

Top 25 Game Boy Games Of All-Time Pg. 14



Game Informer

M A G

GEX: ENTER THE GECKO

He's Baaaack!

PLUS:

NBA Shoot Out '98 • Skullmonkeys • Need For Speed III • Hot Shots Golf • Quake
Winter Heat • SaGa Frontier • 1080° Snowboarding • Zelda 64 • Triple Play 99

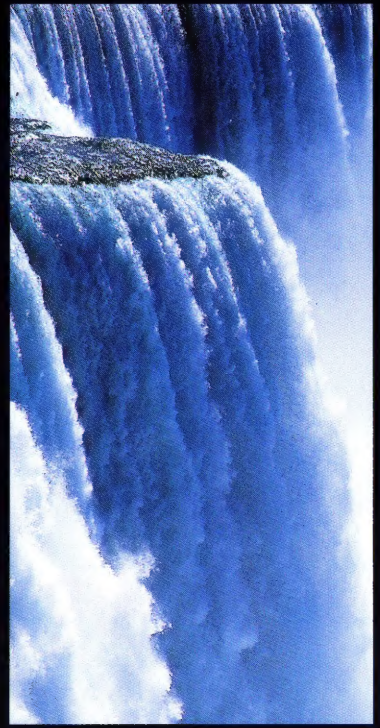
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March 1998
Vol. VIII • Issue 03 • #59

JetMoto2

C h o o s e y o u r



With ten treacherous new tracks, Jet Moto 2 isn't just a more intense, all-terrain racing game, it's a virtual graveyard. This time, you'll race through molten lava, splash down a waterfall and even maneuver your way over a broken-down roller coaster. You'll feel every bump,

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b u r i a l p l o t



you'll catch more air, you'll even nail 360-degree corkscrews. Plus, you can challenge a friend on the two-player split screen. All you need is a PlayStation™ and a death wish. Because if you're lucky, you'll reach the checkered flag. Or you'll die trying.



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Gex gained its fame as the first ever 32-bit character-based action/platformer. Now over two years later, the gecko with an attitude is finally back in his first sequel. And as you would expect, Game Informer presents a complete strategy guide to lead you through this hilarious quest.
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What system almost single-handedly supported Nintendo in Japan last year? What system has lasted longer than any other platform in the history of video games? Nintendo's Game Boy, of course. Game Informer takes a look at the Game Boy and its Top 25 games of all-time.



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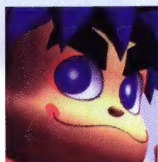
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BY ANDREW McNAMARA

CHANGE IS IN THE AIR

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Audit Bureau of Circulations
Member

Now that the new year is in full swing, the Game Informer staff finally got a chance to implement some of the changes that you (we) have requested. While our transformation is still not complete, we do have some major changes in this issue.

The most obvious change, of course, is that the review and preview pages have been reworked – slightly. To aid in readability, we have given the bullets and reviews a permanent position on the page. Hopefully, we were able to do this without spoiling what we felt were some of the most ingenious layouts in the gaming industry.

But there have been other improvements that are not so obvious. For instance, last

month we began posting a game index on this page so that you, the reader, can easily find information on any game you're interested in. This month, we took this premise one step further by adding a Secret Access index, so you can easily find the codes that are in each issue. The staff still hasn't made a decision on the prospects of a release list or anime section, but we are definitely still mulling it over.

Well, change is in the air, and we are in the mood, so if you have any ideas to help make the mag better please drop us a line. Otherwise, I hope the changes have helped to make *Game Informer* a more readable and informative magazine.

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Reviewers (from left): Andy, Paul, Jon, Reiner, Robert, Bergren

Andy, The Game Hombre
andy@gameinformer.com

"What a strange month. There are almost no review games in this issue, but about a billion previews. Oh well, I guess that's better than making up a bunch of reviews like some mags (sorry, I hate to throw out accusations, but I've seen it a little too often lately). Other than working on the mag, I've been playing FF Tactics and GoldenEye like mad, as well as Gex: Enter the Gecko and Resident Evil 2. Until next month, game on you crazy diamond."

Robert, The Game Cassanova
robert@gameinformer.com

"By the time you read this, there will be few Saturn games left on the shelf. But that's OK, because I have bought up tons of them at five bucks a pop. Once those prices started falling I, the resident Sega junkie, went nuts, scavenging discount chains to achieve the ultimate Sega Saturn game library. Of course, after I finish, I will have to learn Japanese or find one of those cool translators in Tank Girl to keep playing new Saturn games. All hail Braki!"

Jon, The Greedy Gamer
jon@gameinformer.com

"With all the changes in layout this month, I hope you all have an easier time reading and referencing GI. But the changes don't stop at layout. There have also been some changes in the way we use words. It may not be obvious, but you can't just open the dictionary and find screenshot, or real-time, or playcontrol. Writing about video games is a world unto itself, and so we created the GI Manual of Style to assist us in writing about our greatest love of all – video games."

Paul, The Game Professor
paul@gameinformer.com

"In-between showing Jon the finer points of the Internet and dueling Reiner in the battle for video game supremacy, I have found time to make note of a few games in this issue. While I always have a soft spot in my heart for anything relating to sports, the appearance of Front Mission Alternative has sparked my interest. I have only witnessed some limited action, but I plan to give this game a whirl. Nintendo's 1080 Degree Snowboarding is another game that I eagerly await the chance to play."

Reiner, The Raging Gamer
reiner@gameinformer.com

"Does anybody know the location of a Jawa or Ewok shooting range? I gotta tell you, I can't wait much longer for Star Wars: Episode 1. There's only 1 year, 104 days, 23 hours, 8 minutes, and 45 seconds left until it debuts. Do you think I should start waiting in line yet? No, it's still too early for that, but I will make the first showing. I will tell you!!! If you are in the same predicament as me and need a tide over, check out Skullmonkeys, Gex, and Mystical Ninja."

Bergren, The Game Burrito
bergren@gameinformer.com

"The top five current concerns of the Burrito are as follows: (5) New tax laws will no longer allow me to write-off my video game and console purchases, (4) Using live bait when fishing will become illegal except with the angler's own flesh, (3) Women will stop desiring me for my video game prowess, (2) Sitting in front of a television screen eight hours a day may prove unhealthy, and (1) White Castle will stop steaming its 'beef' with natural spring water."

Dear GI

Letters from Our Readers

Staying On The Cutting Edge

I'm investing \$400 in a Sony PlayStation and accessories because I want to have Final Fantasy VII. There are many other games that I want, and am going to invest my money towards, but I am slightly frightened. I was lucky when I got my N64 and received a flawless (but small) library. As you already know, the PlayStation has a huge library of any game you could think of. And I am going to spend my money on this system because I believe in it. But what I'm afraid of is that my friend told me Sony is working on a system that will be called Fun Console 64, and that it's due out in early 2000. Am I going to buy a system, and have to buy a new one in two and a half years to keep up to date with the best games?

Sam Crow
aol.com

Your friend's prediction on the arrival of Sony's next system seems to be fairly accurate. If you look at the history of console systems, specifically the 16-bit machines, the Super NES and Sega Genesis were out for about five years before the 32/64-bit successors were released. The PlayStation has been around since late 1995, so it makes sense for Sony to gear up for the millennium. You have already waited over two years to consider the PlayStation and who is to say you won't wait equally as long when Sony's next system appears? However, if you want to be on the cutting edge you will have to keep investing in new hardware. Just be glad you don't have to go the PC route and upgrade a \$1500 computer every 12 to 18 months.

Three Questions... Three Answers

First off, your mag rules. Yadda, yadda, yadda...I also just have a few questions...

1. How come in my version of Super Mario Kart 64 my title screen shows Mario sliding into the screen off of the road, but in my friend's version it shows Mario racing on an offroad track?
 2. How come I send in so many codes, but someone else is always listed as the sender?
 3. Does Nintendo have any plans for a game like Face Off '98 or another similar hockey game?
- Thanks...

Mike "Homicide" Rolfe
Roslindale, MA

Congratulations, you're the numbered question letter of the month.

1. This is simple. Your friend has beaten his copy of the game and you have not.
2. Others have beaten you to the mailbox.
3. It is likely you won't see FaceOff as it is a Sony-made game. Info on Acclaim's NHL Breakaway '98 can be found on page 24.

PlayStation Problems

I'm having a lot of difficulty with the sound on my Sony PlayStation. Many of the games that I play are sports games. The announcer will often give incorrect information and much of what he's saying seems to be skipping. I've used a CD lens cleaner, but it does not seem to help. Gameplay is fine, but the sound problems in GameDay 98, NCAA Gamebreaker, and Soul Blade make them hard to play.

Dan White
neca.com

The January '97 issue of GI News addressed the possible PlayStation problems in detail. Almost all of PlayStation skipping problems usually stem from the motor that spins the CD. This apparatus can be tuned very easily by an experienced technician. Look for a Sony Authorized Service Center or other locations that service audio/video equipment. If you're looking for a temporary "quick fix," try leaning the PlayStation on its side or upside-down. However, do this at your own risk.

Reader Responds To FF VII Weapons Guide

I have a bone to pick with you all at Game Informer. It concerns the section "Mini Play to Perfection," in the January issue. Just wanted to make a couple of corrections on your one page article.

- 1) Ruby Weapon AND Emerald Weapon both have one million HP. No more, no less.
- 2) I beat the Ruby Weapon with Cloud ALONE! He did Whirlsand on my other party members. I had Cloud on the following stats: (A) Level 99, (B) I gave him the Ultima Weapon, Imperial Guard, and a Ribbon, (C) Materia: W-Summon, Master Summon (I beat Emerald Weapon without Knights of the Round), a MASTERED Final Attack connected to a MASTERED Phoenix, MASTERED HP Plus, MASTERED MP Plus, and (D) 99 Elixirs/Megalixirs

Now, just keep attacking with W-Summon=Knights of the Round. It'll kill the tentacles in 1 summon, then it'll go for Ruby Weapon. Yes, he'll counter with Ultima, but also Comet 2. For some reason, though, every time you use an Elixir, he'll use Comet 2. So don't bother using an Elixir. Repeat the process, until either the tentacles come back, or you need more MP. (But I never thought of using Quadra Magic. Good idea!) Oh yeah, WARNING: DO NOT USE 'OMNISLASH' ON RUBY WEAPON! It doesn't do as much damage as you want it to. It only hits in the low hundreds per hit.



Now for the Emerald Weapon:

- Size: 1 Million HP
- Prize: Earth Harp
- Materia: Enemy Skill for all party members (so you can cast White Wind to replenish HP, Big Guard so you can be "Hasted" and "Walled" at the same time for all party members, and Lazer, because it always does 9999 on him until his HP comes below 9999); HP Plus (all members); MP Plus (all members); 3 MASTERED Double Cuts (I didn't use Mime.); MASTERED Final Attack connected to MASTERED Phoenix; and the Underwater Materia
- Items: 99 Megalixirs
- Equipment: Ultimate Weapons, Imperial Guard (Cloud), Mystile (other 2 party members, preferably Barret and Cid), and 3 Ribbons.
- Everyone's Level 4 Limit Break (Omnislash = Cloud, Catastrophe = Barret, and Highwind = Cid), because these hit for multiple damage. (I didn't choose Tifa because of her limit at 4). You may not get to execute all of the breaks, as my friends have told me. No one I know has even SEEN Final Heaven. Have you? If so, please tell me what it's like!

Now, use E. Skill = Big Guard, and have everyone 4X-Cut the Emerald Weapon. When the Emerald Weapon changes forms, keep using Megalixirs until someone's Level 4 Limit Break is activated. Use it, and some (if not all) of the orb things will disappear. Keep Cloud's HP up, because his current HP will determine how much damage he'll do. If Omnislash is activated, press ▲ to skip Cloud if his HP is low and have someone use a Megalixir, then Use Omnislash. Repeat the process until Emerald Weapon has been defeated.

There you go! MY way of defeating the Weapons. If you have any questions, comments, or found anything I've missed that you know I would have used, please email me, I'll be looking forward to writing to you again.

Greg McClendon, Jr
yahoo.com

We have received tons of letters concerning January's inaugural Mini Play To Perfection section and your letter was the first to find the inbasket. It is also the best. The amount of variation that Final Fantasy VII allows a player is a real tribute to the quality of the game. Thanks for your in-depth and informative strategy.

Do Your Whining Elsewhere

Your competitors are dolts. One magazine gave Mace: The Dark Age (my favorite game) a low score only because of tough AI. What babies. Another mag printed information that you covered three months before. Other people say GI should do this or that. Why don't they whine to Ultra Game Players or another lame mag like that? Game Informer is the best.

Frank Tuccio

Thanks for the vote of confidence.

PC Vs. Consoles

I'm a huge fan of GI and I have a question. I'm a proud owner of a PC and I will soon have a PlayStation. What do you think of the PC as a rival to the Nintendo 64, PlayStation, and Saturn? Can you publish the answer?

Gameguy 655
aol.com

Until you can buy a PC for \$150, we will not consider the PC to be a rival. We continue to believe that the 32/64-bit systems are the best home gaming systems available for the money. Of course, if you have the means and the knowledge to keep on the PC gaming tip, then go for it. We just don't think it's worth the time and effort.

A Rant For The Sake Of Ranting

I would like to apologize for my previous letters, if you remember them. I was saying how computers are so much better than console systems and that this magazine doesn't cover enough about computers. While this is still true, I should not have said it. Now that I have bought a Nintendo 64, I have a reason to subscribe to your magazine again. Here is my latest rant. I do not think that your coverage on the system wars is clear enough. People don't care about 6.75 or 6.25 or 8.75, they want to know which one is worst,

best, or in the middle. While that is still true, it distorts the truth. I, being an N64 loyalist now, could not accept the fact that the awesome 64-bit, mind-blowing, incredible N64 only beat the Saturn by half a percent. So I got out the old TI-82 and took the bar graphs and came out with percentages people can use.

I took the bar graphs on page 28 and figured if the system did the best, it got a 3, worst a 1 and in the middle, a 2. I added up the systems and the Saturn scored a 10, the N64 a 13, the PS-X a 17. I converted these into percentages with 21 being a perfect score.

PSX scored 81%
N64 scored 62%
Saturn scored 48%

Yes, I admit, I have way too much time on my hands, but I thought this was a fairer representation of the systems. Thanks for wasting your time on me.

Mike Davio
rocketmail.com

Indeed, you do have way too much time on your hands. Have you ever thought of pursuing a career in Actuarial Sciences?

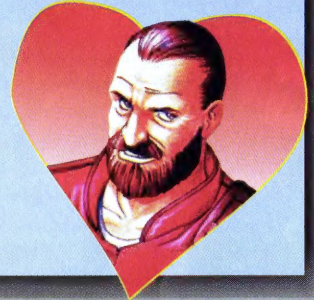
Barry...Where's Barry?

In the issue where RE 2 is on the cover, you say "where's Barry" and "blew the thing sky high" referring to the house in RE 1. I would like to correct you. Jill and Barry go up the elevator and

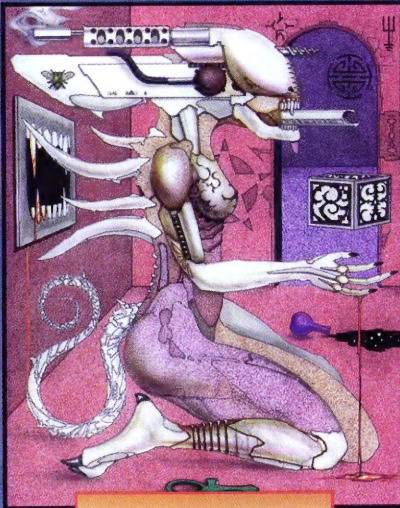
get off, Wesker traps you, controlling Barry. Yadda yadda yadda, Wesker gets killed, you save Chris, and you find Barry dying on the floor, he gives you a picture and DIES (the answer to your question). You go up to the roof, set a flare, and boom...you're gone. After the credits you see a shadow of the Tyrant. The house doesn't blow up! Or did I do something wrong?

Justin
total.net

It has been almost two years since putting Resident Evil through its paces, but as we remember, the self-destruct sequence is initiated after defeating the Tyrant for the first time. You quickly save Jill (or Chris depending on who you play as) and proceed to the roof where you take on the Tyrant again. The place blows up after you leave on the helicopter. There are a number of different endings, but most of the endings have the mansion blowing sky high. As for the Barry question, Chris poses this memorable Resident Evil line at the beginning of his adventure. Wesker answers with the equally memorable, "I think he's probably..." We were not asking a question, just reciting a line.



MARCH WINNER GEORGE HINCKLE MILWAUKEE, WI



Come to Butt-head!

Sarah Carter
Sarasota, FL
Hey, this is a first-
Wild Arms art.



Ivanny Pagan
Phila, PA
Two plus two is...hmmm...
must concentrate.

Brian Oswald
Bolingbrook, IL
Nadia fights off
the evil fiend
with the groping
hands.



Diane Smith
Bensalem, PA

You must tell me... who
does your nails?



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.

Jason White, Springfield, VA

Let us assure you it does say "Fuchikoma" on her shirt.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Analog Controller Compatible; Memory Card Save; Nearly 500 Gexisms; Tons of Different Costumes; Wacky Interactive Soundtrack
- **Replay Value:** Moderately High
- **Created by:** Crystal Dynamics for Midway Home Entertainment
- **Available:** Now for Sony PlayStation (Summer for Nintendo 64)

Bottom Line: **9.25**

little... Green... DIFFERENT

Gex was born a legend, and thrived as the only 32-bit platforming star on the 3DO. But then, out of nowhere, the 3DO plummeted out of existence and Gex was quickly forgotten. Crystal Dynamics, the workhouse responsible for this loudmouth, tried to revive Gex by porting the original 3DO title to the PlayStation. It didn't work, and Gex became nothing but a washed up porter. While he was certainly savvy enough to play with the big boys, his game was not.

The original 2D Gex got torn apart by 3D sensation Crash Bandicoot, and almost every other PlayStation game that attempted to present 3D gameplay. So the programmers at Crystal went back to the drawing board. Their mission: to attempt a daring and nearly impossible feat. Could they bring Gex back into the mainstream of high end platforming? Could they master the demons of 3D? Sega couldn't do it with Sonic, and Crystal knew that if it failed, Gex would be ridiculed and tormented until the end of time. Just the thought of a disaster like this made them enter the gecko with the highest of reservations, and the greatest of expectations.

So here we stand. The new millennium is approaching and gaming just keeps getting better by the day. As for Crystal Dynamics? Its staff has to be on top of the world. Their sequel, Gex: Enter the Gecko, has achieved something that no other PlayStation platformer has been able to pull off. Gex has successfully smashed the 3D barrier. Crash Bandicoot, while presenting amazing visual effects and 3D environments, features gameplay tied to a track. Enter the Gecko abandons the track, giving gamers freedom to thoroughly explore 3D space.

But Gex is about more than just 3D platforming – it methodically dissects our beloved TV nation. Certain stages mimic popular movie and television culture, like James Bond and Gilligan's Island. Plus, Dana Gould (*Working*) returns as the voice of Gex. Over 500 different one-liners have been implemented, and Gex will lip-synch them all as he takes down villains, enters new stages, and completes certain feats. He even rips on Marv Albert, Drew Carey, and tons of other lame celebrities.

Gex: Enter the Gecko is a massive title that hides more secrets than the Clinton family. There are two different endings, and to unlock the best one, you'll need to complete the game with a 100% rating. Find everything and you'll be rewarded well. So go young ones, enter the gecko and be prepared for one wild ride.

GEX™

ENTER THE GECKO

Bonus levels appear in the Media Dimension.

All Hail The Lizard King

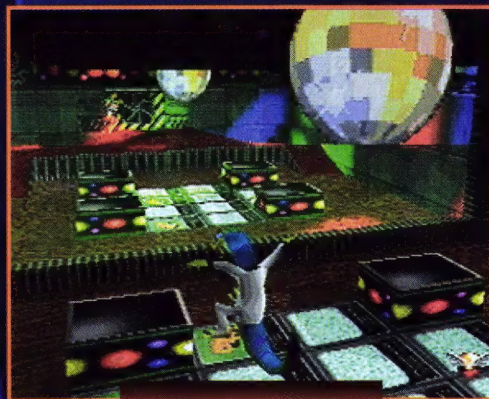
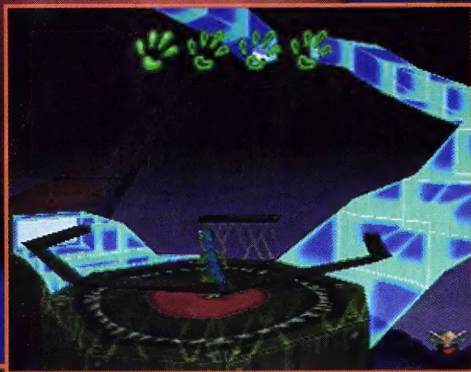
Eat your heart out Harrison Ford!

On the space levels you will need to replenish your supply of air.

Most levels have three exits.

Certain FMVs are hidden within the Secret Levels.

PlayStation Cover Story



Yeah baby! Yeah!



Da da da da... da da...da da da. The Empire attacks!

Mechanically Sound

A lot of creativity went into the level and enemy designs in Enter the Gecko, and thankfully, the playcontrol is up to par, with a great feel that shines throughout every inch of this title. Some of the stages even feature exclusive moves and animations for Gex. But every stage allows Gex to run, jump kick, walk (only with the analog), tail whack, tail bounce, and of course, employ his infamous tongue techniques. In many ways, Enter the Gecko is like the first 2D offering, but now everything is 3D, and the intensity of gameplay has been upped considerably.

From running to jumping, Gex has exceptional control. All of the environments are constructed beautifully and lend freedom to explore. With an easy control interface, the levels can be navigated quickly and thoroughly. Locating the goods on a level all depends on how much time you want to put into exploring. To suit the need of looking around, several camera views are available for use. And yes, our cold-blooded friend even has a Gex-cam to spy with.

Most of the levels contain multiple exits: usually three. The first exit is, of course, the easiest to locate. The second and/or third require a greater challenge. Along with all the exits, you also have to locate the Silver Remotes – one is hidden on each stage. Its whereabouts vary from well hidden to very obvious. With this task in mind, you will also want to amass three different kinds of Collectibles to unlock the other Silver Remote. These Remotes hold sacred powers within the TV world. Find them and you will be well rewarded.

The enemies are clever, and most importantly, a blast to kill. But for players, the biggest danger lies within the level design. Each level demands that the player be a platform king. It becomes rather intense sometimes when you challenge a series of moving platforms; but if you are good with the controls and can keep the camera view in a good position, you will triumph over anything Crystal D throws your way. To help aid the cause of those who need a little assistance, checkpoints, power-ups and tons of free lives are scattered throughout the levels.

PlayStation owners have always wanted a Mario, and here it is, hidden beneath the skin of a reptile. Like Mario, there is an overworld, multiple exits on a level, and beautiful 3D graphics and gameplay. To top Mario, it even features an interactive soundtrack that changes when certain events or power-ups are obtained. Whether you consider yourself a platform fan or not, we strongly urge you to check out this fantastic adventure – it will be a long time before another platformer of this style surfaces on the PlayStation.

The Silver Remotes are well hidden.



Battle of the titans.



His feet are sticky like glue.



Here's a long lost episode of Cops.

JON THE GREEDY GAMER

Concept
9.25

Graphics
9.25

Sound
9.25

Playability
8.5

Entertainment
9.25

9.25

OVERALL

"Gex is an insanely ambitious project, and my hat goes off to Crystal for tackling the tough world of 3D. **There were a lot of naysayers out there (including me), but the developers proved them all wrong.** From the start, the biggest problem with this game was the camera. Crystal spent a lot of time tweaking it out, and while not perfect, the camera is done well enough that I can't complain. The colors, the humor, the enemies, the level structure – **every minute something new blows your mind.** Plus the size. This game is massive. Definitely check it out."

PAUL THE GAME PROFESSOR

Concept
8.5

Graphics
9.5

Sound
9.25

Playability
8.75

Entertainment
9.25

9

OVERALL

"Gex has made an amazing return to video games. **The game's engine is a virtual masterpiece of polygons and textures.** There are some glaring concepts obviously borrowed from Mario 64, but Gex's witty humor and pop-culture spoofs send the plumber back to kindergarten. Using the camera and control at the same time takes some getting used to, but the overall jumpin' and whackin' rank among the best of the platformers. Yes, Gex does use some tried-and-true concepts, but **it gave me the challenge, graphics, and control that I expect from a quality title.**"

REINER THE RAGING GAMER

Concept
9.5

Graphics
9.75

Sound
9.25

Playability
9.25

Entertainment
9.25

9.5

OVERALL

"**This is a breakthrough in the world of PlayStation platforming.** Gex: Enter the Gecko has accomplished the feat of presenting polished 3D gameplay that rivals the N64 smash Super Mario 64. The dynamic environments and conceptual design of gameplay are outstanding in this 3D sequel. Gex is as charming and witty as ever, but this time, the voice-overs are much more random. All in all, the camera is a problem sometimes, but once the control starts to fit like a glove you won't care. It's an easy thing to overcome (as with Tomb Raider). **Crash Bandicoot is a great platformer, but Gex offers so much more variety.**"



Gex: Enter the Gecko

STRATEGY GUIDE



Basic Training

Red Remotes – These allow access to Boss Levels and are located at each level exit. To get the secret ending, you need to find all of the Red Remotes including those in the Secret Levels.

Silver Remotes – These open the Bonus Levels. Three are needed to open one Bonus Level. There is one Silver Remote hidden in each level and another for getting the required Collectibles from each of the three tiers: 30 first tier, 40 second tier, and 50 third tier.

Gold Remotes – Gold Remotes are obtained every time you complete a Bonus Level or defeat a boss. Every fourth Gold Remote opens up a Secret Level.

Media Dimension – The name of the overworld map. All of the level entrances are contained here.

Terms

Sticky Power – Gex's ability to climb certain portions of a wall. The appearance of these surfaces often changes on different levels.

Bionic Power – Our name for the glowing green energy balls that allow you to perform different stunts.

Tail Bounce – When Gex coils his tail. In other words, the double jump.

Tail Whack – When Gex swings his tail to destroy objects or kill bad guys.

Ying-Yang Power – A ground-mounted platform found only in the Kung-Fu Theater levels that propels Gex into the air.

Cheeseburgers – This term is never used in the guide. We just thought we'd make you hungry.

Area/Room

– A distinct part of a level.

Collectibles – Objects you must collect to get the bonus Silver Remote.

WARNING!

Read at your own risk. This guide contains all of the secrets, nudity, and basic strategies for Gex: Enter the Gecko. Use only if you feel the need to.

Note: There is no nudity in this game, it just sounded good.



Ice Power



1 Hit Point



Extra Life

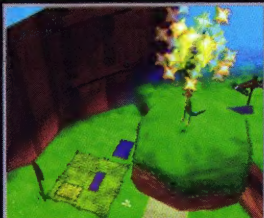


Fire Power

Level 1 – Out of Toon (3 Exits)

- 30 Carrots – 1st Tier Collectible
- 40 Cans – 2nd Tier Collectible
- 50 Detonators – 3rd Tier Collectible

Jump to the Teetering Rock – This, the first mission, is easy. In the first area, you will find a Green Fly hidden just above the large floating steel girder. To get there, jump on the beam and angle it in the direction needed to make the jump upwards. After that, go



back down and follow the trail of hazards up to the second area (the rabbit hole). Here you will find a Green Fly in the log behind you. Continue on, and after ascending a log ramp, you

will find another Green Fly hidden in the third stump with a heart carved into it. Now, head to the



third area (the second rabbit hole). On the ledge to the right of the waterfall, you will find a Checkpoint. There is a secret area located on the paved road. Hit the grating for three Collectibles, climb the ceiling in the tunnel for three more, and hit the stop sign for even more. Proceed on, pass the rock challenges, and beat the level. The Red Remote is waiting at the exit.

Hunt the Two Hunters – Make your way to the second area via the first rabbit hole. Your mission here is to kill the two hunters. The best strategy is to Tail Bounce these guys. Once you kill them, head back to the exit at the bottom of the log ramp.

Whack Five Purple Mushrooms – All of these mushrooms are located in the first area. The 1st mushroom is right behind you. The 2nd is behind the rock to your right. The 3rd mushroom is on the ledge above the steel girder. The 4th is located at the top of the waterfall. The 5th mushroom is across from the waterfall above the dock. Head to the exit.

Silver Remote – From the beginning, ascend the ramp to the left, and head past the coyote wall and falling anvil section. Now, head into the water on your left and jump up both rainbow platforms. On this higher level backtrack toward the coyote wall along the ledge on the left. Jump down onto the snow section. Cross over on top of the coyote wall when it extends and jump to the floating platform and grab the Silver Remote.

Level 2 – Smellraiser (3 Exits)

30 Skulls – 1st Tier Collectible

- 40 Tombstones – 2nd Tier Collectible
- 50 Jason Masks – 3rd Tier Collectible

Survive the Haunted Mansion – In the second room get all the Collectibles and the Red Fly. In the third room, when you first run into Frankenstein, cross the room and hop up on the bridge. Don't cross it. Instead, jump up behind the bridge



and walk across the narrow path to get a Green Fly. Go back and cross the bridge. Climb up a level using your Sticky Power and after the chandelier jump, duck down near the crack in the wall for three Collectibles. After another chandelier jump, destroy the container on top of the blood cooler for three more. At the beginning of the "Step into the Light" room there is a Checkpoint at the bottom of the stairs, plus a Green Fly in a corner near a blood cooler. At the center of this area you will find a Purple Fly. Get it and continue on through a few more areas. The exit is in the room to the right of the elevator.

Smash the Five Blood Coolers – The 1st cooler is in the second room next to the Red Fly. A 2nd cooler is upstairs in the third room to the right of the bouncing pumpkin. In the following room is a 3rd cooler, next to the Green

Fly. A 4th is in the next room, immediately to the right, after you go through the door. The 5th cooler is in the same room as the exit for the Survive the Haunted Mansion mission. The level exit is in the "Step into the Light" room.

Ride the Haunted Elevator – There is a bookcase located in the second room to the right of the bouncing pumpkin. Push on the bookcase and it will open up into a secret room. Once in this room, hit the switch to activate the elevator. Ride the elevator down. In the next area, jump down to the right and you'll find the Silver Remote. The exit is up top.

Silver Remote – See previous strategy.

Boss 1 – Gilligex Isle (Requires 3 Red Remotes)

Reward: 1 Gold Remote

Strategy – These punks are actually pansies. Simply hit the blue ball back

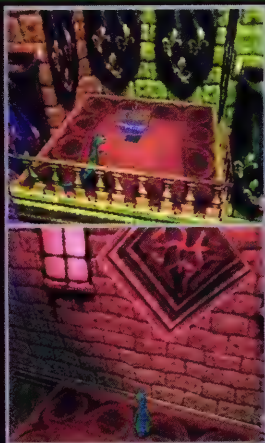


at them to knock them into the boiling drink. Make sure you dodge the fire and line up your shot by maneuvering around the platform. Finish this and you will be rewarded with a Gold Remote and access to a new overworld area.

Level 3 – Frankensteinfeld (3 Exits)

30 Skulls – 1st Tier Collectible
40 Tombstones – 2nd Tier Collectible
50 Jason Masks – 3rd Tier Collectible

Run the Axe Gauntlet – In the second room you will be faced with two decisions, but enter the door with the green tint. In the next room, jump on the platform to the right, jump across to the Green Fly, and finally, destroy the wall to unveil the Red Fly. Work your way along to the left and kill Frankie, but don't cross over the steaming sludge pit just yet. On the platform you just came from (with nice red carpet), jump over the banister



and kill the pumpkin. Now, walk through the wall with the window on it. Inside this secret section you will find a slew of Collectibles. Next, cross over the steaming sludge pit, grab the Green Fly, dodge the skulls, and veer to the right at the top of the incline. Use your Sticky Power to climb on the wall and ceiling, and then fall onto the balcony for a Purple Fly. Drop down again and go to the left. Kill the Children of the Corn kid, go across the pagan plates (denoted by a star inside a circle), cut to the right, go past the axe men, and into the door. The level exit is just a few feet away.

Head Down the Ramp – Go into the second room and enter the red tinted door. Then in the next room, jump across the platforms and chandeliers, and then use your Sticky Power. Go to the right, grab the Red Fly, and head back and go to the left. Drop down and take the first exit on your right and once again use your Sticky Power. You'll end up next to a pagan wall and Red Fly. Go through the door, follow the path, and you will wind up at the end which holds the second Red Remote.

Stick Across the Ceiling Maze – In the second room enter the green tinted door. Follow the level structure

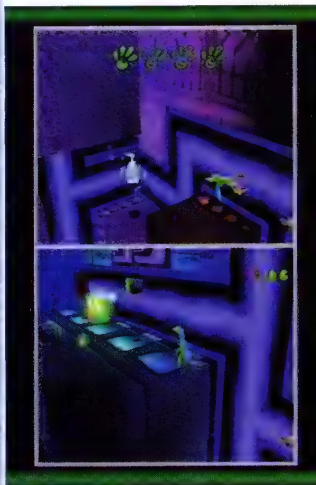
all the way up to the pagan floor, but don't cross it. Instead, go the opposite way. A timed platform will appear. Jump across the platforms and the chandeliers. Jump down to the path, and use your Sticky Power to navigate the maze into the smaller room. Enter through the door and jump across the gap to gain access to the next door. Once through, follow the path, kill the pumpkin, and go through the wall with the window to get the Collectibles. Walk forward, jump over the banister, and go through the door. The exit is on the other side.

Silver Remote – Go into second room, and enter the red tinted door. From here, kill Frankie, jump over to the next platform, and then jump through the red diamond-shaped window. The Silver Remote is hidden inside.

Level 4 – www.dotcom.com (2 Exits)

30 Batteries – 1st Tier Collectible
40 Red Lights – 2nd Tier Collectible
50 Green Atoms – 3rd Tier Collectible

Scale the Bionic Launch Tower – Immediately cut to the left and ascend the platforms. Grab the Bionic Power and cross the bridges. Hit the bionic chute, veer to the right, and grab the Green Fly. Drop down to the bottom, obtain the Bionic Power, and hit the nearest bionic chute. Launch up two levels, grab a second Green Fly, then jump out to the left and grab a third Green Fly. Leap back to the platform and walk around the corner and through the wall. On the electric walkways jump onto the green platform, but don't go to the left like they want you to. First, jump to the right and grab the Purple Fly, then cut back and go all the way to the next room. In this room don't miss the Green Fly located two levels up and on the far wall. Now, go up, kill the metal beast, and finish the mission.



Cross the Data Bus Bridges

– From the beginning, immediately cut to the left, and instead of taking the bridge, hit the bionic chute. Cross the next bridge and jump over to the ledge. Now, walk through the wall. In the next room wait until energy shoots across the electric walkway, then follow it to the end of the room. From here, use the Bionic Power to cross the bridges. In the next room jump out onto the spinning saucer and Tail Whack the connecting piece to launch across the room. In the next room, use the Bionic Power to cross the bridges and activate the platforms. After a while you will run into the Red Remote and the exit.

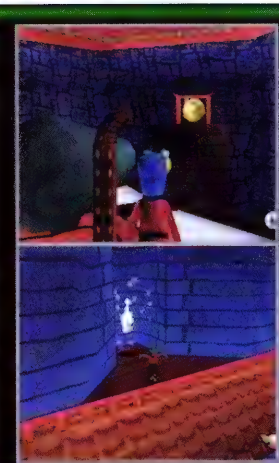
Silver Remote – The Silver Remote is in the vertical area that goes up and up and up. After the third Bionic Power, go up two levels, follow the chip platforms, and you will find the Silver Remote in the corner on your left.

Level 5 – Mao Tse Tongue (2 Exits)

30 Takeout Boxes – 1st Tier Collectibles

40 Ying-Yangs – 2nd Tier Collectibles
50 Masks – 3rd Tier Collectibles

Defeat the Deadly Dragon – In the beginning, go to the flashing green neon sign and Tail Whack it. Then, go to your left and behind the red pillar. There is a Purple Fly hidden inside the pillar. Go to your left and break into the first building you see (the window says "Crazy Quang's Clothing"). Jump across the spinning platform to your left and hit the gong. Then jump back on the spinning platform and out to the Green Fly. Next, jump up to the stairway and break the window. Kill the guard to open the door. You'll appear on the building tops. Walk over to the building across from you and kill the ninja to open the next door. Hit the gong, enter a street area, and use your Sticky Power to climb up to the next level. Directly in front of you is a door that can be broken to access a Green Fly. Fire the cannon to break the door and then aim to hit the gongs that will trigger a stairway to the door you just broke. Break the glass and run around the side of the building and use Sticky Power to get to the next building. Break the glass and enter the door to another street section. Kill the scorpions and the guard and then jump up the platforms and use the zip line to get to the next door. Break the window, go out on the roof, and take the zip line. Kill the ninja to open the door. Next, kill eight ninjas to trigger a platform. This gives you access to a sticky area that brings you up a level.



Once here, break all the doors for more Collectibles and a Green Fly. Use the cannon to wale on the dragon. Once you kill the dragon, a door will open, leading you to the exit and first Red Remote.

Traverse the Rocking Pillars – From the beginning, go straight and enter the first building. In the room after, use your Sticky Power to your left to go up a level. Kill the red ninja and jump across onto the diamond-shaped wall mount (you'll stick to it). This takes you to the next room where you must hit the gong to make the platforms rise. Ascend them and use the Ying-Yang Power to launch up a level. Hit the gong and go through the hallway. Kill all the ninjas and use another Ying-Yang to launch up a level. Hit the two gongs to reveal another diamond-shaped wall mount. Jump on it and go for a ride. In the next room, hit the Ying-Yang Power to land on the sticky area and go up a level. Jump across the pillars. This will bring you to the level exit and the final Red Remote.

Silver Remote – In the first room with a rotating platform, hop on top of the gong. Tail Bounce off the gong to your left onto the orange roof. Walk over to the door and thwack it. Behold the Silver Remote.

Boss 2 – Mooshoo Pork (Requires 9 Red Remotes)

Reward: 1 Gold Remote

Strategy – The trick here is to shock the cow. To do so, run to the far wall and throw the switch. Dodge his attacks and repeat this procedure to take this guy down. Defeating Mooshoo will open the Red Gate.





Level 6 – The Umpire Strikes Out (2 Exits)

- 30 Rockets – 1st Tier Collectibles
- 40 Laser Guns – 2nd Tier Collectibles
- 50 Robots – 3rd Tier Collectibles

Note: Replenish your air as much as possible by either destroying the air canisters or entering an airbooth.

Ride the Rocket – Ascend the platforms to get a Green Fly. Walk down the path behind the airbooth, then jump across the platforms to the asteroid. Get on another set of floating platforms and halfway across is another Green Fly. Get back on the platforms and descend them until you reach a little asteroid. Then jump across a couple more platforms until you arrive at the rocket. After you ride



the rocket, you will drop down into a trench filled with enemy fighters. At the end of the path, jump down the hole. When you land, kill the baddie and go to the exit. At the end of this (and if you've done everything we've told you) the Green Gate will open.

Enter the Battle Dome – This time go the opposite direction, across the rotating planks. Kill the space snakes and work your way along the big asteroid to the Green Fly on your right. Then, hop on the platform in the center of the asteroid. It will take you down to more Collectibles. Now, jump across the platforms and use your Sticky



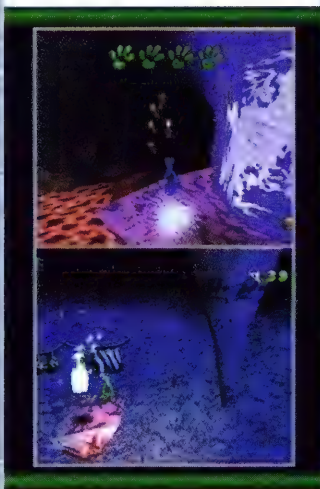
Power on the tower. Climb up the tower and get on the walkway. Jump over the laser beams and jump over to the second tower. At the top are some planks that flip around. Jump across them to a series of small asteroids. Then there is a platform that brings you to a walkway. Follow it to a series of ascending platforms. Once at the top, get over to the walkway and follow it until you reach a series of platforms that lead to a third tower. Climb it. Cross the series of spinning platforms and you will come to a space station with the exit. The exit, however, is contained in a forcefield that can be taken down by killing the two enemies. When you finish this mission, give yourself a pat on the back.

Silver Remote – Like in the first mission, walk down the path behind the airbooth then jump across the platforms to the asteroid. Now, jump over to a tiny asteroid with an antenna. Break the antenna and jump on the TIE-Fighter and fly down to the hidden section that contains tons of Collectibles and the Silver Remote.

Level 7 – This Old Cave (3 Exits)

- 30 Drumsticks – 1st Tier Collectible
- 40 Buffalo Skulls – 2nd Tier Collectible
- 50 Tiny Dinos – 3rd Tier Collectible

Watch for Falling Lava – Head down across the lava river. Use the flower trampoline to bounce up and obtain the Blue Fly. Jump down and use your Sticky Power to navigate across to the next platform. From the second flower trampoline, launch straight across to the tunnel. Then, use your Sticky



Power continually until you make it to the exit and the first Red Remote.

Dodge the Steam Vents – In the third room, with the platform that holds two flower trampolines, jump onto the

platform to your right, grab the Green Fly, jump back, and walk through the arch. Continue on into the next room and jump all the way down to the bottom. Go back up using the platforms to get a Purple Fly. Then continue on through the tunnel. In the next room you enter, ascend the platforms (be sure to grab the Green Fly on your way up). At the top, to the right of the tunnel, you will find the Silver Remote. Enter the tunnel you just passed. At the end of the tunnel is the exit and the second Red Remote.

Bounce Up the Flowers – From the platform that holds two flower trampolines, jump up onto the elevated walkway and go through the tunnel. Once past the lava pit (using your Sticky Power), you must make a series of difficult jumps (down and then up) using the flower trampolines to make it to the top of the cavern. Once there, go into the next room, make one last jump on the flower trampoline, and head to the exit and the final Red Remote.

Silver Remote – See *Dodge the Steaming Vents* strategy.

Level 8 – Fine Tooning (2 Exits)

- 30 Carrots – 1st Tier Collectibles
- 40 Cans – 2nd Tier Collectibles
- 50 Detonators – 3rd Tier Collectibles

Climb the Tree – Make your way through the valley, past the evil flowers, until you reach a pool of water. Do not get wet, instead go up the path to your right. Ring the bell twice and then jump on top of the block to get three Collectibles. Next, go around the corner into the anvil zone. Grab the Green Fly and head back to the block. Jump across to the platform and go through the arch where the dominoes emerge. Once through, continue on the path to the falling bowling ball area and head up the slope. Then, go straight ahead to the next opening and wait until the floating platform is underneath you. Jump across a series of moving platforms in order to reach the other side. If you fall, ring the three bells to create a path back to the beginning of the platform segment. Once you make it across, jump up onto the first platform to your right, work your way past the fence, and up to the next platform. There is a Green Fly here, but only get it if you want to repeat the floating platform segment. Either way, jump across the two blocks onto the platform. Then, ring the bell, drop down to your left, and jump across the blocks. At the end of this part there is a Green Fly, but beware the falling anvils. Go back and face the bells. Hit the left bell three



times and the right bell twice in order to create steps to the steel girders. Ascend the series of girders and jump across two platforms to the floating island. There is a Green Fly across from you. Get it. Then jump across the spinning blocks, ring the bell, and ascend the moving blocks. When you make it to the top you will see a door with question marks on it. Enter. Go up a level, go across the spinning log, and get the Green Fly off to the right. Walk through the hollow log, up the tree, and finally to the exit and the first Red Remote.

Storm the Castle – Once again, ascend the series of girders and jump across to the floating island. Hit the bell to open the grate and jump down into the abyss. There you will see a pretty sailboat. Hop on the boat, go for a



ride, and jump on the platform to your left once the boat stops. On the platform, ring the bell and cross the moat. Go around behind the castle and the Silver Remote will be waiting. To enter the castle, pass through the brick wall. Once inside the castle, get the Red Fly and hit the rocket fuse with your tail to light it. After it's lit, jump on and blast off to the exit and the second Red Remote. Yahooo!

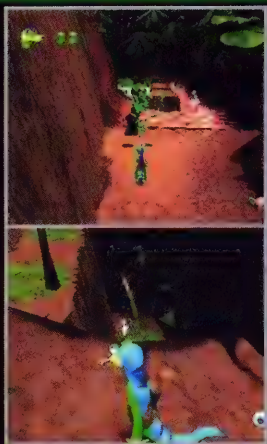
Silver Remote – See *Storm the Castle* strategy.

Level 9 – Pangaea 90210 (2 Exits)

30 Drumsticks – 1st Tier Collectible
40 Buffalo Skulls – 2nd Tier Collectible
50 Tiny Dinos – 3rd Tier Collectible

Assault the Level Island – Beating this level is a piece of cake if you are a master of the Tail Whack. Stay on the lower path, and don't veer off. Before long you will run into the first exit and a Red Remote on a large rock platform surrounded by lava. Be careful though, because a pteranodon is waiting for you.

Climb the Volcano – Follow these instructions carefully. From the beginning, head all the way to the platforms that stick out of the lavafall.



Ascend them and head back to the left. Grab the Red Fly and use your Sticky Power to climb the wall. At the fork in the wall go to the right.



DANA GOULD

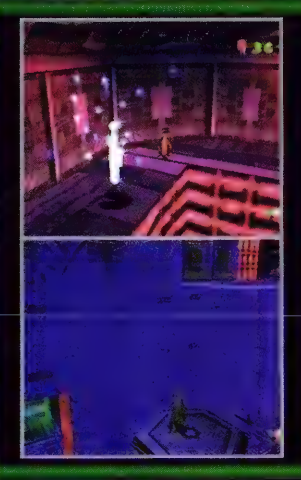
You'll come across another sticky wall to the left (this part is optional, but it does contain some Collectibles and a Purple Fly). Jump over to the platform if you want, otherwise continue around the bend. Carefully navigate this section, continue upward, and grab the Green Fly in the corner of the moving platform sections. Head up the platforms and beware of the triceratops and falling boulders. At the very top you'll run into the exit and the second Red Remote.

Silver Remote – From the first level exit continue forward. You'll run into a large triceratops and a tiny incline to the left. Avoid the triceratops, and jump up on the incline and follow the turn. Grab the Green Fly. Then, use the Gex cam to look down. You'll see the Silver Remote. Be sure to make the jump, otherwise you'll fall down to the beginning. After you grab the Silver Remote, drop down and head for the first exit.

Level 10 – Honey I Shrank the Gecko (3 Exits)

30 Batteries – 1st Tier Collectibles
40 Red Lights – 2nd Tier Collectibles
50 Green Atoms – 3rd Tier Collectibles

Mission One – From the beginning, jump up the platforms and use your Sticky Power to go to the other side for a Green Fly. Then, drop down, grab the Bionic Power, and hit the bionic chute. Next, run through the hall and take the platform up to the next level. Once there, kill all the baddies



and grab the Bionic Power, hit the chute, and go across the bridge to grab the another Green Fly. Then, jump across the platforms and use your Sticky Power to obtain Bionic Power and cross the bridge. On the other side, walk through the wall. In the room on the other side, follow the energy balls across the electric walkway, but don't forget the Green Fly. In the next room, there is another

Green Fly in one corner and Bionic Power in another; plus, you will find a Checkpoint in the center.

Get the Bionic Power last and use it to reach the sticky wall for access to the next level. Once up there, grab the Bionic Power again, jump across the platforms, and cross the bridge. Use the bionic chute and enter the room. Here there is another electronic walkway. Proceed on to the next room, then use the series of chutes to make it up to the exit and the first Red Remote.

Find the I/O Tower – From the Checkpoint room, grab the Bionic Power and jump up to the platform just above and then cross the bridge and go through the wall. In the corner is a Green Fly. Jump on top of the spinning platform and thwack yourself over to the sticky area and climb up to the next level. Jump on to another spinning platform and thwack yourself over two times and jump over to the door. In the next area, try not to jump down. Jump onto the first platform and shoot to other side and enter the door. In the next room, get on another spinning platform and shoot over to the exit and the second Red Remote.

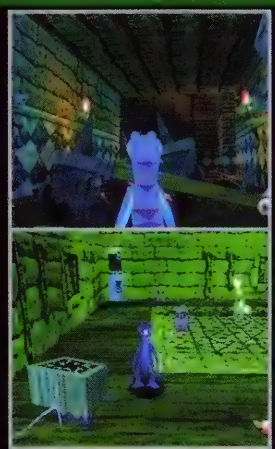
Mission Three – From the room with the two metal walkers, go to the right. Go up the floating platform and into a hallway. In the next room use your Sticky Power to get a Green Fly and go into the hole in the ceiling to get to the next room. Now, use your Bionic Power to ride the platforms up to the exit and the final Red Remote.

Silver Remote – At the Checkpoint room, go up to the second level and enter the room with the two metal walkers. Get the Bionic Power, go to the left, and use the bionic chute to launch onto the sticky path. Follow the path to a secret room holding the Silver Remote.

Level 11 – Poltergex (3 Exits)

30 Skulls – 1st Tier Collectibles
40 Tombstones – 2nd Tier Collectibles
50 Jason Masks – 3rd Tier Collectibles

Reach the Top of the Morgue – Go upstairs and enter the door that doesn't have a door beneath it. Get the Green Fly. Next, go across the hall and enter the door, jump across the chandelier, and enter yet another room. Jump down into the green tinted area and get the Blue Fly. Go back up, jump across a set of chandeliers, and enter another room. Go across more chandeliers to enter the library. Grab the Blue Fly and go through the ground level door that leads to the morgue. Jump across the drawers up



to the next level and you will end up at the exit and the first Red Remote.

Ascend the Ghost Tower – Enter the lowermost door and when you reach the second "Step into the Light" room, use your Sticky Power to reach the upper level. From here, a door awaits. Enter it and once again use your Sticky Power to get to the other side. In the next room, push the caskets into the wall. This will open the gate for the next door. Go through it and ride the furniture to the upper level. Go around the corner and through the door. Go through a hallway, jump across the chandeliers, and enter the next room. Grab the Purple Fly, and the exit and second Remote are a few flights of stairs away.

Smash Eight Blood Coolers – From the beginning, go up the stairs and in the door to the right is the 1st blood cooler. Go through the topmost door to the left and you will see the 2nd cooler. Then, drop down into the green tinted area and you'll find the 3rd cooler. Go back up and enter the next room, then drop down and you will see the 4th cooler. Then go into the library and the 5th cooler is located in one of the lower doors. Next, return to the beginning of the level and enter the lowermost door. Run past the floating ghouls and in the next room grab the Green Fly and Blue Fly. You should be back in a room with large falling axes. Here, use your Sticky Power and you will find another Blue Fly and the 6th cooler. After a second batch of axes, enter the "Step into the Light" room where the 7th cooler is in the corner. Exit the other door and cross the bridge and you'll see the



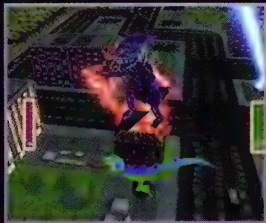
8th cooler next to a door. Go through that door and you'll see the exit and the final Red Remote.

Silver Remote – In the first room, go upstairs and enter the door. Jump across two rooms with chandeliers and in the next room drop down to the lower level. From here, ride one of the floating pieces of furniture to the other side of the room and jump off. Then, push the caskets into the wall. This will expose a third casket. Go back and push the third casket to gain access to the Silver Remote.

Boss 3 – Gezilla Vs. Mecharez (Requires 21 Red Remotes)

Reward: 1 Gold Remote

Basically, hit the Monster when you have an open shot. Otherwise, wait until he jumps on a building and then destroy the building underneath him. When he falls he takes damage and



you can also hit him when he is down and getting up. Some buildings reveal Flies when destroyed. Defeating Mecharez opens the Blue Gate.

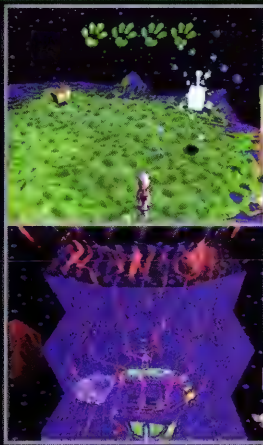
Level 12 – Pain in the Asteroids (3 Exits)

- 30 Rockets – 1st Tier Collectibles
- 40 Laser Guns – 2nd Tier Collectibles
- 50 Remotes – 3rd Tier Collectibles

Note: Replenish your air as much as possible by either destroying the air canisters or entering an airbooth.

Find the Arched Asteroid – Hit the switch and run across the bridge and the two asteroids. There is a third platform (before the bridge), jump down for the Green Fly, then jump across the floating bridge and the series of platforms. Go inside the space needle and take the elevator down. Descend the platforms to an asteroid and hit the switch. Cross the bridge and spinning platforms to the next asteroid and hit another switch. There is a Blue Fly. Again, cross the bridge to the next asteroid and hit the switch. Ascend the platforms to the next asteroid.

Look for the metal patch on the ground (sticky area). Crawl around



the asteroid until you come across a floating platform. Jump on it and it will take you up. Complete the next series of jumps to the level exit and the first Red Remote.

Ride the Warp Tube – This time, crawl up the space needle (see *Find the Arched Asteroid*). Avoid the lasers and jump onto the next asteroid. Climb the next tower, jump across the platforms, go past the fire-breathing moon, and onto the next asteroid. Carefully jump up the series of moving platforms to the level exit and the second Red Remote.

Destroy Five Crystal Power Cells – The 1st power cell is on the backside of the space needle. Then take the space needle's elevator down and you should find the 2nd power cell on one of the platforms. For the 3rd power cell, climb to the top of the space needle and jump out to the steel girder on the left. There is also a Green Fly located there. Then, jump through the warp gate to an asteroid. You should not only find the two remaining power cells, but the Silver Remote as well. To get to the level exit, go back through the warp gate, take a right, and go over a series of platforms. Then cross the bridge and a few more platforms and you will come to the end.

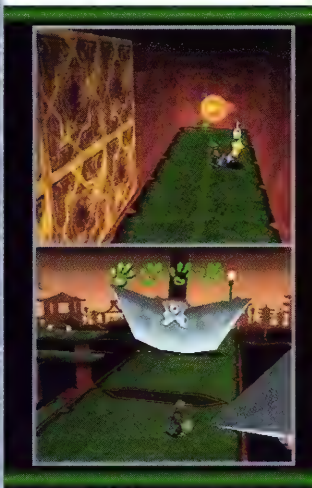
Silver Remote – See previous strategy.

Level 13 – Samurai Night Fever (3 Exits)

- 30 Takeout Boxes – 1st Tier Collectibles
- 40 Ying-Yangs – 2nd Tier Collectibles
- 50 Masks – 3rd Tier Collectibles

Navigate the Great Spinner – At the beginning, enter the temple and grab the Green Fly. Then, go across the bridge and use the Ying-Yang Power to launch up to the next level. Kill the ninjas and the insect, then hit the door under the "subtitles sold here" sign for some bonus Collectibles. Next, jump across the platforms, and hit the gong

to raise the handprint. Quickly jump off the handprint and up to the Purple Fly. Now, we suggest going for the Silver Remote. Jump up to the ledge behind the vases. Fall down and press against the wall. Grab onto the sticky surface and follow it until you find the Silver Remote. Hit the warp back to the platform you just came from and continue the mission. After the warp, use the Sticky Power to climb the wall to go up a level and grab the Green Fly. Now, go across the bridge and hit the gong that opens the door on the other side. Use the Ying-Yang Power to launch up to the next structure. Then use your Tail Bounce to break the ceiling, revealing some Collectibles. Once again, use the Ying-Yang Power to launch across a series of platforms. This will lead you to a large spinning platform. Jump across to the next platform and hit the



gong. Run across the bridge, and stand on the large square. This will bring you down to a second gong. Hit it. Go back up and take the same bridge. The bridge will take you to the exit and the first Red Remote. Be sure to first hit the gong to open the door at the beginning of the level.

Ride the Swinging Platforms – Once again, enter the temple and grab the Green Fly. Then walk around the building, use your Sticky Power to descend to the next platform, and hit the gong to open up the door. Enter it. Cross the bridge and jump across the moving platforms. Then ascend the tricky spinning platforms, cross over the bridge, and pass the spinning blades. Cross the gap via the swinging platform and obtain the Blue Fly. Ride another swing, make a couple more jumps, and you'll come to a guard. Kill the guard to open the door on your right. Go straight. If you stand too long on the bridge it collapses. Cross the gap via the spinning platform and cross a bridge

full of perils. Kill the guard and hit the gong to lower the drawbridge that reveals the exit. Be sure to first hit the other gong by the exit as it opens a gate at the beginning of the level.

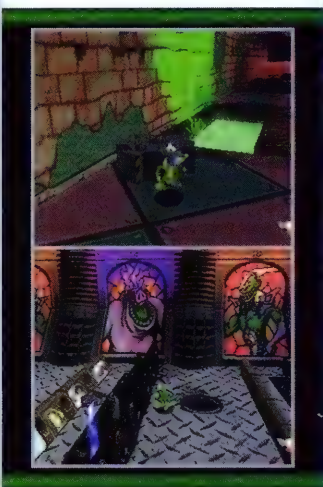
Climb the Towering Temple – Go through the door you just opened at the exit of the last mission. Go up to the bridge and across a series of swings (there are some Collectibles, but you don't have to get them). Jump into the cage and jump out to the platform below. Grab the Green Fly. Kill the guard and use your Sticky Power to climb up to the next level. Jump across the spinning platforms to another sticky path. Follow this to a set of moving platforms. Use them to get to a winding road. At the top of the road, jump across some spinning platforms to access the cage. The cage will take you to the top of the temple, the level exit, and the final Red Remote.

Silver Remote – See *Navigate the Great Spinner* strategy.

Level 14 – No Weddings and a Funeral (1 Exit)

- 30 Gear Wheels – 1st Tier Collectibles
- 40 Lunch Pails – 2nd Tier Collectibles
- 50 Oil Cans – 3rd Tier Collectibles

Penetrate Rez's Inner Sanctum – Go down the ramp and jump across the speakers and through the door. You will emerge as John Travolta. Step on the disco platforms in the correct order to reveal the next door. To know which platform to jump on next, look in the mirror for the one with the green light. Go through the door and Tail Bounce all the buttons on the remote control to go up to the next level. From here, ride the platform to the other side. Go up the ramp and jump on the speakers and ride them to the right for the Silver Remote. Hop back on the speakers and take them to the right again for a Purple Fly. Then ride them one last time to the right for a Green Fly and access to the



upper level. Use your Sticky Power to climb the wall and go up the ramp. Cross one more sticky section, then jump on the floating platform over to the other side, and enter the door. Once again you will emerge as Travolta and you must light the platforms in the proper sequence. In the next room hit the gear to make the speaker rise out of the static. Then Tail Bounce on the three remote buttons to get up to the next level. To the left there is a Green Fly. Do the gear trick again, jump over the platforms to the sticky wall, and use it to get up to the next level. Now, run across the conveyor belt and enter the door. In the next room, hit the Checkpoint, jump across the platforms, grab the Green Fly, and enter the next room. Hit the gear and jump across the platforms up to another series of platforms. Ascend them and you'll find a Green Fly. Now make some tricky jumps across the conveyor belts. At the end, Tail Bounce on the four buttons of the remote and jump out on the moving platforms. You'll run into another door. In the next room is a moving platform that will take you up to the level exit and the Red Remote

Silver Remote – See previous strategy.

Boss 4 – Channel Z (Requires 33 Red Remotes)

Reward: 1 Gold Remote

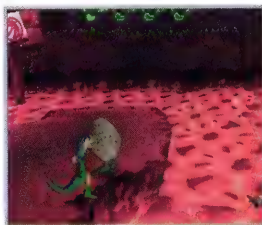
Strategy – Ride the platform to the top, grab the Green Fly, and jump in the teleporter. Then, dodge his missiles, and jump over him when he charges you so he runs into the electricity. After the third time he will change form. Dodge his laser attacks and jump on to the green energy beam. If you get him to pound on the green energy he will take damage. After the third time, he's dead.

THE SECRET LEVELS

Secret Level 1 – Lava Daba Doo (1 Exit)

Requires: 4 Gold Remotes

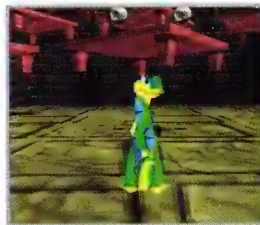
Navigate the River of Fire – To begin, go back a few steps, use Sticky Power to go up one level, jump across the floating platforms, and enter the "Cave Club." Dodge the boulders while ascending the incline, grab the Green Fly, and enter the cave. Jump on the wall to the left and use your Sticky Power to crawl up to a platform. From here, jump across the lava to another platform. Run through the tunnel and jump over to the sticky wall to get to the next area. Grab the Green Fly. Use Sticky Power to the left and drop down where it says "drop zone." Again, use your Sticky Power, jump down, and enter the cave. Ride the platforms over the lava. There are various sticky areas that give you more Collectibles if you desire. When you get to the first lavafall (with platforms falling down) use the Sticky Power to the left of the falls to climb up to a ledge. This will give you access to a hidden cavern with a Green Fly and a huge enemy that, when killed, relinquishes the first of three icons that say "The Lost Gex Tapes." Grab it for a treat at the end of each Secret Level. Leave this place and continue down the lava river; there are three Green Flies. Jump up the platforms on the lavafall to get another Green Fly. The level exit and Red Remote are just beyond.



Secret Level 2 – Texas Chainsaw Manicure (1 Exit)

Requires: 8 Gold Remotes

Ride the Floating Furniture – Hop up on the tables and go to the top. Once there, you will need to use your Sticky Power to get to the door. In the next room, drop down to the right instead of using the stairs. This will bring you to a space with Collectibles and the second "The Lost Gex Tapes" icon. Use your Sticky Power to get back to the stairs. Now, ascend the stairs, dodge the floating desks, and enter another room. Here you will have to table hop again, and enter the door with Gex's portrait next to it. In the following room,



there is more table hopping and you must locate a crystal ball and whack it with your tail. Doing that opens up a gate in the previous room. Return to that room and go through the gate. Head up to the third level and enter the door with Gex's picture next to it. Go into the next room and you should know what to do. After this, carefully jump across the caskets to the door. Now, hop up the tables to the exit.

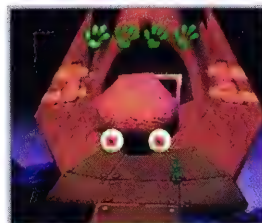
Secret Level 3 – Mazed and Confused (2 Exits)

Requires: 12 Gold Remotes

Pass the TV Forest – From the beginning, jump down and grab the Green Fly and go right. Take another right for a second Green Fly. Backtrack and take a left for a third Green Fly and jump down to the level below. Run forward, jump over a couple of pits, and use your Sticky Power on the wall to the right. At the end of this area will be a cavern containing two Green Flies and a platform. Jump below the platform, into the tube, and warp to the next area. From here, jump across the radar dishes and platforms to get to the top. Behold the exit and the first Red Remote.

Cross the Blue Beams to the Rez Tower – Go left twice and use your Sticky Power to get past the static. Run straight to another Green Fly. Run back and take your second right and go up the hill. Go across the blue energy path. Then, at the Rez head, destroy the teeth while avoiding the brain. Exit the level and get the second Red Remote.

The Final Lost Gex Tape – From the start, go left, cross the sticky path, and take your second right to the controller. Tail Bounce the controller three times to bring it to the roof. Then follow the path of coins to the central piece and you will get the final "Lost Gex Tape." Use the exit of your choice.



STRATEGY EXTRA

Most of the Bonus Levels are straightforward, but a few have their own little tricks. Here are the ones that deserved some extra attention.

Thursday the 12th

Here we will tell you what number door to enter as they appear from left to right. To start: 2, 3, 3, 1. Then go up the stairs. Then enter 3, 2, 1, 3 (for extra life), 2, 2, 2 (for extra life), 1, and 1.

The Spy Who Loved Himself

Ascend the platforms and grab all of the briefcases along the way. Keep going up and eventually jump on a blue sticky wall. Climb up and enter the next area. Grab the briefcases and hit the

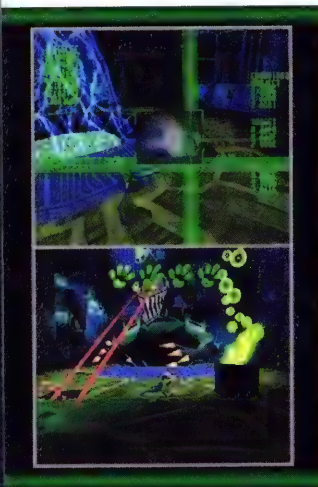
switch at the end of the room. Enter the swank lair, jump off of the couch to the right, and up to the next level. Then, go behind the white screen, pull the switch, and emerge as John Travolta. Jump across the three spinning disco lights. The remote is waiting on the other side.

Chips and Dips

Grab the required number of 9-volt batteries, but time is of the essence. With the aid of Bionic Power and chutes, start going up. Eventually, you will run into the Gold Remote.

Lizard in a China Shop

Gex dies if he falls in the water so jump on one of the boats and ride it down the canal, jumping off to grab the necessary takeout boxes. At the start, use the Ying-Yang Power to get three Collectibles above the archway of a building. At the end of the boat trip, grab the Gold Remote and you are finished.



Nintendo's Game Boy has survived and thrived longer than any video game system in history, and is in no danger of losing the Iron Man title. Recent sales point to Game Boy's continued worldwide dominance, with over 55 million units sold since its launch in August 1989. In comparison, the SNES has sold 46 million units throughout the world, the N64 merely 7 million. Only the original NES's 62-million-unit install base eclipses Game Boy's mark, but with no new games or peripherals in development, the NES has long been a dead system. What's the secret behind Game Boy's continued success? How has Nintendo managed to sell over 200 million Game Boy cartridges? Why has Game Boy outlived other handhelds such as Game Gear, Lynx, Nomad, or Turbo Express? There are four reasons why Game Boy is the Iron Man of video games: (1) Convenience, (2) Cost, (3) Tons of Games, and (4) Cross-compatibility.

CONVENIENCE comes in many forms, but none more appreciated than in-your-hand portability. A deck of cards, a set of Mancala stones, jax, marbles – each provides hours of portable gameplay – but the Game Boy is unique. It's a video game. It's adventure, puzzle, fighting, sports, and shooter all wrapped into one. The simple minicartridge format encourages game trading and resale, so games (both old and new) are fairly easy to get ahold of. But the best part is how the small unit, whether Game Boy or Game Boy Pocket, allows for incognito gaming: play during homeroom, in your bedroom late at night, or down in the basement to escape family functions. Without Game Boy, how much more "quality" family time would you have "enjoyed" among pesky cousins out to destroy everything of value you own? Too much. Now that's convenience!

COST applies to the unit itself, its games, and its battery life. Available now for \$50, the Game Boy rests on a price plateau that any company entering the market will have to match. It's a price tag that is not only affordable, but helps create the "My Game Boy!" philosophy. Just think of letting someone call "next game" on your Game Boy. Yeah right! You might share or trade cartridges, but the Game Boy unit is yours and yours only. Plus, parents are more than

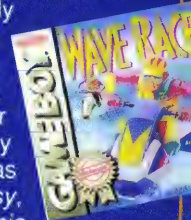
THE IRON MAN OF VIDEO GAMES

willing to shell out \$150 to keep three kids quiet on long family trips. And finally, what good is a forty-hour game that pigs down \$30 in batteries? It's completely worthless. For this reason, Nintendo rejected Atari's 1990 offer to share Lynx technology, based simply on the matter of battery draw. The Game Boy's four AA battery setup ruled the early handheld world, and with Game Boy Pocket's switch to two AAAs, a few dollars is all it takes to defeat Zelda.

TONS OF GAMES is the mantra of Game Boy. With over 450 titles released in the U.S., Game Boy's got your genre covered. Aside from first-person shooters (only *Faceball 2000* comes to mind), Game Boy has a game for everyone, whether a hard-core or casual fan. Game Boy packs big-name titles as well: *Final Fantasy*, *Metroid*, *Mario*, *Castlevania*, *Mega Man*, *Zelda*, *Donkey Kong* – each a cornerstone of gaming, each available on Game Boy. And of course *Tetris*, developed by Russian AI expert Alexey Pajitnov and based on the ancient Roman puzzle game Pentominos, is the most recognized video game in the world. To this day, people are still buying Game Boys for the sole reason of *Tetris*.

CROSS-COMPATIBILITY is the final reason for Game Boy's continued success. Game Boy carts play on Game Boy Pocket. Game Boy carts play on SNES via the Super Game Boy, and up to four Game Boys can be linked with the Link Cable. Furthermore, Nintendo has unveiled its Game Boy Adapter for the N64 (see picture on opposite page) and the new Super Game Boy 2, all of which means the Game Boy has survived through Nintendo's three major platform eras, with no sign of letting up.

In the early battle for handheld supremacy, the Game Boy moved straight for higher ground. After eight years of digging in, after eight years of fortifying and multiplying, only a suicide frontal-attack from a top name company, or a new product from Nintendo itself, could shatter Game Boy's walls of defense. With Sega struggling, with Atari and NEC out of the console business, with Sony's CD-only technology, and Tiger's crappy handheld reputation, don't expect the power to shift anytime soon. Game Boy is the Iron Man.



The future of Game Boy looks bright. With the recent holiday line-up of games now available, and a long list of quality titles in development, the Game Boy's bearing is "full steam ahead." But there are bigger and better things on the horizon. Not just games, but new peripherals are starting to surface. Last November, at Nintendo's Space World show in Tokyo, such exotic add-ons as the Game Boy Pocket Camera, Game Boy Pocket Printer, and Game Boy Adapter made their debut.

THE FUTURE OF GAME BOY

In January, Nintendo made a further announcement concerning the Super Game Boy 2, an improvement over the original that will support Pocket

Printer/ Pocket Camera compatibility with SNES. This assures the world of two things: (1) Nintendo is dedicated to developing new Game Boy technology, and (2) Nintendo isn't counting on its N64 to float the company. In fact, with the N64 doing so poorly in Japan, Nintendo's bankroll is supported mainly through its Game Boy franchise.

Whether the U.S. will see these exotic add-ons remains in question. The Pocket Camera and Pocket Printer are a response to the current Print Club craze sweeping Japan, and the N64 Game Boy Adapter is in direct support of *Pocket Monsters*'s success. A sign of Nintendo's U.S. plans for the Game Boy might come in the form of *Griffey*. If the Game Boy Adapter works in conjunction with *Ken Griffey MLB* – if players can import *Griffey* Game Boy teams and stats to N64 – this might be a sign that we'll get the Adapter here. As for the Pocket Camera, Pocket Printer, and Super Game Boy 2, unless the Print Club craze reaches U.S. shores, don't count on seeing these novelties. But if there's one thing we can be sure of, it's that Game Boy will continue to thrive well after the current console systems die.

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The Lost World: Jurassic Park



James Bond 007



FIFA 98: Road To World Cup



Turok: Battle of the Bionosaurs



Wave Race

NEW RELEASES

FIRST-PARTY RELEASE LIST

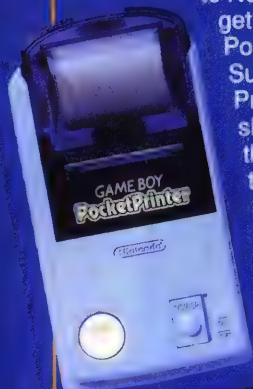
- *Wario Land 2* – March 2
- *Game & Watch Gallery 2* – TBA
- *Pocket Monsters* – TBA

THIRD-PARTY RELEASE LIST

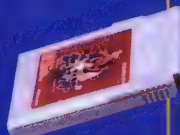
- *Bust-A-Move II* – Feb (Acclaim)
- *Legend of the Mystical Ninja: Starring Goemon* – March (Konami)
- *Mulan* – 2nd Quarter (THQ)
- *A Bug's Life* – 4th Quarter (THQ)
- *Rugrats* – 4th Quarter (THQ)
- *FIFA 98: Road To World Cup* – TBA (THQ)
- *Harvest Moon GB* – TBA (Natsume)
- *Hercules* – TBA (THQ)
- *Hero's Fishing Adventure* – TBA (Natsume)
- *Little Indian Big City* – TBA (Titus)
- *Maui Mallard: In Dark Shadow* – TBA (THQ)
- *Ring Rage* – TBA (Natsume)

RECENT RELEASES TO CHECK OUT

- *Castlevania Legends* (Konami)
- *Superman* (Titus)
- *The Lost World: Jurassic Park* (THQ)
- *Mole Mania* (Nintendo)
- *Donkey Kong Land 3* (Nintendo)
- *Turok: Battle of the Bionosaurs* (Acclaim)
- *The Fidgetts* (Jaleco)
- *Dr. Franken II* (Jaleco)
- *James Bond 007* (Nintendo re-release)
- *Wave Race* (Nintendo re-release)
- *Golf* (Nintendo re-release)
- *Mega Man II* (Nintendo re-release)
- *Bugs Bunny's Crazy Castle* (Nintendo re-release)



Pocket Printer



N64 Adapter



Super Game Boy 2



THE TOP 25 GAME BOY GAMES OF ALL-TIME

This list of the top 25 games (or series) of all-time constitutes a big part of why the Game Boy is the video game powerhouse it is today. While there are so many great games for the Game Boy, Game Informer has selected what we feel to be the elite.

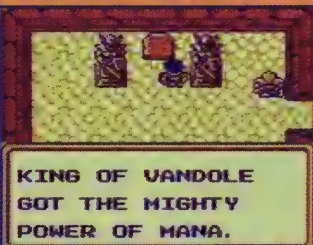
TETRIS



1

Like Monopoly or Chess, the game of Tetris will live on forever. Tetris's premise of creating lines with five different-shaped boxes is so simple, yet so addicting, that some Game Boy owners play it exclusively.

FINAL FANTASY LEGEND SERIES (I-III), FINAL FANTASY ADVENTURE



6

Final Fantasy is THE role-playing selection for the Game Boy. The Legend series is in many ways very similar to the SNES and NES RPG offerings, while Adventure is a good real-time action/adventure like Zelda. Literally, weeks of gameplay.

LEGEND OF ZELDA: LINK'S AWAKENING

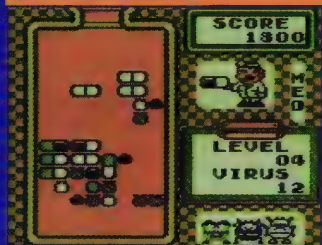


2

We would go as far as to say that this Zelda adventure rivals its big brother on Super NES. Featuring all the classic puzzles and action that adventurers have come to expect from the Zelda series, Link's Awakening is a true challenge on the Game Boy that requires skill and courage to defeat.



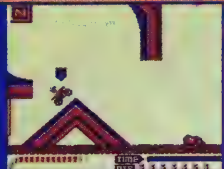
DR. MARIO



7

Dr. Mario is another one of many addictive and very entertaining puzzle games on the Game Boy. Though its theme of using pharmaceuticals to eradicate viruses is a tad strange, it's a great game nonetheless.

Motorcross Maniacs



11

A miniature version of Excitebike that packs great arcade action on the go.

Mario's Picross



12

A puzzle game that uses reasoning and deduction to uncover pictures on the Game Boy.

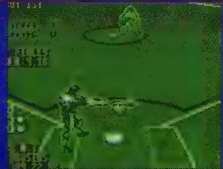
Gargoyle's Quest



13

A classic Capcom adventure that offers a big quest in a small package.

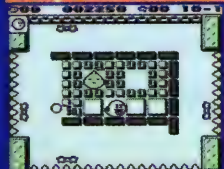
Ken Griffey Jr. Presents MLB



14

Game Boy has its share of baseball, but there's no denying that this is the best.

Kirby's Block Ball



19

Block Ball takes the classic Arkanoid gameplay to a new level with double-sided paddles and bosses.

Faceball 2000



20

This four-player compatible game sets Doom on its ear with wacky first-person mazes.

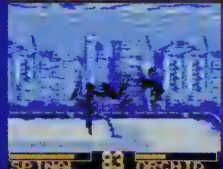
Kwirk



21

That Kwirk sure gets in a lot of trouble, but as a puzzle game it is one of the best.

Killer Instinct



22

Complete with the Eyedol boss code, KI is excellent in both looks and execution.

METROID II



3

Way before Lara Croft, Samus was the hip woman in gaming, and this handheld version of the Nintendo classic is a must for any action/adventure fan. Tons of items to find, weapons to master, and enemies to conquer make Metroid an instant classic.

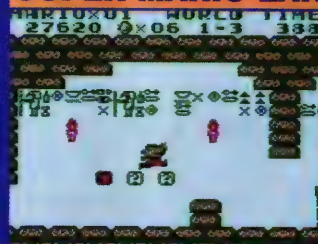
SKATE OR DIE 2



4

While certainly not the most famous game on this list, it is by far one of the most entertaining. The half-pipe in Skate or Die 2 is the heart and soul of this cart, and can be played literally forever. Come on, any game where you can skate on the moon is awesome.

SUPER MARIO LAND I & II

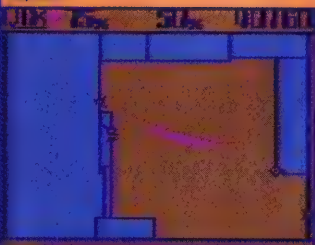


5

There are no ifs, ands, or buts about it, Mario kicks butt on any platform. And these bite-size Marios are no different, with all the platform jumping and head stompin' action you can fit in a handheld machine.



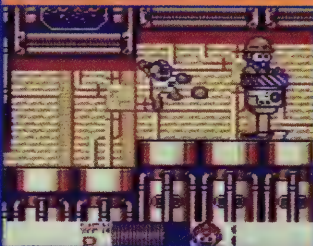
QIX



8

Based on an arcade classic from the '80s, Qix's basic premise of creating boxes to fill the screen while avoiding the dreaded Qix is a fun and non-violent way to game. A title you'll play on your Game Boy forever.

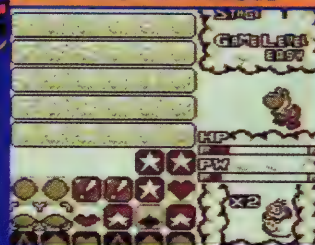
MEGA MAN SERIES (I-III)



9

What can we say about Mega Man that hasn't been said? He has more games than Mario and a cult following that watched his games progress from the TV screen to Game Boy's time-proven LCD.

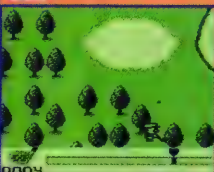
TETRIS ATTACK



10

This game rocks! There are many strong supporters of this game here at the GI offices and this respect is not unearned. Tetris Attack is one of the best Tetris derivatives ever. It makes you think quickly, and rewards you when you do. It even has an ending for those tired of the endless waves that mark most puzzle games.

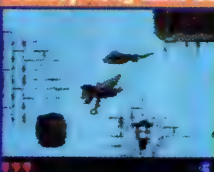
Golf



15

There's nothing fancy about this golf game, but it delivers the goods in strokes and strokes of fun (but hopefully not too many).

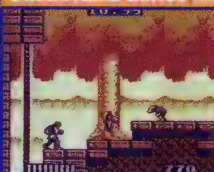
Donkey Kong Land Series (I-III)



16

Computer rendered 3D graphics on your Game Boy? You bet, and this platformer even stars that hairy guy that hangs around Mario.

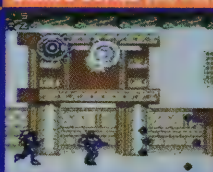
Castlevania Series (I-III)



17

This Konami classic is nothing short of spectacular on the Game Boy.

Contra Series (Also Has A Game Boy C)



18

Run! Kill! Run! Kill! Yes, there is nothing quite as relaxing as playing Contra on the go. Flamethrower anyone?

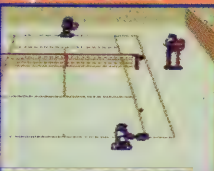
Galega/Galaxian



23

Although not arcade perfect on the Game Boy, it is a worthy translation that will appease any fan.

Top Rank Tennis



24

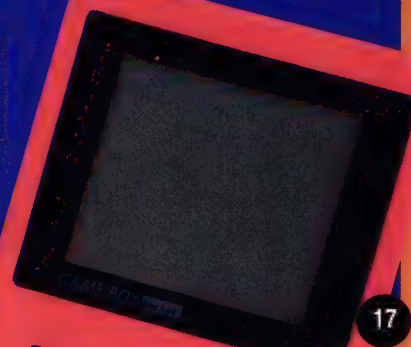
The original Tennis on Game Boy is great, but Top Rank is even better since it lets you save your player as you work up the ladder.

World Heroes Jet



25

Jet puts miniature SNK fighters in the palm of your hand with this great handheld edition of the arcade staple.



Game Informer's TOP TEN

Editors' Top Ten Games for March

- 10 NHL 98 - PS-X
- 9 Final Fantasy VII - PS-X
- 8 Skullmonkeys - PS-X
- 7 Monster Rancher - PS-X
- 6 Final Fantasy Tactics - PS-X
- 5 X-Men Vs. Street Fighter - SS
- 4 GoldenEye 007 - N64
- 3 Cool Boarders 2 - PS-X
- 2 Gex: Enter the Gecko - PS-X
- 1 Resident Evil 2 - PS-X

Readers' Top Ten Games for March

- 10 Star Fox 64 - N64
- 9 WCW Vs. NWO: World Tour - N64
- 8 Cool Boarders 2 - PS-X
- 7 Diddy Kong Racing - N64
- 6 GoldenEye 007 - N64
- 5 Jet Moto 2 - PS-X
- 4 Crash Bandicoot 2: Cortex Strikes Back - PS-X
- 3 Final Fantasy VII - PS-X
- 2 Resident Evil 2 - PS-X
- 1 Tomb Raider 2 - PS-X

Top Ten Games We Don't Want to See...

- 10 Boil Lancer
- 9 Resonant Evil: Starring Hansen
- 8 Bob Vila's This Old House of the Dead
- 7 Martha Stewart's Real-Time Gardening
- 6 IRS Audit Simulator
- 5 Treasures of the Feet: A Fungal Adventure
- 4 Pap Smear Rally
- 3 NBA Toe Jam
- 2 Turok: The Baby Seal Hunter
- 1 Sex: Enter the Gecko

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

Sony Shuffles Line-Up

Sony Computer Entertainment America, Inc. (SCEA) has made some adjustments to its **PlayStation** game release schedule.

Most notable of the SCEA games seeing a shuffle is its first internally developed fighter, **Cardinal Syn**. Originally scheduled to appear in February, *Cardinal Syn's* release has been moved to June. SCEA cited the delay of *Cardinal Syn* was needed to ensure the quality of the title. Next, the little publicized title, **Exodus**, has been completely removed from the release schedule. *Exodus* was first debuted at last year's **Electronic Entertainment Expo**. As previously reported (see *GI NEWS*, Dec. '97), SCEA has been considering a release of the Japanese hit, **Hot Shots Golf**, since last October. SCEA has finally committed to a May 9 release (see pg. 38 for details). For fans of **Square Soft**, SCEA has reported that **Einhander** will make it to the U.S. in the 2nd quarter. Below is a partial list of upcoming PlayStation releases in the coming months.

- **Bloody Roar** - March 3
- **NBA Shoot Out '98** - March 10
- **SaGa Frontier** - March 24
- **Blasto** - March 24
- **Hot Shots Golf** - May 9
- **MLB '99** - May
- **Cardinal Syn** - June
- **Tomba** - 2nd Quarter
- **Einhander** - 2nd Quarter
- **Gran Turismo** - 2nd Quarter



Sony To Release "Dual Shock" Controller

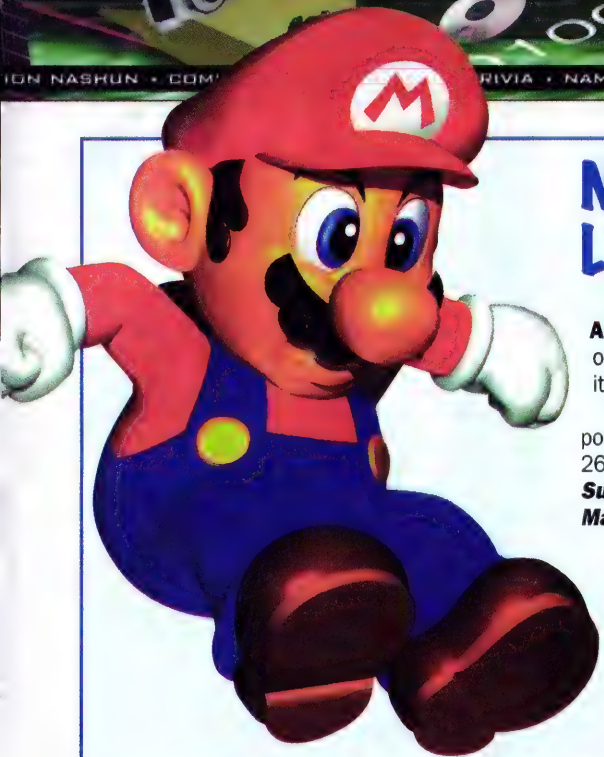
SCEA will introduce a new version of the **Analog Controller**, complete with force-feedback capabilities. The controller has already released in Japan as the "**Dual Shock**" controller and is likely to appear in the U.S. sometime in the 2nd quarter.

The "Dual Shock" controller contains two feedback devices called solenoids. Each solenoid can be activated independently, causing one or both sides of the controller to vibrate. A number of games are already planned to work with the "Dual Shock" controller including **Gran Turismo**.

The controller is likely to have a pricetag between \$35 and \$40.

In other **PlayStation** peripheral developments, SCEA will release an array of colored controllers and memory cards. Identical to the current controller and memory card already available, the new fare will be offered in eight color varieties.





Nintendo's 1st Half Line-Up Uncovered

After months of uncertainty, Game Informer has finally learned **Nintendo of America's N64** line-up for the 1st half of 1998. Much to our chagrin, **Zelda 64** is not on this list, but there are a number of solid titles. And it looks like Nintendo will give its gamers at least one new game each month. See the list below for details.

Nintendo of America also announced it has slashed the price on seven of its most popular N64 games to an MSRP of \$39.95. The new pricing went into effect on January 26. Games to get the bargain pricetags, known as the "Player's Choice" series, are **Super Mario 64**, **Turok: Dinosaur Hunter**, **Star Wars: Shadows of the Empire**, **Mario Kart 64**, **Star Fox 64**, **Cruis'n USA**, and **Wave Race 64**.

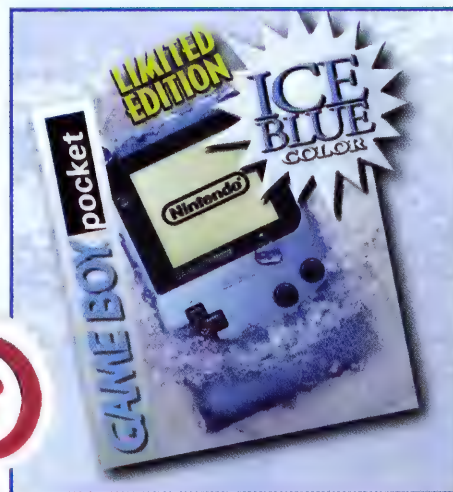
- *1080 Degree Snowboarding* – April 1
- *NBA Courtside* – April 27
- *Major League Baseball Featuring Ken Griffey Jr.* – May 25
- *Cruis'n World* – June 29
- *Banjo Kazooie* – July 27

Limited Edition Game Boy Pocket

Nintendo introduced a limited edition version of its **Game Boy Pocket** in February. Now, don't get too excited thinking it has a color screen or a new processor. The new Game Boy from Nintendo just sports a new color – Ice Blue.

Nintendo of Japan has already introduced a wide variety of "nonstandard" colors for its Game Boy Pocket. A notable hot pink Game Boy accompanied the launch of **Pocket Monsters** in Japan.

Like the Japanese Game Boy Pockets, the limited edition Ice Blue Game Boy has an LED power indicator.

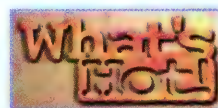


Sega Confirms New System

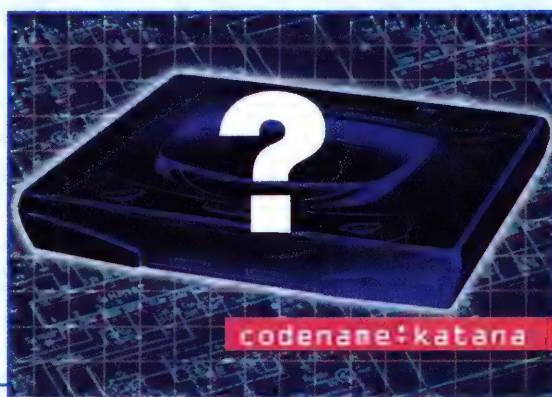
Sega of America confirmed its plans to work with **Microsoft** on a new system due to release in 1999, while also announcing its intentions to undergo major internal reorganization.

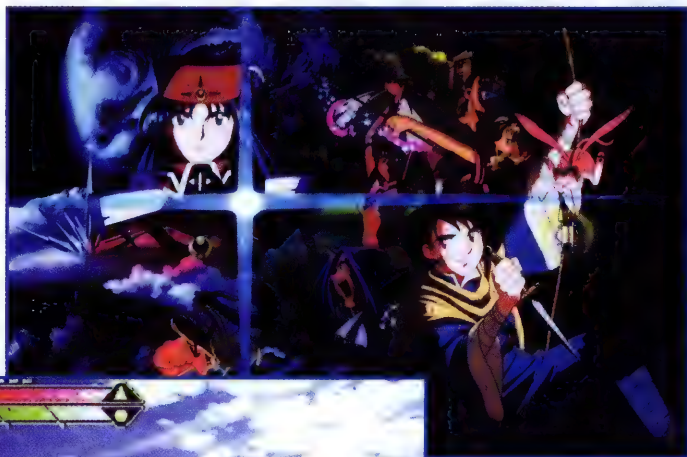
For months, rumors have circulated throughout the industry concerning Sega's next platform, and while Sega gave little details concerning the new Sega hardware (codenamed **Katana**), Sega's next platform will most likely debut at the **Tokyo Game Show** this fall. As reported in last month's *GI News*, Sega has already been working to secure developers for its next system, and the company's focus has shifted away from the **Saturn**.

In January, Sega eliminated 30% of its work force in order to transition itself toward launching the new system, but has stood firm on many of its previously announced titles for 1998. *Game Informer* spoke to Sega of America's public relations firm who reiterated Sega's stance on "support[ing] its mature products in 1998." However, with the current state of flux concerning the sales and distribution of Sega products in North America, *Game Informer* questions the viability of any Saturn games reaching store shelves on a wide scale. Sega of America has reportedly trimmed its sales staff to one employee and new distribution channels for products have yet to be determined. Future games will likely be sold directly to consumers via the Internet or via specialty stores exclusively. Listed to the right are Saturn titles to look for.



- *Winter Heat* – Available Now
- *Panzer Dragoon Saga* – March 17
- *House of the Dead* – March
- *Burning Rangers* – April
- *Shining Force III* – May





Working Designs Cancels Saturn Title, Announces New PlayStation Games

Working Designs announced it has canceled **Game Arts's Lunar: Silver Star Story** for the **Sega Saturn**. Instead, Working Designs will publish the complete game for the **Sony PlayStation** this August. Working Designs also hinted at another PlayStation title.

The August release of *Lunar* for PlayStation will take place approximately 90 days after the Japanese release, and will carry an MSRP of \$54.99. *Lunar* represents the first game to be converted from the struggling Sega Saturn to the Sony PlayStation in order to appease Stateside gamers. A second game will also make the same conversion from Saturn this summer and *Game Informer* is almost certain it will be an action/platform called **Silhouette Mirage** from **Entertainment Software Publishing**, a company that has close ties with Working Designs. *Silhouette Mirage* is created by **Treasure**, makers of the deranged **Mischief Makers** for **Nintendo 64**. As reported last month, Working Designs will also publish **Sony Computer Entertainment of Japan's Elemental Gearbolt**.

Silhouette Mirage.

NFL GameDay Hits Milestone

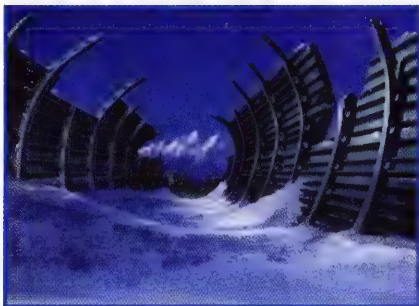
Sony Computer Entertainment America, Inc. (SCEA) recently deemed **NFL GameDay 98** the "top-selling football video game of all-time" with over 1 million units sold. SCEA's senior director of product marketing, **Peter Dille**, says the game's success is primarily due to *GameDay's* superior polygonal graphics and intense realism. (It could also be *GameDay 98's* price tag, which was \$5 less than *Madden*.)



Diddy Kong Races to New Record?

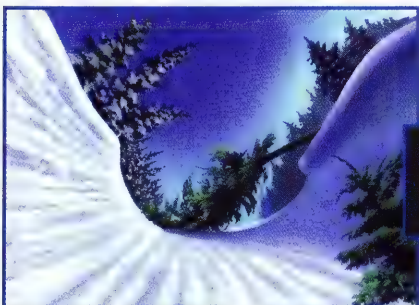
Nintendo of America claims that **Diddy Kong Racing** is the "Fastest-Selling Game Ever" by selling over 1 million games in just a 21-day period. Of course, **Final Fantasy VII** sold over 2.3 million copies in its first three days on the shelves in Japan. That's pretty fast wouldn't you say? Nintendo later modified the statement to say that *Diddy Kong* is the "fastest-selling title in U.S. video game history."

Here is another impressive figure. With the help of other popular titles like **GoldenEye** and **Star Fox 64**, Nintendo has sold over 5 million games in 1997. This, according to Nintendo, marks the first time in the history of the industry that a single company has sold 5 million titles inside of a twelve month period. This statement was not modified.



Midway Delays Twisted Edge

One of "the other" snowboarding games for the **Nintendo 64**, **Twisted Edge Snowboarding**, has been delayed until this fall. Developed by **Boss Studios**, **Twisted Edge** faced stiff competition from **Nintendo's 1080 Degree Snowboarding**, which was most likely the reason for the delay. Considering how nice **1080** is coming along (see pg 27), and knowing Nintendo's typical high standards of quality, this is definitely a good move by **Midway**. Boss Studios is also reported to be working on **Top Gear Rally 2**, the sequel to its racing bonanza of the same name.



In other Midway news, some extremely anticipated games may show up on Midway's publishing list. **Seta's Wild Choppers** and **DMA's Body Harvest** are two N64 titles being considered by Midway. Also, the next wave of Midway arcade ports is coming, with **Rush 2**, **NFL Blitz**, and of course, **Mortal Kombat 4** soon making their way to the N64 and **Sony PlayStation**.

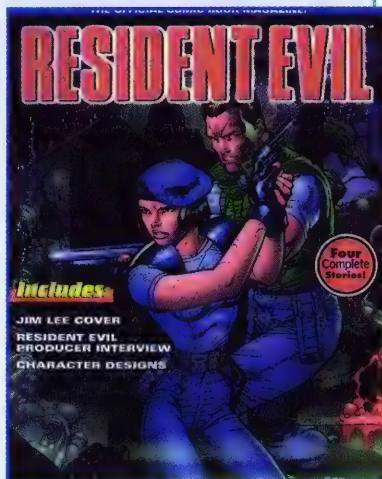


Another Evil Comic

Jim Lee and **WildStorm Productions** are bringing a new **Resident Evil** comic book magazine to the marketplace this month.

The first issue contains four short stories, an interview with the game's producer **Shinji Mikami**, **Resident Evil 2** sketches, and artwork of two characters who were cut from the first game. The first short story features amazing artwork by **Carlos D'Anda** and solid writing by **Ted Adams** that takes you well behind the scenes. There are also two other new tales, and a reprint of the comic that landed in the manual of **Director's Cut**. Fans of **Resident Evil** will not want to miss this 56 page mag. The cover is by Jim Lee and the content is as you'd expect - horrific and true to the game.

COMIC WATCH



New Toys To Drool Over

The chances of seeing **X-Men Vs. Street Fighter** on the U.S. **Saturn** are disappearing down the toilet, but at least we'll see the toy line. Available in stores now (unless, of course, there is a delay) is the **X-Men Vs. Street Fighter** series by **Toy Biz**.

There are four sets currently available and all of the sets come with one **X-Men** character and one from the **Street Fighter** universe. Plus, all are 5 inches in size and come with accessories or action features. The sets available are **Magneto vs. Ryu**, **Ken vs. Sabertooth**, **Cyclops vs. M. Bison**, and **Wolverine vs. Akuma**. A second series containing **Rogue**, **Apocalypse**, **Charlie**, **Juggernaut**, **Chun Li**, **Cammy**, **Storm**, and **Zangief** is planned for later this year.



NES Nation

<http://giganda.komkon.org/~amooe>

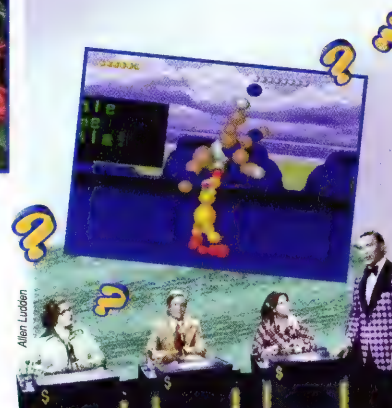
The **NES Nation** provides a huge index of codes, images, and reviews for the beloved **Nintendo 8-bit machine**. There is just tons of information presented in **NES Nation's** simple and quick-loading design.

VIDEO GAME



- 1 This **Combat Racer** made its **PlayStation** debut as a **3DO** port and featured lead pipes and chains as weapons. What was it?
- 2 Pick **Ax Pete** was the **Magnavox Odyssey 2's** clone of what **Nintendo classic**?
- 3 Who made **R.B.I. Baseball**?
- 4 What did **Intellivision** call its rip-off of **Space Invaders**?
- 5 What was the full name of the first game in **EA's Strike** series?

(Answers on the bottom of page 23)



Name That Game!

On both the **Genesis** and **Super Nintendo**, this game by **PF Magic** and **Accolade** is considered to be the first **3D** fighter on the home systems. It featured eight characters, an instant replay, and allowed a player to fart on an opponent. What game is it?

(Answer on the bottom of page 23)

Data File:

▶ **Activision** is still striving for fame and fortune on the consoles, but delays are definitely hurting them. Both *Pitfall: Beyond the Jungle* and *Apocalypse* have been bogged down with more delays. *Pitfall* is now scheduled for a March 24 release, and Bruce Willis and *Apocalypse* won't show face until late '98.

▶ **Acclaim Entertainment** has finalized a licensing deal with former motocross champion **Jeremy McGrath** for Acclaim's upcoming **Sony PlayStation** racing title. The game, formerly known as *Supercross*, will (through the licensing deal) officially be known as — *Jeremy McGrath's Supercross '98*. Suzuki, sponsors of McGrath, will likely be included in the game. *Jeremy McGrath's Supercross* is scheduled to release in the 2nd quarter of this year.

▶ *Game Informer* first discovered that **GT Interactive** was working on a new baseball title back in November of 1997; however, we thought the game was going to be titled *MLB Strike Zone '98*. Well, it seems the name of the game has changed (or has at least picked up an endorsement). While no official release date has been announced, the title of the game is now *Mike Piazza's Strike Zone*.

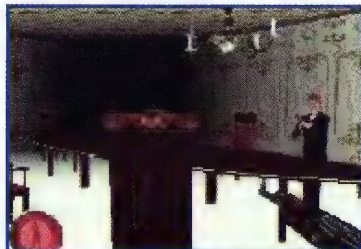
▶ **Capcom** has informed *Game Informer* that its upcoming **PlayStation** game, *Mega Man Neo*, will be renamed. Scheduled for an April release, Capcom has not determined the new official title. Obviously, it will keep the *Mega Man* name, but an additional tag is yet to be determined.

▶ **Sony Interactive Studios** conducted its motion-capture sessions for the upcoming *NFL GameDay '99*. The list of talent for this year's motion-capture sessions is as follows: Mike Alstott, Tampa Bay's All-Pro fullback; Jason Schorn, Giants quarterback; and Ryan Leaf, 1997 Heisman candidate and top prospect in this year's QB pool. *Game Informer* has learned Sony Interactive Studios is also working on a number of other sequels. These top secret follow-ups include *WarHawk 2*, *Twisted Metal 3*, *Extreme 3*, and *Jet Moto: Directors Cut*. No release information has been made available.

James Bond Coming to PlayStation

MGM Interactive plans to bring *Tomorrow Never Dies* to the world of vids in 1998 in the form of a game for the **Sony PlayStation** and the **PC**.

The game, which is being developed by **Black Ops**, will pick up where the movie leaves off and present an entirely new story. Black Ops, developers of **Namco's Treasures of the Deep**, plans to include five different types of action in the upcoming Bond game. While employing a variety of spy-related skills, players will get to ski, explore underwater environments, engage in first-person foot action, drive, and fly.



Interplay Brings Back The Heart

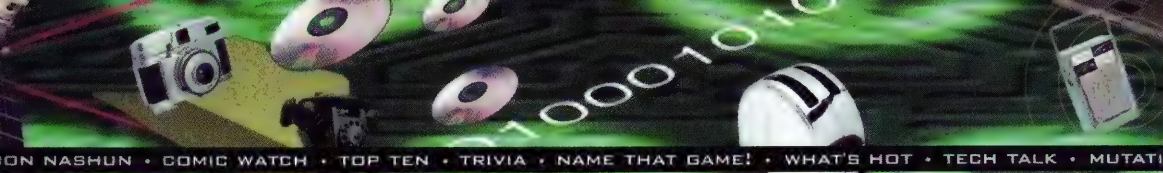
Interplay has announced entry into an agreement with **Infogrames** to publish a **PC** and **Sony PlayStation** version of *Heart of Darkness*, a title missing in action for years. Created by **Amazing Studios**, *Heart of Darkness* will finally surface in the spring of this year.

Game Informer originally saw *Heart of Darkness* at the very first **E3** in Los Angeles three years ago. At that time, **Virgin** was the publisher. Since then we've seen the **Saturn** version picked up by **Sega**, the **PC** version delayed by **Virgin**, and then both versions disappear altogether. Well, at least until Interplay's "resurrection" that is. While we haven't seen the game in a long time, it was impressive when we first saw it. The only question is, will it be worth a darn three years later? *GI* will keep you posted.

Turok 2 Release Date Set

The sequel to one of the coolest and most popular first-person games to ever grace a console will soon be upon us. In the first installment, **Turok** traveled back to an age of dinosaurs searching for the powerful pieces of the chronoscepter weapon. In his journey, the dinosaur hunter squared off against modern and prehistoric enemies alike. Certainly, *Turok* will face much of the same in the sequel. **Turok 2** is tentatively scheduled to come out for the **Nintendo 64** sometime in August.

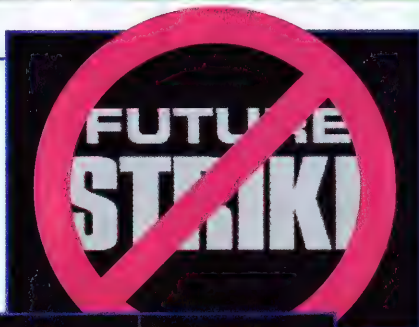




EA's Future Strike Is No More

Game Informer has learned that **Electronic Arts** recently made some decisions regarding its popular *Strike* series. As previously reported, the next **PlayStation Strike** title in the pipeline was to be **Future Strike**. However, the developers wanted a little more freedom for the new ground-based mecha game. In order to achieve this freedom, the game is no longer slated to be in the *Strike* series, and the title *Future Strike* has been dropped altogether. Instead, it will be developed and marketed as an independent "pilot" game, perhaps spawning a new action series to sit alongside *Strike*. Since the game is set in the future, it would have been difficult to incorporate a believable "Headline News" approach, and this is the main reason for the shift in strategy. Watch for the new game to appear in late summer or early fall.

This does not, by any means, mark the end of the *Strike* series. Already, a new game tentatively titled **Next Generation Strike** is slated for development. *Game Informer* is currently lobbying Electronic Arts to drop this overused cliché from the title.



The mechas will stay, but this Strike is no more.

THQ and Electronic Arts Ink Nintendo 64 Deal

THQ, one of the most successful companies of late, and **Electronic Arts**, the console sports king, have teamed up to bring more action to the **Nintendo 64**. Both **Road Rash** and **Nuclear Strike** are on the way, but they won't be coming from EA. THQ will port and publish these games for the N64 as they've done with other EA games for the **SNES**, **Genesis**, and **Game Boy**. Expect to see both of these games for the N64 in early '99.



Tekken 3 To Release In April!

Namco of Japan announced that **Tekken 3** for the **PlayStation** will be available on April 25 and it will, at the very least, include all the options that were available in **Tekken 2**. Although Namco has been tight-lipped about this highly anticipated game, the information has finally surfaced after months of speculation. Namco will unveil the game to members of the press in the coming weeks.

Namco also announced the PlayStation version of **Tekken 3** will have a character that did not appear in the arcade version. The character's name is **Gon**. Apparently, Gon is a famous Japanese comic book character. He is a small dinosaur with incredible strength and power. Information about his special attacks and background story are unavailable at this time, but stay tuned to *GI* News.

Gon will only be found in the PlayStation version of Tekken 3.

Game Informer's Address Book



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Video Game Trivia Answers:

1. Road Rash.
2. Donkey Kong.
3. Tengen.
4. Space Armada.
5. Desert Strike: Return to the Gulf.

Name That Game Answer:

Balaz 3D

Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1 to 4 Player Sports
- **Special Features:** Momentum-Based Checking; Total Team Management; Rumble & Controller Pak Compatible; Player Create
- **Replay Value:** Moderate
- **Created by:** Iguana West (Formerly Sculptured) for Acclaim Entertainment
- **Available:** Now for Nintendo 64

Bottom Line: 8.25

After successfully launching its Acclaim Sports label on the N64 with last fall's release of NFL Quarterback Club '98, Acclaim is back to the burgeoning Nintendo 64 sports game scene, but this time they brought the NHL along with 'em. Based on the Sony PlayStation version of the same name, NHL Breakaway '98 for the N64 has a lot to offer the hockey fan.

Besides all of the NHL teams and players, Breakaway '98 features an international roster of teams including the always powerful Canadians and the underestimated Czech Republic. "Team Concept" takes a large role in the game. Through an enormous array of options and settings, Breakaway '98 features what Acclaim calls the Total Team Management System. Creating minor league prospects, hiring

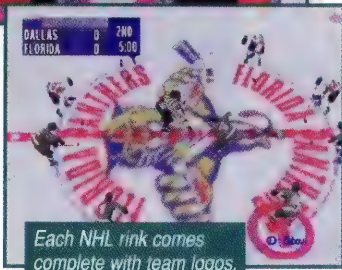
the coaching staff, and rehabbing injured players are just some of many responsibilities of Total Team Management. Not unlike the monetary system of the NES classic Baseball Stars, Breakaway awards players Bonus Points for each season victory. Accumulated Bonus Points are then used, for example, to hire a new goalie coach for 60 points or build up a minor league prospect's stick handling skill using 20 points. Matching the Total Team Management system with the motherload of menus and toggles - including the notable split pause-screens for two-player games - gives Breakaway '98 the option-edge over almost any other hockey game available.

Playcontrol includes moves that have become video game standards. Icon passing, one-timers, and a selection of offensive and defensive maneuvers give the player plenty to master. Landing the big check on an opponent is unique in that it is based on momentum as well as a player's rating. Knocking someone to the ice requires the player to take a good run at an opponent, but then you also risk picking up a penalty, missing completely, or taking down a teammate. Helmets fly, players tumble, and the conflicts occasionally end in fisticuffs - all in the spirit of the on-ice mayhem.

With NHL Breakaway '98's excellent and extensive list of features, it is easy to say that it has captured the N64 hockey throne from Midway's arcade-like Wayne Gretzky 3D series. The choice is clear for hockey and NHL Breakaway '98 delivers.

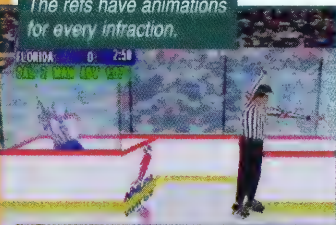


Carkner shows Ludwig the true meaning of powerplay

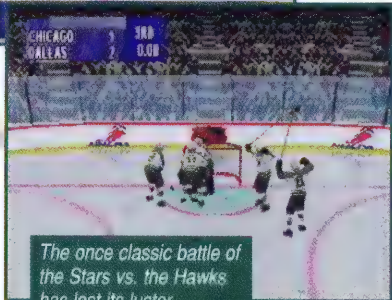


Each NHL rink comes complete with team logos.

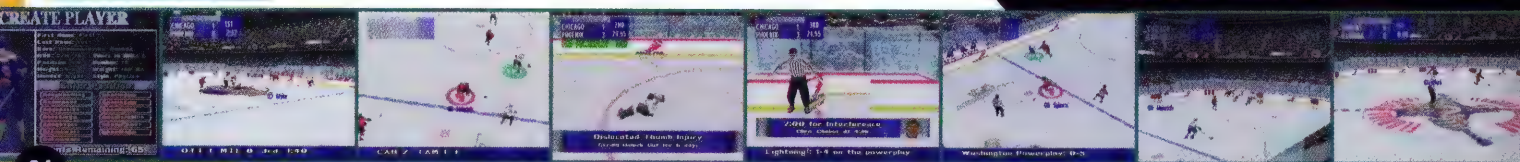
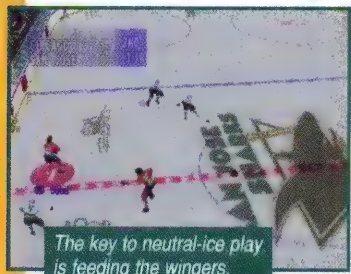
The refs have animations for every infraction.



The once classic battle of the Stars vs. the Hawks has lost its luster.



The key to neutral-ice play is feeding the wingers.



GET OFF THE ICE GRETZKY

PAUL THE GAME PROFESSOR

Concept

9

Graphics

8.5

Sound

8

Playability

8

Entertainment

8.5

8.5

OVERALL

"If options alone were the key to rating a game, Breakaway '98 would score a 10. I believe that you'll start to see a lot of these options in competing games as well. Alas, the options do outshine gameplay and overall AI. The normal game speed is way too fast to be fun, the slower setting is much more appealing. Even with the speed setting, I did notice a little slowdown when a lot of players are onscreen. The faults don't outweigh a solid performance in most categories. **Breakaway '98 drops the gloves and KO's Gretzky with one punch.**"

REINER THE RAGING GAMER

Concept

8.5

Graphics

7.75

Sound

8

Playability

7

Entertainment

7.75

7.75

OVERALL

"Hmmm... This is a tough one. Most hard-core fans of this genre base the purchase of a system around who has the best hockey, and right now I'd say it's the PlayStation and EA's NHL series. **Breakaway has a superior frontend, and it's a thousand times better than Midway's Olympic and Gretzky titles,** but the gameplay is rather choppy. If you desperately need some stick action and you only own an N64, then by all means step-up to the rink. Otherwise, monitor the PlayStation scene, rent Breakaway for a weekend and see if you like it, and/or wait to see if EA has any plans for an N64 release. You'll thank me later."

JON THE GREEDY GAMER

Concept

9

Graphics

8

Sound

8.5

Playability

7.5

Entertainment

8.25

8.25

OVERALL

"Breakaway's season options rule, and the players look good, but it's a game that does the most important things just a hair shy of good. There is no acceptable camera angle that still allows you to see both wingers; the 'Slower' game speed is too slow while the 'Normal' speed is too fast; for some reason, you can't assign Skate Backwards to the trigger button because it's 'Icon Passing Only'; and finally, if developers are to focus on momentum-based skating and checking, I think they have to include a quick stop button to avoid constant circling. **If you only own an N64, purchase this game because it's good, but PlayStation hockey still reigns king.**"

QUAKE 64

Monsters of the Midway

Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Action/Shooter
- **Special Features:** Intelligent Polygonal Enemies; Beautiful Lighting Effects; Rumble & Controller Pak Compatible
- **Levels:** 25 1-Player; 7 2-Player
- **Replay Value:** Moderate
- **Created by:** id Software for Midway Home Entertainment
- **Available:** Now for Nintendo 64

Bottom Line: 7.5

"The screenshots of Quake 64 look fantastic, mainly because of this version's awesome lighting effects and anti-aliasing, but once you see it in motion you'll notice that the animation is somewhat choppy and there is a fair amount of slowdown. Since Quake is a great game, these shortcomings can be forgiven, but the framed 2-player split-screen mode cannot. Delay the game six months and all Midway can come up with is a miniaturized screen? Come on! If you've played this game before, there is no reason to play Quake 64. If you haven't, but you have played Turok and GoldenEye, then rent it."

ANDY
THE GAME HOMBRE

| | |
|----------------|-------------|
| Concept | 7.75 |
| Graphics | 7.5 |
| Sound | 8 |
| Playability | 8.25 |
| Entertainment | 7 |
| OVERALL | 7.75 |

"I could care less about Quake for N64. Quake 2 rocks on PC with a graphics card, but this version of the original is nothing but an upgraded Doom. When I compare it to the concept, battle tactics, and storyline in either Turok or GoldenEye, Quake 64 looks purely lifeless. If faced with a choice, I'd go back and beat Turok again, rather than invest my time in Quake. And to go a step further, at least Duke Nukem 64 has something driving the story, and some comedy relief to break up the monotony. Yes, Quake 64 is better than Hexen and Doom 64, but that ain't sayin' much."

JON
THE GREEDY GAMER

| | |
|----------------|----------|
| Concept | 7 |
| Graphics | 7.5 |
| Sound | 6.5 |
| Playability | 7.5 |
| Entertainment | 7 |
| OVERALL | 7 |

"I really like how intelligent the enemies are in this title. In Doom, some of the monsters would just stand around and let you retreat - not in Quake. They want you dead in a bad way. This is just another PC port, but luckily the translation was in good hands. The same team responsible for Doom 64 threw this bad boy together, and I have to say, they have one of the smoothest running first-person engines in the console industry. While it doesn't present the variety of GoldenEye, it does feature some good killing and big weapons. Quake 64 does have some quirks like lame gun animations, but the gameplay is wicked and that's where the entertainment is at. A good buy for first-person fanatics."

REINER
THE RAGING GAMER

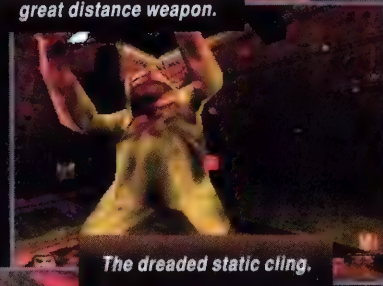
| | |
|----------------|----------|
| Concept | 8 |
| Graphics | 8.25 |
| Sound | 7.5 |
| Playability | 8 |
| Entertainment | 7.75 |
| OVERALL | 8 |



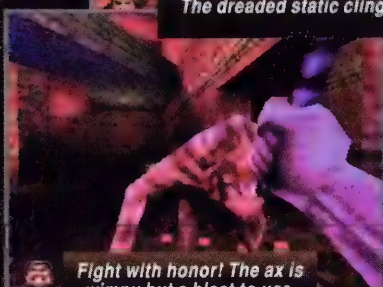
The gun is mightier than the sword.



The rocket launcher is a great distance weapon.



The dreaded static cling.



Fight with honor! The ax is wimpy but a blast to use.



Pow...Pow...Power!



There are seven levels available for 2-player.



Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 4 Playable Characters; Robot Sub-Missions; Multiple Weapon Power-Ups and Upgrades; Coin Throwing; Controller Pak Compatible
- **Levels:** 4 Massive Chapters
- **Replay Value:** Moderately Low
- **Created by:** KCEO for Konami
- **Available:** March For Nintendo 64

Bottom Line: 8

I nert and unyielding, an awkward adventure awaits. *Mystical Ninja* is everything an N64 junkie could ask for – plus quite a bit more.

This is one of the strangest games we've ever seen, and this N64 dosage makes the SNES version look tame in comparison. For starters, the dialog and plot are out of this world. What the characters say and do will baffle you for hours. When the characters say something funny, a sitcom-like crowd will supply canned laughter. On rare occasions though, they'll laugh for no reason whatsoever – making it even harder to comprehend. Plus, the plot takes some serious steps into unknown territory. To help the player understand, an elephant has been implemented as narrator. He'll fill you in on everything you need to know.

The great thing is, this title appears as though it is running on the same engine used in *Mario 64*. Seriously, the characters move and perform just like *Mario*. *Goemon* and the three other playable characters (*Ebisumaru*, *Yae*, and *Sasuke*) can all sneak, walk, run, crawl, swim, climb, slide down hills, pant when tired, and initiate punch combos. The graphics are also very close to *Mario 64*. There is no camera button to look around with, but *Goemon* really doesn't need it. The environments are all massive, and the view rarely gets stuck in an uncomfortable position.

As with any sequel, many of the basics have returned. The weapons are all pretty much the same, as is the platforming and combat structure. And yes, the popular coin throwing is back. New improvements are also a must, and the best thing in this game is the robot fighting. At one point in the story it appears as though you will be taking on a boss. But what happens is even better. The two characters who were ready to fight, decide this battle would be fought best in big mecha suits. *Goemon* blows in a shell, a Hardware Hank-looking robot appears, *Goemon* jumps inside and they begin to fight. As seen through your robot's eyes (cockpit), you will witness a colossal battle indeed. Everything you could want in a battle is here. You can punch, kick, perform combos, shoot lasers, block, and even use a grappling hook to pull the opponent into your neck of the woods.

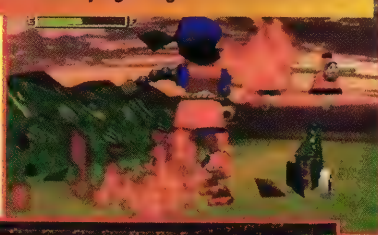
Mystical Ninja is a crazy adventure that is lengthy in size and hefty in Japanese culture. For N64 owners who crave a little variation now and then, here it is. It's a whacked, but great time that shouldn't be missed, unless of course you want another racing game.

Hmm. What could I do with a pipe?

As Wacky As Ever



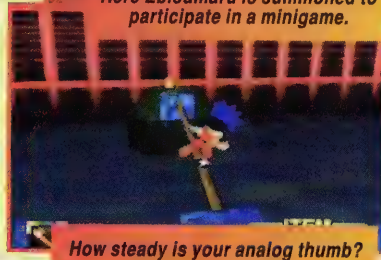
Climb into the robot known as Impact, and have a blast destroying villages and evildoers.



Mario 64 or Mystical Ninja? You make the call.



Here Ebisumaru is summoned to participate in a minigame.



How steady is your analog thumb?



Hmm. What could I do with a pipe?



ANDY

THE GAME HOMBRE

Concept

9

Graphics

8.5

Sound

8

Playability

8

Entertainment

7.5

8

OVERALL

"The gameplay in *Goemon* is a charming mix of *Mario* and *Zelda*. While it can be rather annoying at times – the story is silly and the movement is somewhat slow – these shortcomings can be forgiven. *Goemon* has something the N64 has been missing, action and adventure. There are people to talk to, platforms to conquer, and puzzles to solve. And even better, *Goemon* features a number of wacky and entertaining minigames that mix up the action. If you can get over *Goemon's* somewhat childish demeanor, *Mystical Ninja* is a winner."

PAUL

THE GAME PROFESSOR

Concept

8

Graphics

5

Sound

6.5

Playability

7.75

Entertainment

8

7

OVERALL

"Despite the sub-average graphics and the ludicrous story, *Mystical Ninja* turned out to be fairly entertaining. Accomplishing the first few levels is a little tiresome, but after the funny super-robot stage, things pick up. Navigating the land could have been done a little better as the map is confusing and the running is very slow. That aside, the changes in characters, items, and weapons keep the quest interesting. There are plenty of corny, yet remotely satisfying, events that could please some players. Even so, I recommend a weekend rental before going headfirst into a purchase."

REINER

THE RAGING GAMER

Concept

9

Graphics

8.75

Sound

8.25

Playability

8.5

Entertainment

8.75

8.75

OVERALL

"I think ninjas are cowards, but this mystical fellow impresses me. **Actually, this entire game (while being a tad freaked out and insane) is stinkin' brilliant.** Where else can you find sitcom-like laughter over the dialog, or a cloned *Mario 64* engine? Yes, this is the only problem with this title. Through each level you keep thinking that you saw all of this before in *Mario*. Luckily, Konami added some great sidequests. To sum it up, the control is solid, and the graphics and effects are up to the N64's standard. If you like *Mario*, then you'll dig this title as well."

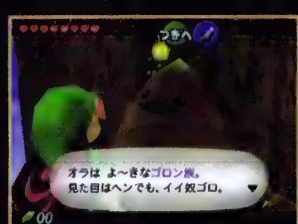


Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Multiple Weapons; Link Cam; Real-Time Cut-Scenes; Horse Riding; Rumble & Controller Pak Compatible; Lock-On Targeting; Link's Fairy Friend Navie
- **Created by:** Nintendo
- **Available:** 4th Quarter for Nintendo 64 (April In Japan)

80% Complete

The Flagship of Nintendo's Line-Up



After Game Informer blew the doors off this game last month, little information about this highly anticipated game has leaked out. So for the meantime, we just wanted to give you a chance to look at some of the gorgeous images that have surfaced.

Unfortunately, the only real news we have is that Zelda 64 will not be released in July as Nintendo had originally planned. Nintendo has already unveiled its first half line-up and Zelda 64 was nowhere to be found. Under these circumstances, Game Informer is predicting that the game will release in either September or October. For import players, the April release in Japan is still on schedule. Until next month, check out the pictures and drool.

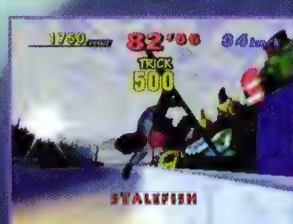
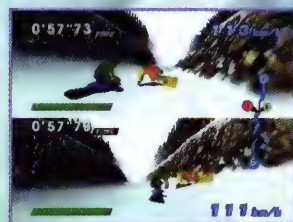
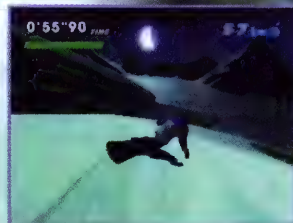


Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 8 Officially Licensed Lamar Boards; 5 Boarders; 6 Tracks; Half Pipe; Big Air Mode; Rumble & Controller Pak Compatible; 5 Play Modes; 2-Player Split-Screen; Goofy or Regular Stance; Realistic Physics; Various Terrain Including Ice & Powder
- **Created by:** Nintendo
- **Available:** April 1 for Nintendo 64

90% Complete

Midnight Bonzai!



Last month, Game Informer gave you an in-depth first look at Nintendo's 1080 Degree Snowboarding, so we won't rehash old news, but since then new information has surfaced. The game has been given a U.S. release date, April 1, and new screenshots concerning the tricks and night runs have been unveiled.

As we predicted, the night runs in 1080 are indeed filled with amazing lighting effects. From tiki torches to moonlight to standard fluorescent, the lighting effects are very realistic. Shadows stretch and lights strobe as you speed down the mountain in the eerie silence of darkness.

The frontend of the game is also complete. The player goes to a virtual lodge and chooses: one of five different boarders, whether he or she will ride goofy or regular; one of eight officially licensed Lamar boards, which are graded by Max Speed, Response, Edge Control, Flex, and Stability; and one of five play modes, including Match, Vs., Time Attack, Half-Pipe, and Contest Mode.

In any of the modes the player can pull off one of 30 different tricks that can be linked together to create more complex maneuvers. When a trick is executed the game will plaster the name of the trick on the screen, and reward you with points depending on the difficulty of the trick.

With amazing physics, 2-player split-screen racing, and mind-blowing graphics, look for 1080 Degree Snowboarding to be the big hit for the N64 this spring. Game Informer will review this much-anticipated game next month.

Nintendo 64 Preview

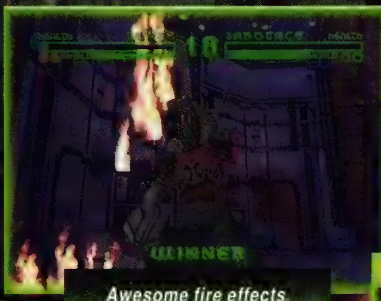
- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 8 Characters Plus 2 Hidden; First-Person Mode; Arena Hazards; Over 11 Multi-Tiered Arenas; Jump Jets; Limb Dismembering; In-Round Fatalities
- **Created by:** Midway Home Entertainment
- **Available:** August for Nintendo 64 (PlayStation Release Also Planned)

15% Complete



LET THE BLOOD FLOW

Along with varying scenery, the levels also offer different difficulties.



Awesome fire effects.



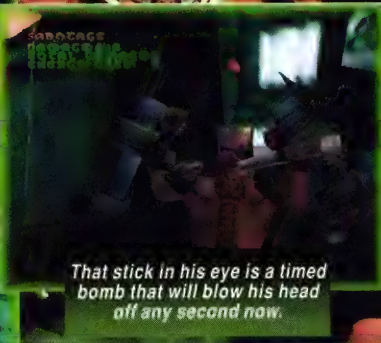
That stick in his eye is a timed bomb that will blow his head off any second now.



Look ma! No arms and no head.



Wow! Ssapo has a nice set of teeth.



Off with his head!



Minatek is one of the best designed characters.



Originally planned as an arcade release, Bio F.R.E.A.K.S. will instead come straight to the home market on both the PlayStation and Nintendo 64. Game Informer got a chance to play the Nintendo 64 version in its infancy this month, and the game looks to be coming along very well. And in case you were wondering what Bio F.R.E.A.K.S. stands for, it's Biological Flying Robotic Enhanced Armored Killing Synthoids (breathe).

Besides the unusual name, what sets Bio F.R.E.A.K.S. apart from the rest of the fighting pack is its use of 3D space. All the stages are three-story, multi-tiered arenas that feature hazards such as lava and acid pits, meat grinders, and spinning blades. The characters can move in any direction and even fly around the levels using jet packs.

Each of the eight characters is armed with his or her own unique weapon, including pulse lasers, grenade launchers, stun guns, swords, and machine guns. The fighting interface is set up much like Tekken – in that there is a button for each limb – and then Bio F.R.E.A.K.S. adds in a shield, fire, and thrust button. The shield button blocks projectiles, the fire button shoots your weapon, and the thrust button engages your jetpack. When completed the game will feature close to 20 special moves per character.

The most impressive thing about Bio F.R.E.A.K.S., however, is that the graphics are incredibly crisp. With blood and limbs flying everywhere, the game runs at a smooth framerate – even in the well-executed first-person mode. Numerous texture maps abound and the characters are large, with incredibly smooth scaling and camera pans to help keep the action in full view. There are even lighting effects whizzing around the arenas. But perhaps our favorite part of Bio F.R.E.A.K.S. (besides the first-person mode) is the way that projectiles stick into an opponent and stay. Fire enough rounds and you can turn your opponents into a walking shish-kebob.

While still a long way from being anything close to a complete game, Bio F.R.E.A.K.S.'s use of Fatalities, dismemberments, 3D environments, and blood gives it all the ingredients for a great fighter. Keep an eye on this one.



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PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** Exhibition, Season, and Tourney Modes; NCAA License; 108 Men's and 9 Women's Division 1 Teams; Zone Defenses; Icon Passing; Weekly Top 25 Poll; Momentum Meter
- **Created by:** EA Sports
- **Available:** March for Sony PlayStation

90% Complete

MARCH MADNESS 98

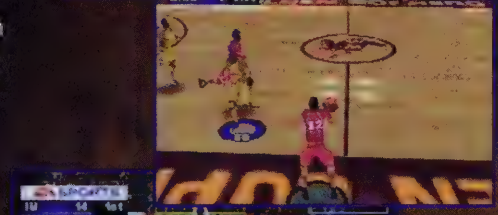
THE SPIRIT OF BASKETBALL

Electronic Arts probably forked over a hefty sum to get the NCAA license for March Madness 98 (MM 98) and some of us at GI feel it's an injustice that money goes to those whiny NCAA enforcers of ethics and morality instead of the student-athletes that make college basketball the great sport that it is. But we digress. The real March Madness is right around the corner and March Madness 98 by EA Sports is here to get you pumped and ready for this magical event. Lately, we have seen a slew of basketball games hit retail shelves, but most are affiliated with the NBA. For fans of the college game, it seemed class had been cancelled...until now.

The look of MM 98 isn't groundbreaking, but it offers things that your typical NBA basketball games don't. Since zone defense is not allowed in the NBA (unless you are the Seattle Supersonics), MM 98 is unique in that you can choose between nine different zone formations like the 2-3, 1-3-1, or even a box + 1. March Madness is also missing the cheesy organ and head-pounding dance music that contaminates professional basketball. Instead, MM 98 conveys that feeling of school pride with the sounds of pep bands filling the rafters. Older gamers might get a little misty when they hear those classic rousers of yesteryear and start to relive college glory days of going to games either stinking drunk or hung-over. Furthermore, MM 98 has detailed player statistics based on the 1997-98 Division 1 rosters, as well as authentic team uniforms, stadium floors, and logos.

The most important foundation for any sports game is good AI. There are few things more evil than a basketball game that lets you constantly drive the lane. In MM 98 the computer is pretty consistent with denying penetration into the paint. As an experiment, we tried moving our own defenders out of the way to give the offense an easy basket, but more often than not the computer would rotate over and force the offense to take a jump shot.

Lastly, they wouldn't call it March Madness if you couldn't play in the tournament. In Season or Tourney modes, you can go for the national championship that highlights the college basketball experience. If you crave the college game, you might want to test MM 98. ■



Raiders of the Lost Clay

SKULLMONKEYS

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Password Save; 5 Control Configurations; 5 Power-Up Attacks Including the Universe Enema; Nonlinear Progression Structure
- **Replay Value:** Moderately High
- **Created by:** The Neverhood for DreamWorks Interactive and Electronic Arts
- **Available:** Now for Sony PlayStation

Bottom Line: 8.75

"Skullmonkeys is 'frustratingly' fun. You know what I'm talking about, the platformer you love to hate. There are tons of those jumps that require perfect timing, and even a little luck. Which makes it a scream to play, in more ways than one, if you know what I mean. As far as the claymation graphics are concerned, I'm pretty much in the middle of the road. They're a little muddy, but there are moments when they do things polygons could never do. But perhaps the best part of this game is the insane number of levels - plenty to challenge even the most seasoned platformer."

ANDY
THE GAME HOMBRE

Concept **8.5**

Graphics **8**

Sound **8**

Playability **9**

Entertainment **8.5**

8.5

OVERALL

"DreamWorks has delivered as promised. Finally, there's a platformer that's cool instead of cute. The music is hilarious, the weapons are zany, and there are no little furry friends to rescue. As for the jumping mechanics, they're rock solid. You'll never be left wondering why you died; it all comes down to pure gaming skill. In fact, this game does just about everything right. **The only thing I can see that's wrong with it is the repetitious levels**, but true fans will probably overlook this. Skullmonkeys is classic in concept, but brilliant in execution. **It's an easy contender for best platform game of '98.**"

JON
THE GREEDY GAMER

Concept **8.75**

Graphics **9**

Sound **9.25**

Playability **9.5**

Entertainment **8.75**

9

OVERALL

"To all the 16-bit platform junkies out there, I recommend this demented twirl into the highly energetic world of slapstick claymation. This plunge into the 2D platforming gene pool is actually a conglomerate of great control and dazzling visuals. **The graphics are phenomenal and the control is oh so silky smooth.** More variation and depth mixed within the whopping 120 levels would have soaked up the repetitiveness, and a save feature implementation also would have made sense, but hey, it's a wacky game that should send a positive vibe through the spines of EWJ and DKC followers."

REINER
THE RAGING GAMER

Concept **9**

Graphics **8.75**

Sound **9**

Playability **9**

Entertainment **8.5**

8.75

OVERALL



Yes, even hamsters periodically appear.

Not since Donkey Kong Country on the SNES has there been such a complete action/platform offering. From the well-crafted and finely animated clay objects to the bizarre and festive soundtrack, Skullmonkeys pounds crazy antics into gamers' minds as they try and conquer 120 cataclysmic levels filled with carnage and wackiness.

Like Earthworm Jim and DKC, the action in Skullmonkeys is fast-paced and well-constructed. Its learning curve sets gamers up perfectly. At first you'll come across one Skullmonkey on a platform, then two, and eventually three. This pattern is used throughout the entire game, and believe it or not, through all 120 levels the difficulty progressively becomes harder and harder and never backs off to let you breathe.

As for unique concepts? You really can't ask for much more. Where else will you find a character who can fart a clone or launch the Universe Enema? Who besides Klaymen can eat a can of beans and then stick a spoon in his eye without harming himself? And what more could you want than evil villains that jump so high their skin tears off? Yes, the concept in this title is hard to top, but through 120 levels some of the surroundings and gameplay tend to get a little old and repetitive. This is one of the only problems with this title.

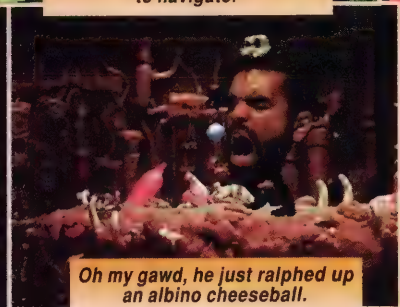
Graphically, Skullmonkeys shines with fascinating claymation and gorgeous backdrops and fire effects. Klaymen, the star of this saga, is always up to no good, and through the claymation FMV sequences you'll see everything from a gunfight to a grotesque sandwich-eating scene. Skullmonkeys is a good PlayStation release, but is it good enough to please our maniacal clan of game wizards who are rarely wrong on their reviews? Let's find out!



By the power of Clayskull!



The controls are tight and easy to navigate.



Oh my gawd, he just ralphed up an albino cheeseball.



True blue baby!



The jungle is my playground.



I just farted a clone!



MCLEAN

1



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G

**IVEN THE AMOUNT OF EFFORT IT
TAKES TO SCORE, IT SEEMS ONLY FITTING
THAT IT'S CALLED A GOAL.**



**NHL
FACEOFF
98**

**PROPERTY OF PLAYSTATION
ATHLETIC DEPT.**

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** MLB and MLBPA Licenses; General Manager Career Mode; First-Person Batting View; 6 Game Modes; Offense-Only Action Mode; Quick Start; Two-Man Commentary; All MLB Stadiums
- **Created by:** EA Canada for EA Sports
- **Available:** April 1 for Sony PlayStation

60% Complete

Triple Play 99

The PlayStation Baseball to Beat

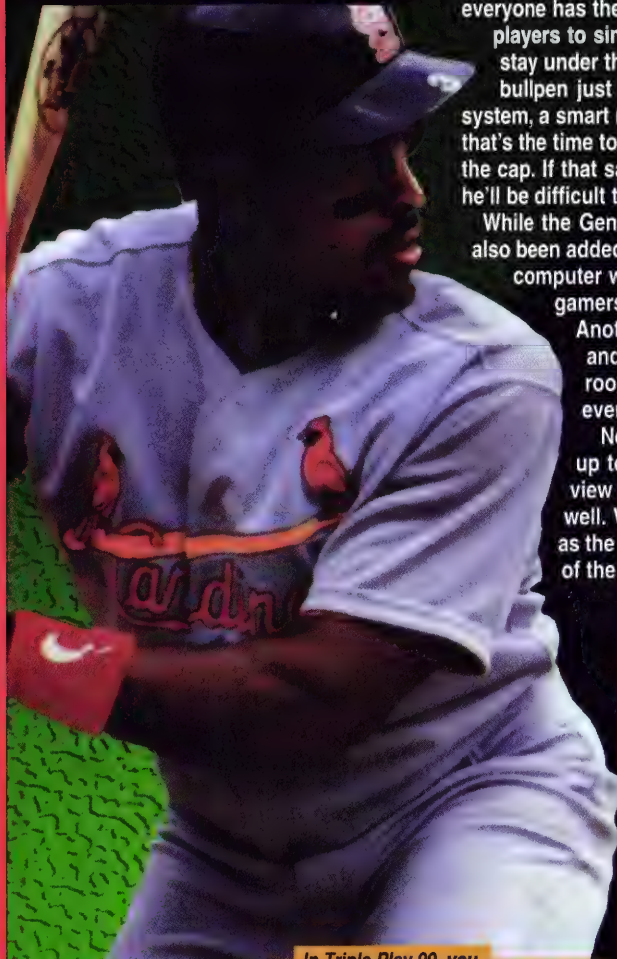


Last month, Game Informer gave a rundown of the new features in Triple Play 99. Since then, we haven't been able to play the game, but we have seen quite a few new pictures of it. Through these shots, and some information from EA Sports, we've garnered a few goodies for your baseball pleasure.

Triple Play 99 will include a new General Manager mode. Like the Dynasty mode in NCAA Football, the General Manager mode will focus on player and team development over multiple seasons. Since not everyone has the time to play over 300 games of video baseball, the General Manager mode encourages players to sim games. Along with the salary cap, managing a team will be quite difficult. In order to stay under the cap, a manager will have to develop raw talent, keep his players healthy, and work the bullpen just like in the big leagues. Since the salary cap incorporates a performance-based point system, a smart manager will watch the league for slumps. If a good player on another team is slumping, that's the time to move in for a trade, since the performance points will be low and the trade will fit under the cap. If that same player all of a sudden starts ripping homers, his performance points will soar, and he'll be difficult to trade for.

While the General Manager mode is the most important new information, a few small bonuses have also been added. Those who tire of pitching and fielding can opt to play in Offense-Only mode where the computer will sim one-half of every inning, allowing you to bat away. This might make it easier for gamers to finish a full-length season, since video baseball is a very time consuming process. Another nice feature is the Quick Start. Instead of bringing up roster menus, pitching forms, and controller selects, the Quick Start feature lets gamers jump right into a game. With a room full of people, 3-inning games using the Quick Start feature is a good way to keep everyone interested.

Next, consult the pictures to see the first-person batting view. This view lets players step up to the plate and face-off against pitchers, all from the eyes of the batter. Of course, the view changes for righties or lefties, and if you connect, you'll run to first base in this view as well. What should prove interesting is watching the curve ball and slider in first-person view, as the batter will probably be the sole judge of the ball's speed and trajectory.



The standard batting view.

The first-person batting view.

That play's not even close.

In Triple Play 99, you must make the tag.

Fielders have tons of new animations.

One of many new celebrations.

He hits one down the line.



MLB 99

It All Begins in Spring



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Spring Training, Season, and Home Run Derby Modes; Home Plate Collisions; Stat Tracking; Trade and Create Player; 140 Personalized Moves and Stances; Memory Card Save
- **Created by:** Sony Interactive Studios for Sony Computer Entertainment
- **Available:** May for Sony PlayStation

70% Complete

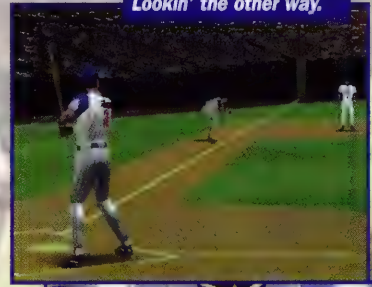
Can you make it to The Show? This year Sony Interactive Studios has incorporated a revolutionary Spring Training mode into the already massive engine of MLB. In this mode, which is also known as the Grapefruit League, the rookies will test their might against the best that baseball has to offer. If their numbers are impressive enough, they'll make the team and try to fulfill their dream of becoming the next Ernie Banks, Willie Mays, or Mark McGwire. Broken. This word may still plague your memories of the last MLB installment. The gameplay was solid, but the Season mode's frontend didn't work the way Sony meant it to. These bugs will be removed, and believe us, we'll let you know if there is something wrong with the game. Sony has added a lot to this edition and most of the new features are inventive and very cool.

For stat junkies, you'll now be able to track numbers in over 100 categories, and for those seeking authentic detail, look no further. The stadiums look great and hold a few surprises as well. In Shea Stadium the apple will rise, and in Kansas the waterfalls are animated. There are also 140 personalized moves and stances for the players. Hopefully though, Sony won't include Knoblauch's long approach to the plate.

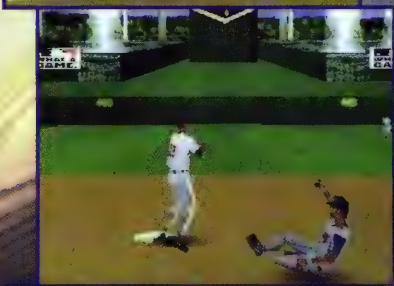
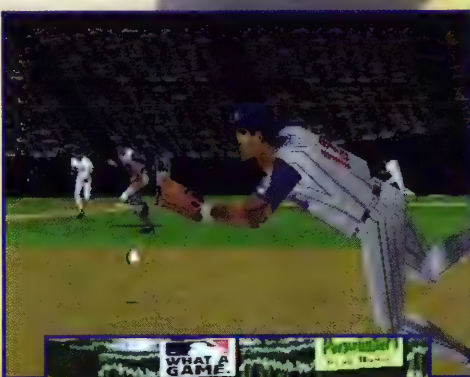
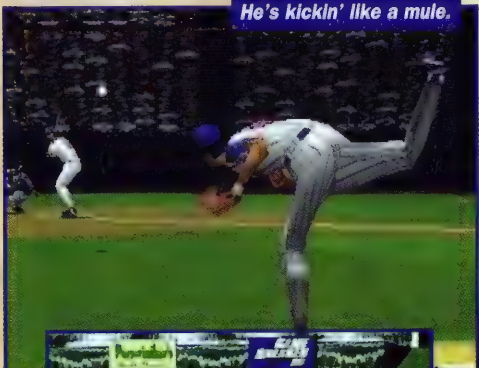
As for gameplay, MLB has a lot to offer. There are eight game modes including Playoffs, Season, and Home Run Derby. Three different difficulties face those who challenge, and little nuances like players staying dirty after a slide, home plate collisions, crowd hops, and home run celebrations add even more realism.

MLB '99 features play-by-play from the legendary Vin Scully, and the motion-capture is from two of San Fran's finest - lefty Shawn Estes and center fielder Darryl Hamilton. This year's PlayStation baseball battle is going to be a good one as EA Sports' reigning champion, Triple Play, goes head-to-head with MLB and a slew of other baseball titles trying to make the cut. ■

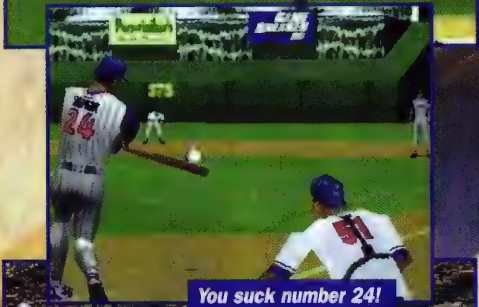
Lookin' the other way.



He's kickin' ilke a mule.



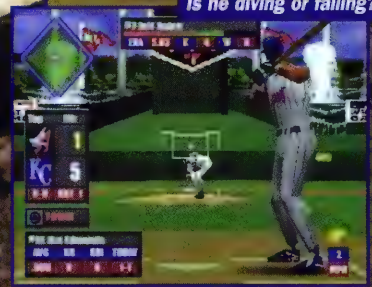
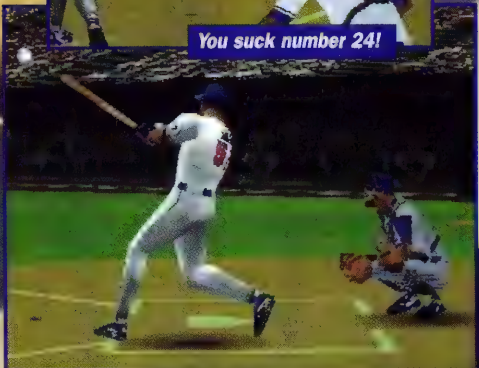
You suck number 24!



Is he diving or falling?



Contact is made.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 5 Race Modes (Practice, Single Race, Tournament, Knockout, and Pursuit); 8 Cars; 10 Tracks; Night Driving; Police Pursuit; License Suspensions; 2-Player Split-Screen; High and Low-Beam Headlights
- **Created by:** EA Canada for Electronic Arts
- **Available:** March for Sony PlayStation

75% Complete

NEED FOR SPEED

The Law Returns



The Ferrari heads upstream to spawn.



Watch for oncoming traffic.



First-person rocks.



License revoked.



You can still escape.



Maybe you can pull it off...



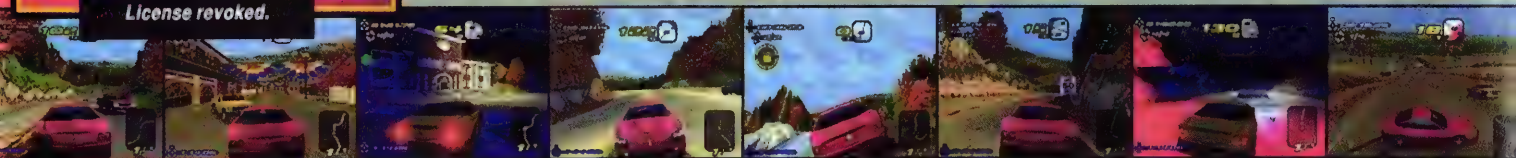
...maybe not.

Many people have fantasies about racing some of the world's fastest and most expensive production cars down heavily populated public roads (a.k.a. Cannonball Run envy). Of the racing games that use this formula, some add to the thrill by sending members of the law enforcement community to chase you down like the dog that you are. This feature really has a positive effect on a racing game, so it makes us wonder why the NFS series removed it from the second installment. Oh well, the point is now moot because the cops are back in NFS III and would like nothing better than to pull you over and suspend your license.

One of the coolest things about the previous versions of NFS was the extensive profiles on the various high-performance automobiles. NFS III follows suit by providing each car with a list of general stats (including car weight and distribution); as well as Performance, Transmission, and Mechanical statistics (like engine type, horsepower, and maximum speed). In addition, NFS III again offers slide shows containing about 15 vanity shots of each car. The list of eight cars includes the Lamborghini Diablo, Lamborghini Countach, Ferrari 550, Ferrari 355 F1, Italidesign BMW Nazca C2, Jaguar XJR-15, Chevy Corvette C5, and Mercedes CLK-GTR.

NFS III is still early (we have only raced one car on one track), but it seems very promising. For starters, it has a great frontend with options that give players the freedom to toggle weather conditions, nighttime driving, traffic, mirror and backwards modes, and several onscreen display features like the tachometer, map, and racer position. You can also select the number of laps, difficulty level, and race style (Arcade and Simulation).

Tight control is also found in NFS III. From first or third-person view, the steering responds wonderfully. In first-person, the action is right in your face without drastically limiting the view of the road ahead, making it relatively easy to maneuver and make turns. Add ten tracks and five modes to the mix, and Need For Speed III has a chance to be one of the year's best racing games.



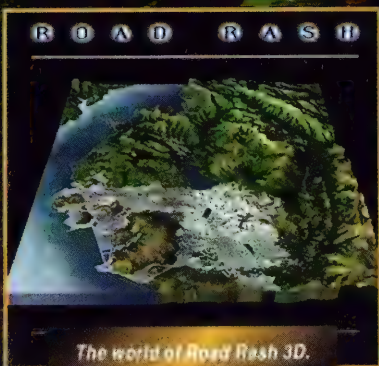
ROAD RASH 3D

PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing/Action
- **Special Features:** New 3D Graphics Engine; 4 Biker Gangs; 3 Play Modes; 12 Custom Bikes; 4 Courses With 8 Levels Each; Motion-Captured Bikes and Bikers; Weapons; Rockin' Soundtrack Supplied By A&M Records; Huge Crashes
- **Created by:** Electronic Arts
- **Available:** March for Sony PlayStation

50% Complete

Combat Classic Strives for Next Level



All combat is close-range.

The Road Rash of old didn't have tons of bells and whistles, but solid gameplay sure made it a lot of fun. Steering the high-powered motorcycles at high speeds was smooth, allowing players to concentrate more on knocking down an opponent. After a long sabbatical, Road Rash is back and it seems to have gone through a period of enlightenment. Expect to see some vast improvements with a new 3D graphics engine, more detail, and motion-captured bikes and bikers. But it doesn't stop there.

Road Rash 3D will contain three play modes: Time Trial, Thrash, and Big Game. In the Time Trial mode you compete against the field for the best overall time. Thrash mode delivers arcade-style racing, whereas the Big Game mode provides a more simulated experience. The Big Game is a race circuit where players duel rival gangs for road supremacy, cash, and the racing championship.

In all, there are four gangs: the Desades, Dewleys, Kaffe Boys, and Techgeists. Each gang has its own unique personalities, bikes, fighting styles, weapons, AI, and terrain preferences. There are four classes of custom-designed motorcycles that the gangs ride. In all, it adds up to 12 bikes, some of which come equipped with nitro tanks. The terrain these leather jockeys battle on stretches across 150 kilometers of interconnected roadways. With eight levels to each course, and four courses in all, that makes a total of 32 races to compete in.

With a realistic physics model, Road Rash 3D aims to produce fluid and accurate movement for the bikes and riders as they bank through hairpin turns and get thrown over handlebars. Digital music provided by six different bands on the A&M label is another addition to the game. Each race will have its own music to set the tone, while Surround Sound helps players judge their relation to the other motorcycles on the road.

Although not finalized, EA is looking at making Road Rash analog compatible and again including some police pursuit. In addition, you might be able to steal the motorcycle of a fallen rival. Keep your eyes peeled for GI's upcoming review of this combat classic.



RR 3D promises a rockin' soundtrack...



...and majestic scenery.



Racers can now fly.



These hops have great acceleration.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (4-Player Via Multi-Tap)
- **Special Features:** 10 Characters; 6 Golf Courses; Variable Weather; Betting Games; Miniature Golf; Experience Points Ranking System; Extremely Fast Loading
- **Created by:** Sony Computer Entertainment, Inc. for SCEA
- **Available:** May for Sony PlayStation

90% Complete

Not A Golf Sim Hot Shots GOLF™



Hot Shots Golf offers something that has been missing in sports games lately: pure fun. Not a lot of stats, not a ton of confusing options, just plain fun. Even without annoying feet adjustments or other tedious tasks, Hot Shots offers a healthy dose of realism. Some may argue that there is no golf game more realistic than the PGA series, but when's the last time you spent ten minutes making adjustments for a single shot out on the real course? Hot Shots lets you hit and go – just like in real life. Maybe the pros go through arcane rituals before chipping in, but a normal Joe Schmo lines up, checks the wind, and swings. In that respect, no other golf game lets you capture that from-the-hip feeling as well as Hot Shots.

The graphics are nice, with rendered characters taking aim at the course (which is fully polygonal). The game loads up quickly, keeping the kids' attention spans up. The music is cool yet unobtrusive, never getting in the way of play. The gameplay itself is reminiscent of NES's Golf, with a little swing bar at the bottom of the screen. Tap the button three times in the right spots and BAM! – the ball flies according to the club and the power you chose. Screw up and you'll shank the ball (unless you have the handy novice setting on, which does not allow shanks).

Besides the ease of gameplay, there are other things in this game that really make it stand out. There are six courses, which must be unlocked by getting a certain amount of points. Players acquire these points by placing in the top ten in tournaments, scoring birdies, hitting the pin on a shot, or chipping the ball in the hole from off the green. These points help you keep track of how well you are doing, by giving you a level designation. Another cool thing is the extra characters – ten in all – that are unlocked by beating them in one-on-one Match Play. Each character has different strengths and weaknesses, and different tendencies such as a draw character or a straight shooter. One other feature that must be mentioned (there are more, but there isn't room) is that Hot Shots lets you bet with other players, using the experience points earned as ante. Multiple games such as Bingo-Bango-Bongo and Longest Drive give the players something to do besides just trying to beat each other. There is even a betting game for people that are horrible at golf, in which three-putting, going out of bounds, and hitting water hazards are encouraged.

With so many games moving towards realism, Hot Shots Golf proves that tedious adjustments and number crunchings are not necessarily the ways to have a great, yet "realistic" time on the video game fairway.



Three-putting can kill one's hopes.



An easy putt.



Lining up for the par shot.



Chipping in the close one.



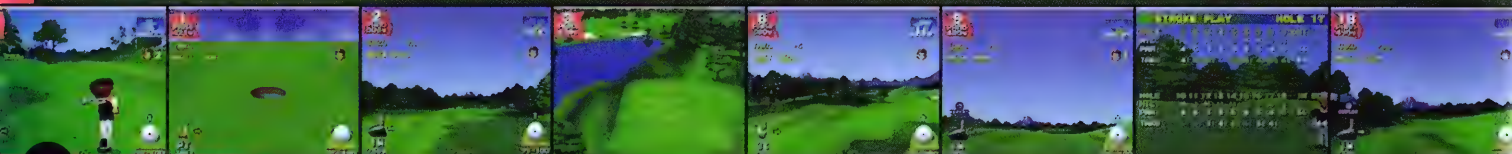
Cloudy skies are always a bad sign.



Gain experience by sinking the birdie.



She got a hold of that one.



NBA SHOOT OUT

THE KING RETURNS 98

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-tap)
- **Special Features:** Icon Passing and Cutting; 30 Signature Dunks; Total Control Dunking; No Charge Circle; Create, Trade, Release, and Sign Players; Fantasy Draft; NBA and NBAPA Licenses
- **Created by:** Sony Interactive Studios for Sony Computer Entertainment America
- **Available:** March 10 for Sony PlayStation

90% Complete



Shoot Out has some great rim hanging animations.



Detlef with the lean in.



Payton with the tomahawk.



Van Horn starts down the peek-a-boo.



Who needs the Garden? The Fleet Center is magic.



Amazingly, Shaq sinks this fadeaway.



Sprewell chokes the ball.

Originally scheduled to appear in December, Sony pushed Shoot Out '98's release back to March. With the NBA season nearing completion and EA's Live 98 on the shelves for about three months, Shoot Out has a couple things working against it. But if it shapes up as a first-class game, that could be enough to save it. The verdict? Well, we're not sure. The version we played was only at about 90%, but it does look promising.

Immediately, we were wowed by the awesome animations. Not only are they incredibly smooth, but there are a huge number of them as well. In fact, according to Sony, Shoot Out '98 has four times as many animations as last year's edition. Players can perform a variety of skills like reverse spin moves, cross over dribbles, around the back passes, no look passes, and between the leg dribbles. Also, you can make hook shots, lean-ins, and fadeaways. Furthermore, there are 30 dunk animations in Shoot Out '98 including a between the legs, 360, double pump, and (GI's favorite) a peek-a-boo dunk.

The large size of the characters further enhances these animations. Shoot Out '98 is right in your face so that crashing the boards will make you flinch with the fear of catching an elbow right in the chops. It's as if the camera intuitively knows when to zoom in and out of the action.

In addition to Icon Passing, Sony has upped the ante with the introduction of Icon Cutting. Have you ever watched your favorite basketball team become completely lifeless on offense while you beg at the top of your lungs for someone to flash into the lane? If so, Icon Cutting may cure your frustrations. Here's the deal. Hold down the Icon Cutting button to bring up the icons. Then, tap the appropriate icon to have the desired player cut into the lane. Once he makes his cut, double tap the same icon to deliver the pass and witness the easy lay-up.

Certainly, we are very excited about the potential of this game, but it is not perfect. Sony plans to work out some of the rough spots before Shoot Out's release and rest assured, we'll be here to tell you whether it's a success. So check out next month's issue of GI for the complete low down on Shoot Out '98. Googily oogily oogily baby.



PlayStation Preview

SaGa Frontier

Seven Quests...
One Game

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Save Anywhere With Quick Save; 7 Different Quests; Up to 15 Characters in Party; Unique Item and Weapon Configuration; Character Combination Attacks
- **Created by:** Square Soft for Sony Computer Entertainment America
- **Available:** March for Sony PlayStation

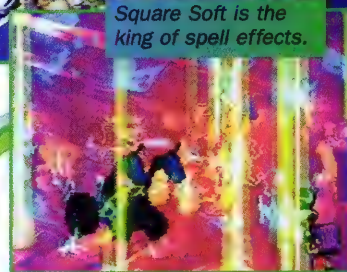
90% Complete

For those who've wined and dined with Final Fantasy VII, the first few hours of gameplay in SaGa may seem very confusing and more frustrating than entertaining. Nothing in this game plays to the norm. From the get go you are granted access to seven characters who all feature a different quest. We picked the funky-looking robot T260 as our first adventurer. Initially, we didn't like SaGa at all. The story rarely showed itself, and it appeared as though the entire game was structured around boring combat scenarios. We also had trouble figuring out the menus, and it took us a long time to grasp how to use items.

But sure enough, we eventually got the hang of SaGa's strange gameplay, and after picking up a few more characters, the game became more interesting by the minute. For one, our problem with the menus and items was solved. It turns out that you cannot use items outside of combat. After each battle all of your party members are fully healed, and if one dies, he or she is brought back to life. Believe us, this is a great feature. Not worrying



Here's one of the many locations.

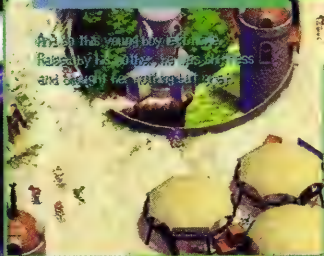


Square Soft is the king of spell effects.

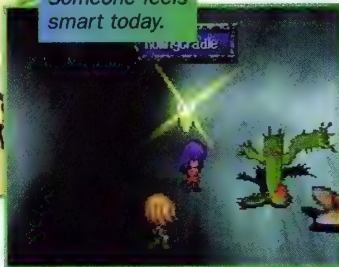


Like Chrono Trigger, you can see your enemies before they attack.

On certain backgrounds, the different colored text is often hard to read.



And on this background, the enemy's name is so tiny, it's almost impossible to read.



Someone feels smart today.

about healing is a nice change from standard RPG fare.

Even later into gameplay, we ran into several other playable characters from the six other quests. We were even able to use Riki, the monkey-looking fellow who can steal enemy powers and morph into different forms. Riki will definitely be the next character we use after T260. In time, our quest neared completion. After six hours of saved gameplay, we entered the final stage. Unlike most of the quest, the final stage is much harder, and taking down the enemies requires more technique than the standard attack formations.

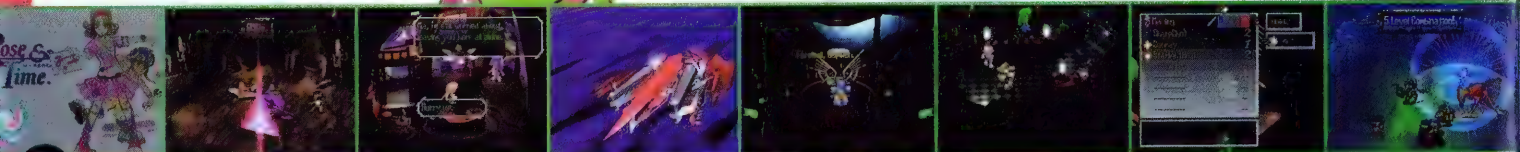
These advanced techniques are a prime feature in SaGa. By using certain weapons and tactics you can combine all of your characters' moves into one deadly attack. All five characters power-up at once, unleashing a barrage of pain against one single enemy. By this time we had also accumulated ten characters in our party, so we needed to figure out which five were best for certain combat situations.

At seven hours, the T260's quest came to a close, and the ending was pretty good. But here's the kicker, it sent us back to the title screen to choose another character. To beat the entire game you will need to complete each character's adventure - meaning you'll rack up at least fifty hours of play.

Yes, we didn't like SaGa at first, but the beautifully painted backdrops and interesting character designs kept us playing to the point where we found it enjoyable. The combat graphics could be better, and the story could be more drawn out, but with seven quests to play, SaGa packs enough to please most role-players.

Sometimes items provide deadly attacks.

Where to now?



FRONT MISSION

FA

LABORS RULE

ALTERNATIVE



Import PlayStation Preview



- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Choose a Variety of Weapons and Armor Colors Before Each Mission; Real-Time Simulation; Lush Terrain and Environments; Mecha Battling; Multiple Playing Perspectives Including Cockpit and Action Views
- **Created by:** Dept. #7 for Square Soft
- **Available:** Now In Japan for Sony PlayStation (U.S. Release Pending)

Translation Analysis *Playable – The story is in Japanese, but the gameplay options are in English.*

OH, the power that is Square and its subsidiaries. Yes, it's true, we always dance a small jig when a new Square game surfaces. While this used to be a rare situation, lately we are all dancing fools. Square has been pumping out the games in Japan, with over seven games released for the PlayStation in 1997.

The newest Square creation released in Japan is Front Mission Alternative. In a genre heavily controlled by U.S. software companies like Westwood Studios and Electronic Arts, Square's real-time combat simulator stands out as unique. The player acts as a general, commanding groups of mechas divided into platoons. Each platoon operates as a team, receiving commands as a group and then acting upon them. The player gives commands such as where to patrol and what stance to take – offensive or defensive. The mechas then act on their own, moving and attacking any enemy they come across. This allows the player to sit back and watch all of the action, switching between platoons only to move or to change offensive posture. Usually, the sole requirement for each level is to destroy all enemies; but sometimes there are more covert strategies such as destroying all but one particular special enemy, or destroying only a certain target.

Graphically, the game contains very detailed maps and terrain, including subtle nuances that help bring each locale to life. The mosses in the trees are all different shades of green. The lighting effects are superb, creating the impression of heat coming off the mechas, or providing a clue as to the particular time of day. There is a view from inside any mecha that looks digitized. This view also displays different gauges to measure status, and maintains a list of recent commands and battle actions. The mecha design is very similar to that seen in the anime series Patlabor, including multilegged tanks and mechas. Even the movements of individual troops are faithful to the style seen in this series.

While Front Mission Alternative is not really a mainstream sort of game, it should still attract new types of gamers. Those who are into strategy and real-time simulation will find an interesting treat in this game. While not fast-paced, Front Mission Alternative pleases with solid graphics and stunning control, as well as a respectable computer difficulty. Hopefully, a decision will be made soon on its Stateside release, as Front Mission Alternative falls under Sony's contract with Square.



Last orders before drop-off



Letting a missile fly.



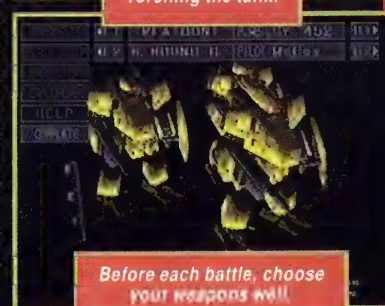
Cockpit view.



Resistance is futile.



Torching the tank.



Before each battle, choose your weapons well.



On patrol to the next way point.



A close up view of the platoon.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 3D Gameplay; Swimming; Disc and Mine Cart Riding; Main Character Created by Jim Henson's Creature Workshop; Bubble Gun With Power-Ups; 6 Secret Pieces on Each Level; Analog Controller Compatible
- **Created by:** Traveller's Tales for Psygnosis
- **Available:** March for Sony PlayStation

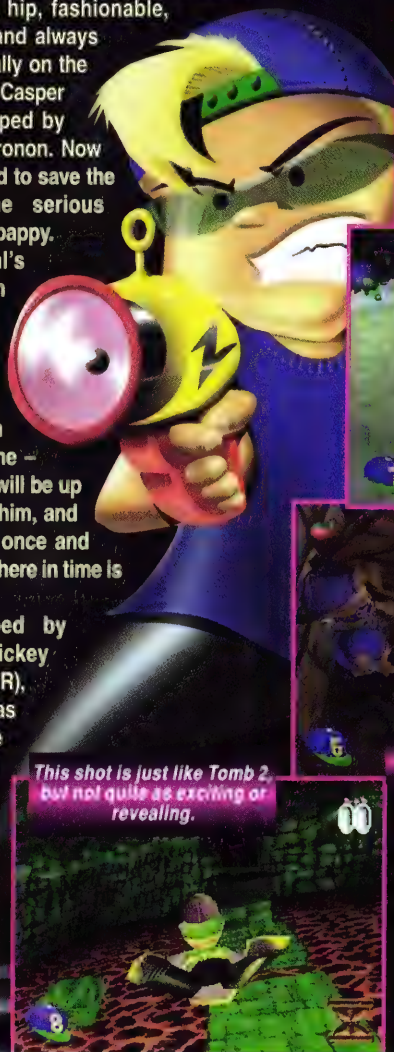
80% Complete

If The Little Rascals television series had been wide-screen, you'd have probably seen this little tyke playing with his bubble gun on the far sides of the monitor.

Rascal fits into this gang of misfit children perfectly. He's spunky, hip, fashionable, technologically savvy, and always up to no good – especially on the day his father, Professor Casper Clockwise, was kidnapped by the notorious villain Chronon. Now it's up to our feisty friend to save the day and score some serious bonding points with his pappy.

Of course, Rascal's father always had an arsenal of firepower lying around just for an emergency like this. But here's the catch. Chronon has been messing with the timeline – mostly the past – and it will be up to you to catch up with him, and ultimately take him out once and for all. The problem is: Where in time is he?

Rascal is developed by Traveller's Tales (Mickey Mania, Toy Story, Sonic R), and the main character has been designed by the legendary Jim Henson's Creature Workshop. This 3D action/platformer is chock full of surprises



RASCAL

A BOY AND HIS BUBBLE



Tricky jumps like this are found throughout the game.



Like stairs.



Eat bubbles Centurion!



Daddy!!!



This shot is just like Tomb 2, but not quite as exciting or revealing.



Enter the time machine young one.



The bigger they are... the harder they fall.

and spiffy visuals. The gameplay is somewhat basic, but driven by difficult challenges.

Rascal can only jump and shoot his bubble gun. Thus, you'll encounter tons of moving platforms over lava pits, agile warriors, and backtracking galore. Each level contains six pieces to the time-traveling machine, and you must find them all, no matter how well they are hidden, to proceed to the next area.

There are also a few special gameplay segments interlaced throughout the walking scenarios. Sometimes finding a piece requires you to swim, other times

you may be riding on a floating disc or in a mine cart. Health power-ups and bubble refills are spread throughout the stages. At the end of each of the six worlds a boss awaits. These baddies follow the same theme as the levels, so you may encounter a jolly raider on the pirate level, or an angry Aquaman on the sea level.

Rascal is a different kind of game that moves at a slow pace. The action is based on precise jumping and navigating. You won't be able to fly through each sector of this title, you'll simply need to take your time and relax. If you can beat this game, an ending like "I would have screwed up the past if it weren't for that meddling kid" will more than likely be your reward. Go get 'em boy!

LURKING IN THE SHADOWS

NINJA

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Throwing Knives; Mega Ninja Power Burst; Booby Traps; Real-Time and FMV Cut-Scenes; Awesome Background Animations; Obscure Enemies Ranging From Ax Knights to Giant Crabs
- **Created by:** Core for Eidos Interactive
- **Available:** Summer for Sony PlayStation

45% Complete



Some of the enemies are rather strange.

Core, developer of the blockbuster Tomb Raider, is introducing another PlayStation star to run side by side with Lara Croft. His name is Kurosawa, he is cunning and resourceful, and he also joins the elite list of ninjas featured as the main character in a video game. Like Ninja Gaiden, Last Ninja, and Shinobi, this title is also designed with nothing but fast-paced action in mind. Stealth tactics are not needed, because this ninja is a brawler, and he won't need to hide in the shadows to take someone down.

Set in third-person, Ninja is comprised of three worlds totaling 14 missions. The environments range from simple forests to scorching lava pits to ancient monasteries. All of the stages are 3D and feature background animations such as rabbits running through the brush, and water trickling down a stream. Like Core's other PlayStation release Fighting Force, Ninja features a slew of enemies on each stage, and uses the environments to create hazards as well. We've witnessed a fury of destruction as a log raced towards us down a hill, and several spinning blades, mounted on a plateau, almost removed the head of our fearless friend.

And don't forget about booby traps. This game is loaded with them, and the way Core uses these traps is fascinating. During his quest to battle the demon lords, our little ninja pal finds valuable treasures. Hidden and scattered about the levels are chests that hold these desirable goods. But when you approach some of the chests, if you look closely enough, you'll see that there is a tripwire strung across the front of the chest. If you snap it, a slew of different things could happen. We've seen everything from projectiles falling from the sky, to a spiked log that launches out of a tree canopy.

The combat is still far from finished, but should prove to be fairly insane. Kurosawa wields a glowing sword, and he has the ability to summon a special attack that sends an enormous shock wave across the land. Where this deadly attack comes from is unknown, and an even bigger mystery is why Kurosawa's sword glows. Like Tomb Raider, Ninja is loaded with real-time and FMV cut-scenes, so the origin of this mysterious power will eventually be explained.

Core won our hearts with Tomb Raider, and hopefully Ninja will be its next big title. Although still early, we like what we see so far; but as with games in the past, Ninja could turn sour rather quickly. Stay tuned to GI for more martial arts action as Ninja slowly works its way out of the shadows and prepares for its PlayStation launch this summer.



Death of a ninja.



A dreaded spiked log...beware.



Unleash this blast to kill 'em all.



Hyyyyyyah!



Attacked by the swarm.



Luke, I'm not your father, I'm a crab.



Take that, evil swine!



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Strategy
- **Special Features:** Memory Card Save (Allows You to Use Saved Armies Against Friends); Monster Creator; Landscape Changes (Day to Night); Complicated Menu Interface; 2D Sprite Battles; Story and Map Mode
- **Created by:** SystemSoft Co./Toshiba Emi for ASCII Entertainment
- **Available:** April for Sony PlayStation

80% Complete

Turning the Tables



Most of the characters can cast magic.



World domination is just one step away.



Position your characters carefully.



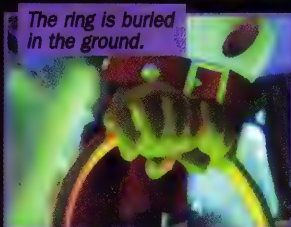
Here's one of the many cut-scenes.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Grab Enemies and Use For Various Purposes; Memory Card Save; Huge Bosses; Friends Appear During Story to Help; Special Keys Unlock Secret Areas; Traditional Platform Gameplay; Cut-Scenes Deliver Storyline; Bright Colorful Backgrounds
- **Created by:** Namco
- **Available:** March for Sony PlayStation

95% Complete

Door To Phantomile



The ring is buried in the ground.



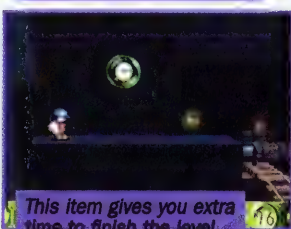
Klonoa seems happy on a sunny morning.



The ring holds mystical powers.



The backgrounds take on a surrealistic European feel.



This item gives you extra time to finish the level.



Of course, Klonoa has a mine cart level.

Are you bent on the premise of world domination? Do you hunger for the blood of the fallen? Would you like to create your own unique strand of beast DNA? Well, ASCII Entertainment invites you to invest your energy in all of these desires, and when Master of Monsters is released this April you will have total control over a virtual world that offers plenty.

As with almost every strategy game on the market, Master of Monsters utilizes a grid overlay for all of the movements and tactics. It is turn-based, so each character will have to move individually; and yes, it does take some time to complete a turn. The majority of the game is slow, and the combat sequences are not the best in the world, but they do get the point across. The hit percentage is based off of several things like position, elevation, the status of the opposition, and so on. There are a lot of variables to keep in mind while playing, but this is by no means a game that can be mastered in one sitting.

Besides a difficult combat interface, you will also need to keep on top of resources, breed monsters, recruit characters, and engage in many other activities. Master originally debuted on the Genesis, and at that time it was a hit. But with the arrival of real-time games like Command & Conquer, Master may be too outdated and too slow for the new breed of twitchy gamers. If you like Romance of the Three Kingdoms, Military Madness, Panzer General, or Tactics Ogre, then keep your eyes peeled for our review within the next few months.

When looking at the state of the video game industry, a telltale sign of growth is the emergence of lots of platform games. Each usually contains a quirky character that is easily recognizable and extremely cute. Also, the story is typically about a youth or a simple person that ends up saving the world, even though the reason the quest was started was to have a little fun or to save some friends.

Using the "if it ain't broke don't fix it" formula, Klonoa is a typical side-scrolling platformer that should appeal to the little people out there. Our journey begins as Klonoa is going out to play or to get his mom some pop tarts or something, when all of a sudden a huge ring with a crystal on it falls from the sky. Suddenly a little bubble-shaped and equally cute sidekick pops out of the crystal. The sidekick tells Klonoa something to the degree that the two of them must go and save the world from a terrifying menace. Using the ring's magical powers, Mr. Bubble convinces Klonoa that they have the tools and the talent to get the job done.

While simple, Klonoa's control is precise and well used, pitting even the most seasoned gamers against a decent challenge at the higher levels. Klonoa can do all of the standard stuff like run and jump and stomp on enemies' heads, but the gimmick lies in the ears of Klonoa, which are long and flappable. Another snazzy trick Klonoa can do is attack the enemies with some sort of magical force. The idea is highly reminiscent of games like Rygar for the NES. The graphics are 2.5-D, meaning that the screens are made of polygons, but the gameplay is tethered to a line, like Pandemonium or Spider. Klonoa is easy, yet at the same time there are a few hidden goodies to find in order to keep experienced gamers content. This game should fare well for Namco after all is said and done. Look for it to be on sale sometime in March.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2 Player Action/Adventure
- **Special Features:** 3 Playable Characters (Warrior, Archer, Sorcerer); 3 Skill Levels; Randomly Generated Labyrinth; Over 100 Enemies; Magic, Weapon, and Armor Upgrades; 16 Levels of Medieval Mayhem; 2-Player Cooperative Mode
- **Created by:** Blizzard Entertainment/Climax for Electronic Arts
- **Available:** March for Sony PlayStation

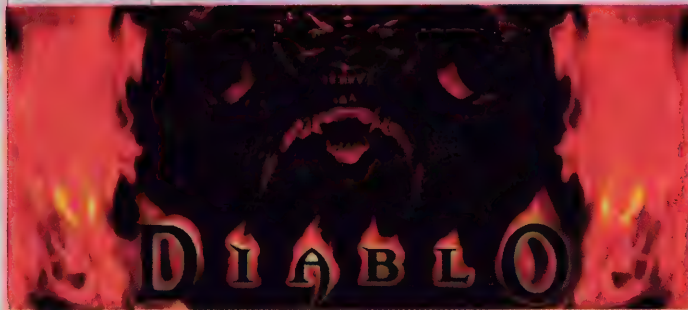
80% Complete

THE PC SLASH
COMES TO
PLAYSTATION

Detailed environments abound.



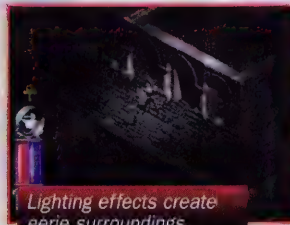
Two players can conquer Diablo together.



The automap simplifies navigation.



Explore every corner to uncover new items.



Lighting effects create eerie surroundings.



Items vary in size, so inventory management is crucial.

To say that Blizzard Entertainment's Diablo was a huge hit for the PC is an understatement. Diablo not only engrossed a wide variety of gamers with its simple to use interface and tried and true hack'n slash action; Diablo also spawned an entire online community that took on a life of its own. Diablo's basic premise of collecting items, weapons, and gold to create the strongest character exploded into an Internet phenomenon. Players traded, pilfered, and assassinated in search of the ultimate character. Needless to say, when Diablo comes to the PlayStation in March, it won't have the luxury of Internet play, but the basic goal of creating a butt-kicking warrior, rogue, or sorcerer is still the same.

After choosing either the sword-wielding warrior, the archer rogue, or the magical sorcerer, the player is set in a medieval village and the quest begins. The village is the central point of the game as the player will return frequently to gain information and buy and sell goods. The real action begins when the player descends into the labyrinth. Inside the confines of this mysterious and dangerous dungeon the player will find 16 levels of action. Over 100 different enemies, 300 different items, and numerous pitfalls will challenge and intrigue. Additionally, each of the 16 levels are randomly generated, so no adventure is ever the same. Hack, shoot, and conjure your way deep into the labyrinth while continually fortifying and strengthening a character. The fierce and fiery demon, Diablo, can only be defeated by the strongest of foes.

Whether this game can conquer the PlayStation as it did the PC remains to be seen. Features such as two-player cooperative play, the ability to save characters for use in other quests, and the randomly generated playing fields are just some of the things that should satisfy PlayStation adventurers.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 Player Action
- **Special Features:** 4 Playable Characters; Car Jacking; Mafia Runs; Tons of Different Missions; Several Locations; Weapons; Angry Cops; Varying Radio Stations and Music Within Vehicles; Profanity
- **Created by:** Visual Sciences/Visos/DMA Design/BMG Interactive for ASC Games
- **Available:** April 1 for Sony PlayStation

95% Complete

For Mature Audiences Only



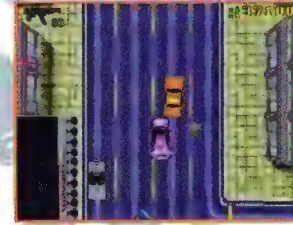
Get on the phone to find out your next mission.



Cop killer!



Your reign of terror has come to an end.



It's the Angels! Ride on boys!



Be warned: Grand Theft Auto should not be viewed by children or teens. It's strictly for grownups. With profanity, drug runs, Mafia hits, sex, cop killing, and extreme violence rounding out the gameplay, you can understand why we say this. And if you think Sony is going to censor it, then think again. Its themes have already been approved. Sony made Capcom remove the cigarettes from Resident Evil, but apparently the large list of Grand Theft Auto's transgressions are just fine and dandy.

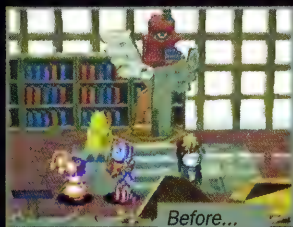
As far as graphic presentation is concerned, GTA doesn't shine, and it never will. Using an overhead camera angle, and adding very little detail to the textures, will do this to a game. It doesn't look completely horrid, but we've seen 8-bit games that look as good as this one.

GTA is the perfect example of how a game doesn't need great graphics to be fun. The gameplay is where the action is, and you'll do everything from car jacking to Mafia hits. And the great thing is, you can jump into any vehicle you want, and once inside (depending on its make) you will be rewarded with a preset radio station. Pickup trucks play country, muscle cars play hair-rock, cop cars play a police scanner, and a flower van plays Floyd music.

GTA is a very controversial release, but here's how we look at it - it's an R-rated movie, you just need to be old enough to play it.

Even so, if you do decide to purchase this title, be wary. The way that the developers have portrayed it is in a comedic sense, but still rather distasteful. Remember, YOU bought the game, and if you read Game Informer, then you've been warned in advance. We like it, but then again, we're all sick and twisted little puppies from the bowels of you know where.

Import Saturn Preview



Before...



...and after.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Unique Battle Mode; Camera Rotates and Zooms; Gain New Skills and Experience Based on Choice of Weapon; Knock Stuff Over; Cinemas Link Portions of Story; Unique Character Archetypes; Colorful Backgrounds and Great Soundtrack
- **Created by:** Game Arts for ESP
- **Available:** Now In Japan for Sega Saturn

Translation Analysis *Difficult - It's a guessing game on where to go next.*

A NEW LEGACY IS BORN



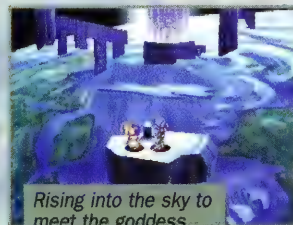
Chowing down on some killer grub.



Go! Cheerleaders fight!



What a pretty glowing ball.



Rising into the sky to meet the goddess.

Watching the huge list of Japanese Saturn games that never make it to the U.S. is really starting to hurt. Grandia, the most extensive RPG available for the Saturn in Japan, has been hailed by some critics as the greatest RPG - ever. While we don't necessarily agree with that statement, we do believe that it is a high-caliber game.

So what's all the fuss about? Well, Grandia has a lot to offer the hard-core RPGer. Puzzles, traps, killer music, a fresh battle idea, low loading time, and great cut-scenes all come together to make the Japanese version an enjoyment for U.S. gamers. The game is fun even when trying to figure out what to do next, which is tough due to the Japanese text.

Grandia uses camera rotation and zooming to weed out blind spots in the 3D terrain. The battles are turn-based with an action meter like the Final Fantasy games. When attacking, characters move across the screen and then remain wherever they are when finished. This eliminates the concept of front and back row formation. Another interesting aspect is the way experience can be earned. You can make certain attributes rise faster or learn new skills simply by equipping a particular type of weapon.

Well, once again, it's too bad that we won't be seeing this one here in the States. If Sega had decided to do some marketing last Christmas, this game could be getting serious sales. Furthermore, if the Saturn wasn't doing so poorly, Working Designs would have surely snatched it up. What it makes you wonder, though, is whether Sega is keeping its promise to bring Saturn fans the best games. After playing Grandia, we would have to say that Sega is most certainly not.

Saturn Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 3 Modes Of Play (11 Day, 4 Day, and Single Event); Record Keeping; Heavy Button Mashing; 8 Characters to Choose From; 11 Events Including Skiing, Sledding, and Skating
- **Created by:** Sega
- **Available:** Now for Sega Saturn

85% Complete

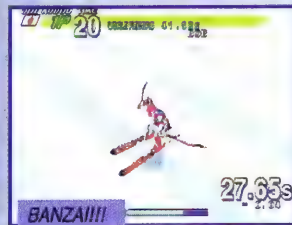


The thrill of victory...

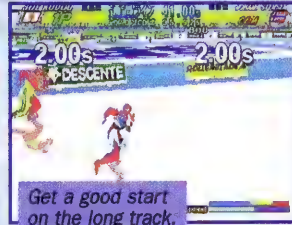


...and the agony of defeat.

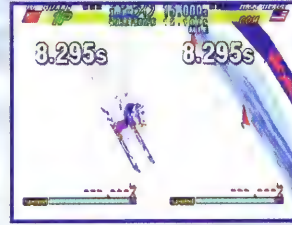
Wimps Need Not Apply



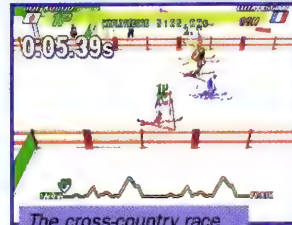
BANZAI!!!



Get a good start on the long track.



3:295s



The cross-country race will test your stamina as a button masher.

Even though the Winter Olympics in Nagano are over, its events are enjoyable anytime. Sega's Winter Heat is proof of that. Unlike Konami's Nagano Winter Olympics, Sega's Winter Heat is an entertaining winter sports game, successfully combining speed, technique, and button pounding. Sega skillfully utilizes the age-old technique of playcontrol found in Konami's original Track and Field. Using 32-bit technology, the graphics of Winter Heat are great, with no breakup and sharp, clean polygons. There are eleven events in all: three alpine events, two sledding events, two Nordic events, two skating events, and two "new wave" (snowboarding and freestyle skiing) events to sate the largest of appetites.

The control is simple enough, relying on an action button and two speed buttons. Since the setup can be altered, we like to change the X, Y, and Z buttons into speed buttons to increase acceleration. The gameplay is reminiscent of old Track and Field favorites; the ski jump event highly resembles the old javelin throw, and the slalom is very similar to the 110m hurdles. But don't let that fool you, this game takes Olympic events to a new level.

There is a choice of eight characters from different countries, each with individual strengths. Certain characters fare better in particular events, while others are all-rounders not excelling in anything (but not deficient either). Up to two players can choose from three different modes of play: an 11-Day game, in which a character is chosen and then participates in all eleven events; a 2-Day game, in which eight events commence over two days; and a Single Event mode.

If you yearn to play a great game that lets you feel as if you are there, Winter Heat is a must own game. It is the perfect game for a competition between buddies, or to decide who's going to wash dishes that night.

Saturn Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/Role-Playing
- **Special Features:** Characters Change Classes; Camera Rotation and Zoom; Involved Storyline; Hidden Characters; Turn-Based Movement and Combat; Tons of Hidden Areas to Explore; Classic Shining Force Gameplay.
- **Created by:** Sonic Team for Sega
- **Available:** 2nd Quarter for Sega Saturn

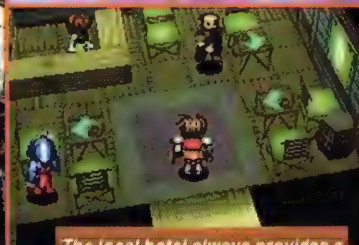
80% Complete

SHINING FORCE III

THE ADDICTION IS BACK



The familiar priest is still here to help with saves.



The local hotel always provides a wealth of information.



You meddling kids get outta here!

Spying can get you in trouble.

After playing Shining Force for the first time, most gamers regarded it as a quirky, different type of RPG. Fantasy Star was the king of RPGs for the Genesis, and at first, most gamers didn't bother with Shining Force. The problem was, with little or no publicity upon release, Shining Force got lost in the shuffle. But then word of mouth spread. People talked about how it was so easy to get into – about the hours that would pass before even looking at the clock. Shining Force became a highly respected RPG, creating a new vision unlike the "Final Fantasies" of the world. What made Shining Force different was that players assembled their army on a map, and then took turns moving characters and setting up strategies to destroy the enemy. And that was just the tip of the iceberg. An intriguing story, town hopping, and item searching all helped create an enthralling and wonderful game that was hard to pull away from.

Witness Shining Force III. It takes all that made the series great and combines it with the power of the Saturn. Gone are the 2D maps; all the areas are now done in 3D, giving the towns more depth. The camera rotates and zooms to help prevent blind spots (since movement in 3D can be confusing). The characters themselves are also improved –



Their deodorant is body heat activated.



Is he a friend or foe?

modeled in the same style as Shining Wisdom and Shining the Holy Ark.

The gameplay sticks with the rest of the Shining Force games, using turn-based sequences and large maps to pit one army against another. As the quest rolls along, your party grows from a skeleton crew of four to a massive army

(it was over 15 in Shining Force II). Hidden in the game are secret characters and items which can only be found by (1) backtracking to a certain town, (2) finding them on a battlefield, or (3) employing other techniques we don't know about just yet.

Probably the biggest difference between this game and its predecessors has nothing to do with the actual game itself. Sega of Japan's bold move is to release Shining Force III in three installments, each sold a couple of months after the other. No company has tried something like this before, and it is still unknown as to how long each disc will be, or how one will segue into another. Also, each disc will be playable by itself, so a person can buy the second installment and play without ever having to purchase the first.

As for now, Sega has not revealed its strategy for the U.S. release; but considering Sega's unwillingness to go toe-to-toe with Sony and Nintendo, we will probably only see the first installment of Shining Force III. Europe, however, is expected to get all three Shining Force discs in one package for one price. Is this fair? Game Informer will keep you posted on the status of this critical Saturn title.



I'm not touching him. You check if he's dead.



Hut! Two! Three! Four!



by Bergren, The Game Burrito

Loadtime. Like death and taxes, you can't avoid it. Sometimes there's more than you could possibly imagine, other times you can't believe it's not there to slow you down. For example, in Lords of Magic, every time I ventured into combat, loadtime essentially occurred twice. On the other hand, I expected tons of it in Prophecy and Golden Tee, but both were very fast.

recent releases



The Journeyman Project 3: Legacy of Time - Red Orb

7.5 In this third installment of the Journeyman Project series (4 CDs),

you must travel back in time to save the earth from total destruction. Exploring the ancient civilizations of this graphic adventure is visually appealing and often humorous, but it is also very slow going and often tedious.



Ultim@te Race Pro - MicroProse

8 This is a pretty good arcade-style racer containing four modes. There aren't many gameplay

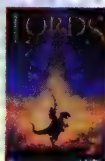
options to adjust, but the graphics and control are splendid in both first and third-person. There are 18 quality tracks (1 training, 4 tracks mirrored or reversed with different weather and nighttime driving) and 16 cars, but many share the same configurations (speed, stick, and acceleration) so the total is actually six.



X-Men: The Ravages of the Apocalypse - Wizard Works

6 I love first-person games,

but this one leaves much to be desired. The combat is rather boring and the graphics are choppy. Even if you are a fan of the X-Men, you should test Ravages first. And remember, Ravages is a Quake conversion, so you must already have a full copy of Quake to play this game.



Lords of Magic - Sierra

7.5 A good blend of real-time and turn-based strategy, Lords of Magic is somewhat similar to Civ II: the overhead view isn't as nice, but the combat is superior. My main gripe with Lords of Magic is excessive loadtime, plus if you have a

large group when entering combat, it often gets split up. Some members may end up in the middle of the enemy's entourage where they get cut to ribbons.



The Curse of Monkey Island - LucasArts

7 The third in the Monkey Island series has some new cartoon-like graphics, but as far as graphic adventures go, I found this one to be slow

and boring. If you want a clever and humorous adventure check out Zork: Grand Inquisitor, or if you crave more action go with Blade Runner.

8.5 Wing Commander: Prophecy - Origin

Having a billion missions sounds nice, but if they are all the same, who cares? Prophecy, the fifth installment in the Wing Commander series, doesn't exactly bring players through uncharted waters, but the 50 missions display a fair amount of variety. In addition to dogfighting, pilots must perform tasks like locating hidden enemy radar-jamming equipment within an asteroid belt, or providing cover for a group of comrades as they attempt to board and overtake a communications station. Plus, as you might expect, Wing Commander has dozens of FMV cut-scenes breaking up the monotony of fly and kill, fly and kill.

One of Prophecy's features is a new combat engine, and let me tell you, it's a pleasure to fly in these outerspace environments. When you fire a missile a detailed vapor trail is emitted and when it impacts into your enemy's craft the explosion will make you ooh and ahh as if it were a Fourth of July fireworks display. In addition to the new engine, Prophecy introduces a new alien menace that is bent on destroying everything in its way. More hideous than any cat you might cross, it's fun to talk trash to these mysterious evildoers while blowing them to bits.

FMV alone does not a video game make, but in the case of Prophecy, it did increase my enjoyment of the game considerably. It's like an interactive movie and, I confess, I really got hooked on the cheesy drama even though it interfered with gameplay. Though many complained that the FMV in previous Wing Commanders created too much downtime, Prophecy seems quicker. Overall, Prophecy is a cool game that shooting fans will enjoy if they don't mind the full-length feature film that is woven into the game.



8.5 Golden Tee Golf - Incredible Technologies

With continuing success in arcades, Peter Jacobsen's Golden Tee Golf (GTG) wants to flex some PC muscle, and the port makes sense in order to maintain GTG's status as a great multiplayer game. GTG has several multiplayer options, but the icing on the cake is the Golden Tee Net service included with the game. Golden Tee Net lets players meet, chat, and of course, compete in online tournaments. During rounds, you can converse with others using text chat, but GTG is also hoping to include its iTalk technology in the final burn so that if your PC has a microphone and the appropriate sound card, you can speak with other players in real-time.

Like the arcade version, GTG does not use a swing meter, but instead requires a player to use a mouse to simulate the swing motion. The game comes with a mouse pad that depicts the different mouse movements required for certain shots like a slice, fade, draw, or hook. Using the mouse is great. You don't have to wait for the shot to happen like when clicking a meter - it's instantaneous. Also, you must get the proper feel for different shots since you cannot reference the backswing and power level on a meter display.

GTG will have the three courses found in the original arcade version: Pine Creek, Coral Ridge, and Red Sands. I'm disappointed they did not include more original courses, but GTG promises other add-ons will be available...at an extra cost. Other than that, this is a solid golf game without a lot of loadtime. Look for GTG to emerge this March.



Gathering of Developers enlisted 3D Realms, Epic MegaGames, Pop Top Software, Ritual Entertainment, and Terminal Reality, Inc. into its ranks of equity owners last January. Gathering's

CEO Mike Wilson, formerly of ION Storm and Id Software, proclaimed, "Gathering of Developers is our way of putting the control back in the hands of those who create the gaming magic - the developers." Besides Wilson,

the company's board of directors includes notables such as Scott Miller (3D Realms/Apogee), Jay Wilbur (MegaGames and formerly id), Harry Miller (Ritual Entertainment), Allan Blum (formerly of GT Interactive), Brett Combs (Terminal Reality), Martin Zacarias, and Phil Steinmeyer (Pop Top). "With a board of directors partially comprised of key developers," states Miller, "it will ensure that only quality titles are released."

Add-ons for Quake II have begun to surface. Quake II Mission Pack: The Reckoning, developed by Xatrix, should be available this month. In The Reckoning, players are part of a commando force that infiltrates an alien city to locate and destroy an enemy moon base. There are also

deathmatch levels that allow at least 32 players to join together as part of a platoon to destroy the alien race. Published by Activision,

The Reckoning will have new enemies and weapons. Wild Gekk are monsters that move about undetected and drop from the shadows on unexpected prey. If you're lucky you can capture a Gekk in an energy trap that turns it into a food cube for your consumption.

Total conversions of Quake II like Juggernaut by Head Games are already available. Juggernaut has 26 new one-player and deathmatch levels like Ice Caves, Steamy Jungles, and the Juggernaut complex. Furthermore, the game will have five new monsters, two new weapons (EMP and Blade Guns), and original maps and sounds.

GT Interactive is collaborating with Engineering Animation, Inc. (EAI) to create Trans-Am Racing. The game is based on the classic race series of the same name and is due out this fall. EAI's 3D rendering and animation software is so realistic that it has been used over the past decade in court cases for auto accident re-creations. Muscle cars featured in Trans-Am Racing include the '68 Chevy Camaro, '70 Boss Mustang Fastback, '70 Pontiac Firebird, '66 Dodge Dart, and '72 AMC Javelin.



ARCADÉ BRIGADE



As usual, the only games we really like this month are fighters, but they're not just any old fighters. These three offerings are from the best in the business – Capcom and Namco.



Marvel Vs. Capcom

Yes, Capcom is known for the "insanity" of releasing tons of games that are basically upgrades of others, but as long as these games take the shape of versus-style tag teams, we don't mind. Marvel Vs. Capcom is a Capcom junkie's heaven. Ever wondered how Mega Man would stand up to the likes of Venom? How about teaming a couple of steel wielders together, Ryujin from Strider and everyone's favorite Wolverine? Or maybe a little female action team consisting of Chun-Li and Darkstalkers' Morrigan? The ultimate brute team, Zangief and Hulk? Well, now you can find out.

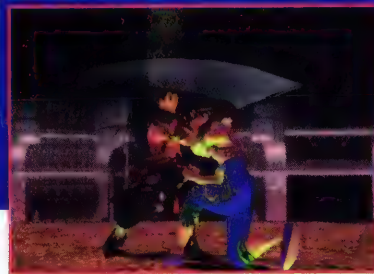
Fighting for Marvel are War Machine, Captain America, Spider Man, Venom, Hulk, Wolverine, and Gambit; on Capcom's side are Captain Commando, Mega Man, Hiryu, Jin, Morrigan, Ryu, Chun-Li and Zangief. Probably the only truly new aspect is that each character has a supporting member that jumps in on certain moves and tips the scales. Get ready for this big title, soon to hit an arcade near you.



LEGION OF HEROES

Legion of Super Heroes

As if the Marvel Vs. Capcom fighter wasn't enough, Capcom is releasing another fighter, Legion of Super Heroes. Taking yet another step with the tag team style that everybody loves, players can select their characters from different groups (like the King Of Fighters series). The five teams of three characters each feature some crazy fighters: one is comprised of sports athletes, one of scientists, one of standard bad guys, some typical good guys, and one is a complete team of kooks. What makes this game different and interesting is that during tags, you can hold your opponent and double team him or her with normal attacks; not just during super moves. Keep an eye out for this one as it features never-before-seen characters (you can't say that everyday)!



New Namco Fighter

Is there a new Namco Fighter in the works? Recently Game Informer has managed to dig up a few pics of the new arcade fighter coming from Namco. In the vein of Soul Edge, there is weapon-based combat, stunning effects, and awesome graphics. But it is NOT Soul Edge 2. What is it, you ask? Stay tuned to Arcade Brigade in the coming months for more details.

Nintendo 64

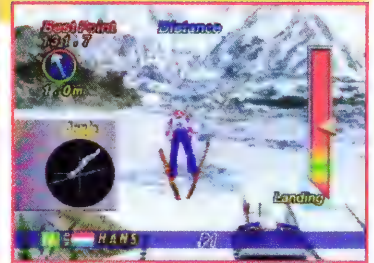
Review

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** 12 Events (In 8 Sports) Including Exclusive Snowboard Half Pipe; Olympic and Championship Mode; Awards and Rankings; Memory Pak Compatible
- **Replay Value:** Low
- **Created by:** Konami
- **Available:** Now for Nintendo 64

Bottom Line:
5.5

Nagano Winter Olympics '98

This game could have been so much better because most of the events seem to run at half-speed. This is especially disappointing in events like downhill racing, luge, and bobsledding where high velocity is a huge part of their identity. When you race these events in Konami's Nagano you might think you are actually racing on a bunny hill or that your luge is running on saw-blades. The overall appearance of Nagano Winter Olympics on the N64 is better than the PS-X, but that isn't saying much. Even if you have an incurable case of Winter Olympics fever, you shouldn't look to this game to ease your symptoms — it might make them worse.



Nintendo 64

Preview

- **Size:** 64 Megabit
- **Style:** 1 to 3-Player Action
- **Special Features:** 4 Grudge Matches; Play as One of Four Monsters (One Hidden); Multiple Color Choices for Each Monster; 14 Bonus Stages; 131 Cities; Rumble Pak Compatible; Multiple Secret Moves
- **Created by:** Midway Home Entertainment
- **Available:** March for Nintendo 64

90% Complete

Rampage World Tour

There is nothing like destroying huge buildings and eating humans to relax after a stressful day. Rampage World Tour is basically the same as the PlayStation version released last year with some new secrets and Rumble Pak compatibility. Choose to play as one of four characters (one secret) and square-off against up to two of your closest friends in a city-destroying free-for-all. The coolest part is finding the different countries' flags and heading overseas to destroy as much stuff as possible in exotic locales like Russia, England, Japan, and others. Tons of levels and secrets make this game one to watch for, especially if you liked the original arcade version.



Nintendo 64

Preview

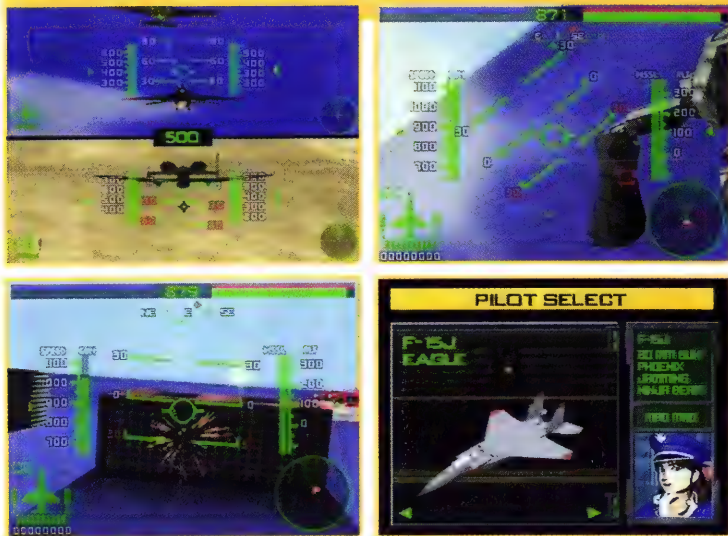
- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Arcade Track Extensions; New Circuit With 14 Additional Tracks; Hidden Vehicles, Tricks, and Shortcuts; Secrets; Rumble & Controller Pak Compatible
- **Created by:** Midway/Eurocomm Development for Nintendo
- **Available:** June 27 for Nintendo 64

35% Complete

Cruis'n World

You know you want it. Early this summer, expect to see another racer on the N64. Cruis'n World, the sequel to Cruis'n USA, saw success in the arcades, but will it outshine the millions of other racers plaguing the 64-bit console? One thing is certain, if you liked the arcade edition of Cruis'n World, you should check it out on the N64 because it has a new circuit with 14 new tracks, as well as extended tracks from the original. Like the name implies, in Cruis'n World you compete in a global racing circuit that exposes you to some of the world's most famous sights like the Eiffel Tower, Red Square, the Great Wall of China, and Stonehenge.





AeroFighter's Assault

This is one of those games that's boring. Not that it's a bad flight game – in fact, the analog control has a nice feel – but everything else tastes like a saltine cracker, without the salt. The airspace is terribly small (what we call the "ID4 Effect"), so you basically make a pass at the target, wait to hit the invisible boundary, let the computer steer you back in, and make another pass at the primary target. The boundaries are way too tight and continually disrupt play. This affects the two-player deathmatch as well, which is only fun for the first few hours. Weekend renters should take the plunge. Otherwise, wait for PilotWings 2.

Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Shooter
- **Special Features:** HUD Display; Hidden Jets; Secrets Revealed for Record Times and High Scores
- **Replay Value:** Moderately Low
- **Created by:** Video Systems for Paradigm Entertainment
- **Available:** Now for Nintendo 64

Bottom Line:

6



Wargames: DEFCON 1

Remember the Matthew Broderick flick Wargames? Well, the story doesn't end with old WOPR playing Tic-Tac-Toe. Twenty years later, WOPR is back into the same old hijinks and you have to stop it. But this time you command armies instead of playing games. Choose to play as NORAD (the government defense forces) or as the infamous WOPR in either 1 or 2-Player Mode. Thirty-two military units, ranging from conventional tanks to futuristic two-legged walkers, as well as 30 maps will probably provide hours of fun for the combat strategy aficionado.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Strategy
- **Special Features:** 3D Military Combat; Over 30 Combat Maps; Real Time Weather Effects; Play As WOPR or NORAD; Control Up to 8 Units at Once; 2-Player Split-Screen Battle Mode
- **Created by:** MGM Interactive
- **Available:** 2nd Quarter for Sony PlayStation

40% Complete



X-Men: Children of the Atom

This game is not that good. There are fewer frames of animation than the Saturn version, there is the occasional slowdown that will annoy, the Survival and Group Battle modes are gone, and the Turbo settings are obviously missing. Fans of the arcade game just might enjoy it, since X-Men: Children of the Atom is a classic fighter, but on the PlayStation we have to suggest buying another Capcom fighter like Marvel Super Heroes. If this game would have been released a couple of years ago we could forgive its shortcomings, but by today's standards Children of the Atom needs to be more refined. Play the Saturn version. It's much better.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 10 Playable Characters Plus 3 Hidden (Akuma, Magneto, Juggernaut); Manual or Auto Blocking
- **Replay Value:** Moderate
- **Created by:** Capcom/Probe for Acclaim Entertainment
- **Available:** Now for Sony PlayStation

Bottom Line:

4.5

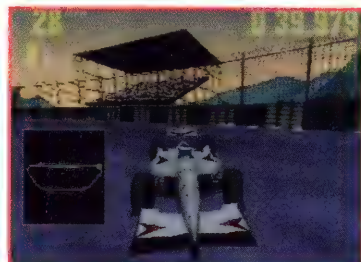
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 16 Drivers Including Newman/Haas's Fittipaldi & Andretti; 11 Authentic Tracks (Plus 4 Hidden); 2-Player Split-Screen; 4 Difficulty Settings; Commentary by Danny Sullivan & Bob Varsha
- **Created by:** Bizarre Creations/Studio 33 for Psygnosis
- **Available:** March for Sony PlayStation

80% Complete

Newman/Haas Racing

Psygnosis's Formula 1 racing games have seen tremendous success in the European and Japanese markets, but have done little in the States. Enter Newman/Haas Racing. Essentially the same game as Formula 1: Championship Edition, Newman/Haas replaces the "foreign" tracks and drivers with names and places that are familiar to fans of the IRL or CART series. Names like Andretti and Fittipaldi light the tires on courses such as Laguna Seca, the Milwaukee Mile, and the never-before-seen Houston track. A total of 16 drivers and 11 authentic race tracks are available. Options and settings abound in this game. The plethora of toggles can be adjusted to a full-tilt simulation, an arcade-like free-for-all, or somewhere in between.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 9 Tracks: Assortment of Boats; Jumps & Shortcuts; 3 Game Modes (Championship, Slalom, Arcade); 2-Player Split-Screen; Variable Weather Conditions
- **Created by:** Promethean Designs for VR Sports/Interplay
- **Available:** March 24 for Sony PlayStation

85% Complete

Powerboat Racing

Racing on the PlayStation will get wet with the upcoming release of Powerboat Racing from Interplay's VR Sports. Splash your high-powered boat into one of nine scenic waterways filled with crazy obstacles, jumps, and shortcuts. From the jungles of the Amazon to the concrete jungles of New York, Powerboat Racing shows promise for those who like racing the waves. The heart of the game is the Championship Mode, where the courses will be divided into sets of three. Conquer the first three and move on to the next set. The Slalom mode further tests your driving skills and the Arcade mode is all-out action. Look for more on VR Sports's first racing title in the next issue.



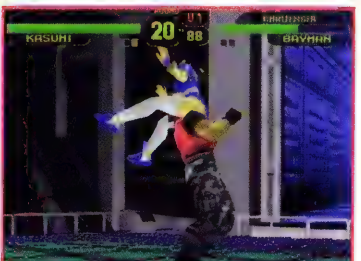
PlayStation Preview

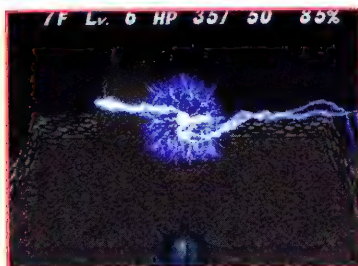
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 3 Modes of Play; 11 Characters To Choose From (3 Exclusive to PlayStation); Unique Grappling Maneuvers; Alternate Costumes; Unique Danger Zone; 2-Player Mode
- **Created by:** Tecmo
- **Available:** March for Sony PlayStation

75% Complete

Dead or Alive

Dead Or Alive comes to the PlayStation, bringing furious fighting action along with it. Originally designed by Tecmo using a Model 2 arcade board (the one created by Sega), Dead Or Alive looks very Virtua Fighter-ish, but plays completely different. Grappling is very important, as anyone can counter an opponent's attack or even counterattack. Players have to constantly be on the lookout for their location in the ring, since one knockdown in the wrong spot could mean extra damage. Realistically drawn characters include body parts that jiggle and bounce.





Chocobo Mysterious Dungeon

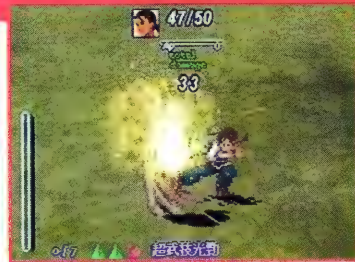
Before you write the Chocobo off as just another means of transportation from Agito to Kalm, feast your eyes on this new release. The Chocobo is the star and there are no humans whatsoever. Mysterious Dungeon utilizes a real-time combat interface that is a tad slow, but never uneventful. Like Secret of Mana, you and the enemy use a timed attack meter that when completely full, unleashes a large and devastating attack. All of the level structures are dungeons (as in Tobal), and onscreen maps help you navigate. The events that take place are a tad silly and more adorable than exciting. Younger audiences will like this game more than the battle hungry role-players out there.

Import PS-X Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Onscreen Maps; Real-Time Combat With a Secret of Mana-Like Attack System; Magic Spells; Booby Traps; Memory Card Save
- **Created by:** Square Soft
- **Available:** Now in Japan for Sony PlayStation (U.S. Release Pending)

Translation Analysis

Manageable - Gameplay is easy to follow, but story and items are unintelligible.



Xenogears

Square could call this game Final Fantasy VIII and easily get away with it. Xenogears doesn't look as polished as FF VII, but the use of polygonal environments, as opposed to painted backdrops, opens a new door in gameplay. The environments feature more depth and the camera angle can be changed to the user's liking. With this in mind, you will never come across a structure that will block your view. You can simply pan around it. The combat is also mighty impressive. Fighting game-like combos and huge mechas can be mounted and used against the enemy. Not to mention the awe-inspiring effects. Wow! No word has been given for a U.S. release, but this is one of those games that will definitely make it here. It's that good.

Import PS-X Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Polygonal Environments; Mecha Battle Suits; Fighter-Styled Combo Attacks; Multiple Main Characters; Memory Card Save
- **Created by:** Square Soft
- **Available:** Now in Japan for Sony PlayStation (U.S. Release Pending)

Translation Analysis

Difficult - The interface is good, but without the story you'll be lost.



ReBoot

Based on the animated TV series of the same name, ReBoot puts players in the role of Bob, cyber-repairman. The setting is a giant computer world called Mainframe where Bob must stop the evil robot Megabyte from spreading nasty computer viruses. Megabyte plants round balls of energy (called Tears) throughout Mainframe and it's Bob's job to find these Tears on his trusty zipboard and mend them before they detonate and destroy Mainframe. ReBoot puts a modern twist on a traditional concept, but right now the control of Bob's zipboard is rather loose and aiming his many different weapons accurately can be difficult. Soon, however, GI will have a more complete version of ReBoot to dissect.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Nonlinear Adventure; 3D Environments; Multiple Weapons and Gadgets; 18 Levels; 30 Enemies; 8 Bosses; Zipboard; Radar; Real-Time Cut-Scenes; New Storyline; Cinematic Music Score; Animation at 30 Frames Per Second
- **Created by:** EA Canada for Electronic Arts
- **Available:** March/April for Sony PlayStation

75% Complete

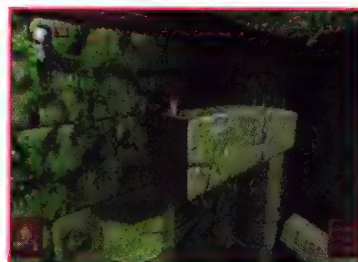
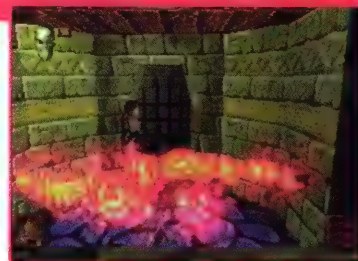
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Fighting/Adventure
- **Special Features:** Based on Ian Livingstone's Fighting Fantasy Series; 20 Levels; 2 Playable Characters (Male or Female); 55 Monster Characters; 16 Weapons; 8 Spells; Traps
- **Created by:** Eidos Interactive
- **Available:** April for Sony PlayStation

80% Complete

Deathtrap Dungeon

If you read GI's first preview of Deathtrap Dungeon in the December '97 issue, then you know we were not very impressed with the early version. Fortunately, Eidos has pushed back the original January release date to April to make improvements before it's put on the shelves. Most notably, Eidos told us it both increased the speed of the engine in order to give the game a constant flow, and improved the enemy AI. The idea of exploring dungeons while fighting off hordes of monsters, avoiding booby traps, and solving puzzles is a simple, yet cool idea; so hopefully the extra work will pay off for Eidos. Look for a review of Deathtrap Dungeon this April.



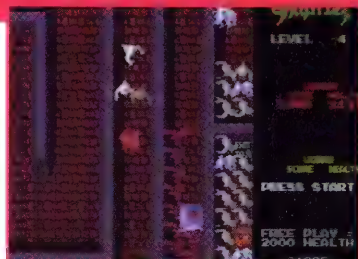
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action (3-Player Via Multi-Tap)
- **Special Features:** FMV; 6 Retro Midway Games Including Crystal Castles, Gauntlet, Marble Madness, Millipede, Paperboy, and Road Blasters; Runs Off Arcade Emulator To Recapture All The Sights and Sounds of the Arcade
- **Created by:** Midway
- **Available:** Now for Sony PlayStation

80% Complete

Atari Collection Volume 2

Another retro classic for those stuck somewhere in the past, Arcade's Greatest Hits is actually not that bad. With Diablo coming to the PlayStation, the appearance of Gauntlet is actually quite timely, giving a look back at the roots of Blizzard's smash hit. In addition, the archive contains Crystal Castles, Marble Madness, Millipede, Paperboy, and Road Blasters. The graphics of these games come off pretty well, but the control is not very precise. Gauntlet, however, does shine in maneuvering; as traveling through the dungeons is smooth and so is killing an impossible number of monsters. Also, Paperboy alone might be worth the price of this compilation. Even with poor control, breaking windows is a blast.



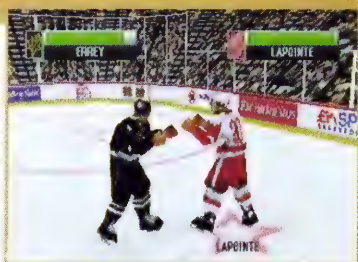
Saturn Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (12-Player Via Multi Tap)
- **Special Features:** Full NHL License; World Teams; Create, Trade, and Release Players; Stats Tracking; 3 Difficulty Levels
- **Replay Value:** Moderately High
- **Created by:** EA Sports
- **Available:** Now for Sega Saturn

Bottom Line:
8.5

NHL 98

Like Sega, Electronic Arts has also given up on the Saturn, but not before releasing NHL 98 for the floundering console. Close call. The Saturn version does not possess the graphic detail and fluidity of the PS-X, but other than that, the versions are virtually identical. For example, on offense the puck-handler can utilize a speed burst to maintain distance from pursuing defenders and then initiate a special move to fake out the goalie. Also, there are 16 different offensive and defensive strategies that can be implemented on-the-fly, along with five different modes to choose from like Shootout, Season, and Tournament (round-robin style). Saturn owners in dire need of hockey will definitely want NHL 98.





FINAL FANTASY TACTICS™

How To Get Cloud

Cloud can only be found toward the end of Chapter 4. Just after you finish the sequence of events at Murond Holy Place, head south to Goug Machine City. (Note: you must have Mustadio in your party.) Here, a sequence of events will show you a strange steel ball.

After this sequence head to Lesalia Imperial Capitol. A series of events will unravel in the bar and the hunter Beowulf will join your party. Now head to Goland Coal City. Battle through 4 levels and save the dragon Reis. Be sure to make room for both Beowulf and Reis in your party.

Now head to Zeltennia Castle. Ask the Bar Owner about Cursed Island, Nelveska and the path to it will be opened to you. Ignore it for now.

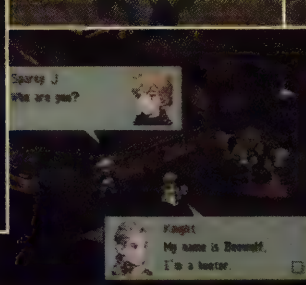
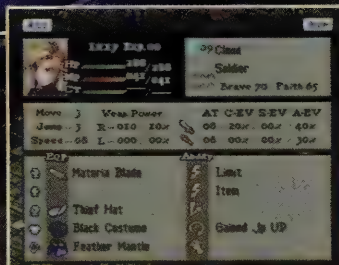
With the newly aquired Aquarius Zodiac Stone in hand, head back to Goug Machine City. After a hilarious little sequence add Steel Giant to your party. Before you leave, Besrodio will show you yet another machine – a time machine.

The Nelveska Temple will now be marked with a red dot. Go there and battle the Giant Robot for the Cancer Zodiac Stone. After you get the stone, an interesting transformation will take place. Reis the Dragon turns into a Dragoon. Have her join up.

Now head back to Goug Machine City. The Cancer Zodiac Stone will start up the machine, zapping Cloud from his time into this one. Apparently, Cloud has something to do, because he takes off.

Head to Zarghidas Trade City and there you will find a young flower girl getting in trouble with some hoodlums (who is she?). Cloud comes in to save her, but gets in over his head. Save Cloud and he'll join your party.

Now you have him, but he doesn't have a weapon. To find Cloud's sword head to Bervenia Volcano. Use the Chemist movement skill Move/Find with the Find Item command and you should find his Materia Blade. He can now do limit breaks like in FF VII, and he even has a new one, Cherry Blossom.



The Secret To Increasing Experience Points
 To quickly raise the level of your characters try using this little trick. Before you enter a battle buy as many potions as possible. Then, kill off every enemy onscreen except for one. Surround him, and use potions on him (and your squad) to keep the battle going indefinitely.



The Job Hierarchy
 In Tactics, to obtain many of the jobs you must reach certain levels in other jobs. Here is the hierarchy for the 19 standard jobs available in the game. For those seeking the most powerful jobs, Tactics' U.S. lead tester Conner Morlang said that the first time through the game he liked Lancers, but the second time he discovered that 2 Calculators and 3 Mimes can't be stopped. "Cast Level 2 Death and it's Game Over."

- Squire**
Prerequisite: None
- Chemist**
Prerequisite: None
- Knight**
Prerequisite: Level 2 Squire
- Archer**
Prerequisite: Level 2 Squire
- Monk**
Prerequisite: Level 2 Knight
- Priest**
Prerequisite: Level 2 Chemist
- Wizard**
Prerequisite: Level 2 Chemist
- Time Mage**
Prerequisite: Level 2 Wizard
- Summoner**
Prerequisite: Level 2 Time Mage
- Thief**
Prerequisite: Level 2 Archer
- Mediator**
Prerequisite: Level 2 Oracle
- Oracle**
Prerequisite: Level 2 Priest
- Geomancer**
Prerequisite: Level 3 Monk
- Lancer**
Prerequisite: Level 3 Thief
- Samurai**
Prerequisite: Level 3 Knight, Level 4 Monk, Level 2 Lancer.
- Ninja**
Prerequisite: Level 3 Archer, Level 4 Thief, Level 2 Geomancer
- Calculator**
Prerequisite: Level 4 Priest, Level 4 Wizard, Level 3 Time Mage, Level 3 Oracle
- Bard**
Prerequisite: Level 4 Summoner, Level 4 Mediator
- Dancer**
Prerequisite: Level 4 Geomancer, Level 4 Lancer
- Mime**
Prerequisite: Level 8 Squire, Level 8 Chemist, Level 4 Summoner, Level 4 Mediator, Level 4 Geomancer, Level 4 Lancer

Play to Perfection



a game monger's
strategy guide



IMPORTANT THINGS TO KNOW

- This game should take about 8-10 hours on your first time through.
- The Combo attack is useless. Use all one-hit attacks.
- Wait for the camera to get behind you before attempting a difficult jump.
- If you do not know what to do next, you can always use the Plasma Fortune Teller. For ten ryo, you can get a glimpse of the future.
- People will give you hints, easily identified by yellow text.
- Return to areas after defeating the main boss of the area; there are

usually some goodies waiting for you.

- Visit every place, especially coffee shops. They give you a point to fly to when using the flute.

SAVING THE GAME

The biggest problem with playing this game is that you can only save in one space on a Controller Pak, and cannot make another file on the same Pak. However, you can get around this by saving and then copying the Goemon information onto another Pak. Although it is a time-consuming process, it's better than missing something important.



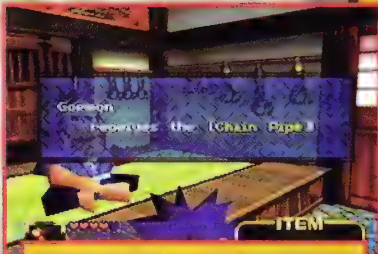
This funny looking guy is a big help.



These are located everywhere. Get them for a health meter increase.

OEDO TOWN & MT. FUJI

You begin the game in Oedo Town. The first thing to do is head to Mt. Fuji to get the Chain Pipe. Proceed left and follow the path to the door on the left. Go towards the huge bell, then follow the path to the right and take the door at the end. On the next screen, there is a Strength Doll on the second bridge to the right. Climb the large steps and enter the door. In front of you is Mt. Fuji. Climb it by using the ladders and jumping over the gaps. Talk to the man in the hut at the top and he will give you the Chain Pipe. Then head back to Oedo Town. Once in Oedo, turn left at the bell and head to the building on the left side near the man who tries to steal your money. This is Oedo Castle.



The Chain Pipe is at the top of Mt. Fuji.



The middle of Oedo Town.



Navigate Mt Fuji carefully, or you may wind up at the bottom.

Once through the gates, pass by the guards and into the door. There are small boxes that have stars on them. Goemon can cross gaps by hitting these with the Chain Pipe. First cross on the left side and get the Strength Doll located over the water. Then retrace your steps and stay next to the wall around to the other side. Enter the castle and work your way to the first boss.

BOSS 1

The first boss is a large stone head, connected to a body below. Kill it by hitting the jewel on its chin. The head will alternate attacks between fire and small green lasers on the ground. Jump to avoid the lasers. You cannot jump or duck to avoid the fire. Run around the head in circles to evade the attack. Leave to meet the Wise Old Man and Impact.



His head will crumble as you hit him.

IMPACT

When you leave Oedo Castle, do not backtrack. Instead, jump into the water and swim through the tunnel. On the next screen, take the tunnel in front of you. Go around the corner, and there will be a Strength Doll on the platform. Swim to the bridge, jump up, talk to the guards, and then leave the city. Cross the bridge and go right. Head through the door and the cave. Leave the cave, climb the hill, and a scene will begin.



Counterattacking is critical.

This part begins with you inside the robot Impact, destroying a few villages and enemies to earn some power. The more stuff you destroy, the more power you have, so try to destroy as much as possible. Watch out for bridges and rivers; they can slow you down, preventing larger scores.

Robot bosses are very simple: learn the patterns of each one, use the hook (the Right button) and tap A to drag him in for a combo. Hit projectiles away by punching them. (Note: you cannot pause during robot battle, so do not be distracted or it may cost you lives.) After this battle, your party moves to Zazen Town.

WARNING:

This guide reveals secrets hidden within the game and will spoil some of the fun. Use at your own risk.

This guide will help you get from one point to another. While there are not explanations for everything, the locations of important items and secrets are all here. More than anything else, this guide will hopefully help you with WHERE to go after you have found out what to do. It does not include what to do in each boss area, since they are virtually the same: find the map to help with your way around, and find the keys to unlock doors by beating enemies until you arrive at the boss. So, let's get started.

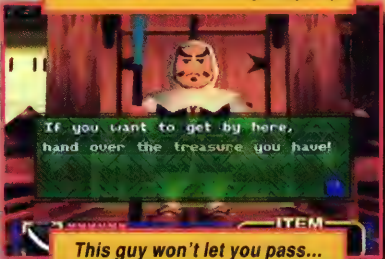
ZAZEN TOWN

When you enter, you will meet Yae, who will join you after a short discussion. First you must find out how to get past Benkei, the guard blocking the way to Ohan Nibashi Bridge. Go down the ladder on the right side of the bridge into the stream and turn left, going to the next screen. Go up the ramp and talk to the fisherman. He will instruct you to find and catch fish. When you complete the task, he will tell you the secret to getting past Benkei. Go back to Benkei, and a minigame will start. Hit Benkei with three logs and he will let you pass, rewarding you with the body of future party member, Sasuke.

The next section is optional, but it gives you the opportunity to get a few Strength Dolls as well as some cash. On the screen after battling Benkei, there are two paths: the left path leads to the next area, the right path leads to the Golden Temple and Turtle Rock. By pushing the Rock different ways, you will acquire: (1) a batch of coins, (2) a Strength Doll, (3) a teleporter that will take you to an island with another Strength Doll, and (4) a teleporter that will take you to the inside of the Golden Temple, where you can acquire a Survival Pack (1-Up) and a Strength Doll. Now, head back to the previous area and down the left path to Awaji Visitor's center to meet the Dragon.



From here on, Yae is in your party.



This guy won't let you pass...



...but this guy will tell you his weakness.

THE DRAGON & BOSS 2

When you get past the forest area you will see a house. Go around the side for another Survival Pack. Go across the bridge and enter the Awaji Visitor's Center. (Under the bridge there is a ledge with a Strength Doll.)



This alien is a cinch. Don't Fall Off!

When you arrive, you find that the Dragon has been taken control of. It is your job to fix this situation. When you are on the Dragon, stay to the middle (you can fall off) on your way to the Dragon's head. There will be a boss that looks like a UFO. He will spin after being hit, so be careful. About five or six whacks should do the trick. When you finish him off, you receive the flute from the Dragon Prince, which you can use to summon the Dragon to go to any previously visited town or coffee shop.

After the Dragon leaves, go to the Yamato Shrine, located in front of you. Talk to the man in the shrine. Go to the altar at the top of the stairs in front of the shrine and have Goemon throw five coins at the altar. Goemon will receive a power-up that allows him to throw Fire Coins. These coins can be used to light torches found in later boss levels. Next, go to Dogo Springs.

DOGO SPRINGS

Go down the hill to the city below, around the corner and through the doors. Take the door to the right, then go through the next door, over the bridge, and up the hill to another set of doors. You will see an old bridge. Navigate the bridge by running and jumping as the pieces fall (you can drop through in the middle of the bridge to land on a ledge with a Strength Doll). After crossing the bridge, follow the path to the Spa. Read the sign telling you that it is closed.

Return to Zazen Town, via the Flute, and visit the Fisherman (who will be small). He will tell you about the power of shrinking. Go to the Church, where the priest will allow Ebisumaru to participate in a test. This minigame involves grabbing candy while destroying the enemies and hiding from the giant that opens the cupboard. Win and you will receive the magical power called Mini-Ebisu.

Return to Dogo Springs and the Spa. Use the Mini-Ebisu magic to enter the Spa through the small hole to the left of the door. Prepare for Boss 3 and his Dungeon.



This guy helps a lot.



Sharp reflexes are necessary to navigate this bridge.



Get the candy and avoid being seen.



Mini Ebisu is vulnerable, so watch out!



REVIVE SASUKE

BOSS 3

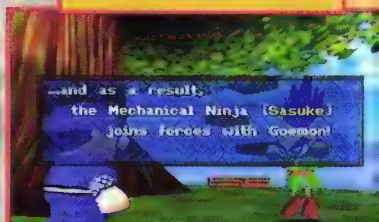
This boss is easy. Take a picture using the camera and the boss's heart will be exposed. Dodge his attacks and hit him when you can see the heart. Now, you must revive Sasuke.

Return to Zazen Town and go through the passage (located at the end of the row of shops) to the other part of the city. It is time to find the batteries that will power-up Sasuke. Head for the Chugoku Region (the door on the east wall in the second part of the town), past the kid on the bridge, and to the top of the next screen. Go all the way to the end of the room and go through the door at the end of the path. You will be in the desert. Use the map to get to the pond. There is a Strength Doll and a Battery in the pond. Exit the room on the other side, cross the hill, and you should see a large tree. Go to the top of the tree and take a picture using the camera. Another battery will appear and Sasuke will come to life. Sasuke can destroy cracked walls by using his bomb weapon.

Head back down the hill and go to the third door on your right. This should be a town, but with enemies. Sasuke can blast some of the walls to get Strength Dolls. Go to the top left door according to the onscreen map and then go left and around the hills, following the path to the top. Enter the cave and use Sasuke's bomb to open the path. This is the entrance for the next dungeon. Prepare for Boss 4.



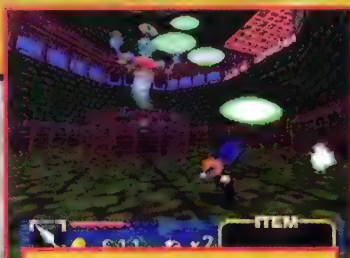
Get this Battery from the top of the tree...



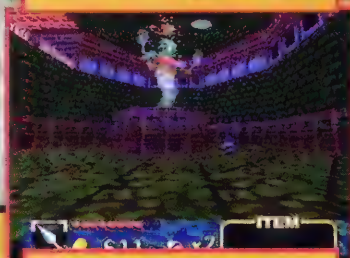
...and you are rewarded with a new character, Sasuke.

BOSS 4

The solution to this boss is obvious. She throws dinner plates off of sticks. Dodge the red plates and hit the blue plates, bouncing them back at her. Once finished, leave the cave and head for the left door on the onscreen map. Follow the path to the bridge and a scene with Omitsu will take place. After this you must meet the Muscle Man.



Bounce the blue plates back...



...and watch her wince in pain.

MEET THE MUSCLE MAN

Return to Oedo (using the flute) and go to the house that was previously abandoned (the second door on your right). It is now inhabited by a Muscle Man who runs a Gym. Talk to him and he will put you in a minigame where the prize is Super Strength for Goemon. When you succeed, leave the house, go back to the start, and leave through the doors. Cross the bridge and turn left. Go up the ramp with the metal block and use Goemon's Super Strength power to move the block. Be sure and get the Strength Doll next to the block, then exit through the door.

In this cave go right, then up the ladder. Hit the red switch on the ledge and platforms will appear to get to the next door. There is a Strength Doll below the ledge. Now go to Festival Village.



This guy gives Goemon Super Strength after passing a test.

FESTIVAL VILLAGE & MT. FEAR

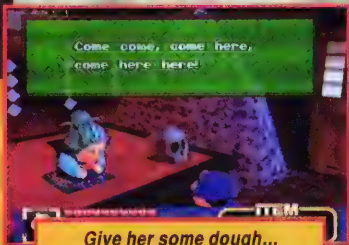
When you get to Festival Village, you need to go to the Fortune Teller. Head into the door on the right and the Fortune Teller is the first door on your left. He will tell you about getting your weapons powered-up so you can get to the top of Mt. Fear. Use the flute to go back to Mt. Fuji, and the man on the top will power-up everyone's weapons. Return to Festival Village and go through the door at the top of the room. Turn right and follow the path to the next door. This leads to Mt. Fear.

The Witch's house is at the top of the mountain. Circle around the side and hit the rock blocking the path. Go up to the top and speak to the witch. For 300 ryo she will let you see the Wise Man. After this, return to the beginning of Festival Village, go outside and follow the path to the next set of doors. You will see a waterfall with a sign. Read the sign and a minigame to get Yae's mermaid skill will take place. Now you can get into the next level. Go back to Mt. Fear and take the door to the left. Here there is a large lake. Jump in and get the Strength Doll to the left, then head toward the middle to enter the submarine and prepare to meet Boss 5.

A frontal view of Yae in Mermaid form.



There is a secret shop in the pond in Festival Village.



Give her some dough...



...and she will let you speak to the departed.



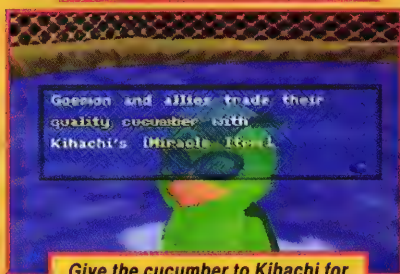
Get the mermaid ability here after finishing the minigame.

BOSS 5

This guy is easy to beat. Drag him in and wail away. Now you must find the fourth Miracle Item.



After getting all four Miracle Items, head for the Stone Circle.



Give the cucumber to Kihachi for the Fourth Miracle Item.

THE FOURTH MIRACLE ITEM

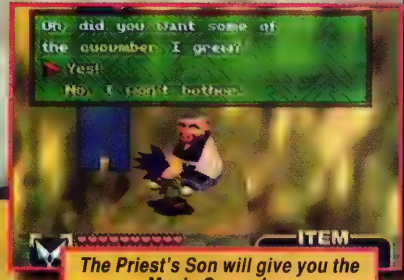
Return to Zazen Town and talk to Benkei. Then go back to the middle of the town and go to the passageway with the pond. At the pond, hit the waterspout a few times for a Strength Doll. Stand on the platform centered with the pond and meet Kihachi. He will tell you to get cucumbers for him. To get the cucumbers, you will need to find the priest's son. You have to give him 800 ryo and have Sasuke's Super Jump to get to him. To get the Super Jump, talk to the priest and he will give you a key. Leave the room and enter the door to your right. Go through the next door and enter the room with a lock. He will test you and then reward you with the Super Jump for passing.

Go back to Zazen Town and go to the second door to your left. Proceed down the long passage to the end and into a room with a flaming wall. Talk to the man on the ledge by using the Super Jump and crossing the platform. He will charge you 800 ryo for the cucumbers. Take the cucumbers back to Kihachi and he will give you the fourth Miracle Item.

You can now finish the game. Go back to where the submarine was, but continue past to the other door. There will be a Stone Circle. Stand in the middle pedestal and a cut-scene will take place. Prepare for the Final Boss.



Talk to Benkei again to find out about Kihachi.



The Priest's Son will give you the Magic Cucumber.

FINAL BOSS

This boss is fought with Impact. It is not easy. We suggest taking out the cannons first, then the wings, and finally the middle jewel. After that, just defend yourself using punches until the robot opens up and then fire away with the chain hook. When you defeat the robot, the boss changes forms and becomes quicker. Counterattacking is essential. Aim the hook well and drag him in as often as possible to give him a good combo. Repeat. Now, sit back and enjoy the ending.



After defeating the ship by attacking the exposed opening, the REAL boss will appear. He will test Impact your abilities to the hilt.





Wayne Gretzky's 3D Hockey '98 - Nintendo 64

Invisible Players - At the opening face-off, pause, and select the Replay option. Now, press the **Left** or **Right Button** to make the players flash, then hit **Z** to make the players disappear. Finally, resume the game and the player will be invisible. This can be repeated for the entire team.

View Sponsors - Go into the Options screen, Set-up, or Audio menu and press **Z** to see who sponsored this game.

Bonus Teams - Go into the Options screen, hold the **Left Button** and press **Right C, Left C, Left C, Right C, Left C, Left C, Right C, Left C, Left C**. If entered correctly a "1" will appear in the 10th spot from the left. You'll now have access to the old Minnesota, Hartford, Winnipeg, and Quebec teams.

"Tony, the Tonka Truck Player"
Sarasota, FL



Spawn - PlayStation

Enter all of these codes at the pause screen.

Invisibility - Hold **L1 + R1**, and press **■, ■, ●, ●, ▲, ✕**.

Invincibility - Hold **L1 + R1**, and press **▲, ▲, ✕, ✕, ■, ●**.

All Power-Ups - Hold **L2 + R2**, and press **▲, ●, ✕, ■, ✕, ▲, ✕**.

All Inventory - Hold **L2 + R2**, and press **✕, ■, ●, ▲, ■, ●**.

Reset Physical - Hold **L1 + R1**, and press **✕, ●, ▲, ■, ✕, ●**.

Reset Magic - Hold **L1 + R1**, and press **▲, ●, ✕, ■, ▲, ●**.

Level Skip - Hold **L1 + R1 + L2 + R2**, and press **▲, ✕, ■, ●, ●, ●**.

"The Rhino"
Toledo, OH



Oddworld: Abe's Oddysee - PlayStation

Fart Trick - During gameplay hold **R1** and press **Up, Left, Right, ■, ●, ✕**. When you fart, green gas will fume out of Abe's behind.

Voice Cheat - During gameplay hold **R1** and press **▲, Up, ●, Left, ✕, Down, ■, Right**. If this is done correctly, Abe will be able to solve voice puzzles with one sound.

Ken Sekiguchi
Rolling Meadows, IL

Kirby's Dream Land 3 - Game Boy

Unlock Boss Battle - To have access to this new section you will have to beat the game. Once you do, the new Boss Battle will open up on the Options screen.

Unlock Graphic Test - Again, beat the game, but this time make sure you have 100% of it completed. Having this will open a new "?" selection in the Option screen. This will allow you to view everything in the game.

"Virtual Gap Boy '98"
Phoenix, AZ

Final Fantasy VII - PlayStation

Item Cheat - To get this code to work you will need the W-Item Materia. Follow the commands below to master this trick.

- 1) Enter any combat scenario.
- 2) Go to the W-Item and select the item you want to cheat with.
- 3) Now, click on another item but don't use it.
- 4) An arrow should be pointing to someone in your group. Alternately hit the **✕** and **●** buttons to use the item.

Note: This code works great for Magic Pots. You'll never run out of elixirs.

Joshua Melver
Webville, COM



Mortal Kombat Mythologies: Sub-Zero - PlayStation

Fight the Bad Boys - Enter **ZCHERRY** at the Password screen and if you happen to die before reaching the first checkpoint hit **L1** to fight Quan-Chi, or **L2** to fight Shinnok.

Ken Sekiguchi
Rolling Meadows, IL

GoldenEye 007 - Nintendo 64

The Clones are Here - To have three of the same character in Multiplayer follow these instructions.

- 1) Select Multiplayer and choose a 4-player game.
- 2) Choose the character you want to clone as player 4.
- 3) Don't start the game, back out and select a 3-player game.
- 4) Have player 3 choose the character you want.
- 5) Now, start a 2-player game.
- 6) Choose the same character for player 2.
- 7) Finally, start a 3 or 4-player game and begin the match.
- 8) If done correctly, players 2, 3, and 4 will all be the same.

Easy Detonation - To easily detonate remote mines, press **A** and **B** at the same time.

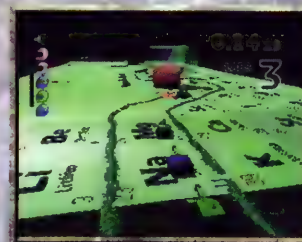
Scientists Take Aim - Target a scientist in the hands, arms, or legs, and shoot him twice. If you do this without killing, he will pull a DD4 or grenade on you. Kill him or her and take the weapon.

Phil Hoff
Minot, ND

Chameleon Twist - Nintendo 64

Unlock Bonus Pool Game (Must Have 50 Crowns) - In Stage 6 (the Ghost Castle) don't go up the stairs in the first room. Instead, go to the rabbit and you should see a locked door nearby. Enter this room and you will play a round of billiards.

Teddy Roosevelt
Washington DC



Micro Machines V3 - PlayStation

Enter these codes at the Name Entry screen.

Start With 9 Lives - **CATLIVES**

Add Tanks - **TANKS4ME**

All Tracks (Multiplayer) - **GIMMEALL**

Enter these codes during gameplay with the game paused.

Car Transformation - **Down, Down, Up, Up, Right, Right, Left, Left**

Floating Things - **■, ▲, ■, ■, ▲, ■, ■, ▲, ✕**

Quick Speed - **■, ✕, ●, ■, ▲, ✕, ✕, ✕, ✕**

Slower CPU - **●, ▲, ■, ✕, ●, ▲, ■, ✕**

Rear View - **Left, Right, ■, ●, Left, Right, ■, ●**

Big Air - **■, Right, Right, Down, Up, Down, Left, Down, Down**

Debug Menu - **■, Up, Down, Down, ■, ●, ●, ▲, ✕** (now enter a combo below)

Win Race - **Select and ✕**

View Change - **Select** and any direction (directional pad)

Zoom View - **Select** and **L2** or **R2**

CPU Race - **Select** and **■**

Destroy Cars - **✕, ▲, ●, ■** (press simultaneously)

Random Cheats

Advanced Challenge Races - To unlock this mode you must beat Beginner, Tricky, and Difficult.

Masters Challenge Races - To unlock this mode you must beat Advanced.

Rock Hard Challenge Races - To unlock this mode you must beat Masters.

Turbo Start - Try and hit the gas just before the 2nd timer beeps.

"The Sheep Hoarder"
Desmond, IA

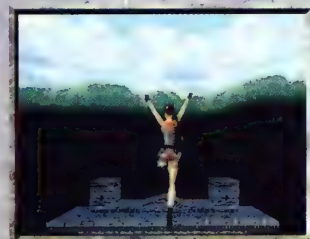


ATTENTION!
Codes only work with InterAct's GameShark enhancer attachment.



San Francisco Rush – Nintendo 64

Unlock The Rock Track – **88100050 0006** (Note: Start the game, go to the track selection, and hit the GameShark button).



Tomb Raider 2: Starring Lara Croft – PlayStation

Spider-Man Lara – **8008c4f6 0001**

Great Wall

Infinite Health – **8019cf52 03e8**
Gigantic Jump – **d008aad4 0010 8019cf50 ffe0**

Venice

Infinite Health – **801c19e6 03e8**
Gigantic Jump – **d008aad4 0010 801c19e4 ffe0**

Bartoli's Hideout

Infinite Health – **801d0cbe 03e8**
Gigantic Jump – **d008aad4 0010 801d0cbc ffe0**

Opera House

Infinite Health – **801cf2f6 03e8**
Gigantic Jump – **d008aad4 0010 801cf2f4 ffe0**

Spawn – PlayStation

Infinite Energy – **8007f050 0800**
Infinite Magic Level – **8007f052 270f**
Infinite Hell Gauntlet – **8007f09a 0500**
Infinite Cryomatic Orb – **8007f09e 0005**
Infinite Pyromatic Orb – **8007f09c 0500**

Red Asphalt – PlayStation

Master Code (Must Be Entered) – **d0058cec 3d30**
Infinite Nitro – **800845b8 0000 800845ba 0000**
Infinite Armor – **80065b30 0000 80065b32 0000**
Infinite Offensive Weapon Energy – **8005981a 6464**

Cool Boarders 2 – PlayStation

Unlock Extra Boards – **80057102 0007**
Unlock Extra Tracks – **800570fc 000a**

*Danny Crisonino
Webville, COM*

Offshore Rig

Infinite Health – **801bec86 03e8**
Gigantic Jump – **d008aad4 0010 801bec84 ffe0**

40 Fathoms

Infinite Health – **801bb482 03e8**
Gigantic Jump – **d008aad4 0010 801bb480 ffe0**

Diving Area

Infinite Health – **801bdda2 03e8**
Gigantic Jump – **d008aad4 0010 801bdda0 ffe0**

Wreck of the Maria Doria

Infinite Health – **801cfe86 03e8**
Gigantic Jump – **d008aad4 0010 801cfe84 ffe0**

Living Quarters

Infinite Health – **801b6916 03e8**
Gigantic Jump – **d008aad4 0010 801b6914 ffe0**

The Deck

Infinite Health – **801dcd1a 03e8**
Gigantic Jump – **d008aad4 0010 801dcd18 ffe0**

Catacombs of the Talion

Infinite Health – **801c5852 03e8**
Gigantic Jump – **d008aad4 0010 801c5850 ffe0**

WCW Vs. the NWO: World Tour – Nintendo 64

Clock Always 00:00 – **800116ef 0000**
Start With 6 Hidden Characters – **80060665 00ff**
Always Max Spirit – **800f0801 0064**
WWW League Challenge Open – **8106066a ffff**

Chameleon Twist – Nintendo 64

More Crowns – **80251767 0015**
All Levels Open – **8020850e 00ff 80208510 00ff**

Beast Wars: Transformers – PlayStation

Infinite Health – **800e33dc 1518**
Infinite Energon – **800d357a 0000**

Final Fantasy VII – PlayStation

Enable Sephiroth – **8009cbde ff0a**
Enable Aeris – **8009cbde ff03**
(This code is often picky and may not work)
Enable Chocobo – **8009cbde ff0b**
Enable Weird Things – **8009cbde ff0c**

*Donnie "Two Shoes" Gomez
Bellerose, NY*

Ice Palace

Infinite Health – **801c8456 03e8**
Gigantic Jump – **d008aad4 0010 801c8454 ffe0**

Temple of Xian

Infinite Health – **801db426 03e8**
Moon Jump – **d008aad4 0010 801db424 ffe0**

Floating Islands

Infinite Health – **801d1e42 03e8**
Gigantic Jump – **d008aad4 0010 801d1e40 ffe0**

Dragon's Lair

Infinite Health – **801a2a5e 03e8**

Tibetan Foothills

Infinite Health – **801db6f2 03e8**
Gigantic Jump – **d008aad4 0010 801db6f0 ffe0**

Barkhang Monastery

Infinite Health – **801e31c6 03e8**
Gigantic Jump – **d008aad4 0010 801e31c4 ffe0**

Home Sweet Home

Infinite Health – **801b2cce 03e8**
Moon Jump – **d008aad4 0010 8017c89c ffe0**

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Armored Core
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Final Fantasy VII
GoldenEye 007
G-Police
Kirby's Dreamland 3
Madden Football 64
Micro Machines V3
Mortal Kombat Mythologies: Sub-Zero
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Spawn
Test Drive 4
Tomb Raider 2: Starring Lara Croft
Wayne Gretzky's 3D Hockey '98
WCW Vs. The NWO: World Tour

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Specialized ASCII Stick
ASCII Arcade Stick
Enhanced ASCII Pad
ASCII Carrybag*
Mach 1
ASCII Grip

Saturn

ASCII Saturn Stick

Super NES

ASCII Pad SN
Super Advantage
Rhino Pad SN

Genesis

ASCII Specialized Pad
Rhino Pad SG

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

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secretaccess@gameinformer.com



Madden Football 64 – Nintendo 64

All of these teams must be entered as a name in the Create Player menu. Then, go to Exhibition Mode and the new team will be available.

- All Madden – Tiburon
- 1960's Team – Sixties
- 1970's Team – Seventies
- 1980's Team – Eighties
- AFC Pro Bowl 96-97 – Howlie

Arlis Garland
Houston, TX



Critical Depth – PlayStation

Enter these codes during gameplay with the controller in the default configuration.

- Stun Blast – Hold R2 and press Right, Left, Up.
- Depth Charge – Hold R2 and press Left, Right, Up.
- Lay Mines – Hold R2 and press Right, Left, Down.
- Surface Mine – Hold R2 and press Left, Right, Down.

"The VidMan"
Uptown, MN



Pandemonium 2 – PlayStation

Enter these codes at the Password screen.

- All Level Access – GETACCES
- Invincibility – NEVERDIE
- Full Health – HORMONES
- 31 Lives – IMMORTAL
- Speed Greed – SKATBORD
- Permanent Weapon – MAKMYDAY
- Mutant Mode – GENETICS
- Freaky Camera – GONAHURL
- More Monsters – JUSTKIDN

"The Eradicator"
Phoenix, AZ



Bomberman 64 – Nintendo 64

Open Four New Battle Courses – At the Title Screen highlight Battle and rapidly press the Start Button until you hear a tone. Now, select your character and when you go to the Stage Select the four new courses will be available.

Liam Neeson
Hamburg, KY



WCW Vs. The NWO: World Tour – Nintendo 64

Turnbuckle Bash – When the opponent is standing on the outside of the ring apron press A to grapple, then hit Down C to bash their head into the turnbuckle.

Lift and Carry – Spin to the backside of your opponent, perform a strong grapple (holding A longer), and press the Right Button. Hitting the Left Button as opposed to R will allow you to hold the opponent so that another ally can hit them.

Tag Team Clothesline – Spin to the backside of your opponent, perform a strong grapple, and press the Left Button. Now, have your tag partner ascend the turnbuckle, and he will automatically launch and clothesline the opposition off of your shoulders.

Cruiserweight Moonsault – Choose a cruiserweight and then run and when you hit the ropes press A. Your character will moonsault onto the opposition.

Perform Opponent's Move – First make sure your Spirit Meter is flashing Special. Then, go for a strong grapple, and simultaneously press A and B. You won't need to use the analog for this trick.

Easy Count Out – Throw your opponent out of the ring, follow them out, make sure they are down, then run to the other side of the ring (opposite the CPU). The CPU will not get back into the ring

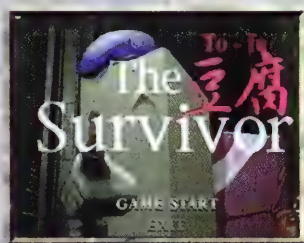
and will get counted out every time.

Launch and Exit – With your opponent outside the ring hit Run, Up, and A simultaneously.

Easy Spirit Regain – With your opponent on the ground rotate the analog a few times to get the power you need to finish your opponent.

Remove Opponent's Mask – Make sure your character has the eye gouge move and fight someone with a mask. After using the eye gouge a few times, his mask will fall off.

Killian Marcus
Cypress, CA



Resident Evil 2 – PlayStation

Ranking System

After beating Leon and Claire's scenarios, the ranking screen will display a letter grade (A-F), the number of saves, and the time it took to complete the scenario. The main focus is clearly on the time clock, but the number of saves will also factor heavily into a point system that Resident Evil 2 tracks internally. Try not to save

more than 10 times per scenario. The point system is also affected by the use of any weapons with infinite ammo – in other words Special Weapons. You will not get an "A" grade with the use of Special Weapons.

Saves

Like a car racing around a track, consider each time through the entire Resident Evil 2 adventure as a lap. As you will see, Resident Evil 2 can track how many laps you have made through the game by the file you start your game with. The more laps, the more secrets you may discover.

Special Weapons

Infinite Ammo Rocket Launcher
Complete the 1st Scenario in under 2 1/2 hours.

Achieve a grade of A or B
Infinite Ammo Gatling Gun
Complete the 2nd Scenario in under 2 1/2 hours.

Achieve a grade of A or B.
Infinite Ammo Submachine Gun
Complete the 2nd Scenario in under 3 hours.

Achieve a grade of A or B.
All 3 Infinite Weapons
Complete the 2nd Scenario in under 2 1/2 hours.

Achieve a grade of A or B.
The 4th Survivor - Hunk
Hunk is one of the Umbrella Corporation's goons sent to steal the G-Virus with William Birkin. To play as Hunk you must beat the 2nd Scenario in under 3 Hours with a grade of A. If you have accomplished this task correctly, a

screen with Hunk will be followed by the option to create a Hunk save file. Save and you will be able to load Hunk's game from either Resident Evil 2 disc.

The Tofu Survivor – This trick is completely whacked out and requires incredible dedication to playing the game through and through and through again. Here's how to find Tofu.

The entire game (1st + 2nd Scenario) must be played through three times, plus you must find Hunk along the way. You must start from the newly created Leon or Claire save file each time through. In addition, the Hunk File must exist on your memory card BEFORE playing the game through for the third time.



Test Drive 4 – PlayStation

Enter these codes at the High Score screen.

Nitros – whooosh (use the horn to get the boost)

Tiny Cars – mjclm.rc

Jimmy Brownwonderbagel

Galliano, LA

Blitz – Arcade

Note: The numbers represent the number of times you hit the buttons Turbo, Jump, Pass.

Show Next Field Goal % – 0, 0, 1

No CPU Assist – 0, 1, 2

Fog On – 0, 3, 0

Unbeatable Drones – 3, 1, 4

No Fumbles – 4, 2, 3

Trent Diller

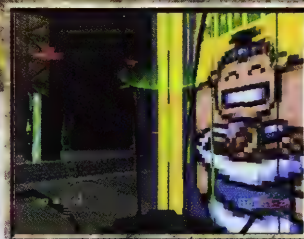
New York, NY

Fantastic Four – PlayStation

Unlock All of the Secrets – Go into the Options, highlight Training Mode, and simultaneously press **L1, R1, L2, R2**.

Erin Folkert

Dublin, Ireland



G-Police – PlayStation

Enter all of these codes at the Password screen.

Unlock Faster Backup Cars – BENIHILL

Unlock New Camera Angle – SUPACAM

Unlock Sirens – WOOWOO

Morris Hews

Oakland, CA



One – PlayStation

Enter these codes at the Password screen.

Unlock Level Select – HEVYFEET

Unlock All Weapons – MAXPOWER

"The Rhino"

Toledo, OH



NASCAR 98 – PlayStation

Unlock Paintball Mode – During any race, pause, go to Race Statistics, and simultaneously press **R1, R2, L1, L2**. Now, unpause and press **▲** to shoot paintballs at the other racers.

Sherilyn Fenn

Indianapolis, IN



NBA Live 98 – PlayStation

Granny Shot – When at the free throw line hold **R1** when shooting. Heave ho!

"The Rhino"

Toledo, OH



Armored Core – PlayStation

Location of Secret Parts

Large Rocket (WR-L24)

Stage – Eliminate Strikers 13000C

This one is hidden right at the beginning. Simply turn around and shoot the most central of the three cars to get the rocket.

Radar (RZT-333)

Stage – Guard Wharf Warehouse 32000C

This piece is hidden in the hangar directly behind you. If you take it you will fail the mission.

Dual Missile (WX-5800-GF)

Stage – Retake Air Cleaner 46000C

From the start go straight until you run into a larger room complete with fans and air ducts. This

Missile is located in the left air duct on the ceiling.

FCS (QX-AF)

Stage – Exterminate Organisms 30000C

This powerful piece is located in the corner of the Queen's lair.

Booster (B-T001)

Stage – Guard Factory Entrance 32000C

You'll find this part hidden in a box located in the northeast corner. Use the Map System if you have it.

Head (HD-X1487)

Stage – Guard Freight Train 32000C

Head to the refueling sector and destroy all of the boxes until you find it. Again, use your Map System to find it.

Flame-Thrower (WG-FG99)

Stage – Destroy Intruders 42000C

This part is hard to get. It is hidden directly below you from the start. Your Map System will show it dangling in the air. You'll need to find the entrance to get this bad boy.

Laser Sword (LS-99-MOONLIGHT)

Stage – Kill Struggle Leader 38000C

This Excaliber-like weapon is hidden beneath the floor. It is in the hallway where one floorboard can be destroyed. Trial and error is the only way to find it.

Generator (GBG-XR)

Stage – Destroy Plus Escapee 5000C

This piece is hidden on the backside of the building you start on.

Small Missile (WM-S6014)

Stage – Secret Factory Recon 32000C

You'll find this weapon in a box in the southwest corner. Use your Map System to find it.

Laser Rifle (WG-1-KARASAWA)

Stage – Destroy Fuel Depot 21000C

This one is hidden in the last chamber (with all of the fuel tanks). Destroy the tanks and the rifle will be waiting for you.

Gillian Anderson

Unknown



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

Nintendo 64

FIFA Road to World Cup 98

Mystical Ninja Starring Goemon

Yoshi's Story

PlayStation

Alundra

Bug Riders

Gex: Enter the Gecko

March Madness

Resident Evil 2

Skullmonkeys

Vs.

Sega Saturn

Enemy Zero

Croc: Legend of the Gobbos

NBA Action '98

Game Boy

Castlevania Legends

Superman

Turok: Battle of the Bionosaurs

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assistance and

\$1.05 per minute for live help.

Canada 900-451-5252

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Nintendo's Automated Power Line!

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SONY

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

Life Force - NES

Bonus Lives - At the Title Screen press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start** (also works for Contra - NES).

Captain Skyhawk - NES

Extra Lives and All Weapons - Hit **Start** and when the Title Screen reappears, hit **A + Down + Start**.

Invincibility - At the Copyright Screen hit **Up, Right, Down, Left, Up, Left, Down, Right, Up**.

Level Skip - On Controller Two press **Up + B**.

Ghosts & Goblins - NES

Level Select - On the Title Screen prior to the demo quickly hold **Right** and press **B** three times. Then hit **Up, B, B, B, Left, B, B, B, Down, B, B, B, Start**. A number should appear on the screen. Use **A** or **B** to toggle levels.

P.O.W. - NES

Extra Lives - At the Title Screen, press **A, B, B, Up, Down, Left, Start**.

Beavis and Butt-head - Super Nintendo

Enter these at the Password Screen
GWAR Concert - Woa Hah Yah Huh Woa Woo Hee Woa
After Highland Hospital - Woa Hah Yea Hee Heh Heh Woa Hah
After Highland High School - Woa Hah Yah Hee Hah Woa Huh Yea
After Streets Of Highland - Yea Hee Yah Hee Yah Huh Huh Woa
Turbo Mall 2000 - Hee Hah Yah Yah Hah Woo Hee Hah

Donkey Kong Country - Super Nintendo

50 Lives - Highlight Erase Game and then hit **B, A, R, R, A, L**. Start a previously saved game for free lives.

Yoshi's Island - Super Nintendo

Bonus Games - During the game go to the Map Screen and then hold **Select** and hit **X, X, Y, B, A**.

Cool Spot - Genesis

Debug Mode - At the Options Screen press **A, A, B, B, C, C, C, C, B, B, A, A, A, A, B, B, C, C**.

Level Skip / Invincibility - Pause the game and press **C, A, B, C, B, A, C, A, B, C, B, A, C**.

NHL '94 - Genesis

30 Second Periods - Turn on the Genesis while holding **A + C**. Continue holding until you reach the Edit Lines screen.

OutRun - Genesis

Hyper Difficulty - At the Start/Title Screen press **C** 10 times and then select Options. On the Options Screen, set the difficulty to Hyper.

Hyper Option & Level Select - At the Start/Title Screen press **Start, A 11**

times, **B** 3 times, and **C** 8 times. Options will be renamed and Level Select will be found within.

View Ending - At the password screen enter **ENDING**.

Commando - NES

Level Select - Play a game then highlight Continue. On controller two, hit **Left, Right, A, B, Down, Up**. Then on controller one hold **A** and **Select**.

Cobra Command - Sega CD

Level Select - Hit **Up, Left, Right, Right, Up** at the Title Screen.

Final Fight - Super NES

Options Menu - At the Title Screen, hold **L** and press **Start**.

Secret Options - Hold **L + R** on the Title Screen.

MLBPA Baseball - Super NES

Enter these cheats at the Password Screen.
Rubber Field - RBBR
Power Pitch - PWRP
Power Hitting - PWRHT
Hyper Speed - VRRRM
Turbo Throws - ZZNG

X-Men 2: Clone Wars - Genesis

Invincibility - Pause the game and hit **Up + B, Up, Right, Down, Up, Right, Down, Down, Up, B** and then unpause. Now hit pause again and enter **Up + B** to activate the code.

Urban Strike - Genesis

Level Passwords
Baja Oil Rigs - CNHLGBR4NBF
Inside Main Oil Rig - ZLGBWD3PFZD
Mexico - 9BWDR6MJYNN
San Francisco - NDR63P7VZLT
Alcatraz - H63PMJT4SYL
New York - LPMJ7V5XFZR
Las Vegas - GJ7VT4FKYNN
Casino - BVT4SXYCZLT
Vegas Underground - WR63PMT4SYL

BaseWars - NES

Power Team - Go to Edit Team and select either the A or B team. For the team name enter **TERMINATOR 2**.

Dick Tracy - NES

Passwords
Case 2 - 207-119-060
Case 3 - 164-003-201
Case 4 - 036-224-136
Case 5 - 007-215-047

Gradus - NES

More Power-Ups - Pause the game and press **Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start**. Only works once per level.

Unlimited Continues - At the Game Over screen press **Down, Up, B, A, B, A, B, A, Start** to return to the current mission.

Demon's Crest

Availability: Uncommon

Replay Value: Low

Similar Games: Castlevania (NES, SNES), Actraiser (SNES), Ghouls and Ghosts (SNES)

Created by: Capcom

Access Tip: For All Items - Enter the password QFFF, KNRR, DDLR, XGTQ.

Overall: 8.75

Forget about any of Disney's Gargoyles, the beast in Capcom's Demon's Crest eats 'em for breakfast. First appearing on the SNES in late 1994, Demon's Crest is an action/adventure that beautifully blends items, potions, and mythical powers into a tried-and-true side-scrolling platformer. As the gargoyle, Firebrand, the quest to recover the six elemental stones of the Demon's Crest begins. Throughout the game, powers are gained that allow Firebrand to morph into four other gargoyles - all with different sets of abilities and powers. For example, the Aerial Gargoyle can maneuver to high places with its powerful wings, or the Ground Gargoyle will bust stone walls to open hidden caves. Fantastic and colorful scenery, including the use of the SNES's flashy "Mode 7" effects, round out a very entertaining and challenging game.



Super Spike V'Ball

Availability: Common

Replay Value: Moderately High

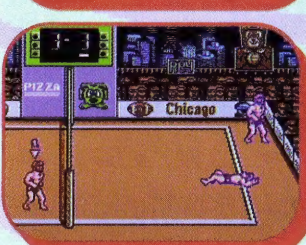
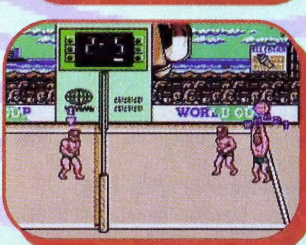
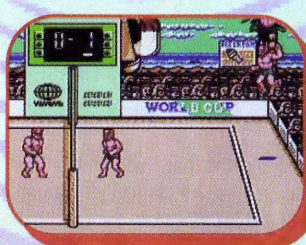
Similar Games: Kings of the Beach (NES), Super Dodge Ball (NES)

Created by: Technos Japan for Nintendo

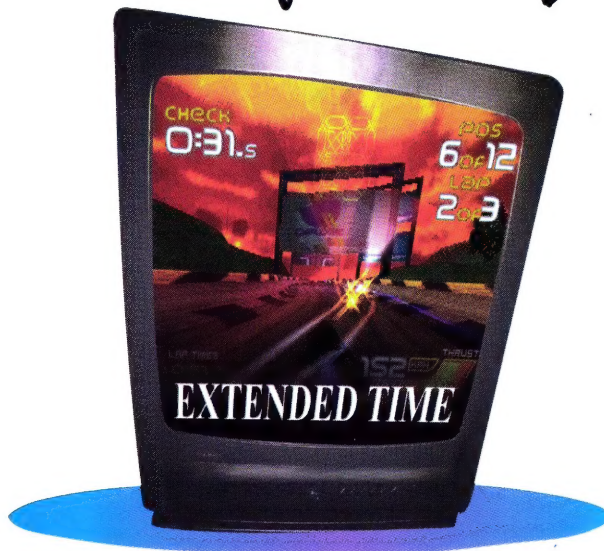
Access Tip: Sometimes the best offense is a good defense.

Overall: 8.5

The beach, the sand, and two-on-two volleyball are the basic elements of this 1990 NES release. Super Spike V'Ball is split into three game modes - Practice, U.S. Circuit, and World Circuit. Not only can you play head-to-head or versus the computer, but the NES's Four Score allows for great four-player action. The standard bump, set, spike plays of volleyball are easily executed, but advanced moves bring some speed and wackiness to the game. Super moves are charged by tapping a button. With precise timing and some quick button pressing, hitting a Super Spike will hurtle the ball into the opposition's court and devastate anyone trying to get in the ball's path. The fast-paced competition and multiplayer capabilities make Super Spike V'Ball stand out as a sports title for the NES.



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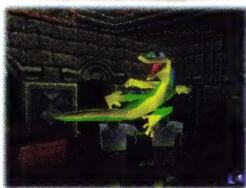
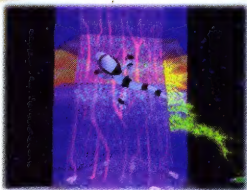
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