new lands is highly irrelevant. Tactics is all about war and nothing more. In fact, the combat system is in more ways than one, like a basic game of chess. However, this game of chess has a more elaborate set of rules - player turns are based on individual character attributes, multiple character movements can be performed at once, and one character could easily kill an entire opposing force in one fowl swoop. In addition to the combat scenario, you won't have a set number of characters in your party. You'll need to hire them, train them, and equip them with the



For those of you who have conquered the first PlayStation Final Fantasy challenge, you won't need to hibernate in your gaming shells for long. As fortune would have it, Square Soft and Sony Computer Entertainment have a new FF adventure lined up for a January release, but it may not be the sequel or next quest you desire. This new Final Fantasy is much more complicated and combat-driven than VII, and in all actuality, is nothing like any other Final Fantasy before it.



She'll feel that in the morning.

weapons suitable to their class. Once they are ready, send them into combat and see how they perform. If they fail, then it's back to the dressing room for an overhaul.

The one thing you have to remember is that the computer is always smarter than you. When controlling five to six different characters in combat, it can be difficult to remember who needs a potion, who is out of magic, and who should be attacking whom. The computer doesn't have this problem. Thus, you'll need

to keep a close eye on what happens. With different character classes, you can make a battalion full of personality, or make one that looks like it just stepped out of a clone factory. All of the characters can attack, and when special abilities are granted, they can even cast magic (light, dark), throw stones, shoot arrows, and exchange



Then the skies opened up and a huge flame scorched the land.



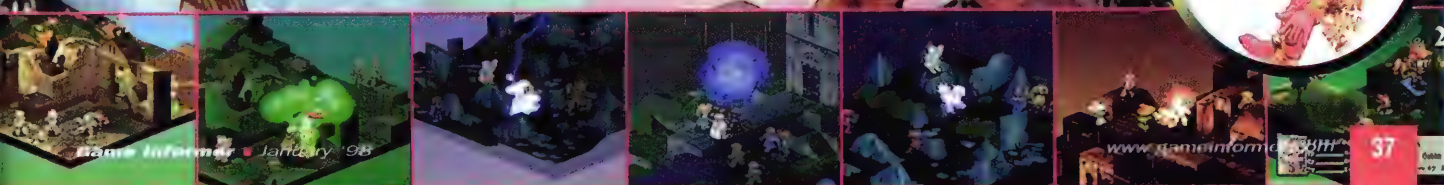
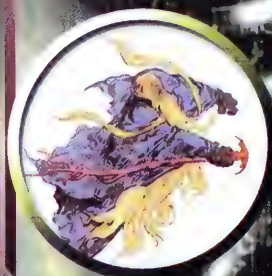
EASY TACTICS

IT GOT COMPLICATED

items with others. The key to combat is setting up the enemy. To do so, strategic movement and trickery are in order. If you can corner an opponent, then you should have no problem taking them down with basic weapon attacks, but always keep your eye out for the double cross.

The only thing linear in Tactics is the basic progression of key battles that make up the story. Random battles can happen at any time with any enemy, but the battles that register story involvement are the only important ones. Getting to these battles is easy, as Tactics basically holds your hand. It draws a line from town to town leading you along the quest.

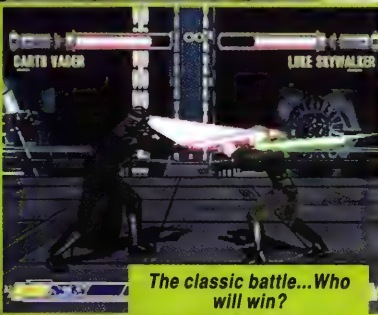
Depending on how you play, you can rack up more gameplay time in combat or in developing a killer team. How you play is up to you, but we will say this, Tactics is very difficult, and more often than not, extremely frustrating. This is the kind of game that you need to take your time with, and know when to quit for the night. The long FF VII stints of fourteen hour days, if repeated in Tactics, could easily kill you and your brain.



THE FORCE IS STRONG WITH THIS ONE



- Size: 1 CD-ROM
- Style: 1 or 2-Player Head-To-Head Tournament Fighter
- Special Features: 8 Characters Plus 5 Hidden Characters; Weapon-Based And Hand-To-Hand Fighting; 3-D Arenas; Cool Movie Phrases
- Created By: LucasArts
- Available: Now for Sony PlayStation

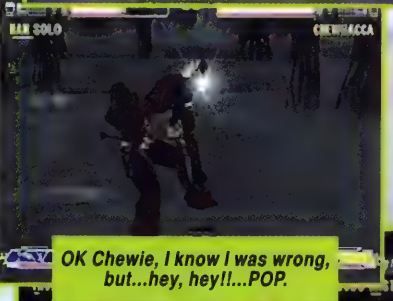
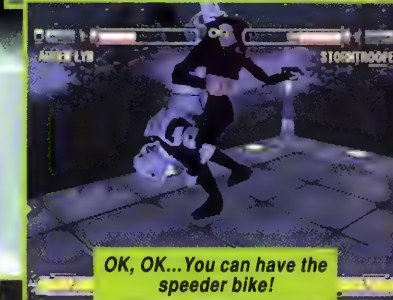


Star Wars: Masters of Teras Kasi is a fighting game that uses a revamped version of the Star Gladiators engine. Players can choose to be any one of eight legendary Star Wars characters from the movies and books. The game's background is that once there was a group of fighters with skills rivaling that of the Jedi Knights called the Masters of Teras Kasi. So Emperor Palpatine commissions one of the last of these fighters named Arden Lyn to seek out and exterminate the Rebel Alliance, namely Luke and his pals, to obviously get rid of the Empire's major obstacle in galactic domination.

The gameplay has some unique elements. For example, a player can go from hand-to-hand combat to weapon-based combat with the touch of a button. In other words, Luke and Dad can either go at it fisticuffs-style or with their weapons unsheathed. Each character has an implement of destruction that suits them well, from Chewie's bowgun to Han's trusty blaster. There is a Force Meter which builds up similarly to that of Street Fighter Alpha, which when unleashed, can really smash an opponent. As far as combos go, well, there are a few juggles, but mostly the preordained chain combos take about as much time to master as it took Yoda's face to wrinkle up like a little prune.

Regarding the graphics and overall atmosphere, much attention was paid to detail except for the actual faces, but that's a very small quip in the face of cool sounds from Leia's Boushh disguise, the Lightsabers sparking together, and an awesome looking Chewbacca (you can see his breath during the battles on Hoth). Loading times are quick and little or no pop up is visible at any point during the game. There is a bit of slowdown, when both opponents attempt to pull off a big Force move at the same time, but that's about the only time when the game's graphic prowess shows any holes. There are many secrets in the game, from hidden characters (like Boba Fett's arch-rival Jodo Kast) to extra options, even cool little sound bites from the movies.

Considering the overall weightiness of the controls, most people will probably not want to invest the time necessary to get the combo system to work for them, but it is a great buy for the Star Wars fan.



REINER, THE RAGING GAMER

Concept: 5 "Everything in this pathetic attempt to broaden the Star Wars universe is all wrong. First off, they try to incorporate a story about a ferocious warrior with the sacred power of Teras Kasi. Sounds cool right? Well, then why the heck are all the stages taken straight from movie scenes! I'm confused. Oh well, I won't ponder on it too long since the fighting itself is also incredibly lame. Han Solo cannot hold his own against the likes of Vader. We all know what happened on Cloud City. The only thing decent in this game is the graphics. Everything else should be thrown into the Sarlac Pit to rot for a hundred years."

OVERALL: 5.25

ANDY, THE GAME HOMBRE

Concept: 8 "While Teras Kasi is a visually appealing game, the overall fighting mechanics are archaic to say the least. Even with practice the control never reaches that moment of fighter zen, when the interface between you and your fighter become one and you believe that you are Darth Vader and you're kicking butt."

Graphics: 8.25

Sound: 8.5

Playability: 5

Entertainment: 4

OVERALL: 6.75

PAUL, THE GAME PROFESSOR

Concept: 7 "Why LucasArts didn't do this game before is beyond me. As far as the fighting goes, hard-core aficionados won't find anything revolutionary. Yes, the control and AI are fairly weak. I would have liked to see a little more revolving around the story and more from the character endings. However, what is really cool about this game is that it is Star Wars. The sound and environments are awesome. Everything from Luke's talking about womprats to the sound of lightsaber blocking lightsaber is extremely well done. Teras Kasi is rough around the edges but proves to be a lot of fun. Star Wars fans should add this to their collection."

Graphics: 8.5

Sound: 9.25

Playability: 8

Entertainment: 9.25

OVERALL: 8.5

► THE BOTTOM LINE 6.75

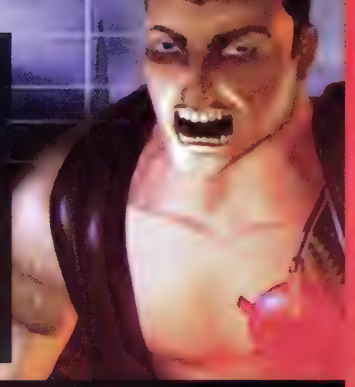


ONE

Kill 'em All!!!

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Shooter
- **Special Features:** Unique Rage Meter; Hidden Weapon Power-Ups Including a Flame Thrower and Pulse Cannon; Somersault Jump, Forward Run, Dash, and Hand-To-Hand Combat; Huge Bosses; Tons of Amazing Special Effects
- **Levels:** Five Worlds
- **Created by:** Visual Concepts for ASC Games
- **Available:** Now for Sony PlayStation

▶ **THE BOTTOM LINE** **8.5**



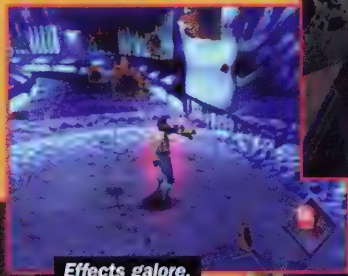
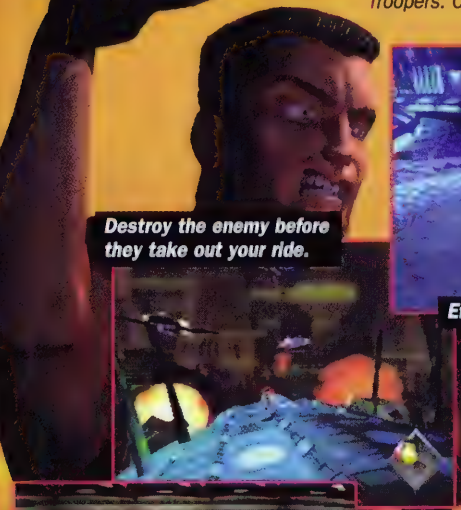
The swarm hits.



More firepower = more destruction.



Destroy the enemy before they take out your ride.



Effects galore.

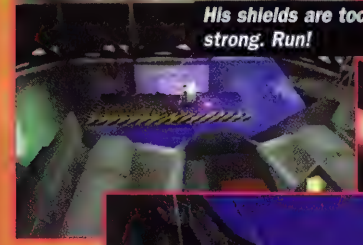


Nice shot!



Jump!

His shields are too strong. Run!



Enter at your own risk.

An unknown militaristic force has transported you forty years into the future, and they've messed with your mind, will, and soul. They've replaced your left arm with a weapon of great power...their mistake. If you push a man in the wrong direction you're bound to get burned, and for John Cain (the hero of this dramatic story), he will get his revenge.

Basically, the plot and gameplay deal with you being really ticked off, and not much more. Sure, there's an underlying plot (which you'll have to find out on your own), but for the most part the game pushes you to kill and be as mean and cruel as you can. ONE breaks the boundary of being just another action game by incorporating a fresh new approach to success and denial. There is no health bar to keep an eye on. The only way you can be shot down and marked as dead is by not killing. There are deaths that involve falling thirty stories, but otherwise, if you don't kill, you'll die. To pull this off, ASC and Visual Concepts have incorporated a Rage Meter that monitors how mad you get. It starts out green (passive), moves on to yellow (semi-aggressive), and then peeks at red (ticked). If you power-up the red level enough (by blowing things up), a devastating weapon discharge is your reward.

ONE also presents some of the most impressive graphic displays to ever hit the PlayStation. All of the environments are extremely detailed. There are explosions, lighting changes, and special effects flying around everywhere. Sometimes you won't even have a clue as to what is going on. An aircraft will fly in, and drop a bomb that sets off a chain of events like rooftops falling, billboards starting on fire, and the charged bodies of enemy soldiers flying right into the screen. It's truly a spectacle to behold.

In addition to this, John Cain is animated nicely. He can dash, perform a forward roll or somersault flip, strafe out of the way of a blast, duck, and initiate hand-to-hand combat. There are tons of secrets in each of the five worlds to find, and even more things to destroy. ASC and Visual Concepts really wanted to make ONE a killer game, and they've succeeded in more ways than one. It's a beautiful game that has more death than Dead Alive and Starship Troopers. Check it out.

REINER, THE RAGING GAMER

Concept:	8.5	"This is one of the most impressive graphical and gameplay-intensive titles I've seen in a long time. The effects and environments look incredible, and the Rage Meter is a true blessing. This is how the 32-bit Contra should have been - completely insane! I do have a problem though, and it has nothing to do with the sound, graphics, or play. ONE has a dynamic story that is never really presented at any point. Why did we play Tomb Raider II? To see what would happen next. We play ONE for the same reason, but are rewarded with nothing too flashy. Otherwise, I recommend this title to all who want to be blown away by the best action/shooter the PlayStation has to offer. It's violent and nothing short of a good time."
Graphics:	9.75	
Sound:	8.75	
Playability:	8.25	
Entertainment:	8.75	

OVERALL: 8.75

PAUL, THE GAME PROFESSOR

Concept:	8	"Talk about eye candy, this game has explosions, lighting effects, and mayhem from the get go. The overall speed of the game along with the stunning presentation make for one heck of a fireworks show. While it is full of visual effects, the control is hampered somewhat by the camera perspective. The character can easily get lost in the action which can make it extremely frustrating. With a standard controller, navigating is a little too touchy for my liking. The analog controller will rectify this situation a little, but be prepared for a steep learning curve as far as control is concerned. ONE is quick, exciting, and reasonably fun, but I think that the game definitely warrants a test drive before a purchase."
Graphics:	8.75	
Sound:	8.75	
Playability:	7.25	

Entertainment: 8

OVERALL: 8

JON, THE GREEDY GAMER

Concept:	9	"When you check out the graphics in this game, you'll be amazed. They are awesome, especially when you're trying to jack up your Rage Meter by destroying everything in sight, and then you reach maximum Rage and a huge wave explodes and takes out everything on-screen. It's awesome. This game is all about getting PO'd, and you really feel that way. I mean it, you really get mad at everyone and everything. I don't like the checkpoint system though, they're too far apart, and the jumping is inconsistent and seems too dependent upon the camera angles. But overall, it's a great game."
Graphics:	9.5	
Sound:	9	
Playability:	8.5	
Entertainment:	9	

OVERALL: 9

SPAWN

THE ETERNAL

HELL
HATH
NO
FURY



Violator breathes down Spawn's throat.



Get ready for combat.



Man... food.



Malebolgia is the final boss.

Creating a game based on one of the world's leading comic books has to be a serious hassle for game designers. It not only must appeal to gamers, but to loyal readers as well. Comic readers known for tough criticisms will dissect every inch of a game with a fine tooth comb. Does the character's cape move correctly? Are his facial expressions portrayed accurately? And what about fighting? Does sunlight bounce off of his black leotard in the same manner? These are just a few of the many questions that Spawn nuts are probably asking themselves right now, and as fortune would have it, we have a few hard-core Spawn fans in the office who do nothing but read comics and play games. Let's dissect.

We hate to say it, but Spawn fans will fall into cardiac arrest when they see this game. It's nothing like the comic whatsoever. The characters may be the same but there is no solid story, Spawn rarely wears his cape and chains (except for in combat), and almost all of the levels are environments that have never appeared in the comic (except for a drastically different Hell). In addition to this, the polygonal character models look more like Spawn action figures than anything else and Medieval Spawn wears the modern Spawn's cape. Don't die on us yet Spawn fans, here's something on the upbeat. *Spawn: The Eternal* is the only place where you can see your favorite hero and villains completely three-dimensional. They may not look perfect, but the models are pretty cool and are far better than the sprite characters in Acclaim's horrible SNES release.

For the hard-core gamer, *Spawn: The Eternal* may attract some interest. The game splices a standard fighting interface with vast exploration elements to create a game like no other. The fighting engine used is similar to *Tekken* (limb combat), and the exploration is sort of like *Tomb Raider*. Most of the levels fall into one flat plain, and the largest multi-tiered experience you'll run into ranges from long stairways to huge pits of death. Items and keys will open up different sections of levels, and health and special moves power-ups are hidden and scattered about these somewhat large levels. To move on to the next level, defeating a boss like *Overkill* or *Violator* is usually required.

Spawn: The Eternal may not be exactly what you originally pictured, but it is a rare release that tries to do something different.



Hadoken! No wall...Pyromantic Blast!



The prehistoric man bites it.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Fighting/Adventure
- **Special Features:** Necroplasmic Magic Meter; Toggle Between Chains and Cape While Fighting; Puzzle-Filled Levels; Three Playable Spawns Spread Through Three Time Zones; Item and Power-Up Obtaining; Spawn Cam; Booby Traps
- **Created by:** Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

REINER, THE RAGING GAMER

Concept: 5.25 "Give me a shovel so I can permanently bury this Spawn character from video games once and for all. Sony had a great concept in mind, but it just didn't turn out in the end. They focused more on fighting than exploration and story.

Graphics: 7.75 The sad thing is the fighting engine is really weak and choppy. Fans of the comic should forget that this game was ever made since it offers them nothing.

Sound: 7.5 The graphics are okay, the soundtrack is kind of cool, but everything else is less than desirable. It's too bad, I really wanted this game to be above par and show that a fine line can be paved between the comic and video game industry."

Playability: 4.25

Entertainment: 4.5

OVERALL:
5.75

ANDY, THE GAME HONORÉ

Concept: 5 "When Sony first began this project it really looked like they were going to do Spawn right. Unfortunately, it didn't exactly go as planned. The fighting was revamped so that it is now the same as every other fighter on the planet, except you can't jump and the moves suck.

Graphics: 6 Moving around and exploring the environments is kinda cool, but since there's no story there is no motivation.

Sound: 6 Graphically, the game is alright, but the animation is horrible. This game does do some things right but it is always followed by something bad. Spawn fans should rent this one first, everyone else should just avoid it."

Playability: 5

Entertainment: 3

OVERALL:
5

JOE, THE GREEDY GAMER

Concept: 4.5 "Where to start? Here's where, don't even start! Don't look at this game, don't buy it, and definitely do not play it. It's that bad. It's worse than bad. There is no story, the fighting interface is repugnant, the animations for Spawn are pathetic, and the sound is just ridiculous. There's nothing good to say about this game, except that some of the later levels get less pixelated. Spawn is a game that certainly could have been great, but Sony crapped it out instead. Even if you're a Spawn comic fan, just let it go."

Graphics: 6

Sound: 3

Playability: 2.5

Entertainment: 2

OVERALL:
3.5

► THE BOTTOM LINE **4.75**

Role-Playing For The Masses

ALUNDRA

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Different Weapons and Magic Powers; Real-Time Combat; Specialty Items Including Bombs, Potions, and Elixirs; Save Points
- Created by: Sony Computer Entertainment, Inc. for Working Designs
- Available: Now for Sony PlayStation

▶ THE BOTTOM LINE **8.5**

Your fear and worry inspire nightmares, distracting you from a peaceful slumber and turning your body into a water-drenched willow tree from the many sleepless nights. You need the Releaser. You need Alundra.

Offering a multi-faceted quest that allows players to explore different lands, interact with other characters, and solve numerous puzzles, Alundra should lure many players. The journey begins when a powerful storm rips apart Alundra's ship, washing him upon the shore of a tiny nearby village called Inoa. Inoa soon becomes our hero's home away from home as he befriends the villagers and discovers his help is needed in this tiny town. As a Releaser, Alundra can enter a person's dreams. When many of the Inoa folk become plagued by lengthy nightmares, Alundra must enter their dreams to save them. In these dreams, Alundra must defeat numerous foes, but he also discovers more about his ultimate quest to defeat the evil Melzars, who has his own vision of destroying the human race.

The depth of Alundra's adventure should be widely appealing, but it's not the only thing that will entice a broader variety of players. The real-time combat featured in Alundra keeps the game moving at a relatively fast pace and is easy to master. There is no complex combat interface, simply approach your foe carefully and, with whatever weapon you happen to wield, hit the attack button repeatedly until the enemy is destroyed. The bosses are a little trickier, but by maneuvering around and showing a little patience, most can easily be defeated. Alundra can also cast magic spells on-the-fly with the touch of a button.

Not only does Alundra have elements to please those with the least amount of RPG experience, but many regular RPGers will get their share of goodies as well. Couple this with the facts that the game is translated by Working Designs, and it's the sequel (of sorts) to the popular Landstalker title (for Sega Genesis), and Alundra should find great success on the PS-X.



Melzas and his monkeys.

JON, THE GREEDY GAMER

Concept: 8 "Alundra is a good mix of classic hacking action and text-based story. The plot leads you along and tells you just where to go, so the adventure gets rolling quickly. The control is well done and jumping is a big part of the puzzles, all of which are pretty cool. A few are simply trial and error, but the majority of them don't slow you down. The graphics won't wow you, but are adequate. Fans of action/adventures should be happy with this one, and I do like it, but it still can't top Legacy of Kain."

Graphics: 8

Sound: 7.5

Playability: 9

Entertainment: 8.75

OVERALL:
8.25

ANDY, THE GAME HONORE

Concept: 9 "For adventure fans this game is a present from the Gods. It's a perfect mix of Zelda and the original Landstalker. There are lots of platform elements to master, puzzles to solve, and areas to find and explore. The story is intriguing (there's a lot of death in this one), but certainly not enthralling. Luckily, the action is. PlayStation gamers may be new to the world of Working Designs, but once you play this game you'll understand why these guys are one of the best third-parties out there. Definitely check this one out!"

Graphics: 8.5

Sound: 8

Playability: 9

Entertainment: 9.5

OVERALL:
8.75

REINER, THE RAGING GAMER

Concept: 8.75 "This game is so darn tricky and addictive that you probably won't want to leave your home until it is completely conquered, spanked, and beaten. I gotta tell you, the puzzles and overall design of this title are so much like Zelda that it hurts (the heart that is). I love Zelda, and Alundra presents similar content with the famous seasoning of Working Designs. Their wacky approach to character dialog and story plots lends itself nicely to this game, and if the game doesn't entertain - the characters and their big mouths will. The only downfall is the font used (it's confusing), and the run button is worthless (the environments don't lend themselves to its usage)."

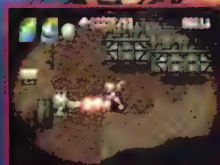
Graphics: 8.5

Sound: 7.75

Playability: 8.75

Entertainment: 9

OVERALL:
8.5



Gelatnoid.



Physical strength has been fully restored.

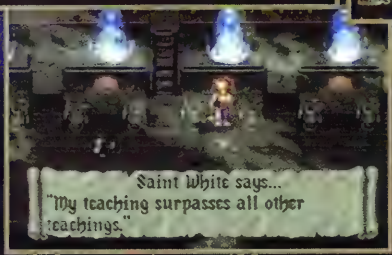


Melzas
Those in full command of their mental faculties will heed the course of wisdom and stay away!

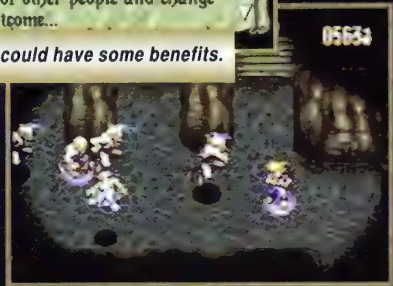


Septimus
You have the power to enter the dreams of other people and change their outcome...

That could have some benefits.



Saint White says...
"My teaching surpasses all other teachings."

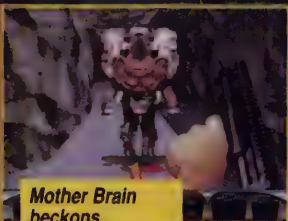


DUKE NUKEM TOTAL MELTDOWN

NAGANO WINTER OLYMPICS '98



This poster looks familiar.



Mother Brain beckons.



SPLAT!!!

Andy, The Game Hombre

"While the graphics aren't as nice as the Saturn version (when's the last time we said that), the play is solid. Total Meltdown is not an exact translation of the PC, but it's close enough and the extra levels are pretty funny. But in the end, this version places in third, behind the Saturn (1st) and the Nintendo 64 (2nd)."

Paul, The Game Professor

"I've played a lot of Duke lately and this version doesn't stack up. It does stay loyal to the original and there are a bunch of new levels, but the graphics are pretty weak. Rent it if you enjoy Doom and the like."

Jon, The Greedy Gamer

"I'm scoring this PS-X version almost the same as the Saturn (see last month). I've been playing a lot of Duke lately, and even though each version is a little late in coming home to the consoles, it's always entertaining. With solid control and exclusive levels, this PlayStation version is a solid Duke achievement."

Heiner, The Raging Gamer

"With analog support, six new levels, and link play, Duke enters up plenty of insane first-person action. I just wish it was a little smoother and the graphics were not as grainy. It's okay, but certainly not great. It's almost identical to the PS-X version of Doom with the addition of bras and panties."

Killing Pigs Is Only Half The Fun

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player First-Person Action/Shooter (Up to 4-Players Via Multi Tap)
- **Special Features:** Babes; Big Guns; Multiplayer Death Matches; Analog Compatible; Save Anywhere; 6 Exclusive PlayStation Levels Including Parodies Of Tomb Raider, Pulp Fiction, Resident Evil, and Wipeout
- **Created by:** 3D Realms/aardvark For GT Interactive
- **Available:** Now For Sony PlayStation

As if the world hasn't seen enough of the rude and crude Dukeman, here he comes in yet another incarnation, this time for the Sony PlayStation. In Duke Nukem: Total Meltdown players take on the role of Duke Nukem, super tough guy and babe saver. The player basically goes out and searches for passcards, new guns, health, ammo, and babes. But there are enemies that don't think Duke is too cool and would like to see him in a pool of his own blood. Of course, Duke knows how to take care of these nuisances - he just blows their heads off. There are several levels to choose from, many of them satirizing another currently popular game. For example, there's a level that's strangely reminiscent of Tomb Raider, another with some Resident Evil polshots. And yet, the game itself constantly makes fun of Doom by mimicking the entire game in a slightly cheesy way.

Players have many options to choose from, like adjusting the level of graphic quality, defining how fast Duke turns, and tweaking an extremely detailed sound menu. Multiple control layouts are possible, as well as a choice of difficulty that affects disbursement of items and enemies.

From the standard pistol to the rpg to pipe bombs and even the classic shotgun, there is a plethora of weapons to choose from. Players can jump, shoot, duck, and look up or down which helps in annihilating the enemies. Considering all of the new additions to an already spicy piece of gameplaying history, Duke Nukem: Total Meltdown looks to be a certain hit.

	Andy	Paul	Jon	Reiner
Concept:	7.5	7	8.25	7
Graphics:	8	5	8	7
Sound:	7.5	8.5	8.5	8
Playability:	8	8	8.75	7.75
Entertainment:	7.5	4	8.5	8.25
Overall:	7.75	6.5	8.5	7.5

► THE BOTTOM LINE **7.5**

KONAMI CARRIES THE TORCH

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Olympic Games
- **Special Features:** Olympic License; 13 Events; 16 Countries; Olympic and Challenge Modes; 3 Difficulty Levels
- **Created by:** Konami
- **Available:** Late January for Sony PlayStation

The Olympics have an official everything. You can buy the official candy bar, spark plug, and even toilet paper of the Olympic games, so it comes as no surprise that the winter Olympics are being represented in a video game. It should also be no surprise that Konami, the creators of Track and Field, are the ones transporting the Winter Olympics in Nagano, Japan to the PlayStation in your living room. In Konami's Olympics there are thirteen events like curling, speed skating, skiing, snowboarding, luge, bobsledding, ski jumping, and freestyle aerials. Although many of the events were incomplete when GI got its first hands on (for example, the speed of the giant slalom event was way too slow), we were able to sample a small portion of Konami's Olympic buffet.

We had the most fun with the ski jumping, especially in multiplayer. This event requires you to wait for a favorable wind direction, get a good lift-off, keep your balance in the air, get plenty of distance, and of course, make a good landing. Another solid event was the freestyle aerial competition. To do well in this event you must get a good lift-off as well and then program in a pre-selected routine in mid-air. While airborne, the sequence is displayed along the bottom of the screen and resembles something you might find in Secret Access. The bad thing about this event is that you miss watching your jump while concentrating on entering the sequence properly.

The wide variety of sports is only part of the Olympic allure. The competition from around the globe is what really makes these games so meaningful. Konami provides this international flavor by allowing you to represent one of 16 different nations in your quest for the gold. With the variety of countries and events, this game shows some promise. If Konami comes through on the other events of Nagano, they should be able to please even the most hard-core Olympic fanatics.





The World's Greatest Sporting Event

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Basketball (Up To 8-Players Via Multi-Tap)
- **Special Features:** Exhibition, Season, Dynasty, and Tourney Modes; Create Player; NCAA License; 108 Men's and 8 Women's Division 1 Teams; Zone Defense; Momentum Meter; Players Based on 1997-98 Rosters
- **Created by:** EA Sports
- **Available:** February for Sony PlayStation



The torch in Nagano is about to be lit and it's easy to see the special role the Olympics play in our global society — bringing together countries from around the world and uniting them under a flag of international athletic competition. With numerous countries and world-class athletes participating in a wide variety of events, it seems obvious that the Olympics are the greatest sporting event of our modern times...unless, of course, you're a basketball fan. Any self-respecting college hoops nut will tell you that the NCAA's college basketball tournament is the single greatest athletic event in the world, bar none. Every aspect of March Madness, from the announcement of the 64 teams to the Final Four itself, can overwhelm hard core fans to the point where they may not stray more than 15 feet from a television (and if the games aren't being played, there's always Sports Center).

To satiate the needs of roundball freaks everywhere, EA Sports is going to release NCAA March Madness 98 this February. The version of MM 98 that GI has been playing is still early so we don't know how the computer intelligence and control will turn out, but we can tell you about a few features. First off, MM 98 will incorporate eight women's and 118 men's Division I teams, each with authentic uniforms, logos, and stadium floors. Adding the women's teams, according to EA, is an "interactive sports gaming first," but unfortunately you will not be able to pit the genders against one another. Moving on, MM 98 will have the Exhibition, Season, and Tournament play modes that you might expect, as well as a Dynasty mode that lets you manage your favorite college team's roster from year to year by creating, recruiting, and red-shirting players. You can also track your team's success through the Weekly Top 25 poll. To enhance the college feel, MM 98 will have fight songs, crowd chants, and pep bands playing classic rousers like the theme song from Hawaii Five-0.



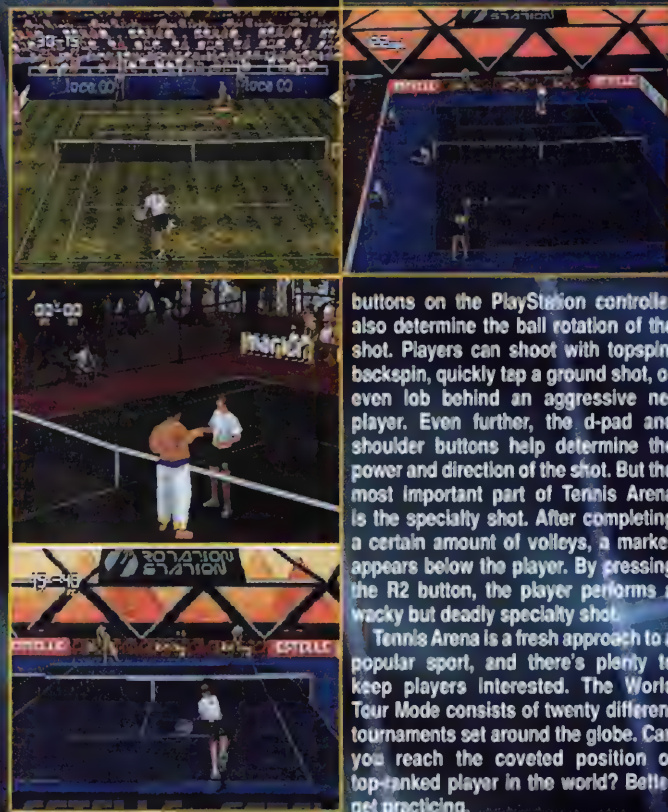
Attack of the Rackets

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Tennis (4-Player Via Multi-Tap)
- **Special Features:** 20 Different Tournament Sites; 10 Different Players (Plus Move Hidden); Singles or Doubles Mode; Power Serves; Specialty Shots; World Rankings
- **Created by:** Smart Dog for Ubi Soft
- **Available:** Now for Sony PlayStation

Smart Dog is a new company formed in the U.K. dedicated to creating highly playable sports games for the PlayStation (and N64). Tennis Arena is the company's first PlayStation project, and it's looking very good.

Tennis Arena balances quality tennis gameplay with wacky humor and exotic locations. One tennis player is a shirtless Sumo wrestler, another closely resembles Pal from Virtua Fighter. Watching the Sumo dude dive after a shot and land on his big old pot belly is hilarious.

The tennis mechanics are pretty straightforward. Depending upon proximity to the ball, players can perform backhands, forehands, two-handed smashes, drop shots, and cross-court volleys. The four icon



buttons on the PlayStation controller also determine the ball rotation of the shot. Players can shoot with topspin, backspin, quickly tap a ground shot, or even lob behind an aggressive net player. Even further, the d-pad and shoulder buttons help determine the power and direction of the shot. But the most important part of Tennis Arena is the specialty shot. After completing a certain amount of volleys, a marker appears below the player. By pressing the R2 button, the player performs a wacky but deadly specialty shot.

Tennis Arena is a fresh approach to a popular sport, and there's plenty to keep players interested. The World Tour Mode consists of twenty different tournaments set around the globe. Can you reach the coveted position of top-ranked player in the world? Better get practicing.

PANZER DRAGON SAGA

Sega's Saving Grace

- Size: 4 CD-ROMs
- Style: 1-Player Role-Playing Game
- Special Features: Ride on a Dragon or Walk by Yourself; Dragon Morphing and Shape Shifting; Tons of Weapons Including Lock-On Pulses and Lightning Strike; Levels Gained Through Experience; Full 3D Exploration; Lock-On Communication System; Non-Linear Gameplay; Item Shops; Real-Time and FMV Cut-Scenes
- Created by: Team Andromeda for Sega
- Available: March for Sega Saturn (January in Japan)

This would be an opportune time to lock-on.



Trouble comes in many shapes and forms.



The Panzer Dragon series is perhaps the most impressive Saturn software ever developed with strong gameplay and top notch graphics. Now with Saga, the series just became gigantic. Spanning across a four disc set, Saga brings back the eye-catching and powerful graphic display, couples it with a variation of the same gameplay, and contains them both within a role-playing shell.

Before the Saturn, Sega paved a road that any RPG fanatic wouldn't mind driving on. There was always a new role-playing game being released, but once the Saturn hit, the RPGs disappeared. While it may be too late to draw everyone's attention, Sega appears to be on a reconnaissance mission to reinstall role-playing to the Sega name.

Everything that made the Panzer Dragoons popular and enjoyable is found in Saga. The storyline is intricate and unpredictable as it unfolds through well placed real-time and FMV cut-scenes. The main character, Edge, and his trusty Dragon are on one heck of a mission that takes them through worm-filled deserts and pits them against elusive new enemies that range from humans and monsters, to other Dragon riders.

As in any good RPG, Saga features non-linear gameplay that gives you freedom to explore several different locations. Riding the dragon is basically the same, except there are times when you are able to move in 3D space. The combat however, is much different. It is no longer real-time, but rather a turn-based system. This is the unique thing though. At anytime during combat, you will be able to maneuver your Dragon around the enemies. Doing this sucks up some of your attack time, but it may get you into a position to see an enemy's weak spot. Another revolutionary aspect is the attacking system. Turns are based off of three meters. When the first one is full you can simply shoot your gun, use items, or heal. And when the second and third fill up, you can use magic power and change the shape of your Dragon so that it has a thicker shell or faster attack abilities.

The detail and animation of the Dragon in flight is still a sight to behold, and when enough experience is gained, it will morph into different forms. Morphing is not the same as changing the shape (as mentioned above). Morphing grants the Dragon different abilities like more lock-on shots and hit points. Of course, to truly be considered an RPG, there has to be some kind of character interaction (sure enough Saga has it). When you're not off saving the world, you can dismount the Dragon and walk around towns, make friends, and shop for items and weapons.

Saga could very well be Sega's saving grace. It has the beauty and gameplay factor it needs to hook RPGers. This March is the date set for release, and we urge all RPG fans to dust off their Saturns and prepare for the coming of an instant classic.

The map screen allows for easy navigation.



Die bugal!

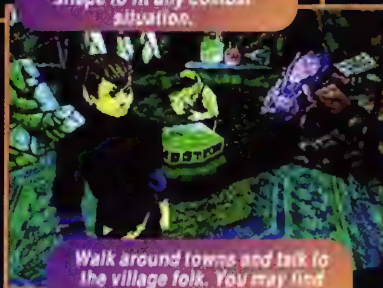
Your Dragon just morphed, congratulations!



different locations. Riding the dragon is basically the same, except there are times when you are able to move in 3D space. The combat however, is much different. It is no longer real-time, but rather a turn-based system. This is the unique thing though. At anytime during combat, you will be able to maneuver your Dragon around the enemies. Doing this sucks up some of your attack time, but it may get you into a position to see an enemy's weak spot. Another revolutionary aspect is the attacking system. Turns are based off of three meters. When the first one is full you can simply shoot your gun, use items, or heal. And when the second and third fill up, you can use magic power and change the shape of your Dragon so that it has a thicker shell or faster attack abilities.

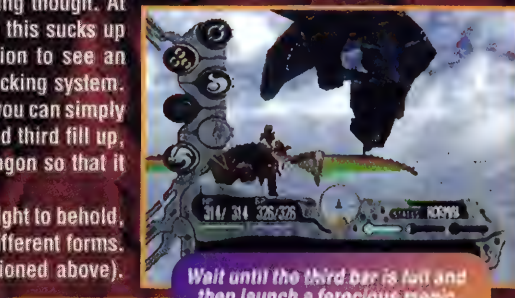


Customize your Dragon's shape to fit any combat situation.



Walk around towns and talk to the village folk. You may find something useful.

Wait until the third bar is full and then launch a ferocious magic attack at this flying vessel.



Blow 'em up!



A Vision Has Come ALIVE



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Choose From Two Characters; FIRE, Including Backdrafts; Huge Explosions, Fireballs; Multiple Camera Angles
- **Created by:** Sonic Team for Sega
- **Available:** February for Sega Saturn

Imagine a game that puts you in the middle of a huge towering inferno...a game that challenges you to rescue hapless citizens while preventing fire from spreading...a game with the ultimate goal of finding the fire's cause and snuffing it out. Well, that's *Burning Rangers*, a very unique title using a variant of the Nights engine. Created by Yuji Naka, the man behind the beloved Sonic, *Burning Rangers* is a 3D game in which you search for victims to rescue and then put out fires that are ravaging the building. Players can jump, then use their jet pack to make leaps across gigantic pits of flame and float safely to the ground on the other side. Along the way is a lot of character interaction via the comlink, allowing the player to hear the captain for instructions on what to do next.

The controls are easy to use — one button is for jump and the other is to shoot the player's weapon. All other buttons zoom and rotate the camera angles. It takes a little while to understand the physics that determine distance while jumping, but once mastered it is easy to get from one point to another quickly and with style. The characters' "guns" are filled with a fire-extinguishing material that can take care of



Saving lives is what it's all about.



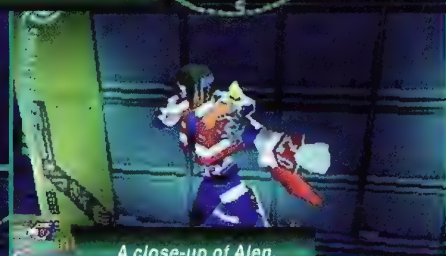
Get the extinguisher ready.



A rare look at the exotic Flaming Lily.



Alright, who's eating beans?



A close-up of Alen.



Barely escaped being crisped.



any flame, as well as any rare enemy that isn't made of fire, like robots or boss enemies. Probably the coolest aspect of the game is the way sound plays a vital role. No busting out the tunes while playing this game — you have to listen constantly for the impending backdraft about to rip through the wall and engulf you in heat, as well as the instructions from your team on where to go next.

While this game is still early in production, we think it will turn out to be a great game with lots of excitement and action, leaving the gamer wanting even more.

SEGA Touring Car Championship



Hidden somewhere in the game is the Sega Proto Car.



Getting ready to pass.



Taking the inside line.

The Newest Member of The Sega Racing Stable

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Full Car Tuning; Special Time Release Secrets; Two Racing Modes; Choose From Real Racing Sedans Plus One Hidden; 5 Tracks
- **Created by:** Sega
- **Available:** Now For Sega Saturn

Sega Touring Car gives the player the thrill of being in the driver's seat of some of the fastest racing sedans on the planet. Choose from one of four cars (all maxed out for high end racing) and get on the road. Bringing together the feeling of the road race from Daytona and the great graphics from Sega Rally, STC is a racer that stands out from the pack with its high frame rate and some cool cars. There are two racing modes - one being the original arcade mode where the clock is always ticking, and the Saturn mode where players try to conquer a championship circuit to beat the game. Also in Saturn mode, there is a one or two-player time trial mode where you try to beat the best time, mainly for posterity and bragging rights.

One noteworthy feature is that there are certain secrets that are set on a time release situation. Therefore, when the time and day on the internal clock reach a particular point, certain extras will be opened up, like new tracks and possibly new cars and/or options. Also, there is an option mode similar to that of Sega Rally, where the player can fine tune a car to exact specifications and then save it on the Saturn's memory for later use against the computer, or to tear past a friend in two-player mode.

Probably the only major flaw is the lack of tracks. Currently we know of five, but more could be released through the time release capability where at least one more track will be available for a period of time. But apart from that, this is the kind of quality the Saturn should have. If you're a big fan of racing, particularly of the type that Sega puts out, then pick this game up. It will not disappoint.

	Andy	Paul	Jon	Reiner
Concept:	8	8	8	8.5
Graphics:	9	8.75	8	9
Sound:	8.5	9	7.75	7.75
Playability:	8.5	9.25	8	8.5
Entertainment:	8.5	9	7.5	8.5
Overall:	8.5	9	7.75	8.5

► THE BOTTOM LINE **8.5**

Andy, The Game Hombre

"This is great racer. It's really \$#@? fast, and the control (when you use the analog) is precise. Although it is rather easy to beat, the 2-player mode, the extra difficulty levels, and wicked speed will keep you coming back for more. This game is a reason to own a Saturn."

Paul, The Game Professor

"This game seriously moves out. The car physics and adjustable attributes make this a worthy sequel to Daytona and Rally. The two-player battles are also killer."

Jon, The Greedy Gamer

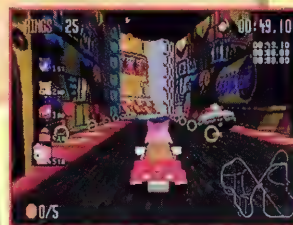
"Touring Car is a solid racer. The car configurations matter, the analog control is good, and the competition's tough. Sega makes good racing games, and this one's no exception. Fun and challenging."

Reiner, The Raging Gamer

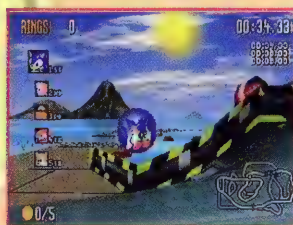
"Now here's a game that's not afraid to go balls out. Fans of Daytona and Sega Rally shouldn't miss this explosive arcade racer. The controls are silky, the graphics are phenomenal and the challenge is intense. This game will definitely keep you on your toes."

SONIC R

Everybody's Super Sonic Racing



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 9 Playable Characters; 7 Courses; Rings, Chaos Emeralds, and Sonic Tokens to Collect; Two-Player Split-Screen; Special Time Attack Modes
- **Created by:** Travellers Tales for Sega
- **Available:** Now for Sega Saturn



Andy, The Game Hombre

"This is the closest thing to a Sonic adventure game on the Sega Saturn. The racing is decent, the levels are interesting, and there's lots to find from Chaos Gems to Sonic Tokens to shortcuts. This game is a definite thumbs up for Saturn fans. Check it out!"

Paul, The Game Professor

"I'm still waiting for Sonic to reclaim his spot in the action/platform category. While this game is fun for a while, it fizzes with an annoying soundtrack and fairly poor animation. This is not worthy of the Sonic label."

Jon, The Greedy Gamer

"I had fun with Sonic R for a little while, and the two-player mode is surprisingly entertaining. The tracks are imaginative with the hidden tokens, emeralds and alternate paths, but there should have been about fifteen more of them. Good but not great."

Reiner, The Raging Gamer

"The polygonal graphics look sharp. The way they hid the background pop through translucent melting is innovative. The challenge is difficult (especially finding the Chaos Emeralds), the tracks are wacky, and the two-player modes are a blast. The animation sucks, but the rest of the game is solid."

It may not be the Sonic game everyone has been waiting for, but Sonic R is an unique title nonetheless. With classic Sonic characters and wacky racing mayhem, Sonic R will surely be popular among the legions of Sonic fanatics (maybe even the casual Sonic fan should take a closer look).

There are two ways to play Sonic R. You can try to finish in first place on all five tracks which will unlock Dr. Robotnik. After this, the second challenge is more difficult. Scattered throughout each track are five Sonic Tokens and a Chaos emerald that you can obtain to unlock other secrets in the game (including two more tracks). All five Sonic Tokens must be found during a race where you finish in third or better. A Chaos Emerald is equally difficult to obtain, since you must find it and still finish in first.

The Ring Doors are an important part of Sonic R. Each door is denoted by a number, and you must have that number of rings to enter. Typically, you can pick up at least one Sonic Token on your first lap, but after that you'll need to start opening doors. In short, grab those rings! There are also a number of power-ups to assist you in the race. These include Ring Magnets, Water Shields, and temporary Speed Accelerators.

Sonic R is certainly not revolutionary, nor is it a particularly long game, but seeing Sonic and friends back in action is always a treat. Although we're still waiting for Sonic Extreme, Sonic R is the best thing to happen to the Saturn in a long while.

	Andy	Paul	Jon	Reiner
Concept:	8	5	7	8.5
Graphics:	8.75	7	8.5	8
Sound:	7.75	8	7	7
Playability:	8.75	8.5	7.25	7.75
Entertainment:	9	8	7.25	8
Overall:	8.5	6.5	7.5	7.75

► THE BOTTOM LINE **7.5**

ARCADE BRIGADE

**AMOA
International
Expo '97**

The Amusement and Music Operator's Association (AMOA) recently held its annual fall expo in Atlanta, Georgia. Game Informer was on hand for the three day event and got a chance to play test the latest arcade creations.


Blitz

Style: 1 or 2-Player Football

Special Features: NFL and NFLPA Licenses; Designed By Creators of NBA Jam; Secret Plays and Formations; Late Hits; No Penalties
Created by: Midway

There was little doubt that this was the hottest game at the AMOA. Designed by Midway's creative team that brought us NBA Jam/HangTime, Blitz is a seven-on-seven football free-for-all. Massive polygonal players stumble and bumble over the gridiron as the player attempts to defeat all of the NFL teams. Like NBA Jam, users can keep track of records and punch in crazy codes. If you played a lot of Jam or HangTime, save your quarters because this game blows them out of the water.

Bottom Line
9.5

Bottom Line

9.25



San Francisco Rush The Rock

Style: 1 to 4-Player Racing
Special Features: Force-Feedback Steering; 4 New Tracks Plus All Original Tracks; 12 Cars; Shortcuts; Massive Air
Created by: Atari Games

The original is a favorite among the staff and the addition of the new courses is awesome. The Alcatraz course is simple when the car is kept on the normal road, but the shortcuts include a corkscrew and a loop-to-loop that make the entire game worth playing. The intensity of Atari Games' force-feedback steering coupled with tons of air give players a worthy update.

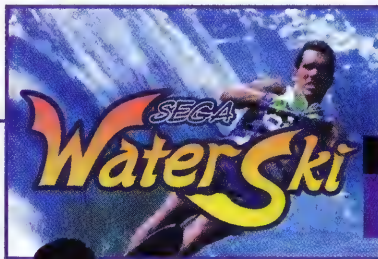


Neo Print - SNK
Sticker Club V. 2 - Atlus/Sega
Puri Puri Canvas - Konami
Stamp Expressions - Data East

The familiar photo booths that are a mainstay in arcade locations will have to make room for these machines. Manufacturers including SNK, Konami, Sega/Atlus, and Data East have developed these photo booths that produce photo stickers. Jump in and select a host of borders, backdrops, and other whacked out designs. Konami's Puri Puri Canvas machine even has a pen for drawing and writing. Smile at the camera and a few moments later out pops a set of stickers.



Another cool variation is Data East's Stamp Expressions. This machine captures a picture of the user and transfers it onto an ink stamp.



Bottom Line

6

Sega Water Ski

Style: 1-Player Water Skiing
Special Features: Deluxe Arcade Cabinet; 3 Courses (Difficulties); 4 Skiers; Jumps and Tricks
Created by: Sega

Take Sega's Top Skater, add water and you'll come up with their new deluxe Sega Water Ski. The game is a race against the clock as the player slaloms through buoys and launches off of multiple jumps. Like Top Skater, tricks are performed by tipping and sliding the foot platform. The graphics are great, the courses are challenging, and the whole game is quite a ride, but it's not as entertaining as Top Skater.



Bottom Line

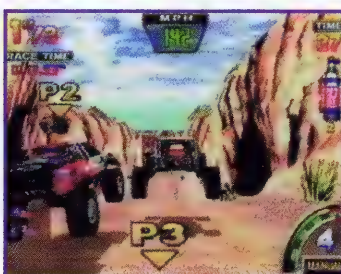
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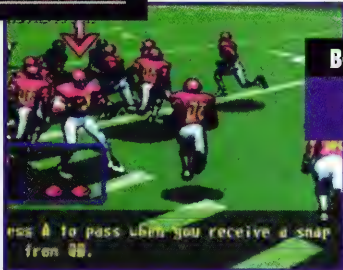


Off-Road Challenge

Style: 1 to 4-Player Racing
Special Features: 8 Trucks; Truck Performance Upgrades; 6 Courses; On-Course Power-Ups; Endorsed by The Ironman Ivan Stewart
Created by: Midway

Based on the Cruis'n USA graphics engine and incorporating elements of the classic Off-Road arcade games, Midway's Off-Road Challenge is a blast. The monster trucks, selected by using the view buttons, give the distinct advantage as they allow the player to mow over much of the competition. The wacky courses filled with plenty of obstacles including planes, UFOs, trains, and exploding roadkill, make the game unique and challenging.





Bottom Line

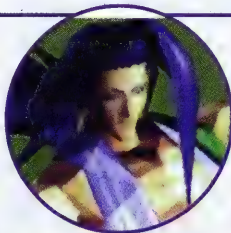
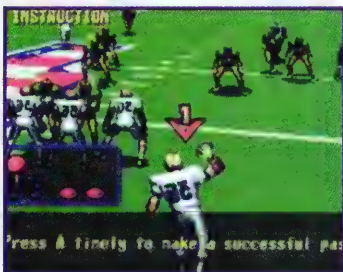
8.5

Rushing Heroes

Style: 1 to 4-Player Football
Special Features: Dual Monitor Cabinet; Over 50 Offensive Formations; 30 Teams
Created by: Konami



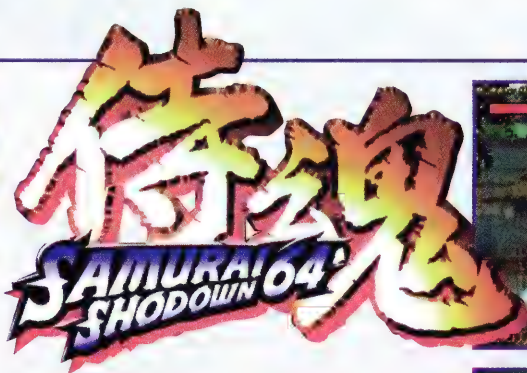
Loosely based on the graphics engine of Konami's Run 'N' Gun, Rushing heroes is far more of a simulation than Midway's Blitz. The game is slightly lackluster because it doesn't carry any NFL licenses, but it does have redeeming qualities with its simple control and wide selection of plays. The graphics allow for a good view of the action when executing plays and head-to-head games are awesome. It lacks real teams and added bells and whistles, but Rushing Heroes is a solid football game.



Samurai Shodown 64

Style: 1 or 2-Player Head-To-Head Tournament Fighter
Special Features: Polygonal Fighters; Rage Meter; Classic Shodown Characters; 3D Movements
Created by: SNK

Built on SNK's new arcade hardware called Hyper Neo Geo 64, Samurai Shodown 64 launches the previously 2D game into full polygon 3D. Classic Shodown characters including Hanzo, Galford, Haohmaru, and Nakoruru join the cast of 12 fighters. The version we played was still early and we'll hold off on any score. However, we just can't help but voice our displeasure with the omission of Jubei. Fans of the old series will recognize many of the moves and combos, but it is still hard to say if it will beat SS II, a favorite around the GI offices



Motor Raid

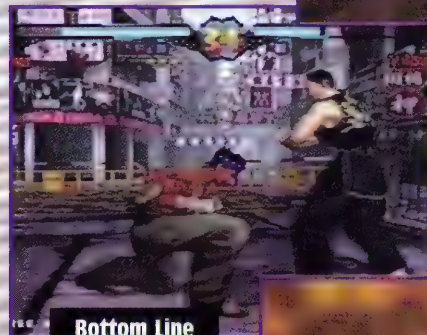
Style: 1 to 4-Player Racing/Combat
Special Features: Deluxe Cabinet with Handlebars and Tilting Chassis; Weapons; 4 Courses
Created by: Sega

The latest racing game from Sega puts a little twist on motorcycle action. Motor Raid is described as a "futuristic bike racing simulation," but we like to call it a Road Rash arcade game set in the future. The track layouts are well designed, the graphics adequate, and the controls simple, but the entire package is deadly boring. The combat is too sparse and the racing is uninteresting. Stick with Manx TT.



Bottom Line

5



Bottom Line
7.75



Fighting Bujutsu

Style: 1 or 2-Player Head-To-Head Tournament Fighter
Special Features: Utilizes Konami's COBRA Technology; 8 Fighters; 4 Hidden Fighters; Auto or Manual Combos; One Hit Knockouts; Changing Weather
Created by: Konami

Just by looking at Fighting Bujutsu it is easy to tell that this is Konami's answer to Sega's Virtua Fighter 3. To Konami's credit, their first game utilizing the COBRA technology does look quite impressive. The fighters and environments are highly detailed, but when it comes to the play dynamics of Fighting Bujutsu, the combat comes off a little stiff. The Automatic Mode allows for beginners to unleash easy combos, but to the fighting game veteran the choice of moves and combos is very uninteresting.

MINI Play to Perfection:

A GAME MONGER'S STRATEGY GUIDE

FF VII WEAPONS

EMERALD WEAPON

- **Size:** Over 1 Million HP
- **Prize:** Earth Harp (Give to Man in Kalm for Three Master Materia)
- **Minimum Party Level:** 75
- **Materia Requirements:** Each party member should have one of each equipped: Final Attack, Revive, Mime, Restore, HP Plus, MP Plus. At least one party member should have these equipped: Knights of The Round, W-Summon, Underwater Materia. All Materia should be at highest level.
- **Item Requirements:** Turbo Ether
- **Suggested Equipment:** Ultimate Weapons
- **Suggested Spells:** Haste, Regen
- **Suggested Materia:** Double Cut, Counter Attack
- **Suggested Party:** Yuffie, Cloud, Tifa

Why we choose Tifa and Yuffie is simple. Tifa's Ultimate Weapon, Premium Heart, does more damage as her limit meter fills. Considering that a lot of hits will be taken during this fight, she will constantly be pumped for battle. Yuffie's Ultimate Weapon, Conformer, has its power based on the difference between her power and the enemy's power. The greater the difference, the greater the power. Since Emerald Weapon is the embodiment of power in FFVII, it is



obviously much more powerful than Yuffie, making the choice of using Conformer a no-brainer.

Start the battle by casting Haste and Regen on all members. Then, as soon as possible, cast a W-Summon Knights of the Round. This will hit Emerald with Knights twice, causing about 200,000 points of damage. Wait for Emerald to change forms (you'll see three gems appear on each arm) and then Mime with another character. This will cause Emerald to change again, but only after letting loose a pair of attacks that may kill the party members. If Final Attack and Revive are equipped and linked on each party member, there is nothing to worry about. All members will cast Life2 and be restored to full health. Repeat this process until Emerald Weapon is destroyed, watching the MP levels. If the MPs run low, be certain to use a Turbo Ether immediately or there may not be enough MP to cast Life2 after dying. Be careful about using Mime, it will copy the last thing that happened, so make sure the last spell cast was Knights and not Life2.

RUBY WEAPON

- **Size:** Over 1 Million HP
- **Prize:** Desert Rose (Give to Kalm Traveler for Gold Chocobo)
- **Minimum Party Level:** 80
- **Materia Requirements:** Each member should have the following: Final Attack, Revive, Mime, HP Plus, MP Plus. At least one member should have one of each of these: Phoenix, W-Summon, Quadra Magic, Master Summon, Counter Attack, Bahamut ZERO.
- **Suggested Equipment:** Ribbon, Ultimate Weapons
- **Suggested Spells:** Haste, Shield
- **Suggested Items:** Turbo Ether, Remedy
- **Suggested Party:** Anyone

By far one of the toughest bosses ever to inhabit an RPG, Ruby is truly scary. His attacks always do tons of damage and he has



a seemingly endless amount of HP. What's worse, you can't summon the big daddy Knights on him because he responds by killing your party with Ultima. What's worse, there doesn't seem to be a set pattern to defeating him because the battle hinges on what Ruby does next. You will probably not defeat him on the first try (or the second or the n^{th}), but keep working at it and tune the strategy for your method of play. So, here we go.

Before the battle begins, be sure that two of your members are already dead. If there is more than one, Ruby will permanently eliminate members until there is only one left using Whirlsand. Have the live one equipped with Phoenix. After Ruby puts his fingers into the ground, cast Phoenix. Immediately after, cast Haste and then Shield.

Then cast a W-Summon Bahamut ZERO linked to a Quadra Magic and aim it for Ruby's body. This will summon Bahamut Zero eight times. Wait until all of the attacks are over, then cast Mime. Repeat this process, renewing HP and MP when necessary. You have to work fast, or else Ruby will pull his tentacles out of the ground and start using Whirlsand again. **WARNING!** Do NOT use Knights of the Round. ■



Welcome to Game Informer's new Mini-PTP department. We've been listening closely to our readers, and the majority of letters we receive always suggest that we include more tips, codes, and strategies. Game Informer fans are accustomed to the walkthroughs we provide with our cover stories, but there are tons of other games out there that people need help with. So, as often as we can, we'll clue you in on some of the secrets in our favorite games. Please, write in, tell us the kind of help you need, and what games we should include in future Mini-PTPs. As always, thanks for reading.

ALUNDRA

Here are some tips for Alundra. In this mini-PTP, we'll look at the location of important items, caves, and solutions to difficult puzzles. Hopefully, we'll take another page for Alundra next month, delivering an item blowout and more secrets.

As in any Action/RPG, Alundra is fraught with lots of puzzles, searching, and backtracking. This guide should help for the really sticky spots. Some tips to remember:

Save as often as possible. This is especially important in this game because you will run into many situations where saving will not be an option.

Also, do not be afraid to swing at, push, pick up, or blow up anything in the game. There are many secrets and extra items scattered throughout the game. If you don't experiment, you will miss out on a lot of stuff.

Backtrack a lot. Every time you acquire a new permanent item (weapons, accessories, shoes, etc.), go back to places you have been before. A new item will allow you to enter places previously inaccessible.

When trying to figure out puzzles, live by the rule of 'trial and error.' This page will go over the toughest spots, but it will not cover every puzzle (it would be 50 pages long). Besides, that's where all the fun is.

SOME ITEM LOCATIONS

Scattered throughout Alundra, there are a maximum of 20 life vessels to acquire. The locations for most of the vessels are as follows: one at the store in Iona Village (500 Gilder), one at Crazy Man's Shop (400 Gilder)



located at bottom of the Mad Cliffs; one on the cliff overlooking the right bank of the river next to Water Mill – get there by going through the Desert of Denial to second screen, go left to next screen, jump across gap and fall off the cliff, keeping to the left side of the platform.

Sand Cape: This item is a little out of the way, but necessary. On the first screen of the Desert of Despair there is a cave in the top left corner. Go inside and down. It's inside the chest.

As far as knowing where to go, just about anyone in town seems to know what you are doing next before you have a chance to figure it out. Just talk to almost anyone outside, and they'll clue you in. If you are stuck as to the whereabouts of your next 'assignment,' just go to the Fortune Teller in Iona Village and she'll tell you for a small amount of Gilder (usually around 15-20). Here are a couple of tips for some really tough puzzles.

PAYING HOMAGE TO THE SPIRITS

In the Graveyard, when you pay homage to the Spirits, speak to them in the following order: White, Blue, Red, Green, Brown.

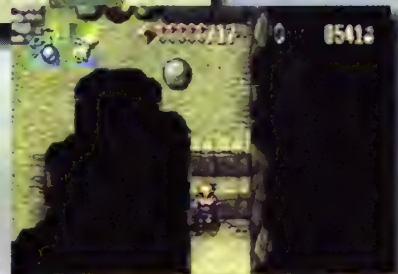
LOOKING FOR THE ANCIENT SHRINE.

This puzzle is super tough. You must have the Sand Cape in order to do it. First, enter the Desert of Despair via the Mad Cliffs. Look

to the left and you will see a platform with pairs of columns creating a sort of hallway. Get on the platform and two tornadoes will appear, bringing you to a new area. Here you must leave each screen on the correct area, or you will return to the Desert of Despair. Go through the sand up and to the right, leaving through the top of the screen. Next, there will be a pair of boulders next to a platform. Grab

the top boulder and jump on top of the other one. Get on the platform and stand on the left edge. Toss the boulder to the left and then jump on it to cross and exit the left side. The next screen has pillars sticking out of the sand. Walk up the stairs and jump on the pillar to the left of the platform.

Jump to the left across each pillar until you reach the leftmost one, then jump up to the next screen. Now, just walk up the stairs and into the sparklies. ■





Last month's *GI PC* featured two first-person shooters, but this month we mixed it up a bit and did not include a single game from this genre. You could say this is a result of *GI*'s dedication to providing a variety of games to satisfy a greater number of the PC gaming public. But the truth is, we just didn't have a first-person shooter to review, otherwise we would have. Still, we found some games that you are sure to enjoy.

7th Legion – MicroProse

8.5

7th Legion may not be as good as another MicroProse real-time strategy game (*X-COM Apocalypse*), but compared to some others, 7th Legion is groundbreaking. First off, 7th Legion is supported by a solid storyline where, in the future, the Earth's ecosystem is near collapse and the populace is desperate to evacuate hoping to someday return after the planet has healed. The problem is, only the rich and powerful are allowed to leave, while the rest are forced to stay behind and live through decades of mass starvation and disease. They are bitter to say the least, and when the "chosen" return to reclaim the Earth, a war, and the game, begin.

In addition to this storyline, the game is also blessed with detailed graphics and cool FMVs after each successful mission. 7th Legion has what you would expect to find in any standard real-time adventure, but it tries some new things as well. For example, instead of mining natural resources for money on the battlefield, your biggest source of cash comes from destroying the enemy and their assets, thus encouraging conflict and aggressiveness. You can also use up to 52 different "Battle Cards" to damage the enemy or enhance your own capabilities in some very creative fashions.



Fallout – Interplay

8.75

Interplay has created an unique RPG, *Fallout*, with a post-nuclear setting. As a nuclear war survivor, you have lived your entire life in Vault 13, a huge underground bomb shelter that is home for an entire community. Unfortunately, the water supply is threatened when the Vault's water chip malfunctions. The fate of the entire community rests upon your shoulders as you leave your underground home for the first time to brave the surface world and find another chip before the water supply runs out.

In *Fallout*, you can choose between three characters or create your own. There is a wide array of diverse skills and traits like lock-picking, gambling, endurance, and metabolism that can be assigned and improved. To find the chip, you must first engage in smaller quests in order to gain experience, money, and equipment. To make these gains, you can do things like securing the confession of a casino owner who tried to kill a competitor, or you might choose to get a job as a hired killer or a guard for a merchant caravan. There is a lot to explore, figure out, and master, making *Fallout* an immersive game that RPGers should find very enjoyable.



MicroProse has a long list of upcoming releases with games such as *X-COM: Interceptor*, *Civ II "Fantastic Worlds"*, *Ultimate Civ II*, and *Starship Troopers*. *Interceptor*, the fourth in the *X-COM* series, recently began development and will combine in-depth strategy elements with new first-person 3D fighting and piloting. *Interceptor* will also be the first *X-COM* game with multiplayer "deathmatch." *Civ II "Fantasy Worlds"* is the newest edition of *Sid Meier's Civilization II*. In the game, players will be allowed to create and exchange new scenarios, as well as units, cities, and terrain. MicroProse also announced the development of *Ultimate Civ II*, a multiplayer version of *Civ II*. Capping off the MicroProse highlights is *Starship Troopers* due out Spring of 1998. In this action game, players control a trooper participating in orbital combat drops.

Trekkers everywhere will have to make some budgetary decisions with a plethora of related titles coming out. MicroProse has three *Star Trek* titles in the wings with *First Contact* (action/adventure) due out summer 1998, *Klingon Honor Guard* (action adventure), and *Birth of the Federation* (turn-based multiplayer strategy). **Interplay** has scheduled a January release for

Star Trek Pinball. The first *Star Trek* pinball game will feature three tables – "Boldly Go," "Qapla," and "Nemesis." Lastly, **Simon & Schuster** has already released *Star Trek: Captain's Chair*, a virtual tour of five starships hosted by **Jonathan Frakes, Kate Mulgrew, George Takei, Michael Dorn, and Avery Brooks**.

GT Interactive plans to bring **H.G. Wells'** revolutionary science fiction novel, *War of the Worlds*, to the PC in a 3D real-time combat strategy game that will feature fully texture-mapped animated objects and non-linear gameplay.

Gamers can either command the invading Martian forces or the more numerous Humans. **Jeff Wayne**, the composer of the musical version of *War of the Worlds* that sold over 6 million double albums, will produce 45 minutes of new musical arrangements exclusively for the game.

No doubt about it, **Activision's** horrifying *Nightmare Creatures* is an excellent game on the **Sony PlayStation**. Therefore, PC gamers should be thrilled to know that this third-person fighting adventure game is already available for the PC. The new version will contain improvements including 16-bit graphics, multiple resolutions, faster load time, and Direct 3D and PowerVR support.



recent releases



KKND Extreme – Melbourne House
6.5 *KKND* (Kill Krush 'N Destroy) has average graphics, average combat, and a high cheese factor (see mission briefings). It's not a bad game, but the fact is, there are better real-time strategy games to buy.



Trophy Rivers – Sierra
8 In *Trophy Rivers*, you can demonstrate your fishing prowess from a boat or on land with a spinning, casting, or fly rod. It also has multiplayer capabilities, a wide array of tackle and equipment, five different rivers, and adjustable weather and water conditions (except in Tournament mode).



Zork Grand Inquisitor – Activision
8.5 Hello Sailor. Magic has been outlawed from the underground empire of Zork, and as its last practitioner, you must free Zork from the grasp of the evil Grand Inquisitor. This is a solid point and click adventure highlighted with humorous overtones and challenging puzzles.



Armed & Delirious – Sirtech Software
8 This huge point and click adventure (5 CD-ROMs) has one of the strangest stories we've ever seen. It's not for everyone, but if you like a really wacked-out game with extremely challenging puzzles, then you will want to attend this freak show.



Forced Alliance: The Glorious Mandate – Ripcord Games
6 This combat shooter has some pretty cool graphics and lighting effects, but suffers from poor control (especially if you rely on a keyboard).

Nintendo 64

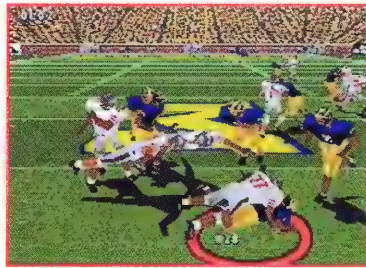
REVIEW

7.75

Size:
64 Megabit
Style:
1 to 4-Player Hockey
Special Features:
Full NHL License; Adjustable Rink Size; Arcade and Simulation Modes; Adjustable Team Size (3 to 5); Season Play; Fighting
Created by:
Midway
Available:
Now for Nintendo 64

Wayne Gretzky's 3D Hockey '98

Wayne Gretzky's 3D Hockey is again the only hockey game on the N64. Without any competition, it seems Midway just slapped the '98 tag onto the old game without making improvements. The only noticeable changes are updated rosters and the extraction of the Short Season option. On the positive side, WG 3D '98 does have detailed graphics and a competitive front end with unique options like two rink sizes and adjustable line sizes (three to five players), but it has problems with things like choppy animation. For example, goalies often seem to instantly teleport to a spot ten feet away. Essentially, Gretzky's 3D Hockey '98 is an average game that is almost identical to last year's edition.



PlayStation

REVIEW

9

Size:
1 CD-ROM
Style:
1 or 2-Player Football (8-Player Via Multi-Tap)
Special Features:
Team Specific Playbooks; Play Editor; 17 Real Bowl Games; 112 Division 1A Teams; Fight Songs; Create Player; Season Awards
Created by:
Sony Interactive Studios for SCEA
Available:
Now for Sony PlayStation

NCAA GameBreaker '98

Sony Interactive encourages its development teams to share technology. Nowhere is this more apparent than in GameBreaker '98. The game takes everything that made GameDay great (including outstanding graphics), but tailors it perfectly to the college experience. The running game, with the different option plays and wing formations, is executed brilliantly. The passing game is difficult, so mastering the Total Control system is a must. The play editor is not expansive, but does let players add a personal touch to playbooks. It may not have all the bells and whistles of EA Sports' NCAA Football, but the gameplay blows it away. It's just too bad it was so late in coming.

PlayStation

PREVIEW

Klonoa

Size:
1 CD-ROM
Style:
1-Player Action/Platform
Special Features:
3D Tracked Gameplay; Grab and Throw Attack; Run Button; Jump and Float; FMV Cut-Scenes; Huge Bosses
Created by:
Namco
Available:
February for Sony PlayStation

Klonoa, while featuring tracked gameplay similar to Crystal Dynamics' Pandemonium, offers up a unique action/platform challenge filled with bizarre enemies and tricky bosses. The gameplay is somewhat simplistic, but like Mischief Makers for the N64, enemies can be grabbed, then thrown or used to add an additional boost in jumping. There are tons of secrets, hard to reach platforms, and well detailed FMV clips. Klonoa may not be the next 'big' action/platform release like Crash 2, but it does grant gamers an interesting new quest that is loaded with wackiness and traditional action/platforming.



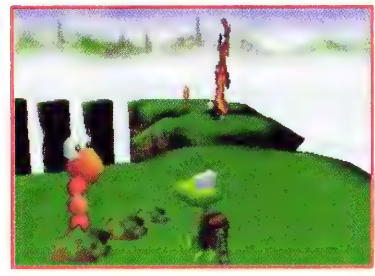
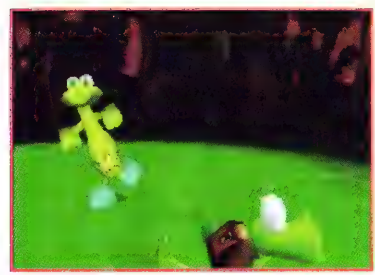
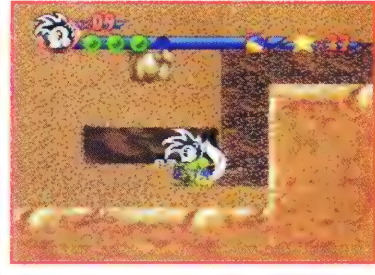
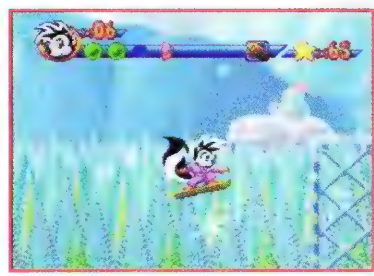
PlayStation

PREVIEW

Punky Skunk

Size:
1 CD-ROM
Style:
1-Player Action/Platform
Special Features:
Wacky Bonus Games; Six Different Powers Including Snowboarding and Digging; Scent Attack; Non-Linear Gameplay; Cute Friends and Sinister Evil Doers
Created by:
Visit for Jaleco
Available:
February for Sony PlayStation

How many years have we yearned for a punk rock skunk to star in an action/platform game? Let's just say, not long enough. Nonetheless, let bygones be bygones, and skunks be skunks. Punky Skunk is here and it's actually kind of neat. The gameplay is simplistic and targets a younger audience, and the fun in the game comes from obtaining one of the six different powers on a level. Throughout gameplay Punky will find a jetpack, snowboard, parachute, pogo stick, roller blades, and claws. Each one of these allows Punky to perform a different task like digging with the claws, or flying with the jetpack. This Jaleco release is a good one for kids or amateurs who are trying to get the hang of PlayStation gaming. It's a good action/platform starting block.



Saturn

REVIEW
8

Size:
1 CD-ROM
Style:
1-Player 3D Action/Platform
Special Features:
13 Moves Including a Tail Spin, Rock Climbing, and Butt Stomp; Over 50 Levels (8 Secret); Hidden Items on Every Level; 9 Bosses; Analog Compatible; High Cuteness Quotient
Created by:
Argonaut Software, Ltd. for Fox Interactive
Available:
Now for Sega Saturn

Croc: Legend of the Gobbos

Along with numerous levels, secrets, and nine bosses, Croc: Legend of the Gobbos for the Sega Saturn features sharp graphics enhanced with bright colors. If you experienced Croc on the PlayStation, you will find that it is almost identical to the Saturn port. In addition to a cast of would-be Muppets, Croc boasts 3D environments that allow you to roam and explore every nook and cranny of a level. At times, the levels are rather small, leaving little to explore and you realize that you can quickly complete Croc's 50 levels. Make no mistake, Croc is a well-constructed game that younger gamers should love; however, others will find greater challenges elsewhere.

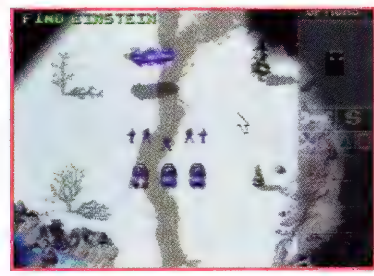
PlayStation

REVIEW
9

Command & Conquer: Red Alert

Size:
2 CD-ROMs
Style:
1-Player Real-Time Strategy (2-Player Via Link Cable)
Special Features:
Soviet or Allied Forces to Command; 28 Missions; Adjustable Play Speed; 20 Maps for Link Play; 3 Difficulty Levels; Password Save; Mouse Compatible
Created by:
Westwood Studios for Virgin Interactive
Available:
Now for Sony PlayStation

In Red Alert, a scientist travels back in time to kill a young Adolph Hitler, hoping to avoid World War II. Unfortunately, one small detail has been overlooked – Joe Stalin. Now the question is, would you rather lead the Allied forces to maintain the status quo or help Stalin turn Europe into his personal communist playpen? Either way, you will need to complete missions requiring different skills like commanding rescue units behind enemy lines or creating and managing bases by mining resources, constructing different structures and vehicles, and training personnel. Plus, there is a Skirmish Mode where you can battle either computer-controlled enemies or, with a Link cable, an actual person.



SEGA SATURN

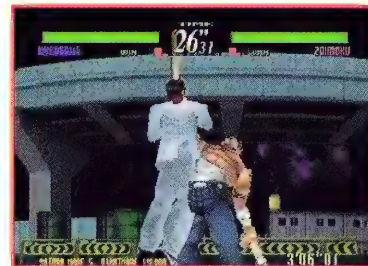
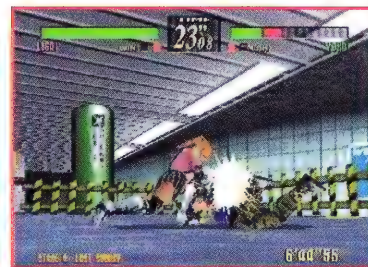
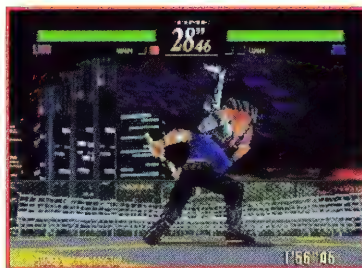
REVIEW

6.75

Last Bronx

Size:
1 CD-ROM
Style:
1 or 2-Player Head-to-Head
Tournament Fighter
Special Features:
Japanese Anime Intros
and Ending; Two Practice
Modes; Watch Mode;
Photo Gallery
Created by:
AM3 For Sega
Available:
Now for Sega Saturn

Last Bronx is a new step forward for AM3, mixing the Virtua Fighter engine with weapon-based combat. While entertaining, the game appears to be somewhat off-balance. Some fighters are much more powerful than the rest of the pack, getting a good mix of speed and strength, while others tend to be awkward, slow, or just plain weak. The hi-res mode is gorgeous, and if you are an AM3 junkie, you should rush out and buy it. Otherwise, the fun will probably fade rather quickly.



PlayStation

REVIEW

7.25

Size:
1 CD-ROM
Style:
1 or 2-Player Retro Arcade
Game Collection
Special Features:
Five Retro Games; FMV;
3D Museum Environment
Created by:
Namco
Available:
Now for Sony PlayStation

Namco Museum Volume 5

Namco's Museum series might have the best front-end in this genre. You can explore a 3D museum in first-person (with strafing capabilities) and get an entire list of Namco's arcade releases beginning with Gee Bee in 1978, check out the 52 covers of NG (Namco Community Magazine), or look at some artwork and storylines from The Legend of Valkyrie and Dragon Spirit, two games in the Volume 5 collection. The other three games are Baraduke, Metro Cross, and Pac Mania. Our favorite is The Legend of Valkyrie. If you get into playing games from the past you should enjoy Namco's final Museum, but with an abundance of quality new games, we cannot recommend a purchase.

PlayStation

REVIEW

8

NBA Fastbreak '98

Size:
1 CD-ROM
Style:
1 or 2-Player Basketball (Up
To 8-Player Via Multi-Tap)
Special Features:
Full NBA License;
Momentum Meter; Pass
Icons; Arcade, Custom,
and Simulation Modes; 3
Difficulty Levels; Practice
Session; Offensive and
Defensive Playbooks
Created by:
Visual Concepts for Midway
Available:
Now for Sony PlayStation

When it comes to playing the computer, the AI in Fastbreak '98 is great. The computer will make a switch on defense when you get an open lane to the hoop and it will run the fastbreak for easy points if you don't get back and play some defense. In addition, Fastbreak '98 also has an extensive playbook for offense and defense and a Momentum Meter to help overwhelm an opponent when the game gets down to crunch time. The graphics for Fastbreak '98 are average (the animations could be smoother); but overall, it's a good title that basketball fans should rent before making a purchase.



Saturn

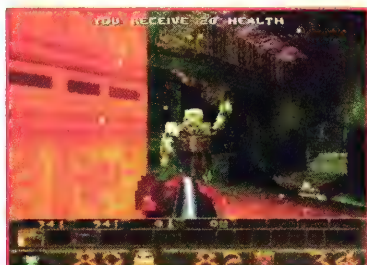
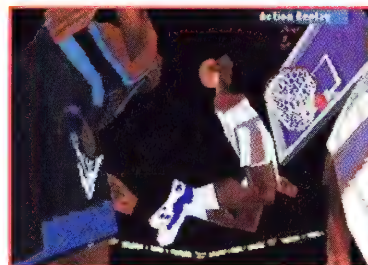
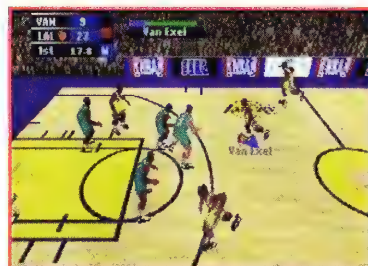
REVIEW

8.25

Size:
1 CD-ROM
Style:
1 or 2-Player Basketball (Up to 10-Player Via Multi-Tap)
Special Features:
Multiple Length Seasons; Create Player; Computer AI For Trades; Lots of Coaching Options
Created By:
Visual Concepts For Sega
Available:
Now For Sega Saturn

NBA Action '98

By far the best basketball game to ever come out on the Sega Saturn, NBA Action '98 features some great gameplay, nice graphics, and excellent control. All of the big name players except for Jordan are featured, each having their particular signature moves and the like. There are many options during gameplay, including foul sensitivity, team aggressiveness, and play calling. Probably the coolest new feature is that when a trade is being struck, the computer may not allow the trade if it's too unbalanced. It is a dramatic improvement over the previous attempts by Sega to produce a basketball game. A must buy for basketball fans that own a Saturn.



Saturn

REVIEW

8.75

Size:
1 CD-ROM
Style:
1-Player First-Person Action/Shooter
Special Features:
Lots Of Different Weapons; Huge 3D Enemies; Two Levels Of Difficulty; Analog Compatible; Hidden Secrets
Created By:
id/Lobotomy Software for Sega of America
Available:
Now For Sega Saturn

Quake

Most first-person shooters are very similar, but this game is fresh. Lobotomy Software went buck wild on this one making a near perfect version of Quake. Everything is here, from tight explosions to fun exploration, lots of secrets and a large amount of thrills. Control is slightly loose but as good as any first-person shooter save GoldenEye. Enemies are huge and have some sense. They'll hide behind things and try to sabotage the player. The game is hard, but beatable once a few classes of Quake 101 have been taken (in other words, getting smoked a few hundred times). Definitely a surprise, Quake should be checked out by any Saturn owner looking for some good exploration and death.

Saturn

REVIEW

5.75

Size:
1 CD-ROM
Style:
1-Player Adventure
Special Features:
True Motion Video Technology; Gun; Limited Continues; Database; Inventory
Created by:
Warp for Sega
Available:
Now for Sega Saturn

Enemy Zero

Enemy Zero features an interface similar to D, Myst, or Lunacy, but it is unique in that you have a gun. The gun is used to kill invisible enemies, and since it's difficult to use, the result is frequent death. Unlike other games, you only have a limited amount of save and load credits, and this backup system makes the game longer and more time consuming than it should be. Throw in tons of loading and you have a slow and boring adventure. It might appeal to the point and clickers, but we don't recommend it. However, if you do want to play, be sure to have a RAM backup cartridge so you can 'cheat' the limited continues system.



Saturn

REVIEW

9

Size:
1 CD-ROM
Style:
1 or 2-Player Soccer (Up To 6-Player Via Multi-Tap)
Special Features:
47 International Teams; 20 British Club Teams; 6 Stadiums; 6 Modes of Play; Player Editing; Live Broadcast Simulation; Multiple Camera Options; Three Languages
Created By:
Sega
Available:
Now For Sega Saturn

Worldwide Soccer '98

Soccer fans, another year of new games is here, and as usual, Worldwide Soccer '98 takes the cake for Saturn. The graphics are smooth, and the physics are perfect. Ball direction as well as pitch can be controlled with ease. There are 47 teams representing all of the classic soccer powerhouses, as well as the British Club teams. Player editing is also available, enabling the user to change certain characteristics of each soccer player. The rules are enforced well by the referees in Exhibition mode, but they become really strict during the World Cup play. All soccer junkies should score this one as soon as possible.



PlayStation

PREVIEW

Size:
1 CD-ROM
Style:
1 or 2-Player Combat Racing
Special Features:
Three Playable Vehicles (Car, Plane, and Cycle); Animation - Sixty Frames Per Second; Powerful Weapons; Different Mission Objectives
Created by:
Pixelogic for Interplay
Available:
Late February for Sony PlayStation

Crime Killer

In Crime Killer, it's your mission to save the world from crime brought on by festering villains, renegade bikers, and treacherous law molesters. This combat racer is fast and comes loaded with flashy lighting, big weapons, and three different vehicles to choose from (cycle, car, and plane). When new weapons are obtained they don't just magically shoot out the front of your vehicle. Instead, cool animations bring the weapons out of the vehicle and plant them on the hull. All the missions have a different objective, and all the vehicles present their own abilities. Look for Crime Killer in February, and stay tuned for our review.

Nintendo 64

PREVIEW

FIFA: Road to World Cup 98

Size:
64 Megabit
Style:
1 to 4-Player Soccer
Special Features:
172 National Teams; 189 National Clubs; Play-By-Play; Team and Player Edit; One Touch Passing; Multiple Fakes; Headers, Volleys, Etc.; Training Mode; Weather Options; 16 International Stadiums; Special Crowd Chants For Each Team; 512 x 240 Resolution
Created By:
Electronic Arts
Available:
Now For Nintendo 64

While we were only expecting moderate changes for this game, FIFA: Road to World Cup 98 is looking great. Ball physics and player animation have been improved. There are many new moves, like jumping over tacklers, faking out defenders, one touch passing, tons of different kicks, show off moves, kick throughs, dekes, and step-overs. The graphics were revamped as well, coming in at a higher resolution and frame rate. The play control is nice - by using a pair of shoulder buttons and double tapping, any type of motion can be used to move the ball downfield. Precision passing is easy, as well as passing through defenders or past one attacker to reach another.



SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES

San Francisco Rush Extreme Racing – Nintendo 64



Turn Cones Into Mines – At the Setup screen press **Left Button**, **Right Button**, **Left Button**, **Right Button**, **Left Button**, **Right Button**.

Upside-Down Tracks – At the setup screen press **Up**, **Right**, **Down**, **Left**, **Down**, **Right**, **Up**, **Left**.

Toggle Stuck Cars – At the setup screen press **Up C**, **Up C**, **Up C**, **Up C**.

Toggle Rear Tire Size – At the Car Selection screen press and hold **Right C** and **Left C**. Release these buttons and press and hold **Left C** and **Right C**. Note: Make sure you press them in this order. Keep entering this code to unlock more tire sizes.

Toggle Front Tire Size – At the Car Selection screen press and hold **Left C** and **Right C**. Release these buttons and press and hold **Right C** and **Left C**. Note: Make sure you press them in this order. Keep entering this code to unlock more tire sizes.

Toggle Car Size – At the Car Selection screen press and hold **Down C** and **Up C**. Release these buttons and press and hold **Up C** and **Down C**. Note: Make sure you press them in this order. Keep entering this code to unlock more car sizes.

New Fog Color – At the Car Selection screen hold **Z** and press **Down C** three times.

Toggle Gravity – At the Setup screen hold **Z** and press **Up**, **Down**. Now release **Z**, and press **Up**, **Down**, **Up**, **Down**.

Toggle Road Textures – At the Setup screen hold **Right C** and press the **Left Button**. Now release **Right C** and press **Z**. Again hold **Right C**, press the **Left Button**, release **Right C** and hit **Z** to bring up the road texture toggle.

Toggle Camera Distance – During gameplay hold the **Left Button** and press **Up** or **Down**.

Random High Scores – At the Records screen with Fast Times or Best Laps displayed press the **Left Button**, **Right Button**, **Left Button**, **Right Button**, **Left Button**, **Right Button**, **Left Button**, **Right Button**.

Toggle Car Collision Damage – At the Setup Screen press **Left**, then hold **Right** and press and hold **Right C**. Release these buttons and press **Up C**, **Left C**, **Down C**, **Z**.

Crash Replay – Crash your car when crossing the finish line, then hold the **Left Button**, **Right Button**, and **Z** when "Game Over" appears. Hold this until the High Score screen appears.

Drive Broken Car – At the Car Selection screen hold **Up C** and press **Z** four times. Enter this code again to unlock another wreck variant.

Start From Crash – At the Setup screen hold **Z**, **Left C**, and **Right C**. Continue holding **Z**, but release the other buttons and then press and hold **Right C** and **Left C**. Note: Make sure you hit the buttons in this order.

Unlock Hidden Car – Win a Circuit and select the same car. Now press **Z** four times at the Track Selection screen.

Toggle Race Clock – At the Setup screen hold **Z**, **Down C**, and **Up C**. Continue holding **Z**, but release the other buttons. Now press and hold **Up C** and **Down C**. Note: Make sure you press the buttons in this order.

Change Control Directions – Enter the Options and highlight Mirror. Hold **Left C**, **Right C**, **Up C**, and **Down C**. Finally press **Left** or **Right** to unlock the Extreme option.

Tag Mode – Quit a two-player practice race when the timer is counting down. Doing this will bring up a strange five minute game of tag.

Night Fog – Enter the Options and turn the Fog setting to Heavy. Then press and hold all four **C Buttons** and press **Right**.

*"The Rhino"
Toledo, OH*



Diddy Kong Racing – Nintendo 64

Enter these codes at the Magic Code screen.

No Bananas (Multiplayer) –

NOYELLOWSTUFF

Bananas Reduce Speed –

BOGUSBANANAS

Start with Ten Bananas –

FREEFRUIT

All Bananas are Green –

TOXICOFFENDER

All Balloons are Yellow –

BODYARMOR

All Balloons are Rainbow –

OPPOSITESATTRACT

All Balloons are Red –

BOMBSAWAY

All Balloons are Blue –

ROCKETFUEL

2-Player Adventure –

JOINTVENTURE

No Balloons (Multiplayer) –

BYE-BYEBALLOONS

Horn Taunts – **BLABBERMOUTH**

Unlimited Bananas – **VITAMINB**

No Zippers (Multiplayer) –

ZAPTHEZIPPERS

Power Balloons – **FREEFORALL**

Sound Test – **JUKEBOX**

Large Players – **ARNOLD**

Small Players – **TEENYWEENIES**

Four Wheel Drive – **OFFROAD**

Credits – **WHODIDTHIS**

Good CPU – **TIMETOLOSE**

Same Player – **DOUBLEVISION**

Unlock Drumstick – First unlock both Amulets and win all four trophy races. Then, go into the Overworld and squash the frog with the red rooster head. When you do this, Drumstick will fly into the sky.

*"The Rhino"
Toledo, OH*

Bushido Blade – PlayStation

Fight as Katze – In Slash Mode beat all 100 opponents on the Hard difficulty setting without continuing.

*"President of the Alf Fan Club"
Green Bay, WI*



Oddworld: Abe's Oddysee – PlayStation

Level Select – At the first Option screen (where Abe greets you) hold **R1** and press **Down**, **Right**, **Left**, **Right**, **■**, **●**, **■**, **▲**, **●**, **■**, **Right**, **Left**.

View FMVs – At the first Option screen hold **R1** and press **Up**, **Left**, **Right**, **■**, **●**, **▲**, **■**, **Right**, **Left**, **Up**, **Right**.

*"The Rhino"
Toledo, OH*



Last Bronx – Saturn

Alternate Uniform – Press **C** when selecting a character.

Anime Endings – Beat the game in Saturn Mode with every character including Redeye. Each character's ending will be added to the Movie Select menu.

Speed Up Credits – Hold **A**, **B**, and **C** just before the credits begin to roll.

Fight Against Grey – With all the Options set to default, begin a new game in Arcade Mode. Beat the first eight battles with more perfect than standard defeats and Grey will appear after the eighth stage.

Choose Ending Pose – Hold **A**, **B**, or **C** after a victory.

*"MK Destroyer"
Testin, MD*

The Lost World – Saturn

Enter this code at the Password screen.

Easy Mode – **XXXXXXXXXXXX**

*Nadia Schloctanbine
Boise, NH*



CART World Series - PlayStation

Enter all of these codes as a name through the Create Player menu.

- 3/4s Gravity - FEATHER
- 1/2 Gravity - FLOAT
- Heavier Gravity - RADBRAD
- No Collision - BANZAI
- Wheels Only - WHEELS
- Fat Tires - FATTIRES
- Win Season - WTFIN
- Invincibility (Sim Mode) - IMMORTAL
- 2 Lap Races - GEK
- Dual Analog Buttons Active - PUSHBUTT
- Set Number of Cars - MAXCARS + a letter A, B, C, etc.
- Sunset Tracks - SUNNYSKY
- Night Tracks - NIGHTRID
- Tion Tracks - EPILEPTI
- Space Tracks - SPACERID

"The Rhino"
Toledo, OH



Pandemonium 2 - PlayStation

Enter these codes at the Password screen.

- Start With 31 Lives - IMMORTAL
- Level Select - OCMCKKEJ

David Sebastian
Seattle, WA



Armored Core - PlayStation

First-Person View - During game-play simultaneously press **■**, **▲**, and **Start**. Doing this will pause the game. Hit **Start** to return.

"The Gaseous Game Boy"
Ville, GA



G-Police - PlayStation

All and Unlimited Weapons - At the Weapons Loadout screen hold **L1**, **L2**, **R1**, **R2**, **○**, **▲**, **■**, and press **Left**. Note: The game will not move past the current level with this code active.

Secret Training Missions - At the Password screen enter **PANTALON**. Head into the Training menu and six new missions will be waiting.

Invincibility - During the mission briefing hold **L1**, **L2**, **R1**, **R2**, **○**, **▲**, **■**, and press **Left**.

Level Codes

Enter these codes at the Password screen.

- Level 2 - DOLMAN
- Level 3 - SONAGAV
- Level 4 - ACEDUF
- Level 5 - JOJOGUN
- Level 6 - WENSKI
- Level 7 - SAEGGY
- Level 8 - MAZMAN
- Level 9 - DAZMAN
- Level 10 - DELUCS
- Level 11 - ANDOOOO
- Level 12 - KIMBCHS
- Level 13 - ANDYMAC
- Level 14 - YERMAN
- Level 15 - OLLIEB
- Level 16 - THEYOLK
- Level 17 - TONYMASH
- Level 18 - ANDYCROW
- Level 19 - BIONIC
- Level 20 - TSLATER
- Level 21 - IAINTHOD
- Level 22 - JONRITZ
- Level 23 - CLAIREC
- Level 24 - STEVEBOT
- Level 25 - ANGUSF
- Level 26 - EUANLEC
- Level 27 - EDFIRE
- Level 28 - STUBOMB
- Level 29 - THONBOY
- Level 30 - JIMMAC
- Level 31 - PUGGER
- Level 32 - ROSSCO
- Level 33 - CAKEBOY
- Level 34 - NIKNAK
- Level 35 - SAGLORD

"The G-Man"
Webville, COM



Extreme-G - Nintendo 64

Note: Most of these codes only work in Contest Mode.

All Tracks and Bonus Cars - At the Password screen input **61GGB5** or **81GGD5**.

Boulder Dash - When choosing your bike press the **Right Button**. Then when the name prompt appears press **R** again. Now enter your name as "roller".

Unlock Roach - All you have to do is finish the Contest Mode on the Meltdown setting.

Extreme Mode - At the Name Entry screen input "xtreme".

Transparent Tracks - At the Name Entry screen input "ghostly".

Unlimited Weapons - At the Name Entry screen input "arsenal".

Distorted Graphics - At the Name Entry screen input "fisheye".

New View - At the Name Entry screen input "magnify".

Upside Down Racing - At the Name Entry screen input "antigrav".

Invisible Opponents - At the Name Entry screen input "stealth".

Transparencies - At the Name Entry screen input "uglymode".

XG Team - At the Name Entry screen input "xgteam", and change your name to one of the programmers. (See the credits or manual.) Here's some to get started: Ash, John, Shawn, Justin, Greg.

Fergus - At the Name Entry screen input your name as "fergus". This code works in the same way as XG Team but only in the shoot 'em up mode.

RA50 - Enter the Name Entry screen and input "ra50". To activate this code simply quit a race to win.

Wireframe Racing - At the Name Entry screen input "wired".

Unlimited Nitros - At the Name Entry screen input "nitroid".

"Virtua Gap Boy '98"
Minneapolis, MN



Grand Tour Racing '98 - PlayStation

Unlock New Car and Track - Enter **Hong Kong** (level 5) and race until you run across the dirt road. Slowly approach the bridge and drive across it. Immediately after this take a right. From here drive under the bridge and touch the gold to warp to a new track featuring a new car.

"The Eradicator"
Phoenix, AZ

NCAA GameBreaker '98 - PlayStation

Enter all of these codes at the Easter Egg menu located below the Memory Card option.

- Win All Games in Sim - SC
- Add Team Boost in Sim - BOOST
- Make Great Team - BEAT DOWN
- Change Team in Sim - JUMP
- Activate All-Time Teams - GIMME
- Better Create Players - BUILDER
- Show Credits - CREDITS
- Alabama 89 - Ala 89
- Alabama 92 - Ala 92
- Arizona State 96 - ASU 96
- Colorado 89 - Col 89
- Florida 95 - Fla 95
- Florida 96 - Fla 96
- Florida State 92 - FSU 92
- Miami 83 - Miami 83
- Miami 85 - Miami 85
- Miami 86 - Miami 86
- Miami 89 - Miami 89
- Miami 91 - Miami 91
- Miami 92 - Miami 92
- Miami 94 - Miami 94
- Michigan 91 - Mich 91
- Nebraska 83 - Neb 83
- Nebraska 91 - Neb 91
- Nebraska 92 - Neb 92
- Nebraska 93 - Neb 93
- Nebraska 95 - Neb 95
- Nebraska 96 - Neb 96
- Notre Dame 89 - ND 89
- Notre Dame 90 - ND 90
- Ohio State 96 - OSU 96
- Oklahoma 79 - Okla 79
- Oklahoma 87 - Okla 87
- Penn State 78 - Penn 78
- Penn State 82 - Penn 82
- Penn State 85 - Penn 85
- West Virginia 88 - W Vir 88

Todd Wolington
Tempe, AZ



Duke Nukem 3D – Saturn

Controller Debug – At the Main Menu hold X, Y, Z, and the **Left** and **Right Buttons** until Info Mode appears.

New Control Mode – Note: This code requires an analog controller. Pause the game and press Y, Y, Z, Z, X, X, Y, X, Z. The phrase “Jevons Control” will appear.

“Bud-ha”
Hampshire, NC



Street Fighter EX Plus Alpha – PlayStation

Barrel Game – Highlight the Practice icon and hit **Select, Up, Up, Right, Up, Right, Up, Select**. The game will appear through the Practice menu.

More Characters – Highlight the Practice icon and hit **Select, Up, Right, Down, Right, Select**.

Thomas Keeling
Wantagh, NY

Dragon Ball GT: Final Bout – PlayStation

Fight as Super Saiyajins – At the Title Screen press **Right, Left, Down, Up, Right, Left, Down, Up**.

Fight as Goku (Level 4) – At the Title Screen (featuring Goku and instructions for the Sound Test) press **Right, Left, Down, Up, Right, Left, Down, Up**. A chime will ring out if this is done correctly. Now, press **▲** five times, then **■** nine times.

Collin Herstead
Jarvis, WY

Mortal Kombat Mythologies: Sub-Zero – PlayStation

Enter all of these codes at the Password screen.

Ultimate Cheat – ZCHRRY

1000 Lives – GTTBHR

“Kano & Friends”
Webville, COM



Nightmare Creatures – PlayStation

Debug Menu – At the Password screen enter: **Left, Up, ✖, ■, Down, ▲, ■, Down**.

Cut Body – At the Title Screen first enter in the level select code (**L1, L1, L2, R1, R1, R2, Select**). Then at the Title Screen again enter **L1, R1, L2, R2, Select**.

“The Rhino”
Toledo, OH



Mace: The Dark Age – Nintendo 64

Fight With Bunny Slippers – Go to the Character Select screen and move your cursor onto each character name listed (Ragnar, Dregan, Koyasha) and hit **Start** on each. Next choose your fighter by hitting **A** or **B**.

Howard Grant
New York, NY



Die Hard Arcade – Saturn

Death Mode – At the Title Screen highlight **Die Hard Arcade** and then press and hold **X, Y, Z**, and **B**. This mode will start you with four continues and a harder CPU AI.

Kennedy Vool
San Jose, CA

Colony Wars – PlayStation

Enter this code at the Password screen.

Unlock Hard Levels –

vTbysrSiEApdPdJz

“The Handy Man”
Webville, COM



Madden Football 64 – Nintendo 64

Tiburon Team – Go into the Season Mode and enter the Front Office menu. Now, access the Create Player menu and input your name as **TIBURON**. After entering this press **Start (Save and Continue)**, and go back out to the Title Screen. Select **Exhibition** and TIBURON will be waiting as a hidden team.

View Ending – When the EA logo first appears hold the **Left Button, Right Button**, and **Z**.

“Star Wars Geek”
Ventura, NV



Fighting Force – PlayStation

Invincibility and Level Select – At the Main Menu (with Options) hold **Left, ■, L1**, and **R2** until Cheat Mode appears at the bottom of the screen. Enter the Options to toggle these cheats.

“The VidMan”
Uptown, MN

Dragon Force – Saturn

Debug Mode – When the “Press Start” screen appears, press and hold the **Left Button, the Right Button, X**, and **Z**. With these held press **Down, Down, Up, Down, Down, Left, Left, Left, Up, Down, Right, Right, Right, Start**. If entered correctly you'll hear a bell and the Debug Menu will appear.

“Taylor, The Game Killer”
Boston, MA

NBA Live '98 – PlayStation

At the Controller Set-Up screen enter a new name as **Secrets** and press **Start** to accept. Now, press **●**, and enter **Seaweed** as a code. Now, start a game and you'll be playing underwater.

Cornado Voltron
Honolulu, HI

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CLASSIC GAME INFORMER

GAMING FROM THE PAST TO THE PRESENT

Classic Codes

UN Squadron - Super Nintendo

Hard Mode - Enter the Option screen and press and hold **X** and **A** on controller 2. From here move the Difficulty toggle to Gamer.

Super Punch-Out! - Super Nintendo

Enter a Japanese Name - At the New Game screen press **A** and **Y** simultaneously to bring up a Japanese font.

Sound Test - When the Nintendo logo appears (from starting up) press and hold the **Left** and **Right** Buttons to warp to a sound and music test.

Spawn - Super Nintendo

Enter these codes at the Password screen.

- Level 2 - **D9963D1D**
- Level 3 - **4H253DGF**
- Level 4 - **4CC138CF**
- Level 5 - **0C4F458H**
- Level 6 - **D31551FG**
- Level 7 - **09BF596F**
- Level 8 - **DB8D9B4H**

James Bond Jr. - Super Nintendo

Enter these codes at the Password screen.

- Level 2 - **0007**
- Level 3 - **3675**
- Level 4 - **9025**
- Level 5 - **1813**

Chakan: The Forever Man - Genesis

Maximum Power - Immediately after turning the game on press and hold **Start** and **C** on both controllers. Doing this correctly will produce a chime. Next enter the Alchemy screen (during game play) and on controller 2 press **Up**, **Down**, **Left**, **Right**. Doing this will grant you all of the weapons. Finally, return to the Alchemy screen and with controller 2 press **Start**, **A**, **B**, **C** to unlock all of the potions.

Pitfall: The Mayan Adventure - Genesis

Enter all of these codes at the Title Screen.

- Unlock All Weapons - **A, B, Up, C, A, C, A**
- Original 2600 Version - **Down, A** (26 times), **Down**
- Extra Lives - **Left, A, Down, B, Right, A, B, Up, Down, A, B, Up, C, A, C, A**
- Level Select - **B, Right, A, Down, Right, Up, B, Left, A, Up, Right, A**
- Bonus Game - **B, A, Down, C, Right, A, B**
- Super Speed - **B, A, Right, C, Right, Up, Down**

Killer Instinct - Game Boy

Play as Eyedol - At the Player Vs. Player screen (showing who is lined up to

fight) hold **Right** and press **Select**, **Start**, **B**, **A**.

N.A.R.C. - NES

Enter this code at the Title Screen.

Add Continues - Hold **A**, **B**, **Start**, and **Select**, then press **Up/Right**.

Teenage Mutant Ninja Turtles: The Manhattan Project - NES

Enter this code at the Title Screen.

Add Options - **Up, Up, Down, Down, Left, Right, Left, Right, A, B, Start**

Lamborghini American Challenge - Super Nintendo

Enter this code at the Password screen.

More Money - **JFKBBBBBBBBBJFK**

Ecco the Dolphin - Game Gear

Enter these level codes at the Password screen.

- Medusa Bay - **QMBRB**
- Undercaves - **AGCFU**
- Ridgewater - **VADJR**
- Open Ocean - **QYEKR**
- Cold Water - **IAFWN**
- Deep Water - **YAHVV**
- The City of Forever 1 - **OKBKI**
- Origin Beach - **CCRJI**
- Dark Water - **WGUUK**
- The City of Forever 2 - **MEMSK**
- The Tube - **GGWAO**
- The Machine - **KOWMP**
- The Vortex - **WCSKQ**

Wonder Boy in Monsterland - Sega Master System

Get Free Gold - After the fortune teller gives you the sword (scene 1), plug in controller two. Using controller two, pause the game 73 times to receive 45 gold. You can do this as many times as you want.

Panic! - Sega CD

Level Select - At the Title Screen press **Right, Right, Down, Up, Left, Right, Up, Up, Left, Down**. Now, select whichever scene you want. 120 is the ending.

Heart of the Alien - Sega CD

- Level 2 - **RGDD**
- Level 3 - **DJBJ**
- Level 4 - **KTLB**
- Level 5 - **RLRB**
- Level 6 - **RJLG**
- Level 7 - **LKHC**
- Level 8 - **HJJG**
- Level 9 - **TTKX**
- Level 10 - **CXLD**
- Level 11 - **TBBL**
- Level 12 - **WLCD**
- Level 13 - **CDJR**

Sunset Riders

Super Nintendo

Availability: Moderately Rare

Replay Value: Medium

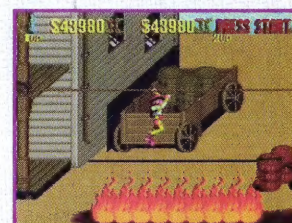
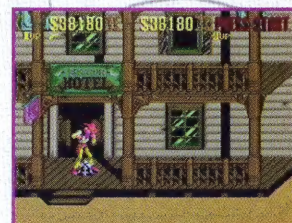
Similar Games: Sunset Riders (SG, Arcade); Gunsmoke (NES, Arcade); Contra (NES); Contra Force (NES); Super C (SNES); Contra Alien Wars (GB); Contra Hard Corp. (SG); Gunstar Heroes (SG); Gunner's Heaven (PS-X - Japan Only)

Created by: Konami

Access Tip: Enter every pub and hotel to receive weapon power-ups, and make sure you take out all of the spare enemies on boss rounds before you actually engage the boss.

Overall: 7.75

Yee-ha! Konami's wild west arcade shooter exploded onto the Super Nintendo with flashy graphics and an addictive gameplay style. Similar to Capcom's NES smash Gunsmoke, Sunset Riders presents fast gun-totin' action with the chance of receiving a reward when a wanted criminal is taken down. It also showcases four playable characters (Bob, Steve, Billy, and Cormano), and an always entertaining two-player simultaneous mode. The only drawback with the game is its length. It's not too difficult to master the learning curve for the stages and bosses, and before you know it, the game is over. Check it out if you want to live your lifelong dream of becoming Clint Eastwood or John Wayne. The Duke will live on!



Jordan Vs. Bird

Sega Genesis

Availability: Medium

Replay Value: Low

Similar Games: Larry Bird Vs. Dr. J (Apple II, NES); Basketball (Atari 2600)

Created by: EA Sports Network

Access Tip: During one-on-one, turn your back to your opponent when you first get the ball to protect it. Then, if he or she overplays for a steal, spin around and penetrate for the easy dunk.

Overall: 7.5

The NBA All-Star game is fast approaching and basketball fans must face the possibility that this will be Michael Jordan's last appearance in it. Jordan's retirement will be a sad one, but at least we'll have Jordan Vs. Bird - one of the few basketball games to feature his Airness - to keep him playing until the end of time. The gameplay of this one-on-one gem is slow, but what really makes this game cool is Bird's 3-point shootout and Jordan's slam dunk competition. In the 3-point shootout, it's tough to shoot 25 quality shots before the timer expires and the slam dunk contest has 10 dunks to choose from including the Fly Swat, Leap Frog, and Helicopter.



**CHEAT - FIGHT - SWING - RUN - BATTLE - SHOOT - DRIVE - BLAST
 DESTROY - FIRE - JUMP - BOMB - POWER-UP - SLIDE - RACE - KICK
 TACKLE - SKATE - TRICK - BLOCK - BLOW-UP - ATTACK - SCAM**

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