

An Exclusive Look At  
SingleTrac's Newest Racer  
**Streak**

Pg. 15



# Game Informer

MAGA

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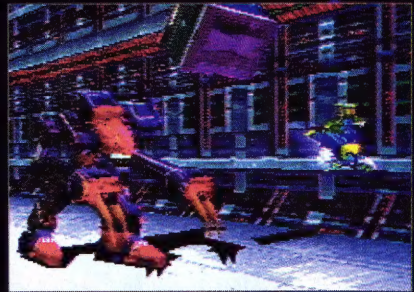
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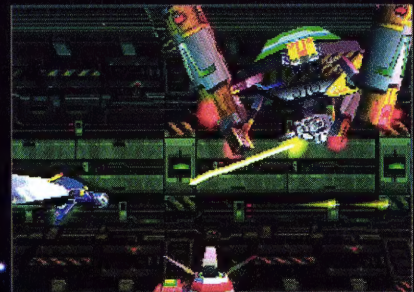
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GI looks at classic games on the Genesis and replays some codes from the vault.

**Correction:**  
Last month on pages 9 and 13 we inadvertently ran photos from Juha Mustonen without giving him proper credit. So if you were wondering who took those awesome boarder pictures you may now give him the praise he deserves. Sorry for the mistake and any inconvenience it may have caused.

## Features

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The Tekken series is the biggest fighting game of the 32-bit era. Namco continues the dominance with its newest home adaptation, Tekken 3, that features new modes, new characters, and amazing graphics and animation. This in-depth article dissects what some are already calling the best fighter of 1998. Check out all the moves and secrets straight from the Tekken masters here at GI.



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## LETTER FROM THE EDITOR

## What Does The Future Hold?

BY ANDREW McNAMARA

Although it's still years away, talk of the next round of video game system wars is being heard from gamers everywhere. The words PlayStation 2, Katana, and VM Labs' Project X continue to spread like wildfire throughout the industry. While Katana is nearing completion and VM Labs continues to tout the power of its hardware, Sony has been obviously quiet.

This is probably a wise move since the PlayStation continues to have a firm grasp on the video game market and shows no signs of slowing. And in actuality, software sales will continue to grow in the coming years, possibly even to record proportions. But as the rule of technology states: there is always a research and development team creating a faster, better platform for the future.

One of the possible elements for video game machines of the future is the Digital Video Disc or DVD. Originally created for movies, DVD is basically a CD that can hold more information – 7

times the information in fact. A single side of DVD can hold 3.65 GigaBytes of data or 2 hours of digital video. Plus, a DVD can be double-sided and even dual-layered for up to 30 times the information. (For those of you who are unfamiliar with DVD, a dual-layer means that the information is stacked on a single side – in essence giving the DVD the ability to have four sides.) Though still in its infancy, DVD is currently in the process of becoming the standard for home movies, as well as the medium for PC gaming, instead of the aging CD-ROM.

The word on the street is that Sega's Katana and VM Labs' Project X will use DVD technology (and since both companies have already released specs to developers, this is more than likely true). But Sony's PlayStation 2 is still hidden in secrecy. But in all likelihood, Sony will follow suit because if video game consoles do use DVD technology they will have evolved into something more – they will become your "VCR" and your game player.

Hold on to your hats boys and girls, things are just going to get better and better.

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**Andy, The Game Hombre**  
andy@gameinformer.com

"Do you ever wish that you could work for a video game magazine? I bet you do. But did you know that making a magazine actually requires doing some work? Think about it: have you ever been forced to play a game that stinks? We have, and we don't have the option of turning it off, rubbing it on our butt, and throwing it out the window. Well...at least not until we're done writing our review. To avoid rubbing games on your butt, make sure you check out Tekken 3 and Breath of Fire III."

**Robert, The Game Cassanova**  
robert@gameinformer.com

"Well, another issue is here, and I have been spending the month weeping over the Saturn and perusing the possibilities of Sega's new system in-between bouts of saving the universe via Captain Blasto. While there are other games I need to play, I am currently spending personal time playing Burning Rangers, Gex: Enter The Gecko, Panzer Dragoon Saga, and my favorite game of all time, Chrono Trigger. What a month. ALL HAIL BRAK!"

**Jon, The Greedy Gamer**  
jon@gameinformer.com

"Writing the Blasto strategy guide was just about the worst GI experience I've had yet. Tough game? Yep! Picture Tomb Raider II without a "save anywhere" feature, plus ten thousand times as many enemies, and that spells a lot of gaming hours. In-between wrestling with Blasto I've been working out with MLB 99 and fishing the Wisconsin trout rivers. Baseball & fishin', must be spring. So I'll talk about hockey: The Sabres %#\* rule!"

**Paul, The Game Professor**  
paul@gameinformer.com

"It is I, the prolific player, who is bestowed the honor of traveling to Japan for the Tokyo Game Show. Yes, leaving the office right as the deadline is in full swing draws a few groans from my co-workers, but I promise I will return from gaming's mecca with plenty of news for you all in the next issue – and five-day-old sushi for Jon. He eats anything."

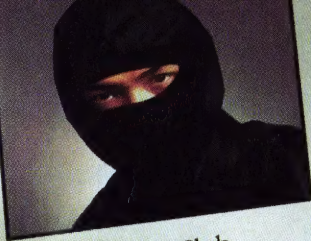
**Reiner, The Raging Gamer**  
reiner@gameinformer.com

"All right Game Professor, I'm calling you out! That's right buddy, you can't hide in Japan forever! In our March '98 issue, you stated on this very page that you were dueling me for video game supremacy. What a joke! If you actually played a game, then I might consider you competition. But for now, you're like Luke in Ben's hut – confused and with no understanding of my power. Hey Paul, take a look at what I'm doing to your chair! (Zip!) Now, that feels good!"

**Bergren, The Game Burrito**  
bergren@gameinformer.com

"Viva Las Vegas!! Elvis has got nothing on me. I recently returned from my first visit to the city of lights and I had a blast. First off, infogrames showed off its upcoming line-up, and many of the PC titles look very promising. Then, I visited Westwood Studios and met some of the minds behind games like Command & Conquer, Dune, and Blade Runner. To top it off, I got some action on the first day of March Madness. Even though I lost a few bucks, it was well worth it."

Ninja School Class of '98



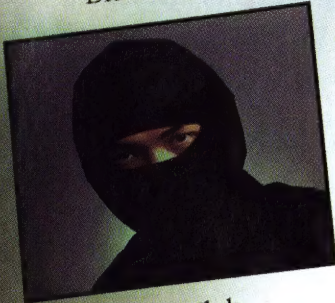
Drama Club



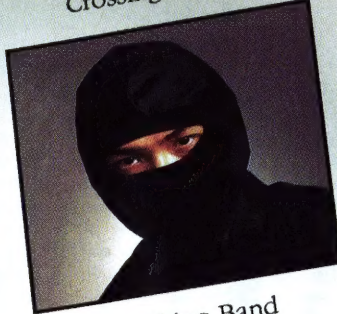
Crossing Guard



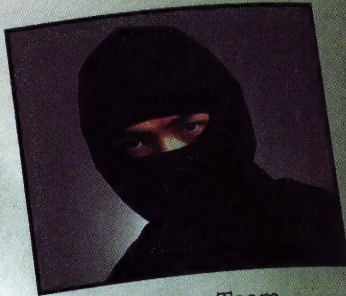
Math Club



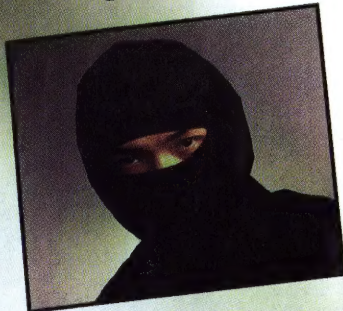
Glee Club



Marching Band



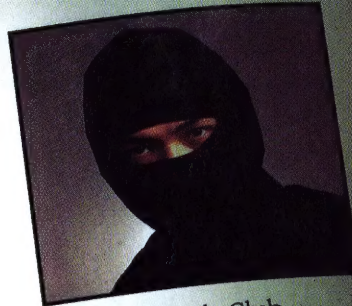
Debate Team



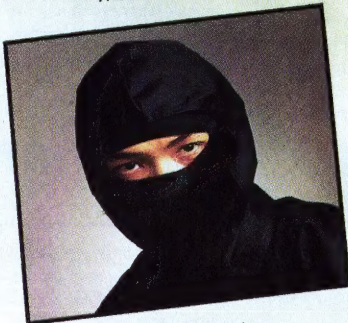
Wood Shop



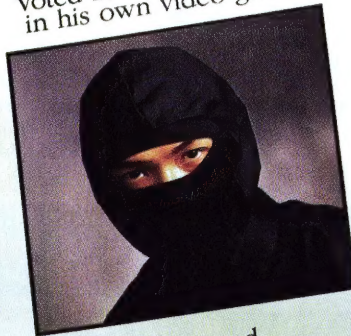
Voted most likely to star in his own video game



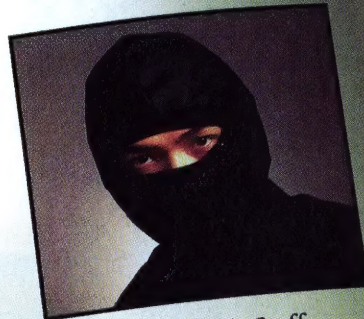
French Club



Book Club



AV Squad



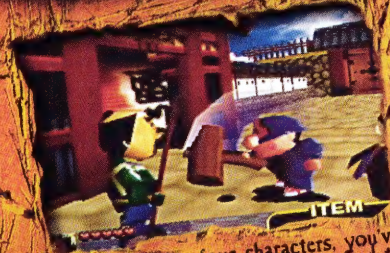
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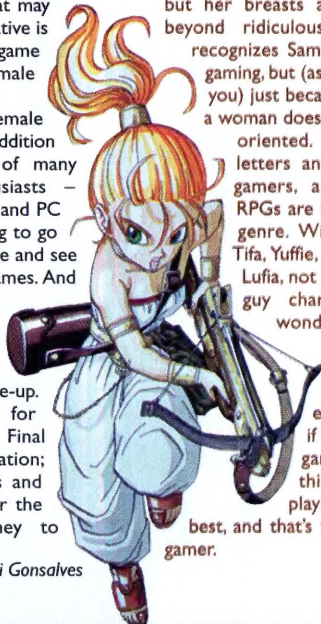


### Frustrated Female Gamer

Hello. My name is Toni and I am a 26 year old female game player. I very much enjoy reading your magazine. I must say that it has the most information of any game magazine I have read (perhaps because of the lack of advertisements, a GOOD THING). My only comment that may be interpreted as negative is the fact that as in all game mags, the focus is male dominated.

There are female gamers out there. In addition to myself, I know of many female game enthusiasts - Nintendo, Playstation, and PC gamers. It is frustrating to go to the local game store and see only male oriented games. And if there is a female oriented game, it is Barbie! Take my word for it, we like more than fashion and make-up. Give us Zelda for Nintendo. Give us Final Fantasy VII for Playstation; give us Indiana Jones and the Fate of Alantis for the PC. We have money to spend!!

Toni Gonsalves



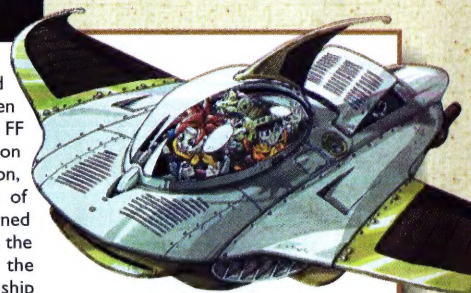
You said it. It seems that almost every game is male-oriented. As in Duke Nukem or Blasto - mindless, idiot "babes" populate the video game landscape. And in the case of Tomb Raider, here is a game that features an intelligent, learned, and capable woman, but her breasts and waist size are beyond ridiculous. Of course, GI recognizes Samus as the queen of gaming, but (as any woman will tell you) just because a game features a woman doesn't mean it's female-oriented. We get tons of letters and art from female gamers, and it seems that RPGs are by far the preferred genre. With characters like Tifa, Yuffie, Celes, Terra, Marle, Lufia, not to mention the buff guy characters, is it any wonder? Quality story, depth of character, challenging adventure, and extended gameplay - if women do play less games overall, one thing's for sure, they play the best of the best, and that's what defines a true gamer.

### FF VII is Lame

I am a very mad RPG player. Countless times you have referred to FFVII as the best RPG ever. Then the next month you will say that FF III is the best. For your information Final Fantasy II is the best. Come on, the betrayal of Kain, the death of Tellah, Palom and Porom being turned to stone, the change into paladin, the summoning spells, traveling to the moon, the giant of Babel, your ship being sunk and losing everyone, the four elementals, the underground world of the dwarves, the airships, finding out that Cecil was really the son of FuSoYa's brother, the Land of the Summoned Monsters. I could go on for days. All I'm saying is that FF II was, is, and always will be the best RPG. I beat FFVII in a month. The only graphics that look good on the game are the battles, and Sephiroth is the easiest boss I have ever faced. I have beaten over 20 different RPGs...of these, the best two stories, characters, endings, and bosses were in FF II and Chrono Trigger.

Silvanos  
Eastern Shore of VA

This is one of the countless letters piling up around the office. Most of the letters say how lame FFVII is compared to III or II. Others are mad that the story was difficult to follow, and ask us to help resolve the mysteries that



remain. Still others trash the materia concept in its entirety. Here's what we think. In terms of all RPGs, FFVII is the best total product. This includes graphics, sound, story, characters, sidequests, and attack interface. It's just the best total package. However, strictly speaking, it's the 3rd best RPG behind FF III and Chrono Trigger. FF III has the best story, Chrono Trigger is the most innovative, and FFVII has (by far, far, far) the best graphics. Yes, the materia system is limiting and difficult at first, but once mastered, it offers a tremendous amount of freedom and creative possibilities. But here's some food for thought. None of us at GI speak Japanese, but if we did, there's a good chance we'd agree with most of Japan in saying that the Dragon Quest series from Enix offers the best RPGs ever.

### Questions of the Numbered Kind

Concerning your last issue (which I enjoyed) there are a few things I was wondering about.

1. Is there any word or info you have on Final Fantasy VIII?
2. Is FF Tactics really that hard and is it worth buying?
3. Is the Game Boy Pocket Printer of any use?
4. How are your Top Ten lists done? Are they personal opinion or the score the game receives?
5. Does anyone else like Rage Against the Machine?

Drew Hornby  
"Rage Against The Machine Boy"  
Old Lyme, CT

More numbered questions, so here we go.

1. There is no word yet as to a Final Fantasy VIII, but rest assured it's coming.
2. FF Tactics is very difficult, and very time consuming. It takes patience to play, but if you're hardcore into games, you will definitely want to buy it.
3. The Game Boy Pocket Printer lets you print stickers that you create using the Game Boy Pocket Camera. Remember the Hello Kitty and Scratch 'n Sniff craze from years ago? Well, personalized stickers are



huge in Japan, but they have yet to gain popularity here.

4. As for our Top Ten lists - the Editors' Top Ten is decided amongst ourselves, but the Readers' Top Ten we amass from envelope art, code requests, emails, letters, and actual lists sent to us by readers.
5. Rage Against the Machine? Apparently you've never walked by the GI office near midnight as we turn off all the lights, arm ourselves with baseball bats, and start killing in the name of... But we're also fans of Archers of Loaf, Tool, Jesus Lizard, Zeppelin, The Police, Walt Mink, and some jungle or funk to mix it up.

### Reiner Takes a Licking and Keeps on Ticking

Your mag rules!!! Also, I have a number of questions.

1. Are there going to be any Robo Pit games for N64?
2. Are there any sad parts of FFVII?
3. Are there going to be any Final Fantasies for N64?
4. Can you play PlayStation games on the computer?
5. Will someone please punch Reiner? (Don't put this in your magazine, but please respond)

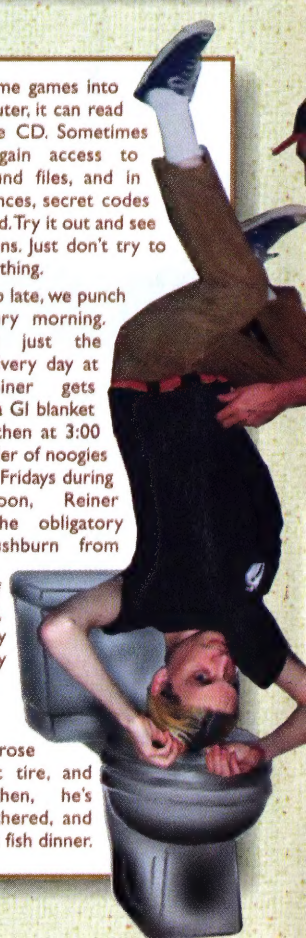
[Name Omitted]  
Madisonville, KY

Sorry, we just had to put these answers in print.

1. Currently, we haven't heard of any plans for a Robo Pit 64; but maybe, if you wish real hard, and chant "Bring back Robo...Bring back Robo..." your wishes will come true.
2. Any sad parts to FF VII? Since you obviously haven't played, we'll spare you the heartache (in other words, the answer is Yes).
3. Right now, Square is only developing games for PlayStation, and we don't expect that to change anytime soon. Nintendo kind of blew it with Square, and considering the success of FFVII on PlayStation, Square is more than happy with its current platform of choice.
4. You can't take your PlayStation game and play it on a computer; however, if

you put some games into your computer, it can read files on the CD. Sometimes you can gain access to hidden sound files, and in some instances, secret codes can be found. Try it out and see what happens. Just don't try to "install" anything.

5. You're too late, we punch Reiner every morning. But that's just the warm-up. Every day at noon, Reiner gets treated to a GI blanket party, and then at 3:00 his bulk order of noogies arrives. On Fridays during a half-moon, Reiner receives the obligatory indian brushburn from each member of the GI staff, followed by the equally enjoyable charlie horse, wedgie, rose garden, flat tire, and swirlie. Then, he's tarred, feathered, and treated to a fish dinner.





# Envelope Art

# May Winner

Juan Estrella Delano, California

## Sea Chimps or Sea Monkeys?

I have a few questions for you guys:  
 1. When if ever is Dead or Alive coming out in the U.S?  
 2. When if ever is X-Men Vs. Street Fighter coming out in the U.S?  
 3. When are the 3 scenarios in the Shining Force III saga coming out?  
 4. Where is the best supply of good, cheap games? Such as a store or a guy named Billy-Bob who lives in his van and chews bubble gum and sells cheap games for a living?  
 5. If the mighty chimp of the Amazon native clan of sea chimps seized control of the world from Sean Connery what would you do?

"Matt Fatt" Denton

1. Dead or Alive is already available. Apparently, Tecmo doesn't like us too much, as we received Dead or Alive too late for a timely review. Please write Tecmo and tell them that GI rules. And if you're interested in the game, check out our review on pg. 46.  
 2. If you're referring to the PlayStation version, it will be available the end of May. If you're referring to the vastly superior Saturn version, it's probably not going to make it to the U.S. Too bad because it kicks major amounts of butt.  
 3. More bad news for Saturn fans, the first of the three Shining Force games will appear on May 5th, but we seriously doubt if the other two will ever appear in the U.S.

4. There are just too many sources to name. Bargain hunting takes a lot of footwork and luck. Try to exploit every avenue including newspapers, the Internet, gaming magazines, and garage sales. Also, keep in touch with your local gaming stores by comparison shopping over the phone.  
 5. You're a little mixed up. The animals you're referring to did initiate an ill-fated coup de'tat against Sean Connery during the latter half of 1982. The struggle stemmed from an overabundance of sea monkeys sold through various advertisements in Plastic Man comic books. So many people had ordered the Sea Monkeys - including the producer of "Never Say Never Again" - that the mutant brine shrimp began a curve of exponential population growth. On set, relaxing to a breakfast of smoked Scottish salmon and Pop Tarts, Connery was quickly overcome by the amphibious sea monkeys. Had it not been for the fortuitous arrival of Robbie Benson, who heard the sounds of struggle from the street below, Connery might have been lost forever. Now, friend, that's the reason you no longer see ads for sea monkeys in comic books.



## Does Resident Evil 2 Suck?

Last week was the premiere of Resident Evil 2 and I was salivating (like millions of other gamers) because of its release - I guess I was Capcom's equivalent of Pavlov's dog. I went to the local rental store (because I did not pre-purchase my copy) and was one of the first people to rent the game. Like any excited school boy getting ready for my first date, I was squealing with excitement & overcome with jubilation because I was going to play the game I've been dreaming about over the past year. HERE IT IS! RESIDENT EVIL 2 AND IT'S ALL MINE!!!

Before I knew it...the game [both discs] was over, and I was left sitting in a pool of my own tears wallowing in self pity and suffering from an RE2 relapse. Heh, heh. It was 2 CDs. I beat the game in one day. 2 CDs - one day. 2 CDs - one day. Hah-hah-ha-ha!!!!

RE2! 2 CDs! One Day! RESIDENT EVIL 2 SUCKS.

Rahim Rahaman  
 Royal Oak, MI

Rahim, you do not stand alone in your opinion. Half of our mail has dealt with only two topics: Resident Evil 2 Sucks and FFVII was a disappointment. We'll address your problems with RE 2. The game was easier, there is no doubt about that. But we did some thinking. Of course, having more ammo, inventory slots, and a larger lifebar made it easier, but think about the puzzles. Anyone who played RE 1 knew how to approach the puzzles and order of events because their style was lifted straight out of the first game. Capcom stayed within the "rulebook" for the sequel, so moving the statues and things came easier to a lot of the people the second time around. People also know how to conserve ammo (shotgun blasts to the head, for example) and how to store up health. The GI camp is very decided in its judgement. Everyone except one lone reviewer (Jon) thinks the second edition is better. The FMV, different storylines, bosses, and weapons make RE 2 the clear winner, but Jon still says the first one's better.



We just love a picture with sound effects. Sploosh!



Bella Umbelina  
 New Bedford, MA

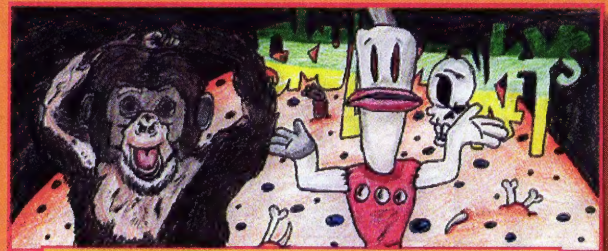
So what do you think - is Link a tighy whitey or boxer man?



Ivanny Pagan, Phila, PA  
 The ultimate battle...how long can you grit your teeth?



Jack Wei  
 Clarendon Hills, IL  
 Ken soon follows with a Super Duper Shoryu-Ken!



Mitch Loidolt, St. Joseph, MN  
 Look at the monkey flex his muscles. LOOK AT HIM!

# TEKKEN 3

"Tekken 3 is just plain awesome. Tekken 2 is still one of my favorite fighters, but 3 just puts it to shame. There are so many unique fighters like Lei, King, Gordo, and Hwoarang that can be played by anyone; but only a select few will be able to master their fighting styles. It is a shame though that the 1-player Arcade mode can still be beaten on Easy set at one round, but the Force Mode does make for some very interesting and entertaining 1-player fighting. Of course, 2-player mode is where Tekken 3 is at. Spend a night unlocking the characters and a lifetime battling it out with your friends. If you only buy one fighting game this year, make it Tekken 3."

## ANDY THE GAME HOMBRE

Concept 9.25

Graphics 9.5

Sound 9

Playability 9.75

Entertainment 9.5

**9.5**

OVERALL

"There's not a doubt in my mind that this is the current pinnacle of PlayStation fighters. If you have kept away from the arcade version, Tekken 3 has many similarities to the previous game, but builds on some returning fighters including my favorite, Lei. Man, this guy has some crazy stuff now. In fact, the entire game is fully loaded with extra options and characters not found in the coin-op version. The graphics are spectacular, but do suffer from time to time. Even so, this game has so much to offer that if you can master every character you will have invested plenty of playing time. Tekken 3 is yet another masterpiece from Namco."

## PAUL THE GAME PROFESSOR

Concept 9.75

Graphics 9.25

Sound 9.75

Playability 9.25

Entertainment 10

**9.5**

OVERALL

"I'm not suffering from delusions of grandeur here. This finely polished arcade port shines brightly with undiminished luster and eternal magnificence. From the detail in textures and animation to the flawless execution in combat, Tekken 3 proves that it is THE iron first in polygonal fighting. All of the characters present unique personalities, realistic techniques, and a moves list that appears to have no end. Secrets abound, and pure gameplay ecstasy awaits all who challenge this visual and conceptual masterpiece. You really can't ask for much more. Simply put, Tekken 3 is the king of PlayStation fighters!"

## REINER THE RAGING GAMER

Concept 9.25

Graphics 9.75

Sound 9.25

Playability 9.75

Entertainment 9.5

**9.5**

OVERALL

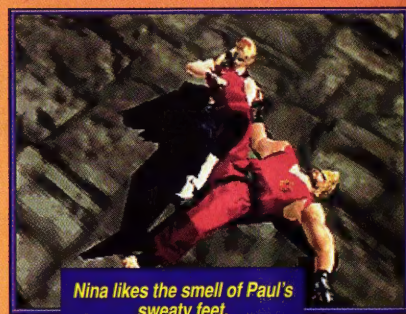
## Tekken Care Of Business Every Day



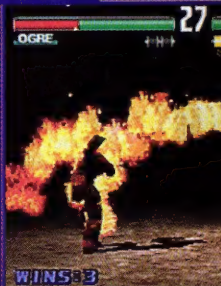
Tiger looks just like Kareem from Bruce Lee's Game of Death.



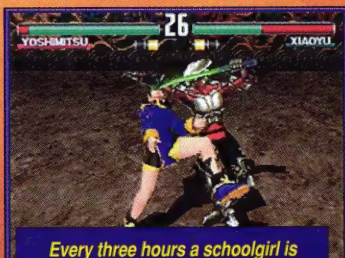
Look everybody! It's Hwoarang the flying boomerang!



Nina likes the smell of Paul's sweaty feet.



Silly doctor. Kung-fu is for kids.



Every three hours a schoolgirl is decapitated by the sinister Yoshimitsu.

Tekken is THE fighter of the 32-bit era. It's been almost two years since Tekken 2 was released; but that hasn't stopped it from becoming the biggest fighting game on the PlayStation or any station for that matter, and the most anticipated fighting game of 1998. So from the get go Tekken 3 had a lot to live up to and Namco certainly didn't disappoint.

Besides all the fighting action we've come to expect from Tekken, Namco took Tekken 3 one step further. The first innovation is the Tekken Force Mode. This mode allows you to play any character in a 3D side-scrolling action game. The goal of this mode is to fight your way through four levels of chaos and unlock the hidden character, Dr. Boskonovitch. Each level consists of fighting through legions of Mishima Soldiers, then taking on a character boss from the Tekken universe. Along the way you'll be given Chickens that refill your health (which the game so wonderfully mocks you for eating). Other than that little helper, your fighting skills will be all you have to save you.

But you will be strong in the fighting force, as Tekken 3 has some of the most impressive fighters ever created. There is Lei Wulong, a master of multiple arts who can change stances at the drop of a hat and drop opponents just as fast. There is Mokujin, a wooden dummy who, like Shao Khan from the Mortal Kombat series, is a master of every character's moves – the only problem is that each round he takes on a new, random personality. There is Hwoarang whose moves are determined by his stance and posture, but he can kick a hole straight through someone if given the chance. And as always, there is King: the master of throws. It could take months to master the nuances of his attacks, but anyone willing to put in the time will be rewarded with a character who is as deadly as he is mysterious.

By beating the various modes in Tekken 3, the player will also be rewarded with new modes. Theater Mode is a standard issue option that lets players view all the spectacular (and hilarious) computer-generated movies and endings in this game. But Tekken 3 takes this one step further by allowing the player to switch to a previous Tekken game and view any movie from it as well. The other



## How to Unlock Secret Characters

In Tekken 3, the characters are unlocked in much the same way as Tekken 2, but with a slight difference. By beating the game with a set number of characters, you get a new one. For instance, beat the game with three different characters and you will unlock Gun Jack. Continue beating the game with different characters and all the characters and modes will be opened to you. There are three characters, however, that are not accessible in this way: Dr. B, Tiger, and Gon.

- To access Gon, beat the Tekken Ball Mode.
- To access Dr. B, beat the Tekken Force Mode four times.
- To access Tiger, beat the game with all eight starting characters.

There are a number of secret outfits in the game as well. Xiaoyu, Jin, and Law all have a third costume. Press Start on the controller to select the alternative costumes. Here is how to unlock each costume:

Law's outfit is accessible immediately.

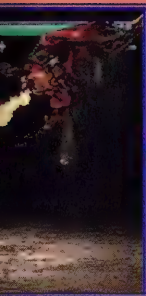
Play the Force Mode until you meet Xiaoyu in a schoolgirl outfit. Defeat her, and the outfit will be available.

Beat the Arcade Mode on Hard with Jin, and his other outfit will be available by pressing start on the select screen.

This will also allow you to access the high school background in Vs. Mode when you choose Jin or Xiaoyu.

### FORCE MODE - THERE IS NO TRY

This mode is not as tough as it seems. The key to success is patience. Don't run through these levels. Take tiny steps forward and use jabs and kicks. The occasional special move is welcome, but this mode is timed, and moves like throws and big combos suck off too much time. After you beat the Force Mode for the first time, it should get much easier from here on in. To unlock Dr. B, you'll need to beat it four times. Don't worry though, with more practice, it becomes much easier. Our personal favorite was Paul Phoenix and his Back + 4 kick.



# PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Dual Shock Analog Compatible; New Theater, Force, & Ball Mode; Side-Step Evade; More Ten-Combos; 2 Hidden Characters Gon & Dr. Boskonovitch; Memory Card Compatible
- **Replay Value:** High
- **Created by:** Namco
- **Available:** May 1 for Sony PlayStation

**Bottom Line:** 9.5



Force Ball is one of the secrets of Tekken 3. And if you can conquer it, Gon (pronounced Gun) will be added to your playable character menu.



Test your might in the Force mode minigame. It's just like Double Dragon only Tekkenized.

mode you can unlock is just as innovative. The Tekken Ball Mode takes standard fighting and turns it on its ear. The way this mode works is simple: one of three balls is dropped from the sky and is used as a vehicle for damage. To hurt your opponent you must hit the ball so it (1) slams into your opponent or flies over their head, or (2) lands out of bounds (causing damage to them and a fresh service). In other words, it's volleyball meets Tekken - slightly ludicrous, but very entertaining.

Tekken 3 is the answer to all our fighting prayers. It's got lots of hidden goodies, easy gameplay (yet hard to master characters), and most of all it's got the Game Informer seal of approval. This game rocks, check it out.



Hi, my name is Forest. Want some chocolates?

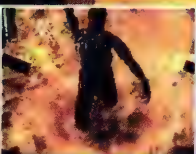


Tekken 3 features a tremendous countering system.



Jin's new outfit comes packed with a bag full of lightning.

Note: This review was based on the Japanese version of the game. However, Namco did state that the U.S. version of Tekken 3 would be identical in every respect, except the text would be in English and one of the cinematics (Anna's) would be slightly changed.



## Basic Training

**Speed Is Of The Essence** - All the moves in this guide can be executed, but a number of them require you to enter the moves rather quickly (especially throws).

**Configure Your Controller** - While some purists will moan when they hear this, you should set the shoulder buttons to execute certain combinations. Buttons 1 and 3, as well as 2 and 4 are a good place to start.

**Understand This Guide** - Many of the characters in this guide require an understanding of how to use them. Characters like Dr. B, Hwoarang, Lei, and Eddie Gordo require that you execute moves to assume a specific stance. Only from this stance can certain moves be executed.

## Legend

(All Moves Shown With Character Facing Right)

- 1 = Left Punch (Default ■)
- 3 = Left Kick (Default ✖)
- 2 = Right Punch (Default ▲)
- 4 = Right Kick (Default ●)
- qcb = Quarter Circle Back
- qcf = Quarter Circle Forward
- hcb = Half Circle Back
- hcf = Half Circle Forward
- ss = Sidestep

↔↔↔↔↔↔↔↔ = Tap Direction  
 ↔↔↔↔↔↔↔↔ = Hold Direction

- (WC) = While Crouching
- (R) = Rising From A Crouch
- n = Neutral D-Pad Position

~ = Immediately Following Last Motion

- (J) = Juggles
- (JCH) = Juggles On Counterhit
- (BJ) = Bounce Juggles
- (BL) = Bounces Low
- (I) = Unblockable
- (S) = Stuns
- (SCH) = Stuns On Counterhit
- (SB) = Stuns If Blocked
- (RU) = Run Up To Your Opponent Before Executing Next Move

## General Moves

- Dash Forward or Offensive Push (Next) = ↘, ↙
- Dash Back = ↖, ↗
- Sidestep = ↕ or ↔, n

Throw Escape = 1 or 2 (Depending On Throw)

- Pounce = ↑ + 2
- Run = ↘, ↙, ↗
- Aggression Charge = 1 + 2 + 3 + 4

## Attack Counters

- Left Limb Reversal = ↘ + 1 + 3
- Right Limb Reversal = ↙ + 2 + 4
- Tackle Dodge = 2 + 4
- Tackle Reversal = ↘ + 1 + 2
- Tackle Punch Counter = ↘ + 1 or ↙ + 2

## Getting Up

- Roll = 1
- Quick Recovery = 2
- Sweep = 3

- Side Kick = 4
- Roll Over = ↘ + 1
- Ankle Kick = ↘ + 4
- Roll Back = ↖
- Roll Forward = ↗
- Lunge = ↘ + 1 + 2 (tap)
- Running
- Jump Kick = 3
- Leg Cut = 4
- Upper Lunge = 1 + 2



## Ling Xiaoyu

- One-Two To Power Punch = 1, 2, ↘ + 1
- One-Two Spinaround = 2, 1
- Open Palm Strike = ↘ + 1
- Chin Kick = ↘ + 3
- Left Roundhouse = ↘ + 3
- Goal Kick To Back Turned Position = ↘, ↘ + 3
- Shin Kick = ↘ + 4
- Flat Kick = ↘ + 4
- Spinning Dodge = 3 + 4
- Spinning Dodge = ↘ + 3 + 4
- Dive Roll = ↘ + 3 + 4
- Overhead Flip = ↘, ↘ + 3 + 4
- Back Slap = ↖ + 1
- Ballerina Strike = ↘, ↘ + 1 + 2
- Super Ballerina Strike = ↘, ↘ + 1 + 2 ~ 1 + 2
- Uppercut (J) = (R) 2
- Cheerleader Kick = (R) 4
- Cartwheel = ↘ + 1 + 2
- Backside Forearm To Back Turned Position = ↘ + 1
- Back Turned Position = ↘ + 3 + 4
- Back Turned Position To Backpack Defender = ↘ + 3 + 4, 1
- Back Turned Position To Reverse Slap = ↘ + 3 + 4, 2

- Back Turned Position To Backside Kick = ↘ + 3 + 4, 3
- Back Turned Position To Reverse Shin Kick = ↘ + 3 + 4, ↘ + 3
- Back Turned Position To Hook Kick (J) = ↘ + 3 + 4, 4
- Back Turned Position To Hopscotch Kick = ↘ + 3 + 4, ↘, ↘ + 3
- Back Turned Position To Hop and Throw = ↘ + 3 + 4, ↘, ↘ + 1 + 3
- Back Turned Position To Hop and Throw = ↘ + 3 + 4, ↘, ↘ + 2 + 4
- Back Turned Position To Reverse Roll = ↘ + 3 + 4, ↘ + 3 + 4
- Back Turned Position To Handstand Kick = ↘ + 3 + 4, ~ 3 + 4
- Back Turned Position To Spinning Dodge = ↘ + 3 + 4, 3 + 4
- Back Turned Position To Reverse High Overhead Flip = ↘ + 3 + 4, ↘, ↘ + 3 + 4
- Windmill Whacks = ↘ + 1
- Windmill Whacks To Phoenix Stance = ↘ + 1, ↘
- Phoenix Stance = ↘ + 1 + 2
- Phoenix Stance To Crouch = ↘ + 1 + 2, ↘
- Phoenix Stance To Left Middle Strike = ↘ + 1 + 2, 1

- Phoenix Stance To Right Middle Strike = ↘ + 1 + 2, 2
- Phoenix Stance To Phoenix Uppercut = ↘ + 1 + 2, 1 + 2 (J)
- Phoenix Stance To Super Phoenix Uppercut = ↘ + 1 + 2, ↘, 1 + 2
- Phoenix Stance To Roll And Throw = ↘ + 1 + 2, 1 + 3, n
- Phoenix Stance To Roll And Throw = ↘ + 1 + 2, 2 + 4, n
- Phoenix Stance To Straight Kick = ↘ + 1 + 2, 3
- Phoenix Stance To Crouching Backside Kick = ↘ + 1 + 2, 4
- Phoenix Stance To Breakdance To Chin Kick Combo = ↘ + 1 + 2, ↘ + 4, 4, 4
- Phoenix Stance To Back Turned Position = ↘ + 1 + 2, ↘ + 1 + 2
- Phoenix Stance To Forward Roll = ↘ + 1 + 2, ↘ + 3 + 4
- Phoenix Stance To Leg Trip = ↘ + 1 + 2, 4 ~ 3
- Phoenix Stance To Hop Kick = ↘ + 1 + 2, ↘ + 3 + 4
- Phoenix Stance To Sowcaugh Kick = ↘ + 1 + 2, ↘ + 4, 4
- Phoenix Stance To Double Jump Kick = ↘ + 1 + 2, ↘ + 3, 3

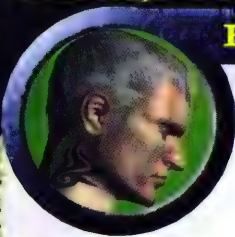
- Phoenix Stance To Spinning Kick = ↘ + 1 + 2, ↘, ↘ + 3, 3
- Jumping Axe Kick = ↘ + 4
- Circle To Power Punch = ↘ + 1 + 2, 2, 1 + 2
- Circle To Phoenix Strike (I) = ↘ + 1 + 2, 1 + 2
- Four Hit Flurry (Can Be Repeated For 8 Hits) (J) = ↘, 3, 2, 1, 4
- Breakdance To Chin Kick Combo = ↘, ↘, 4, 4, 4
- Low Spinning Chops Combo = ↘, ↘ + 2, 1
- Wind Phoenix Combo = ↘ + 1 + 2, 2, 1

## Strings

- Ten-Hit = ↘ + 4, 1, 2, 1 + 2, 1, 3, 4, 4, 4, 1
- Ten-Hit = ↘ + 4, 1, 2, 4, 4, 2, 1 + 2, 1, 4, 2

## Juggles

- 1 = ↘, 3, 2, 1, 4
- 2 = ↘, 3, 2, 4
- 3 = 1, 2, ↘ + 1
- 4 = 1, ↘ + 1, ↘ + 4, 4
- 5 = 1, 1, ↘ + 1, ↘ + 4, 4
- 6 = 1, 1, ↘ + 1, ↘ + 1 + 2, ↘ + 4, 4
- 7 = 1, ↘ + 1 + 2, 2, ↘, ↘ + 4, 4



## Bryan Fury

Unlocked by beating the game with 6 different characters.

- Low Spin Kick (BL) = ↘ + 3
- Side Kick = ↘ + 4
- Bloodsport Low = ↘ + 3 or ↘ + 4
- Back Dodge = qcb, n
- Dodge To Haymaker = qcb, n, 2
- Spin Punch To Kick = ↘ + 2, 4
- Spin Punches = ↘ + 2, 1, 2
- Spin Punches To Spin Kick = ↘ + 2, 1, 4
- Fury Assault To Triple Punch = ↘ + 3, 2, 1, 2
- Fury's Fire = ↘ + 3, 2, 1, 4
- Rising Knee = ↘ + 4
- Flying Flip Kick = ↘, ↘ + 4
- Straight Jab = ↘, ↘ + 2
- Driving Spin Kick = ↘, ↘ + 3
- Bop Kick = ↘ + 4
- Uppercut = qcf + 1
- Ab Punch = qcf + 2
- Ab Punch Slam (BJ) = qcf + 2, ↘ + 2
- Uppercut = (R) 1
- Ab Punch = (R) 2
- Ab Punch Slam (BJ) = (R) 2, ↘ + 2
- Knee Combo = qcf + 3, 4
- Knee Combo = (R) 3, 4
- Razor Claw = ss, 1
- Razor Talon = ss, 2
- Darkness Claw = ss, 1 ~ 2

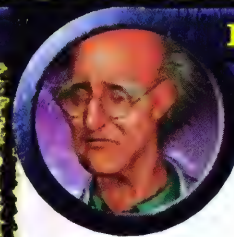
- Deadman's Fury = 1, 4, 2, 4
- Deadman's Fury #2 = 1, 4, 2, 1, 4
- Deadman's Fury #3 = 1, 4, 2, 1, 2
- Kicking Mamba = 1, 4, 3, 3
- Quick Kicks = 3, 3
- Deadly Duo = 3, 2, 1, 4
- Kick To Burst = 3, 2, 1, 2
- Tattoo U = ↘ + 1 + 4
- Needle Strike = ↘ + 1 + 4

## Strings

- Ten-Hit = ↘ + 3, 4, 1, 2, 1, 4, 2, 1, 4, 2
- Eight-Hit = ↘ + 3, 4, 1, 2, 1, 4, 3, 3
- Eight-Hit = ↘ + 3, 4, 1, 2, 1, 4, 2, 4

## Juggles

- 1 = 1, 2, ↘ + 3
- 2 = (R) 3, 1, ↘, ↘ + 2
- 3 = 1, 2, ↘, ↘ + 2
- 4 = ↘ + 2, 1, 2
- 5 = ↘ + 2, 1, 4
- 6 = (RU) 1, 2, ↘ + 3 (BJ)
- 7 = (RU) 1, 4, 3, 3 (BJ)
- 8 = (RU) 1, 4, ↘, ↘ + 2 (BJ)
- 9 = ↘ + 2, 1, 4 (BJ)
- 10 = (R) 4, ↘, ↘ + 2 (BL)



## Dr. Boskonovitch

Unlocked by beating Force Mode.

- Pass The Funk = ↘ + 1 + 2 (Opponent Frozen)
- Sit Down = ↘ + 3 + 4
- Sweeps = 3, 4
- Standing Russian Stomp = ↘, 3, 4, 3, 4, 3, 3
- Easy Aggressor = 3 + 4

## Face Down On The Ground

- Roundhouse Kick = 4
- Sweep Up = 3
- Low Kick = 3 + 4
- Spinning Slide = (Head Towards) 3 + 4

## Face Up On The Ground

- Kick Up = 4
- Kick Combo = 3, 3, 3
- Vomit = 1 or 2
- Kick Up = (Feet Towards) 3 + 4
- Kangaroo Kick = (Head Towards) 3 + 4
- Lying Russian Stomp = 4, 3, 4, 3, 4, 3, 4
- Super Bounce = (While Falling) ↘ + 1

## Evades

- High Combo Evade = 1 + 2
- Low Combo Evade = ↘ + 1 + 2

## Moves

- One, Two = 1, 2
- Punch, Kick, Smash = ↘, ↘, 1, 4, 3, 2, 1
- Raising Uppercut = ↘ + 1
- Uppercut = ↘ + 2
- Solid Strike = ↘, ↘, 2
- Flip Grab = ↘, ↘, 4
- Spin Flip Hit = ↘, ↘, n, 3
- Atomic Belly Flop = ↘, ↘, 3 + 4
- Dive = ↘, ↘, 1 + 2
- Aggressor Evade = ↘ + 3 + 4
- Drink = 2, 1
- Drink & Kick = 2, 1, 3 + 4
- Drink Again & Again = 2, 1, 1 + 2 (Tap)

## Eddy Gordo/Tiger

Tiger is unlocked by beating the game with all the original characters (press Start on Gordo to select him).



### Special Notation

(H) - Handstand Stance (holding ← after a move)  
(G) - Ground Stance (holding ↓ after a move)

### Throws

Merry-Go-Round = 1 + 3  
Ferris Wheel = 2 + 4  
Gunslinger = hcf + 1 + 2  
Watching Hand = (ss Right) 1 + 4  
Catapult = (ss Left) 1 + 3  
Superloop = (From Behind) 1 + 3

### Moves

One-Two = 1, 2  
Super Kick (H) = ↘ + 4  
Human Spring = ⇒, ⇒ + 3 + 4  
Leaping High Kick = ⇒, ⇒ + 4, 4  
Leaping Low Kick = ⇒, ⇒ + 4, 3  
Travolta Kick (G) = ↘ + 3 + 4  
Leaping Round Kick = ↘ + 4  
Swinging Gate = 4 ~ 3

Straight Kick = 4 ~ 3, 4  
Ground Kick (H) (G) = 4 ~ 3, 3  
Strength Sweep (H) (G) = 3 ~ 4  
Pommel Punch = 3 ~ 4, 1 or 2  
Pommel Strike = 3 ~ 4, 1 + 2  
Pommel Double Strike = 3 ~ 4, 1 + 2, 1 + 2  
Pommel Kick (H) = 3 ~ 4, 4  
Pommel Kick To Double Strike = 3 ~ 4, 4, 1 + 2, 1 + 2  
Pommel Combo (H) (G) = 3 ~ 4, 4, 4  
Cartwheel Kick (J) = ↘ + 3 + 4  
Photo Kick = ↘ + 3, 4 (tap)  
Backflip = ⇒ + 4  
Backflip Pommel Sweep (H) = ⇒ + 4, 3 ~ 4  
Rush Kick (H) (G) = ⇒, ⇒ + 3  
Spinning Back Kick = ⇐ + 4  
Mule Kick = ⇐ + 4, 4  
Bouncing Mule Kick = ⇐ + 4, 4, 3 + 4  
Mule Extension = ⇐ + 4, 3  
Mule Extension Roll = ⇐ + 4, 3, 3  
Mule Extension Roll Combo (H) = ⇐ + 4, 3, 4, 4  
Handstand = ⇒ + 1 + 2  
Handstand To Kick = ⇒ + 3  
Handstand (H) (G) = ↘ + 3  
Fresh Strike = ↓ + 1 + 2  
Knee = ⇐ + 3  
Stun Blow = ⇒, ⇒ + 1 or ⇒ + 2

Shin Kick = ↘ + 4  
The Outer Limits = (R) 4  
Spinning Mule (H) (G) = (R) 3 + 4  
Spinning Mule (H) = 3 + 4  
Sidestep Backfist = 1 + 2  
Scuttlebutt = 1 + 2, ↓ + 4  
Fence Jumper = 1 + 2, ↑ + 3  
Fence Jumper To Wheel Kick = 1 + 2, ↑ + 3, ↘ + 3 + 4  
Ground Slam = ss, 2  
Triple Flip Combo = ss, 3 + 4, 3 + 4, 3 + 4  
Get Down (G) = ss, ↑ + 3, 4  
The Funky Chicken = ss, 1 + 2, 3  
Sweeper = ss, 4, 4  
Sweeping Flip (\*) = ss, 4, 3 + 4  
Total Funkatron (H) (G) = ss, 4 ~ 3  
Flip Kick = ss, 3 + 4  
Flip Kick To Wheel Kick = ss, 3 + 4, ↑ + 3  
Flip Kick To Wheelhouse = ss, 3 + 4, ↑ + 3, 4  
Flip Kick To Sweep (G) = ss, 3 + 4, ↓ + 3 + 4  
Double Flip Kick = ss, 3 + 4, 3 + 4  
Jumpin' Jack Sweep (G) = ss, 3 + 4, 3 + 4, ↓ + 3 + 4  
The Afro Drive = ⇒ + 2, 1, 4  
Sweep To Lunging Mule Combo = ↘ + 3, 4, 4, 3 + 4

Ding Ding Smacker = ⇐ + 3, 3, 4, 4  
Squirrelly 8 (!) = ⇐ + 3 + 4  
**Ground Stance**  
Roll Out = 4  
Roll Out To Handstand = 4, 3 + 4  
Roll Low = 3  
Roll Low Face Plant = 3, 4  
Handstand Sweep = 3 ~ 4  
Heli Kick (H) = 4 ~ 3  
Strike = 1 + 2  
Double Strike = 1 + 2, 1 + 2  
**Handstand Stance**  
Walk Forward = →  
Walk Backward = ←  
Handstand Duck = ↓  
Evasion = ss  
Jive Punch = 1 or 2  
Jive Punch Combo = 1 ~ 3, 3, 1 + 2 or 1 ~ 3, ⇐ + 4, 4, 3 + 4 or 2 ~ 4, 3  
Jivin' Punch Combo (H) = 1 ~ 3, 4, 4, 4 or 1 ~ 3, 3  
Scissor Kick (H) (G) = ↑ + 3 + 4  
Thrusting (H) (G) = ↓ + 3 + 4  
Split Pea Kick (H) (G) = 3  
Handstand Kick = 4

Pommel Sweep = 3 ~ 4  
**Strings**  
Six-Hit = 4 ~ 3, 4, 2, 4, 3, 3  
Eight-Hit = 4 ~ 3, 4, 2, 4, 3, 4, 4, 4  
Eight-Hit = 4 ~ 3, 4, 2, 4, 4, 3 + 4, 3 + 4  
Nine-Hit = 4 ~ 3, 4, 2, 4, 3, 4, 3, 4, 3 + 4  
**Juggles**  
1 = 3 ~ 4, 4 ~ 4  
2 = ↘ + 3, 4 ~ 4 ~ 4  
3 = ↘ + 4  
4 = ↘ + 3 + 4



## Gun Jack

Unlocked by beating the game with 3 different characters.



### Throws

Hip Toss = 1 + 3  
Lift'n Slam = 2 + 4  
Lifting Choke and Toss = ↘ + 1 + 2  
Lifting Choke To Megaton Punch = ↘ + 1 + 2, ⇐, ⇐, ↓ + 2 + 3  
Face In The Dirt = ⇐ + 2 + 3  
Hell Press = ↘ + 1 + 3

Hell Super Hammer Strike = ↘ + 1 + 3, 1 + 2  
Evil Toss (J) = ↘ + 2 + 4  
Bionic Evil Toss = ↘, ↘ + 2 + 4  
Knee Piston = qcb + 2  
Nuke Slam = qcf + 1  
Sparkly Joe = ⇒, ⇒ + 1 + 4  
Choke Slam = ⇒, ⇒ + 2 + 3  
Piledriver = ⇒, ⇒ + 1  
Side Lift Throw = (ss Left) 1 + 3  
Hanging Neck Throw = (ss Right) 1 + 3  
Crippler = (From Behind) 1 + 3  
Death Blow = (From Behind) 2 + 4  
**Moves**  
Grater = 1, 1, 1  
Rising Uppercut = 2 ~ 1, 2

Megaton Sweep = ⇐, ⇐, ↓, ↘ + 1  
Megaton Punch = ⇐, ⇐, ↓, ↘ + 2  
Double Hammer Punch = 1 + 2, 1 + 2  
Reverse Hammer Punch (BL) = (R) 1 + 2  
Reverse Double Hammer Punch = (R) 1 + 2, 1 + 2  
Smash Mouth (J) = (R) 1  
Bionic Crunch = ⇒, ⇒ + 1 + 2  
Double Bionic Crunch = ⇒, ⇒ + 1 + 2, 1 + 2  
Megaton Bionic Crunch = ⇒, ⇒ + 1 + 2, ↑ + 2  
Super Toss = ↓, 1 + 2  
Terminator Punch (J) = ↓ + 1 + 2  
Windmill Punch Swing (\*⇐) = ↓, ↘ + 1, 2, 1, 1

Uppercut Ram = ↘ + 1, 2, 1, 2  
Downward Swing Slap = ↘ + 2 + 3  
Sumo Smash = ⇐ + 4  
Nuclear Fallout = ⇐ + 1, 1, 1, 1, 1, 2  
Russian Dance = ↘ + 3, 4, 3, 4, 3, 4  
Splash Down = ↘ + 3 + 4  
Sit & Swing = ↘ + 3 + 4, 1, 2, 1, 2  
Jet Glide = ⇒, 3 + 4  
To The Moon (!) = ⇒ + 3 + 4  
To The Moon And Back (!) = ⇒ + 3 + 4, 3 + 4  
Mercury Rising (!) = ⇒ + 3 + 4, 3 + 4, 3 + 4  
Step To The Moon (!) = ss, 3 + 4  
The Beta Ray (!) = ⇐, Ⓞ(x5), 1

**Strings**  
Ten-Hit = ↓ + 2, 1, 1, 1, 2, 1, 2, 1, 1 + 2, 1 + 2  
Ten-Hit = ↓ + 2, 1, 1, 1, 2, 1, 2, 1, ↓ + 1 + 2, 1 + 2  
Ten-Hit = ↘ + 1, 1, 4, 3, 4, 1, 2, 1, 1 + 2, 1 + 2  
Ten-Hit = ↘ + 1, 1, 4, 3, 4, 1, 2, 1, ↓ + 1 + 2, 1 + 2  
**Juggles**  
1 = ↓ + 1, ↓ + 1, 2  
2 = 2 ~ 1, ↘ + 3 + 4  
3 = ↘ + 1, 2, 1, ↘ + 3 + 4  
4 = ⇐, ⇐, ↓, ↘ + 1  
5 = ↓ + 1, ↓ + 1, 2 (BL)  
6 = ⇒, ⇒ + 1 + 2, 1 + 2 (S⇐)

## Ogre II

Unlocked by beating the game with 9 different characters.



### Throws

Breath Of Life Recovery = 2 (After Being Juggled)  
Grab And Toss = 1 + 3  
Thigh Smash = 2 + 4  
The Bump = ↘, ↘ + 2 + 4  
Spineless Quiver = (ss Left) 1 + 3  
Vertigo = (ss Right) 1 + 3  
Ogre Jaw = (From Behind) 1 + 3  
Low Attack Reversal = ↓, ↘

Horn Puncture (JH) = ↘ + 1 + 2  
Inner Demon = ⇒ + 2  
Spirit Shave = 4 ~ 3  
Backflip To Nail Biter = ⇐ + 3, 2  
Hell's Plow = ⇒, ⇒, →, 3 + 4  
Side Surprise = ⇒, ⇒, n, 3 + 4  
Death Drop = ⇒, ⇒, n, 4  
Jab Kick (J) = ↘ + 4  
Demon's Dive = ↘ + 3, 4, 3  
Thrust Kick = ↓, ⇐ + 4  
The Package = ↓ + 3, 3, 3  
The Package Pow (J) = ↓ + 3, 3, n, 3  
Hammer Time = ⇒, ⇒ + 3  
Hammer Time Plus = ⇒, ⇒ + 4  
Gore Gore Kick = ⇒ + 4  
Gore Kick = (R) 4, 4  
Forever More = (R) 3, 3, ↓ + 3, 3, 3...  
Power Siphon (\*C) = (R) 2  
Ding Ding Buster = (R) ⇒ + 1  
The Sweaty Palm = ↘ + 1 + 2  
Back Backhand Sweep = ↓, ↘ + 2  
Overhead Hook = ↓, ⇒ + 2  
Death Dealer = ↓ + 4, 4

Shoulder Charge = ⇒ + 1 + 4  
Kamikaze = (While Down) 3 + 4  
Flip Kick = ↑ + 3 + 4  
Tail Low = ↓ + 3 + 4  
Tail Mid = ↘ + 3 + 4  
Spiking Tail Spin = ↘ + 3 + 4, 3 + 4  
Blood Gurgle (!) = ↘ + 1 + 2  
Bad Medicine (!) = ⇐, ⇐ + 1 + 2  
666 (!) = ⇒, ⇒ + 2  
Megaton Approach (!) = ⇒, ⇒, n, 2  
Megaton Blow (!) = ⇐ + 2  
Slip Strike (!) = ⇐ + 2 + 3  
Bad Ogre Breath (!) = ↓ + 1 + 2  
Flying Bad Ogre Breath (!) = 1 + 2

### Juggles

1 = 1, ⇒ + 2  
2 = 1, 1, 1, 2  
3 = 1, 1, 2, 2  
4 = ↓ + 3, 3, n, 3  
5 = ↘ + 3, 4, 3

## Gon

Unlocked by beating the Tekken Ball mode.



### Throws

Tasty Morsel = 2 + 4 or 1 + 3  
Tear Your Meat = (ss Right), 2 + 4  
Spin = (ss Left), 1 + 3  
Tackle = (From Behind) 1 + 3

### Moves

Fireball = 1 + 2  
Low Tail Spin = 4, 4, 4, 4, 4  
One, Two, Three = 1, 1, 1  
Rolling Thunder = ⇒, ⇒, 1 + 2  
Rolling Thunder To Head Rush = ⇒, ⇒, 1 + 2, 1 + 2  
Flying Head Butt = ⇒, ⇒, 3 + 4  
Pecking Order = ⇒, 1 + 2, 1 + 2, 1 + 2  
Mid Spin = ⇒, 3 + 4  
Head Lifter = 3 + 4

Shadow Dodge = ⇐ + 3 + 4 (Hold ← To Keep Running)  
Backflip = ⇐ + 1 + 2  
Demon Scissors = ↘ + 3 + 4  
Sleep = ⇐ + 1 + 2  
Helicopter = ↑ + 3 + 4  
Flip Stomp = ↘ + 3 + 4  
Fart = ⇐ + 4  
Double Foot Kick = (R) 3 + 4  
Bum Rush = ⇒, ⇒, 1 + 4 (!)  
Head Spin = ⇒ + 2 + 3  
Wind Up Punch = ⇐ + 1  
Low Rider = ⇐, ↓, ↘ + 3 + 4  
Rising Strike = ↑ + 1 (J)  
Middle Flame Spin = ⇐ + 3  
Double Tail Swipe = ⇒ + 3, 3  
Butt Stomp = ↘ + 4  
Tail Lifter = ↘ + 3 + 4 (J)  
Tail Smash = ↓, 4 (!)

### Juggles

1 = 1, 1, 1  
2 = 4, 4, 4, 4, 4

## Heihachi Mishima

Unlocked by beating the game with 7 different characters.



### Throws

Taunt = 2 + 3 + 4  
 Power Noogie = 1 + 3  
 Mishima Powerbomb = 2 + 4  
 Headbutt = ⇨, ⇨ + 1 + 2  
 Mega Headbutt = ⇨, ⇨ + 1 + 4  
 Atomic Drop = (ss Left) 1 + 3  
 Guillotine Hammer = (From Right) 1 + 3  
 Lightning Knee = (From Behind) 1 + 3  
 Lightning Reversal = (On Opponent's Countering) ⇨, ⇨ + 4 ~ 3

### Moves

Chi Fists = 1 + 2  
 Delayed Chi Fists = ⇨ + 2 ~ 1 + 2  
 Iron Fist Combo = 1, 1, 2  
 Demon Slayer = 1, 2, 2  
 Chi Attack Combo = 1, 2, 1 + 2  
 Delayed Chi Attack Combo = 1, 2, 2 ~ 1 + 2  
 Twin Assault (BL) = ⇨ + 1, 2  
 Stabbing Gutpunch = ⇨ + 2  
 Jab To Gutpunch To Dragon Punch = ⇨ + 1, ⇨ + 2, n ~ 1  
 Jab To Gutpunch To Thrust Kick = ⇨ + 1, ⇨ + 2, n ~ 4  
 Rushing Uppercut (J) = ⇨, ⇨ + 2  
 Left Overhead Heel (SCH) = ⇨, ⇨ + 3  
 Overhead Heel Kick = ⇨ + 4  
 Wind Godfist (J) = ⇨, n, ⇨, ⇨ + 2

Dragon Punch = ⇨, n, ⇨, ⇨ + 1  
 Hop To Thrust Kick = ⇨, n, ⇨, ⇨, n, 3  
 Hop To Low Thrust Kick = ⇨, n, ⇨, ⇨ + 3  
 Tsunami Kick = ⇨, n, ⇨, ⇨, n, 4, 4  
 Hell Sweep To Tsunami Kick = ⇨, n, ⇨, ⇨ + 4, n, 4, 4  
 Hell Sweep To Dragon Punch = ⇨, n, ⇨, ⇨ + 4, n, 1  
 Hell Sweep To Rushing Uppercut (J) = ⇨, n, ⇨, ⇨ + 4, n, 2  
 Hell Sweep To Tsunami Kick = ⇨, n, ⇨, ⇨ + 4, n, 4, 4  
 Hell Sweep To Dragon Punch = ⇨, n, ⇨, ⇨ + 4, n, 1  
 Hell Sweep To Rushing Uppercut (J) = ⇨, n, ⇨, ⇨ + 4, n, 2  
 Hell Sweep To Tsunami Kick = ⇨, n, ⇨, ⇨ + 4, n, 4, 4

Hell Sweep To Dragon Punch = ⇨, n, ⇨, ⇨ + 4, n, 4, 4, 1  
 Hell Sweep To Rushing Uppercut (J) = ⇨, n, ⇨, ⇨ + 4, n, 2  
 Tsunami Kick = (R) 4, 4  
 Rising Sun = ⇨ + 4, 4  
 Demon Scissors = 4 ~ 3  
 Lighting Stomp = ⇨ + 4 (Opponent Down)  
 Kenka = qcf + 2  
 Stone Splitter To Death Fist = ⇨ + 1, 2  
 Hell Axle = ⇨ + 3, 4  
 Shadow Step = ⇨, ⇨, n, 3 + 4  
 Master Summon (!) = ⇨ + 1 + 4

Ten-Hit = ⇨, ⇨, n, 2, 1, 2, 2, 3, 4, 4, 1, 2, 1

### Juggles

1 = 1, 1 + 2  
 2 = 1, 1, 2  
 3 = 1, 2, 2  
 4 = 1, 2, 1 + 2  
 5 = 1, qcf + 2  
 6 = 1, ⇨, n, ⇨, ⇨ + 2  
 7 = 1, 2, 1 + 2  
 8 = 1, ⇨, n, ⇨, ⇨ + 4, n, 1  
 9 = ⇨, n, ⇨, ⇨, n, 4, 4  
 10 = 1, ⇨ + 1, ⇨ + 2, n ~ 1  
 11 = 1, 2, 1, ⇨, n, ⇨, ⇨ + 4, 1  
 12 = 1, ⇨ + 1, ⇨ + 2, ⇨ + 1, ⇨, n, ⇨ + 4, n, 4 ~ 4  
 13 = ⇨ + 1, 2

### Strings

Ten-Hit = ⇨ + 3, 2, 2, 4, 4, 1, 4, 1, 2, 1  
 Ten-Hit = ⇨ + 3, 2, 2, 4, 4, 1, 4, 1, 2, 4  
 Ten-Hit = ⇨ + 3, 2, 2, 4, 4, 1, 2, 1, 2, 1

## Hwoarang



### Throws

Windmill Power Smash = 1 + 3  
 Reverse Power = 2 + 4  
 Chin Crush = ⇨, ⇨ + 2  
 Head Cave = qcb + 3  
 Trip Drop = ⇨, ⇨ + 1 + 3  
 Face Print = (ss Left) 1 + 3  
 Striker 5 = (From Right) 1 + 3  
 Jumping Crush = (From Behind) 1 + 3  
 Low Combo Break = ⇨ + 1 + 3

### Moves Any Stance

Face Away/Face Toward = 1 + 2  
 Left/Right Foot Forward = 3 + 4  
 Slint Dash = ⇨, n, ⇨, ⇨  
 Rising Uppercut (J) = ⇨, n, ⇨, ⇨, 2  
 Fake To Left Flamingo Stance = ⇨, n, ⇨, ⇨, 3  
 Penetrator = ⇨, n, ⇨, ⇨, 3 ~ 3  
 Skyscraper Kick (J) = ⇨, n, ⇨, ⇨, 4  
 Shin Kick = ⇨ + 3  
 Sharp Shooter (J) = ⇨ + 4, 4  
 Joe Blow = ⇨ + 1 + 2  
 Double Side = ⇨ + 3, 4  
 Big Toe = ⇨ + 4

Trip Kick = ⇨ + 4  
 Fwoarang Kick = ⇨ + 4, 4  
 Side Kick To Left Flamingo Stance = ⇨ + 3  
 Shooting Star = ⇨ + 3, 4, 3  
 Rising Crescent = (R) 3  
 Toe Kick = (R) 4  
 Toe To Heel = (R) 4 ~ 4  
 Taste My Boot (!) = ⇨ + 3 + 4  
 Cancel Leg My Boot = ⇨, ⇨

### Left Leg Forward

One-Two = 1, 2  
 Hwoarang Da Bang = 2, 4  
 Backfist To Right Foot Forward = ⇨ + 2  
 Backfist = ⇨ + 2  
 Left Flamingo Stance = ⇨ + 3  
 Heart Plunge = ⇨ + 3 ~ 3  
 Crescent Kick To Right Foot Forward = ⇨, ⇨ + 3

Straight Kick To Right Flamingo Stance = ⇨ + 4  
 Straight Kick Combo To Right Foot Forward = ⇨ + 4, 4  
 Top Kick To Right Foot Forward = ⇨ + 4  
 Blast Kicks = 3, 3, 3, 3  
 Speed Kick Combo To Right Flamingo Stance = 3, 3, ⇨ + 3, 4  
 Super Speed Kick Combo = 3, 3, ⇨ + 3, 4, 4  
 Hornet To Right Flamingo Stance = 3, 3, 4  
 Hornet Combo = 3, 3, 3, 4, 4

Stab Combo To Right Flamingo Stance = 3, 3, 4  
 Retro Stab Combo To Right Foot Forward = 3, 3, 4, 4  
 Quick Kick Combo = 3, 3, 4, 4, ⇨ + 4  
 Foot Dance = 4, 4, 4, 4  
 Hot Pants = 4, 4, 4, 3  
 Righty To Right Flamingo Stance = 4, 4, 4  
 Righty Kick = 4, 4, 4 ~ ⇨

Swoop Kicks To Right Foot Forward = 4, 4 ~ ⇨  
 Mile High Kick Combo = 4, 3  
 Airborne Combo = ⇨ + 3, 3, 3, 3  
 Right Air Kick = ⇨ + 4  
 Double Trouble Combo = 1, 1, 3, 3  
 Double Up Kick Combo = 1, 2, 3  
 Big Trouble In Little Hwoarang = 1, 2, 4  
 Flying Storm = 3 ~ 4  
 Reverse Roundhouse = (R) + 4

### Right Leg Forward

Triple Punch = 2, 1, 1  
 Right Flamingo Stance = ⇨ + 4  
 Top Kick To Left Foot Forward = ⇨ + 3  
 Sidestep Roundhouse = ⇨ + 4  
 Bad Doggie (J) = ⇨ + 4 ~ 4  
 High Roundhouse To Right Foot Forward = 4 ~ 3  
 Heiachu Kick = 4, 3  
 Wrap Kick To Left Flamingo Stance = ⇨ + 3  
 Swoop To Left Foot Forward = ⇨ + 3, 3

Wrap Blaster To Left Foot Forward = ⇨ + 3, n, 3, 3, 3  
 Wrap Combo To Right Flamingo Stance = ⇨ + 3, n, 3, 3, 4  
 Wrap Kick To Retro Combo To Right Foot Forward = ⇨ + 3, n, 3, 3, 4, 4  
 Wrap Kick To Roundhouse To Left Foot Forward = ⇨ + 3, ⇨ + 3  
 Wrap Kick To Straight Kick To Left Foot Forward = ⇨ + 3, ⇨ + 3  
 Dansu = ⇨ + 3, 4  
 Chew On This = ⇨, ⇨ + 4, 3  
 Fakie Combo = 3, 3  
 Double Wrap Kicks = 4, 4

### Left Flamingo Stance

Left Jab = 1  
 Spin Kick To Right Flamingo Stance = 4  
 Swoop Kick To Right Foot Forward = ⇨ + 3  
 Sidestep Roundhouse = ⇨ + 3  
 Straight Kick = ⇨ + 3  
 Leg Sweep = ⇨ + 4  
 Power One-Two = 2, 2  
 Quick Kicks = 3, 3, 3  
 Spin Kick To Right Flamingo Stance = 3, 3, 4  
 Retro Combo To Right Foot Forward = 3, 3, 4, 4  
 Thunder Punch To Left Foot Forward = 1 + 4  
 Cancel Thunder Punch To Left Foot Forward = 1 + 4, ⇨, ⇨

### String

Ten-Hit = 2, 2, 3, 4, 3, 4, 4, 4, 4, 3

### Right Flamingo Stance

Spinner To Left Foot Forward = 1  
 Jab To Right Foot Forward = 2  
 Rotator To Left Flamingo Stance = 3  
 Plant Kick To Right Foot Forward = 4  
 Swoop Kick To Right Foot Forward = ⇨ + 4

Swoop To Left Foot Forward = ⇨ + 3  
 Low Kick = ⇨ + 4

### String

Ten-Hit = 1, 2, 3, 4, 3, 4, 4, 4, 4, 3

### Juggles

1 = 4, 4, 4, 4  
 2 = 3, 3, 3, 3  
 3 = 3, 3, 3, 4 ~ 3  
 4 = 1, 1, 1, 2, 4  
 5 = 1 ~ 2 ~ 4  
 6 = 3 ~ 4, ⇨ + 3 + 4  
 7 = 3 ~ 4, ⇨ + 4, 4  
 8 = ⇨ + 3, 4, 3  
 9 = ⇨ + 3 + 4  
 10 = 1, ⇨ + 3, 4, 3  
 11 = 3 + 4, ⇨ + 3, n, 3, 3, 3  
 12 = 3 + 4, ⇨ + 3, n, 3, 3, 4, 4

## Jin Kazama



### Throws

Hip Flip = 2 + 4  
 Demon Fist = ⇨ + 2 + 3  
 Headbutt = ⇨, ⇨ + 1 + 2  
 Shattering Ego = qcb + 1 + 3  
 Break And Throw = (ss Right) 1 + 4  
 Side Toss = (ss Left) 1 + 3  
 Snap Crackle Pop = (From Behind) 1 + 3  
 Reversal = ⇨ + 1 + 3  
 Reversal = ⇨ + 2 + 4

### Moves

Block = ⇨ + 1 + 2  
 Twister Kicks = 1 + 3

Leaping Chi Punch = ⇨ + 2 + 4  
 Leaping Chi Punch = ⇨ + 2 + 4  
 Demon Slayer = 1, 2, 2  
 Iron Fists Combo = 1, 1, 2  
 Twin Hammer (J) = (R) 1, 2  
 Tsunami Kick = (R) 4, 4  
 Tsunami Kick = ⇨ + 4, 4  
 Demon Duo = 4 ~ 3  
 Charge Punch = ⇨, ⇨ + 2  
 Overhead Smash = ⇨ + 2  
 Quick Low Blow = ⇨ + 1  
 Low Blow To Overhead Smash Combo = ⇨ + 1, 2  
 Titan Crush = ⇨, ⇨ + 2  
 Titan Crush To Elbow To Uppercut Combo (J) = ⇨, ⇨ + 2, 1, ⇨ + 2  
 Charging Demon Combo = ⇨, ⇨ + 2, 1, 2  
 Wind Crush (JS) = ⇨, n, ⇨, ⇨ + 2  
 Dragon Punch = ⇨, n, ⇨, ⇨ + 1  
 Dragon Side Kick = ⇨, n, ⇨, ⇨ + 1, 3  
 Dragon Sweep = ⇨, n, ⇨, ⇨ + 1, 4

Jaw Crack (J) = ss + 2  
 Axe Kick = ⇨, ⇨ + 3  
 Sweep To Roundhouse = ⇨, n, ⇨, ⇨, 4, 4  
 Rising Sun To Sweep To Roundhouse = ⇨, 4, 4, 4, 4  
 Spin N' Screw = ⇨ + 3  
 Knee = ⇨ + 4  
 Devil Combo = 1, 2, 4  
 Devil To Axe Kicks Combo (BJ) = 1, 2, 3, 4  
 Devil To Axe Kicks Combo = 1, 2, 3, ⇨ + 4  
 Twice Kicks (J) = ⇨ + 3 + 4  
 Tackle = ⇨ + 1 + 2  
 Collar Bar = ⇨ + 1 + 2, 1 + 2  
 Ooi Punches = ⇨ + 1 + 2, 1, 2, 1, 2, 1  
 Ooi Punches To Collar Bar Combo = ⇨ + 1 + 2, 1, 2, 1 + 2  
 Special Combo = 1 + 4, 2, 4 or 1 + 4, 2, ⇨ + 4  
 Lightning Blast Uppercut (!) = ⇨ + 1 + 4

Ooi Ooki Kagi (!) = ⇨ + 1 + 4

### Strings

Eleven-Hit = ⇨ + 2, 4, 4, 4, 4, 2, 1 + 4, 2, 1, 4  
 Eleven-Hit = ⇨ + 2, 4, 4, 4, 4, 2, 1 + 4, 2, 1, 3  
 Eleven-Hit = ⇨ + 2, 4, 4, 4, 4, 2, 1 + 4, 2, 3 + 4  
 Ten-Hit = ⇨, ⇨, n, 2, 1, 2, 2, 3, 4, 4, 1, 2, 1  
 Ten-Hit = ⇨, ⇨, n, 2, 1, 2, 2, 3, 4, 4, 3, 2, 1  
 Ten-Hit = 3, 2, 4, 3, 1 + 4, 2, 2, 1, 2  
 Nine-Hit = ⇨, ⇨, n + 2, 1, 4, 4, 2, 4, 3, 2, 1  
 Nine-Hit = 3, 2, 4, 3, 1 + 4, 2, 1, 3  
 Nine-Hit = 3, 2, 4, 3, 1 + 4, 2, 1, 4  
 Eight-Hit = 3, 2, 4, 3, 1 + 4, 1, 3  
 Eight-Hit = 3, 2, 4, 3, 1 + 4, 1, 4  
 Six-Hit = 1, 2, 1 + 4, 2, 4  
 Six-Hit = 1, 2, 1 + 4, 2, ⇨ + 4  
 Five-Hit = ⇨ + 2, 4, 2, 1, 2

Five-Hit = ⇨ + 2, 4, 2, 1, ⇨ + 2

### Juggles

1 = 1, 2, 2  
 2 = 1 + 4, 2, 4  
 3 = 1, 2, 4  
 4 = 1, ⇨ + 4, 4  
 5 = 1, 2, 4, ⇨, n, ⇨, ⇨ + 4, 4  
 6 = ⇨, ⇨ + 2, 1, ⇨ + 2  
 7 = 1 + 4, 1, 1, 2  
 8 = ⇨, ⇨ + 2, 1, ⇨ + 2, ⇨, ⇨, 2  
 9 = 1, 2, ⇨, ⇨ + 2, 1, ⇨ + 2, ⇨, ⇨ + 2  
 10 = 1, 2, 4, (RU) 1 + 4, 2, 4  
 11 = ⇨, n, ⇨, ⇨ + 1, 3  
 12 = 1, 2, 2 (BJ)  
 13 = 1, 1, 2 (BJ)  
 14 = ⇨, n, ⇨, ⇨ + 2 (BJ)

## Julia Chang

Unlocked by beating the game with 2 different characters.

# PlayStation Cover Story



### Moves

One-Two To Low Kick = 1 ~ 2, 3  
 One-Two To Kick = 1 ~ 2, 4  
 Mannenhitsu (J) = 1 ~ 1 ~ 1  
 Mannenhitsu Low (J) = ↘ + 1, 1  
 Punch To Spin Behind (Punch Must Land) = ← + 2  
 Charging Punch To Elbow Slash = ↓, ↘ + 1, 2  
 Charging Punch To Elbow Slash = ⇒, ↘ + 1, 2  
 Charging Uppercut (BL) = ⇒ + 1  
 Elbow = ⇒, ⇒ + 1  
 Slap = ⇒ + 1 ~ 2  
 Slap-Slap = 1 + 2  
 Triple Kick Combo = 4, 4, 4  
 Mibunshoomesho = 4, 4, ↓ + 4  
 Mibunshoomesho Punch = 4, 4, 1  
 Spinning Evade = 3 + 4  
 Face Kick = ↘ + 3  
 Erebeetaa Kick = (R) 4

### Throws

Taunt = 2 + 3 + 4  
 Sideways Body Drop = 1 + 3  
 Suplex = 2 + 4  
 Full Nelson Suplex = ↘ + 1 + 2  
 Front Suplex = ↓, ↘ + 1 + 3  
 Click Grapple = qcb, ⇒ + 2  
 Spinning Suplex = ↓, ↘, ↓, ↘ + 1 + 2  
 Leg Grip Swing = (ss Left) 1 + 3  
 Sliding Run Strike = (ss Right) 1 + 3  
 Kudamono = (From Behind) 1 + 3  
 Low Combo Break = ⇒ + 2 + 4

Hotto Blast = (R) 2  
 Hotto Blast To Mannenhitsu (J) = (R) 2, 1, 1  
 Hotto Blast To Twin Kicks = (R) 2, 4, 4  
 Hotto Blast To Kick To Low Kick = (R) 2, 4, ↓ + 4  
 Hotto Blast To Kick To Uppercut = (R) 2, 4, 1  
 Hotto Blast To Toriniku Combo = (R) 2, 1, 4, 3  
 Hotto Blast = 3 ~ 2  
 Hotto Blast To Mannenhitsu (J) = 3 ~ 2, 1, 1  
 Hotto Blast To Twin Kicks = 3 ~ 2, 4, 4  
 Hotto Blast To Kick To Low Kick = 3 ~ 2, 4, ↓ + 4  
 Hotto Blast To Kick To Uppercut = 3 ~ 2, 4, 1  
 Hotto Blast To Toriniku Combo = 3 ~ 2, 1, 4, 3  
 Low Sweep = ⇒ + 3  
 Full Sweep To Bow Leg = ↓, ↘ + 4, 3

### Toriniku Combo =

1 + 4, 3  
 Punch To Toriniku Combo = 1 ~ 1, 4, 3  
 Lead-In Punch To Hotto (Only If Lead-In Connects) = ↘ + 2, 1  
 Lead-In Punch To Low Kick = ↘ + 2, 3  
 Lead-In Punch To High Kick = ↘ + 2, 4  
 Front Sweep To High Kick = ↓ + 4, n, 4  
 Front Sweep To Fan Kick = ↓ + 4, ↓ + 4  
 Front Sweep To Hotto Blast (J) = ↓ + 4, 1  
 Urusai Raitaa = 2 ~ 3, 1  
 Urusai Raitaa = ↓ + 2, 3, 1  
 Shatter Smash = ↘ + 3 + 4  
 Super Hotto (!) = ⇒ + 1 + 4

### Strings

Ten-Hit = 2, 1, 1, 2, 3, 3, 3, 4, 4, 1

Ten-Hit = 2, 1, 1, 2, 3, 3, 2, 3, 2, 1  
 Ten-Hit = 2, 1, 1, 2, 3, 3, 2, 1, 4, 3

### Juggles

1 = 1, (RU), ↓ + 4, 1  
 2 = 1, 2, ⇒ + 1  
 3 = 1, (RU), ↘ + 1  
 4 = 1, 1 ~ 1 ~ 1  
 5 = ↓ + 2, ↓, ↘ + 4, 3  
 6 = 1 ~ 1 ~ 1, ↓ + 4, 1  
 7 = ↓ + 4, 1 (BL)

## King



Reverse Full Nelson = ss, 2 + 4  
 Tub Thumper = ss, 2 + 4 (From Sides or Back)  
 Kick Reversal (Opponent Kicking) = ⇒ + 1 + 3 or 2 + 4  
 Low Leopard (Opponent Crouching) = ↓ + 1 + 3 or 2 + 4  
 Reverse Full Nelson = ↘, ↘ + 2 + 4 (Opponent Crouching)

### When Opponent Is On The Ground

Mini Swing (Face Up, Feet Towards) = ⇒ + 1 + 3  
 Crotchbutt (Face Up, Feet Towards) = ⇒ + 2 + 4  
 Figure 4 (Face Up, Feet Towards) = ⇒ + 2 + 4  
 Toe Clutch (Face Down, Feet Towards) = ⇒ + 1 + 3 or 2 + 4  
 Arm Break (Face Up, Feet Away) = ⇒ + 1 + 3 or 2 + 4  
 Rick Allen (Face Down, Feet Away) = ⇒ + 1 + 3 or 2 + 4

### Multipart Throws

Bronx Bumbler = ⇒, n, ↓, ↘ + 1 + 2  
 Bronx Puncher = ⇒, n, ↓, ↘ + 1 + 2, 1, 2, 1  
 Bronx Power = ⇒, n, ↓, ↘ + 1 + 2, 3 + 4, n, 1 + 2, 1 + 2  
 Bronx Breaker = ⇒, n, ↓, ↘ + 1 + 2, 1 + 2

### Throws

Pendulum = 1 + 3  
 Suplex = 2 + 4  
 Head Drop = ↓, ⇒, ↓, ⇒ + 1 + 2  
 Piledriver = ⇒, ⇒ + 1 + 2  
 Face Smasher = ⇒ + 2 + 3  
 Giant Swing = ⇒, hcf + 1  
 Leglock = ⇒ + 1 + 2  
 Catdriver = qcf + 1  
 Body Block = qcf + 1 ~ 1 + 2  
 The Big Bang = ↘ + 3 + 4  
 Somersault Neck Grab = ↘ + 3 + 4

### Moves

Split Loaf = qcb + 1 + 2  
 Knee Crusher = (From The Left) 1 + 3 or 2 + 4  
 Backbreaker = (From The Right) 1 + 3 or 2 + 4  
 Screwdriver = (From Behind) 2 + 4  
 Boston Crab = (From Behind) 1 + 3  
 Leopard Skin Rug = (From Behind) ⇒, ⇒ + 1 + 2

Bronx Breaker = ⇒, n, ↓, ↘ + 1 + 2, 1 + 2, 1 + 2  
 Bronx Leg Cruncher = ⇒, n, ↓, ↘ + 1 + 2, 3 + 4  
 Bronx Bonus Breaker = ⇒, n, ↓, ↘ + 1 + 2, 1, 2, 1, 1 + 2  
 Bronx Bonus Cruncher = ⇒, n, ↓, ↘ + 1 + 2, 1, 2, 1, 3 + 4  
 Irish Whip = ⇒ + 1 + 2  
 Irish Whip Smash = ⇒ + 1 + 2, 3 + 4  
 Irish Whip Trip = ⇒ + 1 + 2, 2 + 4  
 Irish Cream = ⇒ + 1 + 2, 1 + 3  
 Irish Throwback = ⇒ + 1 + 2, 1 + 2  
 Nelson Smash = qcf + 1  
 Nelson Boston Crab = qcf + 1, 1 + 2, 3, 4, 1 + 2  
 Headsmash = ⇒, n, ↘ + 2 + 3  
 Fastsmash = ⇒, n, ↘ + 2 + 3, 1 + 2, 3, 1, 1 + 3  
 Cat Craw = ⇒, n, ↘ + 2 + 3, 1, 2, 3, 1 + 2  
 Craw Rock = ⇒, n, ↘ + 2 + 3, 1 + 2, 1, 3, 1 + 2, 4  
 Craw Special Slam = ⇒, n, ↘ + 2 + 3, 1 + 2, 1, 3, 1 + 2, 1, 3, 4, 1 + 2, 3 + 4  
 Elbow Break = ⇒, n, ↓, ↘ + 1 + 4  
 Double Elbow Break = ⇒, n, ↓, ↘ + 1 + 4, 1 + 2, 1 + 2  
 Diver Down = ⇒, n, ↓, ↘ + 1 + 4, 1 + 2, 4, 2 + 4

Bone Shatter = ⇒, n, ↓, ↘ + 1 + 4, 1 + 2, 4, 2 + 4, 4, 3, 4, 3 + 4, 1 + 2  
 Safari Neck Crush = ⇒, n, ↓, ↘ + 1 + 4, 2, 1, 1 + 2 + 3  
 Safari Windpipe Crush = ⇒, n, ↓, ↘ + 1 + 4, 2, 1, 1 + 2 + 3, 2, 1, 3, 1 + 2 + 4, 1 + 2 + 4  
 Safari Bone Fever = ⇒, n, ↓, ↘ + 1 + 4, 2, 1, 1 + 2 + 3, 1 + 3, 3 + 4, 2 + 4, 1 + 2, 1 + 2 + 3

### Moves

Kick = ⇒ + 3  
 Low Kick = ↘ + 4  
 Kick Combo = ↘ + 3, 4  
 Lunge Kick To Back Turned = ⇒ + 4  
 Forearm To Back Turned = 1 + 2  
 Moonsault Press (!) = 1 + 2, 1 + 4  
 Kitty Clothesline (!) = 1 + 2, 1 + 2  
 High Delay Kick = ss + 3 + 4  
 Elbow Drop = ↓ + 1 + 2  
 Sucker Punch = (R) + 2  
 Superball = ⇒, n, ↓, ↘, n ~ 1 + 2  
 Gut Punch (SCH) = ⇒, ⇒, n, 2  
 Help Me = ⇒, ⇒, n, 2, 1 + 2, 1 + 2  
 No Help = ⇒, ⇒, n, 2, 1 + 2, ⇒, ↓, n, 3 + 4  
 Slam Dunk = ⇒ + 1 + 2  
 Flying Elbow Drop = ⇒ + 2 + 4  
 Flying Cross Chop = ⇒, ⇒ + 1 + 2  
 Double Trouble = ↓ + 1 ~ n + 2

Slammer Kick = ⇒, ⇒ + 4  
 Drop Kick = ⇒, ⇒ + 3 + 4  
 Shoulder Rush = ⇒ + 2 + 3  
 Nose Breaker = ss + 2  
 Shin Breaker = ↓, ↘ + 1  
 Mini Kicks = ↓ + 3 + 4, 4, 4  
 Spinning Upper = ↓ + 3 + 4, 2  
 Bedtime (!) = ⇒ + 1 + 4  
 Whallop (!) = ⇒ + 1 + 2

### Strings

Ten-Hit = 1, 2, 1, 1, 2, 4, 4, 1, 3  
 Ten-Hit = 1, 2, 1, 1, 2, 4, 4, 4, 1, 1  
 Ten-Hit = 1, 2, 1, 1, 3, 3, 4, 4, 1, 1  
 Ten-Hit = 1, 2, 1, 1, 3, 3, 4, 4, 1, 3  
 Ten-Hit = 1, 2, 1, 1, 3, 3, 4, 3, 2, 1 + 2  
 Nine-Hit = ⇒ + 2, 1, 1, 2, 4, 4, 4, 1, 3  
 Nine-Hit = ⇒ + 2, 1, 1, 2, 4, 4, 4, 1, 1  
 Nine-Hit = ⇒ + 2, 1, 1, 3, 3, 4, 4, 1, 1  
 Nine-Hit = ⇒ + 2, 1, 1, 3, 3, 4, 4, 1, 3  
 Nine-Hit = ⇒ + 2, 1, 1, 3, 3, 4, 3, 2, 1 + 2

### Juggles

1 = 1, (RU), ↓ + 3 + 4, 2  
 2 = 1, 2, ↓ + 3 + 4  
 3 = 1 ~ 2, ↓ + 4 + 3, 2  
 4 = 2, 1, 1 + 2, 1

## Kuma/Panda

Unlocked by beating the game with 1 character.



Biting Toss = (From Behind) 1 + 3

### Moves

Bear Hammer = 1, 1, 1  
 Triple Hammer = ⇒ + 1 ~ 1 ~ 1  
 Bear Pinch = ⇒, ⇒ + 1 + 2  
 Double Bear Pinch = 1 + 2, 1 + 2  
 Reverse Double Bear Pinch = (R) 1 + 2, 1 + 2  
 Butt Hook = (When Sitting) ↓ + 1 + 2  
 Windmill Punches = ↓, ↘ + 1, 2, 1, 2  
 Windmill Punches To Bear Claw = ↓, ↘ + 1, 2, 1, 1  
 Elbow To Uppercut (J) = 2, 1, 2  
 Uppercut To Claw Strike = (R) 1, 2  
 Megaton Punch = ⇒, ⇒, ↓, ↘ + 2

### Throws

Taunt = 1 + 3 + 4  
 Cujo Bear = 1 + 3  
 Bear Hug = 2 + 4  
 Bear Head = ⇒, ⇒ + 1 + 4  
 Circus Trick = hcb, ⇒ + 1 + 2  
 Pounding Toss = (ss Right) 1 + 3  
 Big Bear Drop = (ss Left) 1 + 3

Rushing Uppercut (J) = ⇒, ⇒ + 2  
 Uppercut Rush = ↘ + 1, 2, 1, 2  
 Uppercut Rush To High Attack = ↘ + 2, 1, 2, ⇒ + 1  
 Uppercut Rush To Mid Attack = ⇒ + 2, 1, 2, ↘ + 1  
 Uppercut Rush To Low Attack = ↘ + 2, 1, 2, ↓ + 1  
 Uppercut To High Attack = ↓, ↘ + 2, ⇒ + 1  
 Uppercut To Mid Attack = ↓, ↘ + 2, ⇒ + 1  
 Uppercut To Low Attack = ↓, ↘ + 2, ↓ + 1  
 Grizzly Combo High Attack = ↓, 1, 1, 1, 2, ⇒ + 1

Grizzly Combo Mid Attack = ↓, 1, 1, 1, 2, ↘ + 1  
 Grizzly Combo Low Attack = ↓, 1, 1, 1, 2, ↓ + 1  
 Gentle Ben Smash = ⇒ + 3 + 4  
 Gentle Ben Roll Forward = ⇒ + 3 + 4, ⇒  
 Gentle Ben Roll Backward = ⇒ + 3 + 4, ←  
 Gentle Ben Sit Slash = ⇒ + 3 + 4, 1, 2, 1, 2  
 Sit = 3 + 4  
 Sit & Roll Forward = 3 + 4, ⇒  
 Sit & Roll Backward = 3 + 4, ↓  
 Sit & Slash = 3 + 4, 1, 2, 1, 2  
 Fish Snatcher = ⇒, ⇒ + 2 + 3

Fart (!) = ⇒, ⇒ + 2 + 3 + 4  
 Death Claw (!) = ← + 1 + 2  
 Roll Bear = ← + 1 + 2, ⇒, ○

### Juggles

1 = ⇒, ⇒ + 2 + 3  
 2 = 1 + 2, 1 + 2  
 3 = ⇒ + 1 ~ 1 ~ 1  
 4 = ⇒, ⇒ + 2, 1 + 2  
 5 = ⇒, ⇒ + 2, (While Back Is Turned) 3, 1 + 2  
 6 = ⇒ + 4, ⇒ + 1 ~ 1 ~ 1, ⇒, ⇒ + 2

## Forest Law



### Throws

Jab And Toss = 1 + 3  
 Leg Takedown = 2 + 4  
 Dragon Dive = ⇨ + 2 + 3  
 Coconut Cracker = ⇨ + 1 + 2  
 Dragon Knee = ⇨, ⇨ + 3 + 4  
 Stomach Punch = (ss Right) 1 + 3  
 Crotch Punch = (ss Left) 1 + 3  
 Throat Punch = (From Behind) 1 + 3  
 Punch Counter = ⇨ + 1 + 2

Turning Punch Counter = ⇨ + 1 + 2,  
 1 or ⇨ + 1 + 2, 2  
 High/Mid Combo Break = ⇨ + 1 + 3  
 or 2 + 4

### Moves

One-Two Punches = 1, 2  
 Dragon Elbow Stab = ⇨ + 2  
 Speed Dragon Punch = ⇨ + 2 ~ 1  
 Dragon Strike = 1, 1, 1, 1, 1  
 Rave War Combo = ⇨ + 2, 2, 2  
 Double Fist = 2, 2  
 Dragon Low Kick = (WC) 3  
 Step-In Kick = ⇨ + 3  
 Triple High Kick Combo = 3, 3, 3  
 Double High Kick To Middle Strike  
 Combo = 3, 3, ⇨ + 3  
 Shaolin Spin Kick = 4, 3, 4  
 Dragon Slide = ⇨, ⇨, ⇨, ⇨ + 3

Double Flipkick Combo = 3 + 4, 3  
 Backflip Rush = ⇨ + 3 + 4  
 Dragon Tail = ⇨ + 4  
 Bum Beater Combo = ⇨ + 2, 3, 4  
 Bruce Power Punch (!) = ⇨ + 1 + 2  
 Cancel Bruce Power Punch = ⇨ + 1 +  
 2, ⇨, ⇨  
 Skill Combo = ⇨ + 2, 4, 4  
 Bicycle Kick = ss + 3 + 4  
 Catapult Kick = ⇨, ⇨ + 4  
 Drop Kick = ⇨, ⇨, n, 4  
 Low Elbow To Reverse Flip Kick (J) =  
 ⇨ + 2, 4  
 Low Punch To Flip Kick (J) = ⇨ + 2, 3  
 Dragon Combo (J) = ⇨ + 3, 3, 4  
 Dragon Combo To Flip Kick (J) = ⇨ +  
 3, 3, 3, 4  
 Dragon Triple To Flip Kick (J) = ⇨ + 3,  
 3, 3, 3, 4

Toe Kick To Flip Kick (J) = ⇨ + 4, 3  
 Low Twist Kick To Flip Kick (J) = ⇨ +  
 4, 3  
 Sweep To Flip Kick (J) = ⇨ + 3, 4  
 Roundhouse To Flip Kick (J) = 4, ⇨  
 + 3  
 Triple Lee Strike Combo (J) = ⇨ + 1,  
 2, 1  
**Strings**  
 Ten-Hit = ⇨ + 1, 2, 2, 1, 3, 3, 3, 4, 3, 4  
 Ten-Hit = ⇨ + 1, 2, 2, 1, 3, 3, 3, 3, 4, 4  
 Ten-Hit = ⇨ + 1, 2, 2, 1, 3, 3, 3, 4, 4, 4  
 Ten-Hit = ⇨ + 1, 3, 2, 2, 3, ⇨ + 3, 3,  
 3, 4, 4  
 Ten-Hit = ⇨ + 1, 3, 2, 2, 3, ⇨ + 3, 3,  
 4, 3, 4  
 Ten-Hit = ⇨ + 1, 3, 2, 2, 3, ⇨ + 3, 3,  
 4, 4, 4

### Juggles

1 = ⇨ + 2, 4  
 2 = ⇨ + 1, 2, 1  
 3 = ⇨ + 2 ~ 1  
 4 = ⇨ + 2, 3, 4  
 5 = 3, 4  
 6 = 3, 3, 4  
 7 = ⇨ + 2, 3  
 8 = ⇨ + 4, 3  
 9 = 1, ⇨ + 4  
 10 = 1, ⇨ + 2, 4  
 11 = 1, ⇨ + 2, 3, 4  
 12 = 1, ⇨ + 2, 3  
 13 = 1, 4, ⇨ + 3  
 14 = 1, 2, ⇨ + 2, 4  
 15 = 1, 2, ⇨ + 2, 3, 4  
 16 = 1, 2, ⇨ + 2, ⇨ + 2, 3

## Lei Wulong



### Throws

Flying Kick = 1 + 3  
 Neck Clasp = 2 + 4  
 Trip = ⇨, ⇨ + 1 + 2  
 Trip & Elbow = ⇨ + 1 + 2  
 Crescent Slide =  
 (ss Right) 1 + 3  
 Side Throw = (ss Left) 1 + 3  
 Backing Back Punch = (From Behind)  
 1 + 3  
 Low Combo Break = ⇨ + 1 + 3 or 2 + 4

### Moves

Headbutt = ⇨ + 1 + 2  
 Spinning Forward Kick = ⇨, n, 4  
 Rush Spin Kick = ⇨, n, 3  
 Hop Kick (J) = ⇨ + 4  
 Cop Spin = ⇨ + 4, 4  
 Cop Sweep To Snake Stance = ⇨ + 4  
 ~ ⇨  
 Elbow Pounce To Play Dead = ⇨ + 2  
 Punch To Back Turned Position = 1 +  
 2  
 Turning Punch To Uppercut = 1 + 2 ~  
 1 + 2  
 Rolling Kicks To Face Down Position  
 (J) = 4 ~ 4, 3, 3  
 Pickpocket Punches = ⇨, n, 2, 1, 2, 1  
 Lunge Punch = ⇨, n, 1  
 Lunge Punch To Snake Stance = ⇨,  
 n, 1, ~ ⇨  
 Lunge Punch To Snake Stance = ⇨,  
 n, 1, ~ ⇨  
 Double Lunge Punch = ⇨, n, 1, 2

Double Lunge To Dragon Stance =  
 ⇨, n, 1, 2, ~ ⇨  
 Double Lunge To Dragon Stance =  
 ⇨, n, 1, 2, ~ ⇨  
 Triple Lunge Punch = ⇨, n, 1, 2, 1  
 Triple Lunge Punch To Panther  
 Stance = ⇨, n, 1, 2, 1, ~ ⇨  
 Triple Lunge Punch To Panther  
 Stance = ⇨, n, 1, 2, 1, ~ ⇨  
 Lunge Punch Combo = ⇨, n, 1, 2, 1, 2  
 Lunge Punch Combo To Tiger Stance  
 = ⇨, n, 1, 2, 1, 2, ~ ⇨  
 Lunge Punch Combo To Tiger Stance  
 = ⇨, n, 1, 2, 1, 2, ~ ⇨  
 Quad Punch, Mid Kick = ⇨, n, 1, 2, 1,  
 2, 4  
 Quad Punch, Low Kick = ⇨, n, 1, 2,  
 1, 2, 3  
 Quad Punch, Low Kick To Crane  
 Stance = ⇨, n, 1, 2, 1, 2, 3, ~ ⇨  
 Quad Punch, Low Kick To Crane  
 Stance = ⇨, n, 1, 2, 1, 2, ~ ⇨  
 Crescent Kick To 2x Punch To Low  
 Kick = ⇨ + 4, 1, 2, 3  
 Crescent Kick To 2x Punch To Mid  
 Kick = ⇨ + 4, 1, 2, 4  
 Crescent Kick To 3x Punch To Low  
 Kick = ⇨ + 4, 1, 2, 1, 3  
 Crescent Kick To 3x Punch To Mid  
 Kick = ⇨ + 4, 1, 2, 1, 4  
 Copland Kicker = ⇨ + 4, (R) 4, 4, 4,  
 3, 3  
 Back Turn = ⇨ + 3 + 4  
 Back Turn To Backfist Spin = ⇨ + 3 +  
 4, 1  
 Back Turn To Backfist Spin Low = ⇨  
 + 3 + 4, ⇨ + 1  
 Back Turn To Back Uppercut (J) = ⇨  
 + 3 + 4, 2  
 Back Turn To Cop Spin = ⇨ + 3 + 4,  
 ⇨ + 4, 4  
 Back Turn To Back Mid Kick = ⇨ + 3  
 + 4, 4

Back Turn To Triple Back = ⇨ + 3 +  
 4, 3 + 4, 3 + 4, 3 + 4  
 Slide Ready = ⇨ + 1 + 2  
 Slide Ready To Slide = ⇨ + 1 + 2, 4 ~ 3  
 Slide Ready To Rising Low Kick = ⇨ +  
 1 + 2, 3  
 Rising Low Kick = ⇨ + 1 + 2, 4  
 Slide Ready To Roll To Play Dead =  
 ⇨ + 1 + 2, 1  
 Play Dead = ⇨ + 3 + 4  
 Play Dead To Spring Kick = ⇨ + 3 +  
 4, 3 + 4 (J)  
 Play Dead To Sweep = ⇨ + 3 + 4, 3  
 Play Dead To Cop Spin = ⇨ + 3 + 4, 3  
 ~ 4  
 Play Dead To Rising Mid Kick = ⇨ + 3  
 + 4, 4  
 Play Dead To Roll To Slide Ready = ⇨  
 + 3 + 4, ⇨ + 1  
 Low Cartwheel To Face Down = 4 ~ 3  
 Low Cartwheel To Face Down To  
 Low Cartwheel To Face Down = 4  
 ~ 3, 4 ~ 3  
 Low Cartwheel To Face Down To  
 Sweep To Play Dead = 4 ~ 3, 3 ~ 4  
 Low Cartwheel To Face Down To Cop  
 Spin = 4 ~ 3, 3 ~ 4, 4  
 Low Cartwheel To Face Down To  
 Rising Low Kick = 4 ~ 3, 3  
 Low Cartwheel To Face Down To  
 Rising Mid Kick = 4 ~ 3, 4  
 Drunken Stance (Reversal On  
 Counter) = ⇨ + 3 + 4  
 Snake Stance = ⇨ + 2 + 3  
 Phoenix Stance = ⇨ + 1 + 4

### Strings

Ten-Hit = 1, 2, 1, 3 + 4, 1, 2, 4, 1, 4, 4  
 Ten-Hit 1, 2, 1, 3 + 4, 1, 2, 4, 1, 2, 3  
 Nine-Hit = 1, 2, 1, 3 + 4, 3 + 4, 3 + 4,  
 1, 1, 2

### Phoenix Stance

Crescent Smash (!) = 4  
 Crescent Setup = 3, 3, 3, 3

### Drunken Stance

Punch Drunk = 1  
 Double Back Kick To Face Down = 3  
 + 4

### Snake Stance

Snake Bite = 1, 1, 1, 1, 1  
 Snake Bite Jr. = 2, 2, 2  
 Snake Bite Back To Snake Stance =  
 1, 1, 1, 1, ~ ⇨  
 Snake Jab To Dragon Stance = 2 ~  
 ~ ⇨  
 Double Snake Jab To Dragon Stance =  
 2, 2 ~ ⇨  
 Snake Bite Jr. To Panther Stance = 2,  
 2, 2 ~ ⇨  
 Hop Kick To Snake Stance = 4  
 Thrust Kick To Face Down = 3  
 Dragon Stance To Neck Throw = 1 + 3  
 Dragon Stance = (ss Left)  
 Panther Stance = (ss Right)

### Dragon Stance

Double Strike (J) = 2  
 Double Strike To Tiger Stance = 2 ~  
 ~ ⇨  
 Spin Forward Kick = 4  
 Neck Throw = 1  
 Neck Throw To Drink To Drunken  
 Stance = 1, 1 + 2  
 High Crescent Kick = 3  
 High Crescent Kick To Low Sweep =  
 3, 3  
 Rushing Dragon Combo = 4, 1, 2, 3, 4  
 Rushing Dragon Combo = 4, 1, 2, 3,  
 ⇨ + 4  
 Throw = 2 + 4  
 Double Strike To Tiger Stance = 2, ⇨  
 ~ ⇨

Tiger Stance = (ss Left)  
 Snake Stance = (ss Right)

### Tiger Stance

Overhead Swing = 1  
 Spin Kick = 3  
 Overhead Swing = 2  
 Quick Sweep = 4  
 Snake Stance = (ss Left)  
 Dragon Stance = (ss Right)

### Panther Stance

Two-Handed Low Punch = 1  
 Double Low Combo = 1, 2  
 Noguado Punches = 2, 1, 2  
 Low Sweep = 3  
 Low Sweep To Phoenix Stance =  
 ~ + 3  
 Uppercut (J) = 2  
 Right Kick = 4  
 Panther Combo = 4, 1, 2, 3  
 Panther Combo = 4, 1, 2, 4  
 Stalking Panther Combo = 3, 2, 1, 2, 3  
 Stalking Panther Combo = 3, 2, 1, 2, 4  
 Snake Stance = (ss Left)  
 Crane Stance = (ss Right)

### Crane Stance

Backfist To Back Turned = 2  
 Rush Punch = 1  
 Hop To Low Kick = 4  
 Hop To Mid Kick = 3  
 Crane Combo (J) = 3, 4, 2, 3  
 Panther Stance = (ss Left)  
 Snake Stance = (ss Right)

### Juggles

1 = ⇨ + 4  
 2 = 1, ⇨, n, 1, 2, 1, 2, 4  
 3 = 4 ~ 4, 3, 3  
 4 = ⇨ + 4, ⇨ + 2, 3  
 5 = 4, 4 ~ 4, 3, 3

## Ogre I

Unlocked by beating the game with 8  
 different characters.



### Throws

Lift'n Toss = 1 + 3  
 Leg Cracker = 2 + 4  
 The Bump = ⇨, ⇨ + 2 + 4  
 Spineless Quiver = (ss Left) 1 + 3  
 Vertigo = (ss Right) 1 + 3

Ogre Jaw = (From Behind) 1 + 3  
 Juicy Electro Splash (On Counter) =  
 ⇨ + 1 + 2

### Moves

Fist Combo = 1, 1, 2  
 Slasher = 1, 2, 2  
 Twin Punch = ⇨ + 1, 2  
 Inner Demon = ⇨ + 2  
 Spirit Shave = 4 ~ 3  
 Backflip To Nail Biter = ⇨ + 3, 2  
 Hell's Plow = ⇨, ⇨, ⇨, 3 + 4  
 Side Surprise = ⇨, ⇨, n, 3 + 4  
 Death Drop = ⇨, ⇨, n, 4  
 Jab Kick (J) = ⇨ + 4

Demon's Dive = ⇨ + 3, 4, 3  
 Thrust Kick = ⇨, ⇨ + 4  
 Centurion Package = ⇨, 3, 3, 3  
 Centurion Package Pow (J) = ⇨, 3,  
 3, n, 3  
 Hammer Time = ⇨, ⇨ + 3  
 Hammer Time Plus = ⇨, ⇨ + 4  
 Gore Gore Kick = ⇨ + 4  
 Gore Kick = (R) 4, 4  
 Forever More = (R) 3, 3, ⇨ + 3, 3, 3  
 Power Siphon (SCH) = (R) 2  
 Ding Ding Buster = (R) ⇨ + 1  
 Shield Chop = ⇨ + 1 + 2  
 Criss Cross Crunch = ⇨ + 1 + 2

Back Backhand Sweep = ⇨, ⇨ + 2  
 Overhead Hook = ⇨, ⇨ + 2  
 Death Dealer = ⇨ + 4, 4  
 Shoulder Charge = ⇨ + 1 + 4  
 Bad Medicine (!) = ⇨, ⇨ + 1 + 2  
 Blood Gurgle (!) = ⇨ + 1 + 2  
 666 (!) = ⇨, ⇨ + 2  
 Megaton Approach (!) = ⇨, ⇨, n, 2  
 Megaton Blow (!) = ⇨ + 2  
 Slip Strike (!) = ⇨ + 2 + 3

### Juggle

1 = ⇨ + 2

## Mokujin



Mokujin doesn't have any original moves, he  
 simply mimics other characters. Immediately  
 inspect his fighting stance to recognize the  
 animation. This will tell you who he's  
 imitating.

[Continued on Page 51]



# Can SingleTrac Get Back On Track?

**S**equels, derivatives, copies, rip-offs – all terms we're starting to hear more and more. Like the peak of the 16-bit machines, the PlayStation is host to hordes of duplicate games.

As soon as a new concept comes around, five other companies jump on it faster than deer hunters after beef jerky. Maybe the rip-off game is better, maybe it's worse, but if you've played it before, you usually don't want to play it again.

SingleTrac knows the pattern all too well, serving as the festering body over which the vultures of the industry swoon. WarHawk, Twisted Metal, and Jet Moto were SingleTrac's groundbreaking titles, introducing a wind of originality to the fledgling PlayStation platform. SingleTrac won Game Informer's award for best developer of 1996, but this is 1998, and people the world over are wondering: Is SingleTrac fresh out of ideas? Twisted Metal 1 & 2 (and 3, if you count Critical Depth), along with Jet Moto 1 & 2, have quite simply run out of steam. Insiders and outsiders alike know that SingleTrac cannot continue to feed off itself – it can't become the vulture.

So with some new backing from parent company GT Interactive, SingleTrac is back at the drawing boards, with plans to produce what it thinks will be the best racing game ever to hit the PlayStation. Grandiose ideas indeed, but if anyone can do it SingleTrac can; and if anyone within SingleTrac can do it, it's the masterminds behind the original Jet Moto.

With fresh chalk still drifting off their hands, the team of Mike Mason, Brian Christensen, and Troy Leavitt have finished with the drawing board, and are hard-pressed in hacking out the foundation of SingleTrac's newest title, Streak.

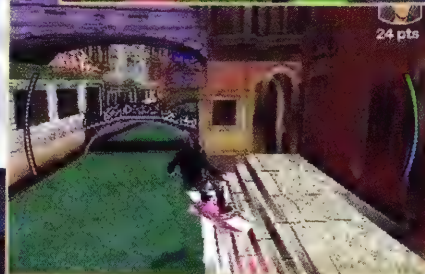
We looked at Streak and thought (as many of you will) that it's Jet Moto 3. Perhaps it is: the tricks are the same, the control is similar, and it contains the classic SingleTrac backstory and driver bios. But GI, ever the open mind, took a closer look, and we liked what we saw. Streak could be an excellent game that, while grounded heavily in the SingleTrac racing tradition, might look and play like a whole new series.

**E**ach era has its fads. Some of us are familiar with the 90's rave/techno craze, but did you know there's another 1998 fad that's gaining momentum? It's called streaking. Hey! Put your pants back on! We're not talking about that type of streaking. Instead, SingleTrac sets its game in contemporary 1998 where a new, secret technology called GEM has been developed. Whoever developed the technology is recruiting testers to compete in a series of races on GEMboards. The shadow company is a mystery. So is its dark purpose. Your job, as a Streak competitor, is to win the races and discover for yourself the identity and mission of the secret company.

Rather than describe the whole game in our words, we thought we'd go straight to the source. Game Informer sat down with the Streak development team to find out everything we could about this fascinating new game. So read on, and find out what producer Mike Mason, game designer Brian Christensen, and art director Troy Leavitt have to say about their latest and greatest PlayStation hopeful, coming your way this fall.

## Features in Streak:

- Ongoing Story That Unfolds As Players Win Races
- 10 Different Characters
- Shadow Mode: Compete Against a Shadow of Your Best Race, but the Shadow Races Better Each Time
- Stunt Scoring With Unique Confidence Meter
- Moving Barriers Within Tracks
- Over 12 Different Race Environments
- Suicide and Looping Tracks
- Link Cable Compatible for 4-Player Racing



## What's It All About?



# Interview



(Left to right) Troy Leavitt, Brian Christensen, Mike Mason of SingleTrac.

**GI:** What is your goal with this game? Jet Moto was certainly an innovative game, so what are you doing to make sure that Streak is just as groundbreaking?

**Brian:** Our goal is to provide an innovative and exciting gaming experience and most importantly to be the very best game in the racing genre. Although we are pleased with the success of the Jet Moto franchise, we feel that Streak is a completely new and much better game. Some of the items that make Streak a groundbreaking effort in the racing genre are: the incorporation of a meaningful and developing storyline; greater focus on characters; the ability to perform a wider variety of stunts; dynamically changing environments; racer confidence as a gameplay element; the ability to jump and duck; improved camera; improved physics; and much, much more!

**GI:** What racing games do you guys like? Are there any that you feel have influenced your work on Streak?

**Troy:** Other than our own Jet Moto series, we have also looked closely at racing games like Wipeout XL, Road Rash, Daytona, and Mario Kart. But, we haven't limited ourselves to exploring just racing games. We've also spent some time looking at games like Cool Boarders and ReBoot. While there are a lot of good elements in all these games, I think that Streak is going to be cooler than any of them.

**GI:** Is Streak running off a derivative of the Jet Moto engine?

**Brian:** No. While we are fortunate to have many of the same people who worked on Jet Moto and Jet Moto 2 working on Streak, we saw that much of what we wanted to do would require a totally new engine. This means that the code for Streak is new and has been completely rewritten.

**GI:** What can this new engine do that the previous could not? More polys, more fps, more textures, smoother texture surfaces?

**Brian:** Streak's new engine will process 1000 textured, lit, and shaded polygons per frame and will run at a speed of 30 frames per second. This means the new engine will have a total output of 30,000 polygons per second. In comparison, Jet Moto 2 was running at 20 frames per second and processing about 650 polygons per frame for an output of only 13,000 polygons per second. In addition to the increased processing power, the engine is more efficient at processing textured polygons. This is allowing us to devote more of our resources to providing better textured environments. Along with this increased graphics processing power the new engine will be capable of fogging, full character animation using both forward and inverse kinematics, interactive elements and dynamic objects, and full collision detection.

**GI:** How do the physics in Streak compare to those in Jet Moto?

**Mike:** The physics in Streak have been completely rewritten to allow for much faster and more interactive gameplay. In addition we have added two new abilities, "duck" and "jump" to the physics engine. Our testers are already saying how they miss these two new features when they go back to play Jet Moto.

**GI:** Not to rip on Jet Moto or anything, but we pray to the gaming god that you've improved the crash animations. Jet Moto had some huge wrecks, but the character floated like a leaf to the ground. Lamel Does Streak have crashes, and if so, what are they like?

**Mike:** Although the GEMblade riders' boots are bound to the 'blade, the characters will still be able to crash but not come off of their board. Crash animations are currently being designed so that, combined with the inverse kinematics in the animation engine, they should provide much more interesting crashes. Yes, you can certainly crash and crash big time. Now you'll go down in a tumble of arms and legs, be clotheslined by overhanging bridges, or perhaps sail off a cliff.

**GI:** If streaking is an underground sport, then are there any ground rules? Can you scratch and bite your way to the finish line? Or is it just straight-up racing from start to finish?

**Troy:** Streaking is kind of like a rave event where a bunch of people get together to compete to see which of them is the best. It's almost like the drag racing of the 50's in big souped-up cars, but now it's been translated to fast moving hoverboards for the 90's. While you can certainly play rough and slam into your opponents, or maybe knock something over into their path, the object of the game is always getting to the finish line first.

**GI:** You say that the game has a mysterious storyline. Will the outcome change for each character, or will the final ending be the same, but only seen through a different person's point of view?

**Troy:** All the characters have their own unique endings, but they are all part of the same over-



arching story. The GEMblade hoverboards that they race with are actually controlled by a shadowy organization that lurks in the background overseeing the race and categorizing the racers. Those who race well are invited back to the next event. Those who do not are simply cut off from the circuit. Of course, after a few races, your character starts to wonder about what is really going on. Why are the races always held at night or in deserted locations? Where did this hoverboard technology come from? Who is behind all this anyway? At the end of the game, each character finds out the truth in his or her own way. I think that players will be pleasantly surprised, and maybe even a little spooked, once they know. If you want to know more you will have to beat the game!

**GI: You don't kick to get a GEMboard moving, it can't be like Back to the Future's Hoverdecks, so how does this strange technology work?**

**Troy:** GEMblades are based upon a top secret technology. The word "GEM" is an acronym for "Graviton Electro-Magnetic." Each hoverboard has a self-contained powerplant that uses this technology. As the rider leans on the board, his shift in weight is picked up by sensors beneath his feet. This is then translated to ripples of force that stream out from the underside of the board. This is where the streak comes from and also how the thing gets its forward power. It's kind of like snowboarding or surfing on a ready-made wave of electrons!

**GI: Will the environments have more of a role than just a driving surface (i.e. moving obstacles, snipers, shortcuts, a nemesis like Ridge Racer, etc.)?**

**Brian:** We are very excited about our track designs for Streak. We have carefully picked

environments that allow us to bring our tracks to life. By this I mean that the tracks are dynamic and things can change from lap to lap. Learning how to creatively use obstacles and objects in a course adds an exciting strategic element to gameplay, especially when playing against three other people in a linked game.

**GI: That's cool that the environments have moving objects, but are you concerned that the speed of the game will be affected by the increase of collisions?**

**Brian:** This was a very important consideration as we designed the game and we continue to pay close attention to this issue. Our number one rule is that Streak is first and foremost a racing game. With that in mind we have worked hard to add dynamic elements that enhance the gameplay, but to avoid timing issues that will detract from the race.

**GI: Do characters have exclusive tricks?**

**Mike:** Tricks are not pre-scripted like they are in many games. Rather, they come about naturally as a result of the precise, yet general-purpose control that Streak provides to the player.

**GI: How many tricks or grabs does each character have?**

**Mike:** Each player can do seven different board grabs, and virtually an unlimited number of different stunts, depending on the player's ability and how effectively he uses the air to bust stunts off the various elements of the different environments. We have a professionally sponsored snowboarder and avid gamer as part of our team who feels that this method allows for more exciting and variable stunts and tricks than other games.

**GI: Will there be a trick scoring mode where you need to beat a predetermined number to win?**

**Troy:** While the main focus is the race, stunts do figure into the game in a very critical and innovative manner. As you perform stunts, your character gains confidence. Greater confidence means that you race just a little better. Which in turns means that you can perform even more and better stunts, and so on. Of course, big air stunts are risky and crashing is always a blow to one's confidence. In addition, if you want, you can play the game in a stunt mode where the computer will keep track of who does the most gnarly and wicked tricks.

**GI: Are there any hidden characters, GEMboards, or tracks?**

**Brian:** Yes, of course! SingleTrac is known for providing lots of hidden goodies and Streak will be no exception. We don't want to give away all our secrets this early, but I will say that players will be continually rewarded for advancing through the game.

**GI: Are you aware that Streak has another meaning in today's contemporary world?**

**Mike:** The only other meaning of which we are aware is that of running nude through a public area. We actually kind of like that association as we perceive this game as exciting, rebellious, secretive, and maybe even a little bit naughty.





### Editors' Top Ten Games for May

- 10 Turok 2 (we wish)
- 10 Blasto (against our will)
- 10 Panzer Dragoon Saga - Saturn
- 9 Yoshi's Story - N64
- 8 Final Fantasy Tactics - PS-X
- 7 Blitz - Arcade
- 6 Gran Turismo - PS-X
- 5 Gex: Enter the Gecko - PS-X
- 4 Kobe Bryant's NBA Courtside '98 - N64
- 3 MLB '99 - PS-X
- 2 1080 Degree Snowboarding - N64
- 1 Tekken 3 - PS-X

### Readers' Top Ten Games for May

- 10 PaRappa the Rapper - PS-X
- 9 Crash Bandicoot 2 - PS-X
- 8 Cool Boarders 2 - PS-X
- 7 Tomb Raider 2 - PS-X
- 6 Gex: Enter the Gecko - PS-X
- 5 Diddy Kong Racing - N64
- 4 GoldenEye 007 - N64
- 3 Final Fantasy VII - PS-X
- 2 WCW Vs. NWO: World Tour - N64
- 1 Resident Evil 2 - PS-X

### Bill Clinton's Top Ten Favorite Video Games

- 10 Chronicles of the Sword
- 9 Saturday Night Slam Master
- 8 Golf Magazine Presents 36 Great Holes
- 7 Spanky's Quest
- 6 Hot Shots...Golf
- 5 Snow Job
- 4 Give 'n Go
- 3 Hard Drivin'
- 2 Tunnel B1
- 1 Top Gun: Fire at Will

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

## THQ Loses WCW License, EA Grabs The Prize

THQ will not renew its successful license with the WCW. The current licensing agreement between THQ and the WCW extends until December 29 of this year, with sales of existing products extending to June 29, 1999. THQ plans to release new WCW games for the N64 and PlayStation before year's end. One of these titles will carry the WCW Thunder tag. It was reported that WCW games accounted for up to 40% of THQ's revenue over the last year.

Electronic Arts will pick up where THQ left off with an exclusive licensing agreement to begin in 1999. The 5-year agreement covers all WCW software products on PC, Sony PlayStation, Nintendo 64, and future hardware platforms.

The development of Electronic Arts' first WCW title is underway at EA Canada in Vancouver, British Columbia and is expected to release mid-1999. EA Canada, the successful developers of hit titles such as NBA Live 98, Triple Play 98, and NHL 98, will motion capture a number of top name wrestlers. EA

has access to more than 100 WCW and NWO wrestlers, but it is unclear the number of wrestlers that will be included in the product. EA's press release did name Hulk Hogan, Kevin Nash, Scott Hall, Sting, Randy Savage, and Lex Luger in its formal announcement. More grapplers are sure to come.

EA also said that the agreement will include ties with the WCW's sponsorship of the NASCAR Busch Cup Series racing team. Any cross-promotion between EA's NASCAR and newly acquired WCW license is unclear at this time.



## Sony Banking On Platform Explosion

Game Informer has learned that Insomniac Games (whose last game was Disruptor) is working on a new 3D action/platform game for Sony Computer Entertainment America (SCEA). GI believes the working title of the game is Pete (as in Pete's Dragon) and will feature a giant purple dragon that roams around on all fours.

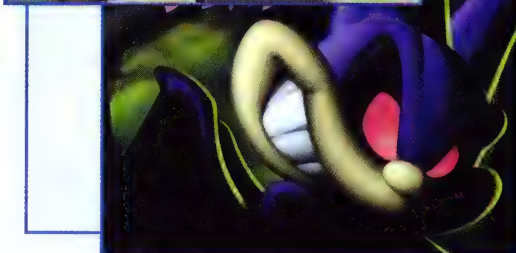
No release date has been set, but it will probably be out in time for the 1998 holiday season. At any rate, the game will be on display at this year's E3. The word on the street is that this game looks smokin' so keep your ears open for additional reports on this upcoming Sony title.

SCEA will also publish MegaToon Studios' Jersey Devil for PlayStation. With big ears (horns) and the ability to glide on his outstretched wings, Jersey Devil looks like a beefed-up Aero the Acrobat. The 3D levels are filled with numerous power-ups, collectibles, and enemies like giant mosquitoes, spiders, and strange mutated vegetables, including giant carrots and eggplants. In addition, Jersey must face bosses like a huge frog that drops rocks from above and a Vampire Bat that swoops down for the kill. Jersey Devil is slated for a June release.

It's no wonder Sony is rushing to publish action/platforms, considering its Crash Bandicoot and Crash Bandicoot 2 together have sold 5 million copies worldwide.



Jersey Devil



## Square Goes Solo



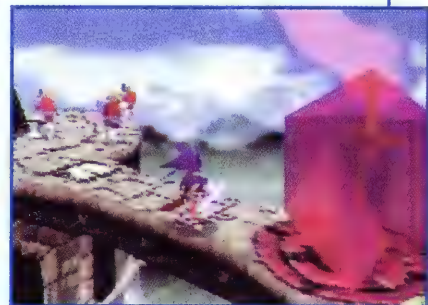
Square Soft will occupy Sony's booth at this year's E3, showing off new products including **Xenogears**, **Parasite Eve**, **Brave Fencer Musashiden**, **Soukaigi**, and **Bushido Blade 2**. Despite this connection at the Expo, Square will leave the nest and publish these games on its own. In all likelihood, **Einhander** (see page 35) will be the last Square game published by Sony. Sources within Sony have told *Game Informer* that this change in the relationship is almost a done deal.

Square's strategy was to get reestablished in the market with the help of Sony. Now that that has happened, Square will attempt to cash in on its own success. With its upcoming line-up, Square is looking good. **Xenogears** is a futuristic RPG with turn-based combat. Androids, robots, and cybernetic implants prevail in a complex story where players fight in two different forms and choose from a list of spells and special moves.

Breaking into the action/RPG market, Square plans to release **Parasite Eve** and **Brave Fencer Musashiden**. **Parasite Eve** promises amazing graphics, real-time combat, heavy artillery, and strange mutated enemies. Square calls it a cinematic RPG and we think it will have elements similar to **Chrono Trigger** and **Resident Evil**. However, current rumor says it's not very good, but it should release second quarter in the U.S. **Musashiden** is an action/adventure title along the **Zelda** vein, and should see life in Japan around August. Environments and characters are polygonal, and wrapped in texture maps.

**Soukaigi** is a 3 CD-ROM fighting/adventure game featuring four playable characters (each with a different weapon), 3D multi-tiered environments, and real-time combat. All characters fly and face off against giant trees and gnats in deserts, city streets, ice caverns, and ancient temples.

For more on **Bushido Blade 2**, turn to page 42.



Brave Fencer Musashiden.



## Nintendo Announces Color Game Boy, Camera Coming June 1

Having solved the problem of excessive battery drain, **Nintendo of America** announced that it will release **Game Boy** units with a color LCD screen this summer in Japan, North America, and Europe. **Color Game Boy** will be similar in size to Game Boy Pocket units, but it will allow the simultaneous display of 56 colors out of a palette of 32,000.

The new Color Game Boy can be connected to the **Nintendo 64** console unit, and can run the more than 1,000 Game Boy games already in existence worldwide. The old cartridges will display colors in a range of hues from a 10-palette selection that the player determines, just like **Super Game Boy** and **Super Game Boy 2**. Also, the new colorized games will work with other Game Boy handheld units, but obviously, without the color.

The Color Game Boy will cost about 9,000 yen, approximately \$70 U.S. Expect Nintendo to announce a software line-up in the coming months.

After announcing the Color Game Boy, Nintendo of America revealed even more Game Boy peripherals. First debuted at the Nintendo Spaceworld '97 last November, Nintendo's **Game Boy Camera** and **Game Boy Printer** have been given a North American release on June 1.

The Game Boy Camera plugs into the game slot on either the standard Game Boy or the Game Boy Pocket. The Camera will work with color Game Boy, but it will not be able to capture color images. The Game Boy Camera comes equipped with a number of built-in modes that include tools for storing, editing, manipulating, and animating the photos.

After you have a portfolio of pictures (the Game Boy Camera stores up to 30), you can hook up the Game Boy Printer to create your own stickers. Also available on June 1, the Game Boy Printer will run on six AA batteries.

The Game Boy Camera (available in red, yellow, green, and blue) and Game Boy Printer will retail for \$49.95 and \$59.95, respectively.



Color Game Boy mock-up (above) and Game Boy Camera (right).

## Acclaim Lands South Park License

**South Park**, the hilarious and offensive animated series appearing on **Comedy Central**, is coming to a console near you in 1999. **Acclaim Entertainment** has picked up the rights to use *South Park* characters and settings in video games for the PC and home consoles. Hopefully all the meaningless yet offensive things we love about *South Park* will remain intact. Currently one of the highest rated cable TV shows in existence, *South Park* fans will expect a lot.

## ASC Gets 'Jacked

Last March, **Take 2 Interactive Software** acquired **BMG Interactive**. This deal shook up **ASC Games'** plans to release **Grand Theft Auto** here in the States. BMG developed *GTA* and you can guess what happened. So, as a result, ASC Games will only be publishing the PC version, and Take 2 will be bringing out the **PlayStation** version. Take 2 also acquired a box full of promising booty from BMG, while scoring two offices (in France and Germany) and a handful of games. Here's the list of games acquired by Take 2:

- **Grand Theft Auto** – PlayStation – April
- **Soccer** (Tentative Title) – PC/PlayStation – May
- **Spec Ops** – PC – May
- **Spearhead** – PC – June
- **Silicon Valley** – Nintendo 64 – October
- **Spec Ops** – PlayStation – November
- **Monkey Hero** – PC/PlayStation – November

## Paramount Lands Lara, Tomb Raider

**Paramount Pictures** has acquired the film rights to **Eidos' Tomb Raider** franchise and plans to produce a live-action feature film starring the buxom brunette, **Lara Croft**. Lawrence Gordon of **Viacom, Inc.** is supposed to co-produce the project. He has already produced such feature films as *Field of Dreams*, *Boogie Nights*, *Event Horizon*, and *The Devil's Own*.

No information has been released as to who will portray the digital goddess, but there are a few women *GI* thinks perfect for the part. On second thought, we can't think of any. Not even **Pamela Anderson** has enough plastic in her body to pull this one off.



## More Woes for Sega

What *Game Informer* readers have known for months is now a little clearer. **Reuters** reported that **Sega Enterprises, Ltd.** will implement massive cutbacks in three of its U.S. divisions – namely, **Sega of America** (Saturn and other consoles), **Sega Soft** (Heat.net), and **Sega Entertainment** (PC publishing).

Sega is expected to post a net loss of \$302 million in the year ending March 31, 1998. Compare this to a previous forecast of a \$116.8 million profit, and the reasons are clear. Sega Enterprises' biggest losses came from its overseas markets (including the U.S.). Sega of America accounts for accumulated losses of \$311.5 million.

Sega is now curbing North American inventory replenishments (see *GI News*, Feb. '98) in anticipation of a new hardware system launching in 1999, a project expected to cost the company a further \$81.8 million.

Similar actions occurred during the company's phasing out of the **Sega CD** and **32X**. If you're a Saturn fan, get to the bargain bins quickly before even more of the software disappears, never to return again.

## THQ To Publish Shao Lin

**THQ** signed an agreement with **Polygon Magic** of Japan to develop and publish **Shao Lin** for the **Sony PlayStation**. Scheduled to ship this November, *Shao Lin* is a fighter that utilizes six schools of martial arts and three playmodes – Training, Vs., and Story. The Story mode is said to add an element of action/RPG to the game.

Although the six schools of martial arts have been around for centuries, *Shao Lin* will also tap into a form of "self-defense" that is not quite so old – professional wrestling. Like a battle royale, the Vs. mode will allow four players to go head-to-head simultaneously. Or, you can take on six CPU-controlled opponents at once. Perhaps THQ will attempt to get some extra mileage out of its soon to expire WCW license by including hidden characters like Dean Malenko and Hulk Hogan.



## Duke and Babes Destined for Big Screen

Teen icon and pig slayer, **Duke Nukem**, is going to be a movie star. The game, or should we say – mega-smash – by developer **3D Realms** and publisher **GT Interactive** was destined for greatness from the get go. It took elements of **DOOM** and gave it a testosterone-filled sarcastic attitude that most carnage-seeking gamers can relate to. The film is expected to use digital imagery created by **Threshold Digital Research Lab** (*Mortal Kombat: The Movie*).

Now let's see. Dukey is going to be made into a movie, so who would fill his role? Our first guess was **Tom Selleck**, but then we remembered that he died (didn't he?). We then thought it would either be **Rick Rossovich**, or **Jesse the Body Ventura**. But then again, we thought all of these guys died too.

The fact is this; if they pick anyone other than **Dolph Lundgren** or **Brian Bosworth**, or someone who looks like these two, then they are absolutely crazy. These guys were born to be Duke. Yet, these choices are pure speculation by us. The Duke film is in early planning and may not come to fruition at all. Hail to the king, baby!



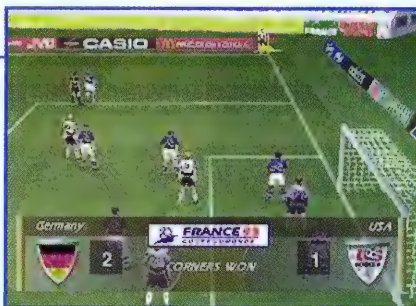


## Mortal Kombat 4 Surfaces on N64

It has begun. Get ready for **MK** mania all over again. We've just played **Midway's MK4** on the **N64**, and were thoroughly impressed with what was available so far. It plays just like the arcade parent, and has all the goods from Rev. 3, plus a few new surprises as well. **Goro** is a hidden character (as you can see by his lair in the shots), and there are a ton of different gameplay modes like Tag Team and Endurance.

To our surprise, the gameplay was arcade perfect as well. The control is tight, the combatants move fast, and the Fatalities and endings are close to identical. Of course, the endings are subtitled, but they are still very impressive.

Expect **MK4** to hit the **N64** in June and the **PlayStation** shortly thereafter.



World Cup 98 - PS-X

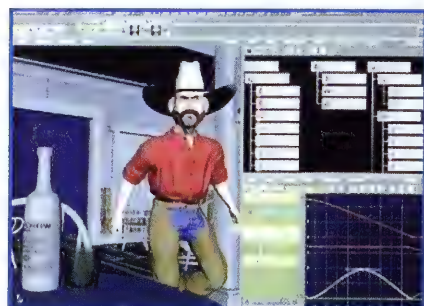


World Cup 98 - N64

## First Look at EA's "New" Soccer Game

**EA Sports** will release **World Cup 98** for **PlayStation**, **N64**, and **PC** on May 19. The World Cup is one of the greatest sporting events on earth and fans all over the world might enjoy this new version of last year's game. Hardcore soccer fans, however, will definitely want to part with some greenbacks for this enhanced version of 1997's **FIFA: Road to World Cup**.

New features include the ability to replay eight classic World Cup matches (available only if you first win a World Cup); a handicap system; team kits; team histories and international records; trivia; national crowd chants; and opening and closing ceremonies. The **PlayStation** version includes guest commentary by the renowned **Kenneth Wostenholme**, and the menus can be viewed in eight different languages.



## News on Namco and Sony's Feature Film

Tokyo's **Dream Pictures Studio** – a joint venture by **Namco**, **Sony Computer Entertainment**, and **Polygon Pictures** – is prepared to change the world of computer-generated films as we know it. The name of the film and plot are still guarded in secrecy, but the tools being used are not.

**Alias/Wavefront's** technology, **Maya**, provides the tools for animation. This allows animators to cut down their animation time considerably, providing more time to make the movements as realistic as possible. The film has a \$60 million dollar budget and expects to employ over 200 digital artists to work on the project. The film should be released in Japan in 1999. Whether it will come the U.S. or not is unknown.

*Maya, shown to the left, is the animation tool of the future.*



## The Realm of Mortal Kombat

<http://mk.hotweird.com/>

An **MK** fan's delight, **The Realm of Mortal Kombat** has news, features, pictures, moves, and more. Easy to navigate, and the information is organized nicely by title and format.

### VIDEO GAME

## TRIVIA

- 1 **Mission: Impossible** is a video game for the **N64**, but who starred as **Jim Phelps** in the 1996 **Paramount** motion picture?
- 2 Recently, future **MLB** hall of famer, **Bret Butler**, publicly accused a teammate of being too concerned with personal stats. Who was accused and what **N64** baseball game shares his name?
- 3 What **Sega Genesis** game won **Game Informer's** award for best action/adventure in 1993?
- 4 How many tracks are in **Ridge Racer Revolution**?
- 5 What company developed **Disruptor** for the **Sony PlayStation**?

(Answers on the bottom of page 23)



## Name That Game!

This **Konami** game was released in 1993. Your job was to save others (like jumping cheerleaders) from the clutches of many types of ghoulish creatures. Weapons included an **Uzi** squirt gun, weed whackers, and exploding soda pop cans.

What game is it?

(Answer on the bottom of page 23)

## Data File:

MUTATION NASHUN • COMIC WATCH • TOP TEN • TRIVIA • NAME THAT GAME! • WHAT'S HOT • TECH TALK • MUTA

► **UEP Systems** has begun development on **Cool Boarders 3**.

► **Namco** is teaming up with **Urban Juice and Soda** to promote **Tekken 3**. Bottles of **Jones Soda** will offer four limited-edition collector bottles featuring Tekken 3 characters **Nina, Jin, Eddy, and Heihachi**.

► **Acclaim** announced the closing of its coin-operated division in order to focus more on the home interactive market. Resources from the coin-op division – like key employees, product budgets, development equipment, and proprietary technologies – will be redirected to the Acclaim Studios group. Acclaim's coin-op division was responsible for such arcade titles as **Batman Forever, NBA Jam Extreme,** and its most recent release, **Magic: The Gathering-Armageddon**. Currently in distribution, **Armageddon** is being considered for the home market.

► **Capcom** has again changed the name of its new 3D Mega Man game. Originally planned as **Mega Man Neo**, then as **Mega Man Nova**, Capcom has finally settled on **Mega Man Legends**. Lame name for a great game.

► Once again, **Banjo-Kazooie's** release date has moved up. Instead of June 29, it will be out a week earlier, around June 15.

► **Shiny Entertainment**, the creators of **Earthworm Jim** and **MDK**, plan to release **Messiah** sometime this Fall for the **PlayStation** and **PC**. **Messiah** will offer 20 different human and non-human characters to control, each with its own special abilities and weapons. The game takes place in an urban environment made up of six levels, filled with enemies and traps.

► **Midway** has a nice list of products coming our way. For starters, it will publish **Crystal Dynamics' Gex: Enter the Gecko**, releasing August 25 for the **Nintendo 64**. Apparently, the **PlayStation** version was too "difficult" to play because the N64 version will be easier. Then, on September 29, **Blitz** will arrive on both the N64 and the PS-X. The N64 version will be in hi-res. On November 18, Midway will release the sequel to **Boss Studios' Top Gear Rally**, called **Rally Racing**, for the N64. Moving on to the hardwood, **Fastbreak '99** will make an early appearance for a basketball game, seeing shelf sometime in November for both the N64 and PS-X. Last on the home front, Midway will publish **Micro Machines** for the N64. It should be out in December.

In arcade news, Midway is releasing the sequel to **San Francisco Rush**. The game, entitled **Rush America**, will be out on October 27 and will feature, as you can guess, tracks in other U.S. cities besides San Francisco.

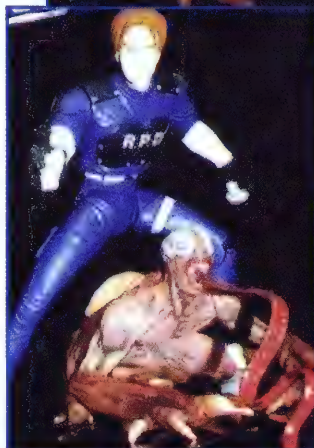
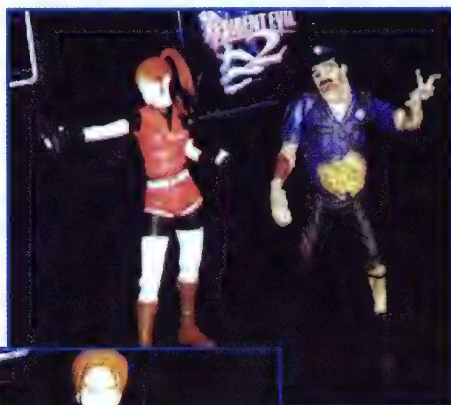
## WildStorm To Launch Online Resident Evil Comic

The super-hot selling **Resident Evil** series is picking up even more franchising. If you are an **RE** fan, then you already know about the new comic book hitting the stores in March, but did you know about the new weekly online comic? Yup, **WildStorm** announced a weekly comic strip based on **Resident Evil**. Launched on March 23, the comic only appears at **www.wildstorm.com**.

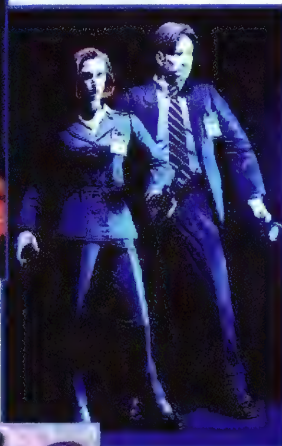
The strip is basically serialized (in order, like a soap opera) and features characters from the two games. In addition to the weekly comic, WildStorm has also announced the simultaneous opening of its online store, selling T-shirts and other goods.

Between this new breakthrough and the sales of the toy line, as well as the upcoming movie, one thing is for sure: you are going to be hearing about this game more than you hear your own name. But that's OK, because the game rules. Here is a screen of the online comic.

COMIC WATCHER



Leon and Claire battle the creatures of Raccoon City as Mulder and Scully investigate aliens from beyond.



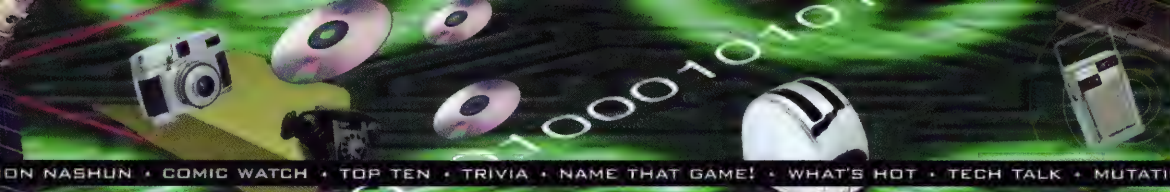
## Just Toyin' Around: Resident Evil 2, FF VII, and More

Ask your boss for a raise. Plead with your superiors if you must, because you're going to need a wad of bills in your pocket for what the toy industry has in store for later this year. First off, the **Resident Evil** toys just keep on coming. The first series is out and flying off the shelves. It features some mighty fine sculpting, but the figures are nowhere as detailed as **Toy Biz's** second **RE** line. This entire set deals with **Resident Evil 2** only, and we have no idea as to how many figures are planned for this awesome line, or when they might release. **Leon** and **Claire** both look perfect. The action stances are also nice touches. Expect this line to come packaged in the same way as the first series (two figures per pack).

The **Final Fantasy VII** toys have shipped, but the original plans have been scrapped. You will no longer have access to individual figures. Now, the only U.S. offering is a collection called **Final Fantasy VII Collector's Edition**. The collection features **Cloud, Aeris, Barrett,** and **Tifa**. Surprisingly, **Red XIII** is not in the set, yet he's featured on the back of the box. Lame! The figures are basically the same as the Japanese releases, but the paints have been altered. Tifa has red shoulder pads instead of black, Aeris has a different colored dress, and Barrett's gun is darker. This set retails for \$25.

Next on the list is **McFarlane Toys**. We haven't liked anything it put out in the last year, but the new **Spawn Dark Age** and **X-Files** sets look awesome. Both lines should be out this summer. Come on! How long have you been craving a **Scully** toy to play with? Again, it appears that the action features are now playing second fiddle to exact detail. This may be a bummer for some, but for collectors – it's a dream come true.





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### Video Game Trivia Answers:

1. Jon Voight
2. Mike Piazza and Strike Zone.
3. Flashback – The Quest for Identity.
4. Two. In the Link mode you also get access to the original Ridge Racer track.
5. Insomniac Games. They are currently working on a platform game codenamed "Pete" for SCEA.

### Name That Game Answer:

Zombies Ate My Neighbors

## Hasbro Acquires Remnants of Atari Corp.

Hasbro acquired copyrights, trademarks, patents, and all other intellectual property assets of **Atari**. Included in those properties are all of the Atari games of the 1980s, which Hasbro hopes to resurrect successfully as it did with **Frogger**.

"We are thrilled that the classic Atari game properties will now be a part of the Hasbro family," said **Tom Dusenberry**, president of Hasbro Interactive. "These ground-breaking games helped pioneer the game industry."

Anyway, this raises some exciting possibilities for those wanting new revamped versions of Atari classics. Games that were frequently mentioned an awful lot in the press release were **Centipede** and **Missile Command**. Hasbro intends to make the games for the **Nintendo 64**, **Sony PlayStation**, and the **PC**.

In *GI*'s opinion, the one Atari game that needs to be resurrected with a worthy sequel is **Raiders Of the Lost Ark**. Probably the first action/adventure game to allow multiple weapons and an item inventory larger than one, this game set the stage for classic games like **Zelda** and **Secret of Mana**.



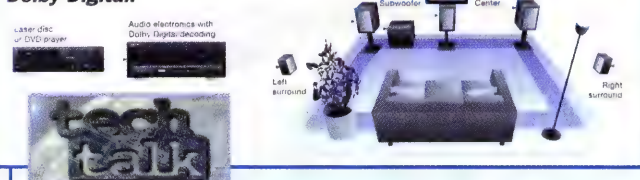
## Hardware Wars: VM Labs Enters the Race

**VM Labs** hopes to follow **Sony's** lead and make a huge splash in the hardware market of console gaming. The California-based company, comprised of several former **Atari** employees, has been working on a new piece of hardware for the past three years. VM Labs claims its hardware, **Project X**, is "several generations ahead of the current gaming platforms." VM Labs is very tight-lipped; but, in an effort to show how easy it is to transfer games to its hardware, the company displayed a version of **DOOM** that was allegedly converted in a mere two days using only about 15% of the system's potential. VM Labs will be at **E3** to shed more light on its top secret Project X.



Can Project X compete? Director of communications Greg LaBrec thinks it can.

### The next wave in game sound: Dolby Digital.



## Game Informer Visits Dolby Labs

*Game Informer* visited the **Dolby** studios in San Francisco, and we walked away very impressed. For gamers not in the know, if you're pumping your console

through an entertainment system that comes equipped with **Dolby Logic**, you can create a **Surround Sound** effect from almost any game. That's because, if a game isn't coded in Surround Sound, Dolby Logic can still separate junk audio from the main soundtrack and filter it to your rear channels. That's how Surround Sound works.

Four speakers are required, but even with this "Simulated Surround" the effects can be dramatic. If you don't have a sound system with Dolby Logic, but you have 4 speakers, you can pick up a **Cyclone** unit for about \$100, which is basically an outboard Dolby decoder that works with virtually any sound system.

We were also at the Dolby studios to celebrate the 100th Dolby Surround encoded game, credited to **EA's Need For Speed III**. **Ubi Soft** was also there to demo a DVD-ROM version of **Tonic Trouble** on **PC**. Actually, the only parts of *Tonic Trouble* DVD that are coded for Dolby 5.1 channel digital are the cinematic sequences. The term 5.1 refers to the speaker channels; two in the front, two in the rear, one center channel, and a subwoofer (supplying the .1). Dolby 5.1 differs from traditional 3.1 surround in that both rear surround speakers are on independent channels (as with the front three), so that sound can pan diagonally from front to rear. Presently, the technology is close at hand for 5.1 channel listening while playing a game, but there's no across the board standard for companies to follow. However, Dolby assured us that the industry is currently trying to standardize formats for including Dolby Digital into all aspects of gameplay, and it could be a reality in less than a year. This would affect the way one hears enemies to the rear, while continually changing sound relationships in regard to a character's "viewpoint."

But the most impressive part of the day was sitting down in Dolby's test theater for a showing of **Hard Rain**. The movie itself leaves a lot to be desired, but with digital sound being blasted in one of the top acoustic rooms in the world, the experience was skull shattering. Lucas and Spielberg have pre-screened many a movie in that room, and just being there was an honor in itself.

# Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Icon Passing; Back-In & Post Moves; 3 Movements – Walk, Jog, & Run; Special Dunk Cams; 3 Difficulty Levels; Create Player; Stat Tracking; Controller & Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Left Field Productions for Nintendo Sports
- **Available:** Now for Nintendo 64

**Bottom Line:** **9**

**T**his year's basketball showdown wasn't too exciting. All of the PlayStation releases were spread apart by monthly gaps, and the Nintendo 64 battle was over before it began. Konami's *In the Zone* was a great disappointment, and all eyes shifted to one game – Kobe Bryant's *NBA Courtside*.

This is Nintendo's first venture into hoops since NCAA Basketball on the SNES, and even though Nintendo succeeded then, we were very skeptical as to how *Courtside* would play. Usually first generation sports engines show some kind of bug either in stat tracking or in the computer AI; but to our surprise, *Courtside* was solid enough to compete with basketball legends *Shoot Out* and *NBA Live*.

The first thing you'll notice is the detail. *Courtside* has a very polished look. The polygonal characters not only feature digitized faces, but realistic apparel as well. Players who wear long socks or spandex under their shorts have the same look in the game. Of course, Dennis Rodman has green hair, but his tattoo work didn't make the game. The courts also feature nice reflections and authentic floor designs.

The gameplay is as you would expect – confusing at first, but mighty in the ways of innovation. *NBA Courtside* is the first video basketball title to feature walking, jogging, and running. *Courtside* also has terrific icon passing – where the same icon is assigned to a specific player. It also packs awesome post and back-in moves.

For the fantasy geeks out there, tons of different statistics can be tracked within the season. And if you are playing a complete season, the computer will automatically adjust its stats to how long your quarters are. If you have fatigue off, the computer will not substitute either.

Kobe Bryant's *NBA Courtside* is definitely a hit in every way. It doesn't feature the innovative dunking like this year's *Shoot Out*, but for a first venture, *Courtside* offers almost everything you could want. Basketball fans who own N64s are no longer limited to 2-on-2 games.

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## Nintendo's Impressive Rim Rocker



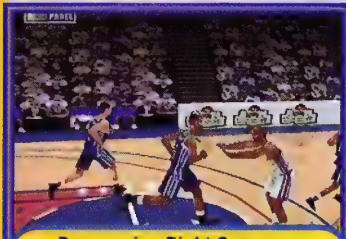
Hakeem launches a fade away prayer.



The back-in and forearm check.



By pressing Right C you can intentionally foul.



Shaq's signature walk is present. What a fool!



Garnett says – No way punk!



### ANDY

THE GAME NOMBRE

Concept  
**9**

Graphics  
**9.25**

Sound  
**8**

Playability  
**9**

Entertainment  
**9**

**9**

OVERALL

"NBA Courtside is the most detailed basketball game I have seen. The players have all their trademark traits from Kevin Garnett's elbow pad and flat jumper, to Shaq's bad free throw shooting and duck walk. The icon passing is also very smooth, since each player gets a designated icon and the mode stays on during the entire possession (unless you turn it off). The graphics are also excellent, with realistic looking players and tons of passing and shooting animations. While the gameplay isn't perfect, it is pretty darn good, and certainly can't be beat by any N64 game. The only other game that comes close is NBA Shoot Out '98 on the PlayStation."

### PAUL

THE GAME PROFESSOR

Concept  
**8.75**

Graphics  
**9**

Sound  
**8**

Playability  
**9.5**

Entertainment  
**9.5**

**9**

OVERALL

"If you got burned with *In The Zone* do not worry, *Courtside* will not disappoint the legions of hoops fans who just happen to own an N64. The only downfall of the game I can find is that there isn't enough control over dunks. Playing above the rim is a little lackluster in general. However, other aspects of *Courtside*'s control – including steals, post-ups, passing, and play calling – are excellent. Players are extremely detailed and the animation truly brings out the individual player's personality. The N64 sports gaming scene has been growing slowly and *Courtside* is the current must have game. Sports gamers take a look because the N64 now has a basketball game to rival those on PS-X."

### REINER

THE RAGING GAMER

Concept  
**8.25**

Graphics  
**8.75**

Sound  
**8.5**

Playability  
**9**

Entertainment  
**8.75**

**8.75**

OVERALL

"While not perfect, *NBA Courtside* still produces enough to be the best basketball title available. I would have liked to see more interaction with dunks, and the computer AI could have been a tad tougher against drives, but for Nintendo's first basketball game on the N64, this game has more than enough to satisfy any high-top/Starter jacket jockey. The season is extremely tight. The frontend is easy to navigate and the stat tracking is fabulous. The computer will even adjust its stats to how long your quarters are – very nice. Even if you don't own an N64, I strongly recommend that you try this title. So far the PlayStation has been king of the hill in sports, but *Courtside* proves that the Nintendo 64 offers worthy competition."



# Once Again, the Fate of the World Rests in Your Hands.

**Just Don't Forget the Batteries.**

So, you thought  
that you had rid the  
world of evil monsters,  
dark knights, vicious  
overlords and devils. Well  
guess what? They're  
baaack, and this time

they're coming at you all  
at once! FINAL FANTASY,  
the ultimate fantasy role  
playing franchise of all  
time has returned to

Game Boy.™ By the way,  
is that a sword in your  
pocket, or are you  
really excited?



**GAME BOY**

**SQUARESOFT**

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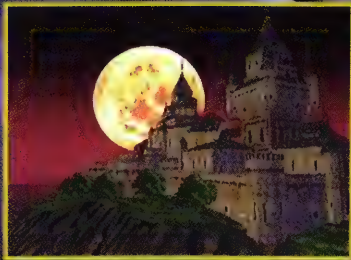
# Nintendo 64 Preview

- **Size:** Unknown
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3rd-Person Perspective; 4 Playable Characters; Character-Based Difficulty; Game Clock With Day & Night Settings; Puzzles; Item Bartering; Traps & Pitfalls; Classic Castlevania Whip; Vampires
- **Created by:** Konami Computer Entertainment Kobe for Konami
- **Available:** 4th Quarter for Nintendo 64 (Tentative)

**20% Complete**

# Castlevania 64

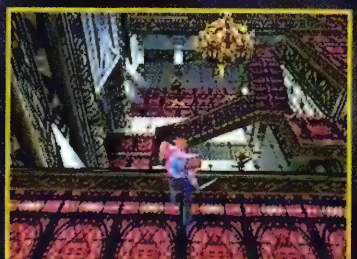
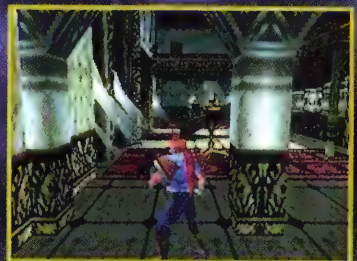
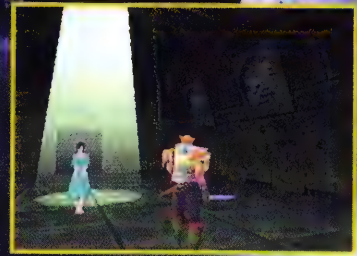
Vampire Hunting...N64 Style



**T**he birth of Castlevania on the Nintendo 64 is a “no-brainer” for Konami. After a succession of titles on platforms ranging from the NES, SNES, and most recently the PS-X, the Castlevania franchise is prized by Konami and thousands of hardcore gamers throughout the world. Continuing its legacy on the Nintendo 64, Konami Computer Entertainment Kobe is working diligently to bring the game to Castlevania fans this winter.

The trials and lineage of Castlevania’s Belmont family now continue with Schneider Belmont. Styled in the essence of Castlevania games of old, Schneider is armed with a classic whip that is used as both a weapon and tool. His quest, like in games of the past, is to explore the confines of Dracula’s castle and conquer the “son of the Dragon” and his clan. Schneider is not the only character who can undertake the daunting task of slaying Dracula. There are three others: Cornell Reinhart, Carrie Eastfield, and Kola. Each of the four characters will have unique powers which, depending on the character you play as, will change the strategy and complexity of the adventure. Some, or all of the main characters, may also call upon magical powers that transform them into beasts such as a wolf or griffin. While the Castlevania 64 development team only hinted at this possibility, they were more certain that each character will have a separate storyline and ending.

Up until now, most of what has been seen of Castlevania 64 was based on preliminary design documents and footage from a development system. The game is approximately 20% complete and Konami has now released actual gameplay shots. The pieces of Castlevania 64’s development puzzle are just being put together in a semi-playable form. More details, as well as images, should materialize in the coming months.



HE'S  
NO  
CHICO  
ESCUELA!

# MAJOR LEAGUE Baseball

FEATURING  
**KEN GRIFFEY JR**

## Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Exhibition, Season, World Series, & Home Run Derby Modes; MLB & MLBPA Licenses; Stat Tracking; Draft & Trade Players; Rumble & Controller Pak Compatible
- **Created by:** Angel Studios for Nintendo Sports
- **Available:** May 25 for Nintendo 64

**85% Complete**

Since our last article on Griffey, we've had a chance to log some serious hours with this cart. The version we've been playing is just a hair shy of review quality, but almost everything is in place. The graphics have never looked better, all the animations are smooth, the stadiums are touched up, and the hitting and pitching is working perfectly. Our Impression? Excellent.

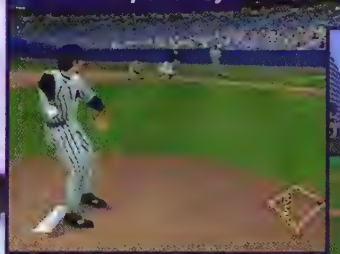
Griffey is one of the best looking baseball games around. The grass and stadiums are simply mind blowing, and each member of the infield can throw in a different style. For example, a pitcher throwing to first gives a quick hitch-throw from the waist, while a third baseman winds up to gun down the runner. The shortstop has a quick toss to second, then the second baseman jumps and throws to turn the double play. Batters likewise exhibit an excellent variety of moves. While there is only one type of swing, batters take stances just like in real life. Knoblauch crunches down so his elbows are a few feet off the ground, while Sheffield looks like he's holding a lightning rod up to the gods. Batters also react to bean balls by jumping out of the way or hopping off the ground, and after questionable strikes, they give the ump a puzzled look, even going so far as to point out the location of the controversial pitch.

We're having fun with the hitting and pitching interface, but we've found that, even though the pitching cursor disappears, winding up while it's offscreen doesn't matter all that much - the hitter still has plenty of time to guess on placement. What is particularly nice is the layout of the Nintendo controller. Each of the c-buttons is assigned to a base. Just touch the button to throw to that base; or with the offense, the c-buttons are used to advance or return particular runners. With such a system, it's easy to round a bag and tease an outfielder. In turn, double plays are easy to pull off.

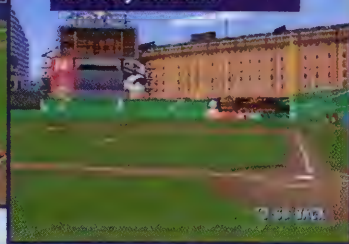
But some people will have a problem with this game simply because it caters so heavily to the arcade crowd. Griffey does not offer a create player option, nor can you adjust your fielders. Since you can't bring your infield up, bunts are almost automatic. Also, the computer tracks only the minimal amount of stats it needs to appear credible. Another minor matter is that if you start a 1-player season, you must play only by yourself, as other controllers cannot be selected mid-season. If you share a system with others, this might become tiresome. However, four players can compete independently within a single season and the games move very quickly, so finishing a season should be no problem.

Come this May, gamers will have to make their N64 baseball decision, and next month, we'll be able to help you out with reviews. The real season is already underway, and fans must be dying to get their N64 into spring training. Griffey most likely won't disappoint.

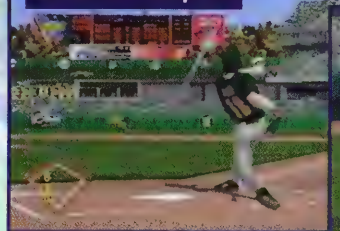
Here's the pick-off try.



Virtual tours are available for every stadium.



You can see your hits trail out into the park.



Arrows help in chasing down balls.



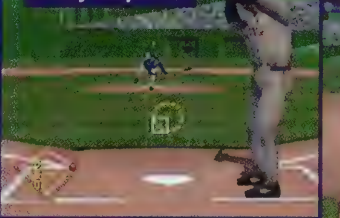
On pop flies, sometimes the camera switches to over-the-shoulder.



The throw is too late.



The hitting and pitching interface is very unique.



With runners on the corners, you've got to keep them in check.





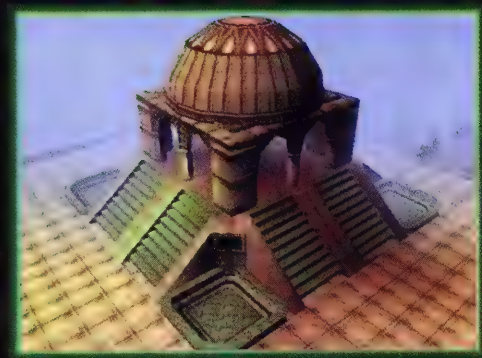
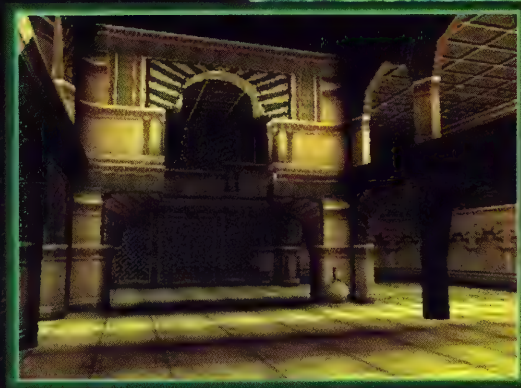
# The Hunter Returns

The video game world has been dreaming of the sequel to Turok since the first day it played the original. Turok took first-person shooters out of the corridor and put them into lush, real-world environments that used tons of animation and textures to bring all the creatures in Turok's world to life. But according to the Turok 2's producer Dave Deinstbier, "The creature models [in Turok 2] will embarrass our last game or any game. The effects are that good."

The graphics certainly sound that good, as Turok 2 will feature new creatures and environments for each and every level. Plus, the creatures won't share animations as they did in the first game - each area will have uniquely animated species. Also gone are any human characters from the game, as the Turok team decided that the original's characters were too disjointed and didn't really portray the savage world that Turok lives in. Instead, Turok will feature a genetically altered dinosaur descendant known as a Dinosoid.

Dienstbier went on to say that "the sequel is far darker than the original Turok. The raptors are meaner than ever." The game's artificial intelligence has been upped so that Turok can't outrun a raptor or any other dinosaur at full speed. Therefore, it's either stand your ground and blast, or get eaten alive.

The levels themselves will feature indigenous life as the first game did, but the goals in each level have been altered. Before each level, Turok will get a visit from his spiritual advisor, Adon - a "fit" female character who will guide Turok on his quest. As before, the ultimate goal will be to open the portals to the different realms, but the player will now have more responsibilities during each level. Taking a cue from GoldenEye, Turok 2 will feature various "tasks" to complete during each level. What these "tasks" will entail is still unknown, but Deinstbier did mention that he wants the game to be like Zelda in that you will need to venture back and forth between levels to complete your missions.



# Nintendo 64 Preview

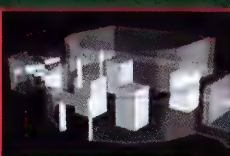
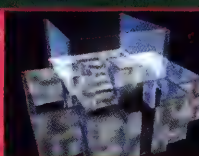
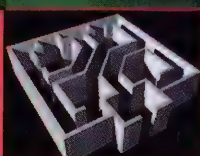
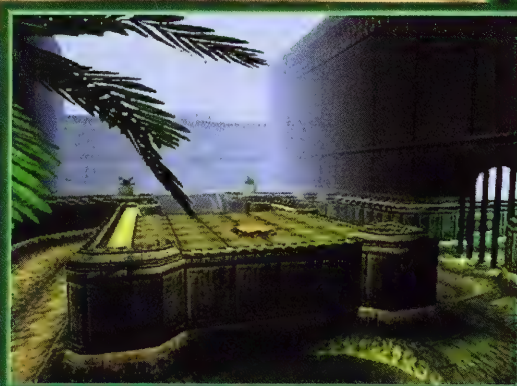
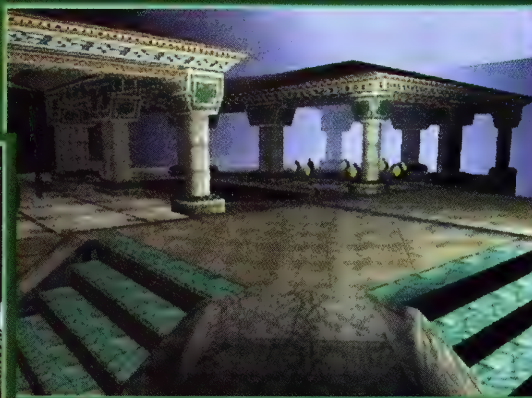
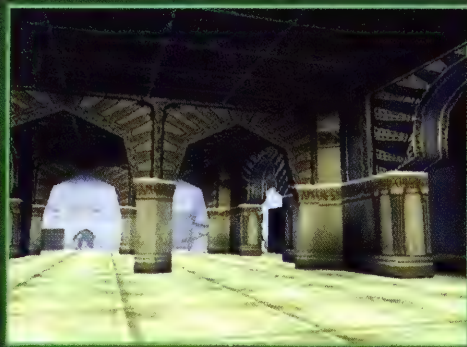
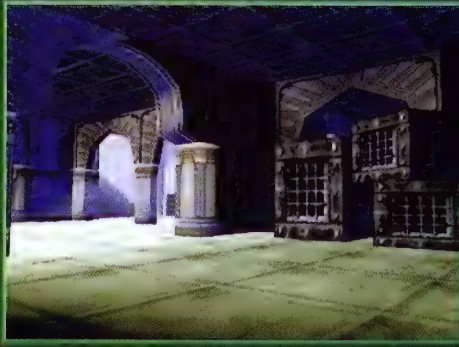
- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Improved Lighting Effects; More Weapons; Task & Mission-Based Levels; Exclusive Turok Story; New Shapely Female Advisor Named Adon; 4-player Deathmatch
- **Created by:** Iguana for Acclaim Entertainment
- **Available:** August for Nintendo 64

**60% Complete**

But don't think that Turok won't feature lot of action. The Turok team has worked long and hard to make sure that the gameplay is heart-poundingly fast. There will be more weapons than the original (and yes, the knife and bow are returning), and there may even be some kind of vehicle that Turok will ride (can you say dinosaur?). While Dienstbier wouldn't talk too much about the weapons, he did state that they will be bigger and better than before and that there would be underwater-only weapons this time around. Turok 2 will even calculate damage taken by the enemies depending on where you place your shots. For instance, there will be creatures that can only be killed by shooting them in specific areas like in the eye or heart.

The final pieces to the Turok puzzle are purely aesthetic, but not any less noteworthy. You can expect Turok 2 to feature a whole new soundtrack that is more dramatic and possibly interactive. As Deinstbier says, "gone are the Tarzan drums; this soundtrack is more grand and much better in my opinion." The other thing is that the fog has been lifted off of Turok's world and replaced with tons of lighting effects. "The only time there is fog in Turok 2 is when we want it to be there, so the dinosaurs can come at you out of nowhere" says Deinstbier. "The lighting in Turok is second to none, and is the most important new [graphic] feature in Turok besides the increase in environment maps." Deinstbier goes on to describe dark tunnels where the only light comes from the fire spitting out of your weapons; dark overworlds where the only time you can move forward is when magma from a nearby volcano bursts through holes in the world's crust; and gleaming reptilian eyes that glare at you from dark corners.

Look for Turok 2: Seeds of Evil to hit the Nintendo 64 this August. The game will be Rumble Pak compatible, feature prerendered cut-scenes,



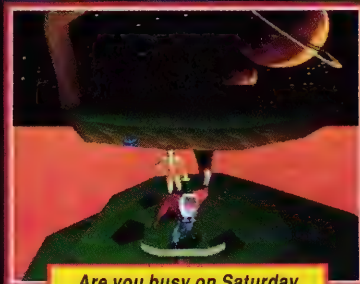
# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Auto Targeting; Swimming; Phil Hartman's Sarcastic Voice-Overs; Data Streaming Provides Continuous Gameplay; Levels Weave In and Out of Each Other; Jetpack
- **Replay Value:** Moderate
- **Created by:** Sony Interactive for SCEA
- **Available:** Now for Sony PlayStation

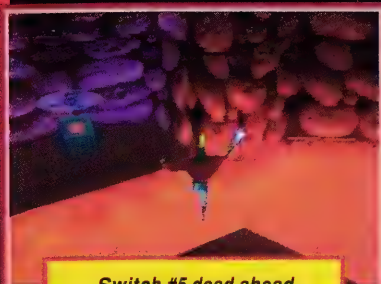
**Bottom Line: 8.25**



I'm **GONNA** Get Me  
Some **Kibbles'n  
Babes!**



Are you busy on Saturday night?



Switch #5 dead ahead.



Snarf hungry...Snarf eat Blasto!



Babes are always heavily guarded.



He's sending his love down a well.

Since last month's report on *Blasto*, we've had a chance to play through the entire game. While it's not a game for the weak-at-heart, those who take the time to defeat it can claim a proud and lasting victory. *Blasto* is a difficult adventure that tests all your gaming faculties on an equal basis. Solving puzzles, shooting hordes of deadly enemies, executing precision jumps – all are marks of *Blasto*'s insane design.

Enemies run the gambit from pesky floating eyes to deadly ant wizards. Their appearance is triggered in one of two ways: creeping into a "hot zone," or picking up a power-up. You can't just run through this game or you'll find yourself instantly surrounded by enemies. Careful planning, good scouting, and sharp shooting is the only way to survive.

The brain teasers are very clever, but when faced with frustration, the answer is often all too clear and you'll laugh at yourself for being so stupid. Most of the puzzles involve throwing switches, but the kicker comes in the form of intertwining episodes. Switches in one episode often activate changes in a previous episode, so traveling between episodes is a frequent occurrence. This not only confuses the player, but makes for countless hours of traveling and exploring. The approach is inventive, and although grueling in execution, lends a feel of interdependence to the episodes – in other words, the game melds together nicely and players aren't left with the feeling of disjunct "levels."

*Blasto* holds plenty of surprises, and some are very very cool. Rather than spoil everything, we'll leave some discoveries up to individual players, but we can assure you that if you rescue each and every Babe, a nifty treat awaits. In the last episode is a locked door marked "Harem." If you've saved all the Babes, you can enter the Harem where all your wildest dreams come true (well...not all of them, but some!).

If one were to briefly categorize this game, it could be described as a cross between *Tomb Raider*, *Captain Quazar*, and *Mega Man*. It has all the exploration elements of a *Tomb Raider*, the shooting challenge of a *Mega Man*, and the character design of *Captain Quazar*. *Blasto* is certainly a crazy, insane, and off-the-wall game, and women will want to steer clear due to the insulting "Babe" emphasis, but any guy searching for a hearty meal of platforming and shooting should give *Blasto* a serious look.

## ANDY THE GAME HOMBRE

Concept

8

Graphics

8.5

Sound

9

Playability

8.75

Entertainment

7.5

**8.25**

OVERALL

"*Blasto* may be too much for one development team to handle. From the first day I saw this game, I liked the concept: lots of shooting mayhem and exploration. And I think they accomplished a lot of what they were looking for. The game looks good (though it does have some clipping problems), the sound is great, the control is solid, and the Phil Hartman voice-overs are hilarious. What I don't like about *Blasto* is its difficulty. While it's good to have some challenge, *Blasto*'s levels can be frustrating. You can beat this game, but it takes patience and practice. *Tomb Raider* addicts should definitely check it out, but I'll probably never play it again."

## JON THE GREEDY GAMER

Concept

8

Graphics

8.5

Sound

8.5

Playability

8.75

Entertainment

7.75

**8.25**

OVERALL

"In trying to combine 3D exploration with skillful shooting, *Blasto* had some pretty big shoes to fill. The result is a well-designed game that offers excellent control, massive levels, intelligent enemies, hilarious voice-overs, and cool secrets. Having played through the whole game, I can say that it's tough, but you can get through it if you rack up some continues. I think the whole Babe concept is totally lame, which made me completely ignore the story, but those looking for straight action will find a lot to like in *Blasto*. I'd have to say though, with all I've seen of it, *Mega Man Legends* will probably be a better 3D shooter than *Blasto*."

## REINER THE RAGING GAMER

Concept

8

Graphics

8.25

Sound

9

Playability

8.25

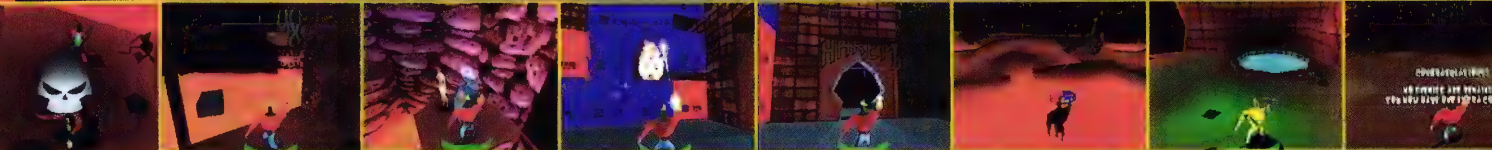
Entertainment

8

**8.25**

OVERALL

"I have no beef with *Blasto* whatsoever. Is it too tough? Well, not necessarily. If you are determined enough to win, then by golly, you'll do it. If you sit around and whine (like someone I know), then put the controller down and go knit a sweater. Not everyone will get into this massive game, simply because the primary focus of gameplay is shooting and tricky platforming. It's like *Gunstar Heroes* with exploration themes similar to *Tomb Raider*. If you like *One* or even side-scrolling shooters like *Einhander*, then you may have some fun with the big B. The control is definitely there, but it will test your patience. You have to stay focused or you'll get your butt handed to you in a Ziplock baggie."





THE GREATEST RACING GAME  
OF ALL TIME IS COMING.



ON MAY 12TH, GRAN TURISMO WILL BE UNVEILED.



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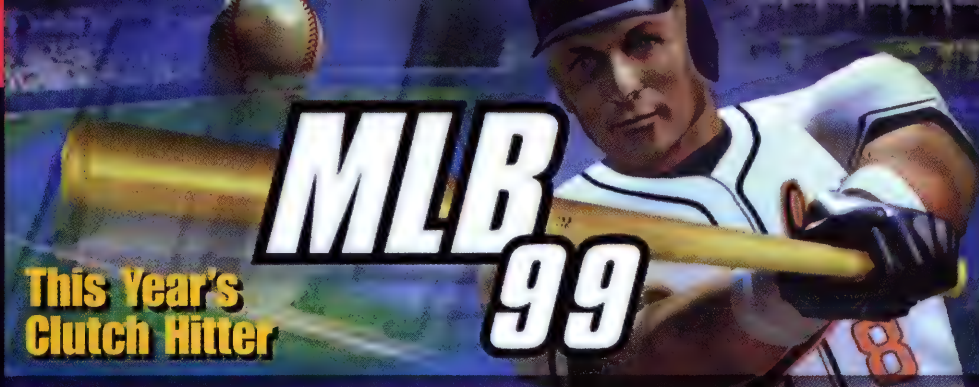


[www.playstation.com](http://www.playstation.com)

# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** Full Draft (With Salary Cap); Signature Stances; Unique Spring Training & Player Create; Comprehensive Stat Tracking; Guessing Game Hitting/Pitching Interface
- **Replay Value:** High
- **Created by:** Sony Interactive for SCEA
- **Available:** Now for Sony PlayStation

**Bottom Line: 8.75**



**This Year's Clutch Hitter**

**L**ast year's MLB installment was broken. The Create Player and Season modes didn't work as promised, and because of this Sony may have scared off half of its loyal players. Believe us, this year things have turned around, and even though it lacks the massive statistical categories of Triple Play, MLB does present some of the most innovative concepts around.

For starters, the Spring Training mode is the greatest addition to video baseball since the polygonal glove. This mode can basically be interpreted as the Create Player. Spring Training lasts from two to six games, and the goal is to bring a rookie up to the big leagues. To do this you will need to score 50 MLB points and earn the manager's respect. The points are gained in game stats. At the end of a game a coach will talk to you and tell you how you are doing. The better you are in Spring Training, the better your player's attributes will be. Even after he makes the "Show," he can be sent back to A ball due to poor performance.



MLB's Draft mode is mighty impressive.

As in almost every other Sony sports title, MLB '99 features an innovative Total Control system. The Total Control Batting is very similar to Sega's World Series '98. Basically, it's a guessing game. The batter chooses one of four areas to where the pitcher may throw the ball, and then if his assumption is correct, his batting cursor will flash – signifying a chance for big contact. There is also Total Control Fielding. This feature is not as noticeable as the Batting, but when used correctly it allows you to pull off some huge plays.

MLB '99 has the smoothest gameplay of any baseball game on the PlayStation. The flash from batter's box to fielding is quick and easy to interpret, and the fielding control is extremely tight.

Triple Play 99 is basically Triple Play 98 all over again. MLB '99 is a fresh new title that strives to beat out Triple Play in every possible way. Check out our reviews to see if Sony has succeeded in bashing EA.

A collision at the plate jars the ball loose.

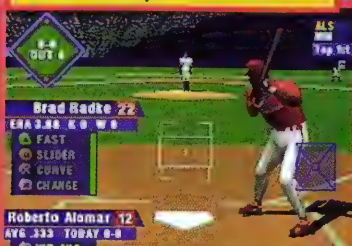


The vines of Wrigley paint the prettiest picture.

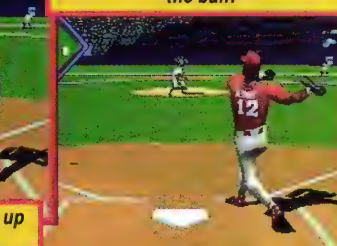


Not all beautiful swings require a 9 iron.

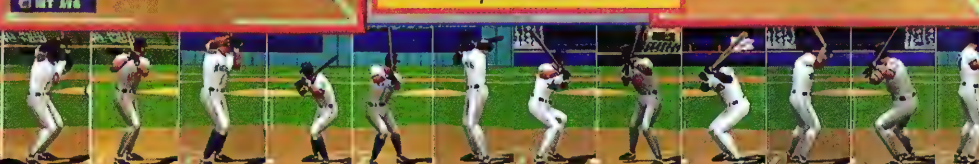
The batter can choose from four different pitch locations.



...that will allow you to tag the ball!



Guessing correctly will bring up the power cursor...



**JON**  
THE GREEDY GAMER

Concept **8.5**

Graphics **9**

Sound **8**

Playability **9.25**

Entertainment **8.75**

**8.75**  
OVERALL

"Sony really took last year's criticism to heart. We now have an all-star game, the create player mode with Spring Training is the best out there, the computer substitutes players during sims, and there's enough stats to satisfy almost anyone. All this is riding on the back of a very smooth, yet very deep, gameplay interface. MLB doesn't offer the sound experience of TP 98, and the stadiums don't look as nice, but the hitting and fielding is ten times better. There are a lot of Triple Play fans out there, but it's time to get over your prejudice and pick up MLB – my choice for PlayStation baseball."

**PAUL**  
THE GAME PROFESSOR

Concept **8.5**

Graphics **8.75**

Sound **8.75**

Playability **9.25**

Entertainment **8.5**

**8.75**  
OVERALL

"What a difference one year makes. The last version was clearly a broken game (if you are into creating players and sim'ing seasons), and Sony really put some attention into those areas for the new game. I especially like the wide variety of batting stances you can put on a created player. The batting and pitching interface has evolved well and even though Sony borrowed quite a lot from Sega, the outcome is excellent. I do have a few gripes because MLB '99 lacks tag animations and the umps are still missing, but on a whole it kills Triple Play 99. You're not likely to find a better baseball game for PS-X this season."

**REINER**  
THE RAGING GAMER

Concept **9.25**

Graphics **9**

Sound **7.5**

Playability **9.25**

Entertainment **9.5**

**9**  
OVERALL

"I'm shocked! I originally went into this review thinking the worst, but Sony has proven me wrong. MLB is now the baseball to beat. The Spring Training mode is absolutely freakin' cool. Plus, the stat tracking is phenomenal. MLB even presents awards for Rookie of the Year and Batting Crown champs. Awesome! In addition, the gameplay is very solid. Unlike Triple Play, you can actually play this game. It has the sim factor that statisticians will thoroughly enjoy, and it also presents a heavy arcade side that everyone can find pleasure in. Sony should have called this game The Triple Crown, because it tops Triple Play in everything except announcing."



# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 7 Characters; Dragon Gene Splicing; Fishing; Learn Skills & Magic Through Unique Master System; Minigames; Memory Card Required
- **Replay Value:** Low
- **Created by:** Capcom
- **Available:** May for Sony PlayStation

## Slow and Annoying, But Good

**Bottom Line: 8**

"Although the slow pace of the battles in Breath of Fire III drove me crazy, I couldn't help but be sucked in by the graphics and interesting story (though it does take a long time to develop). I have a word of warning though: this game does have a couple parts (like when you have to teach the geeky bookkeeper to fight) that are extremely slow and very annoying. But if you can muddle your way through these, you will be well rewarded. The animations are awesome and the boss battles are a blast. **While Breath of Fire III is no Final Fantasy (or even Breath II) it is one of the best RPGs on the PlayStation.**"

### ANDY

THE GAME HOMBRE

Concept  
8

Graphics  
8.25

Sound  
7.75

Playability  
7.5

Entertainment  
8.5

**8**

OVERALL

"Let me first set the record straight and declare that the first Breath of Fire game on SNES was not created by Square, even though Square published BOF in the U.S. That aside, the third game in the series has some high and low points. The bad first. **BOF III is slow, very slow.** Battles are extremely boring and monotonous for the most part. If you are already accustomed to FF VII, you will be disappointed by the graphics. Now, the good part. BOF III takes tons of elements from the first two games and evolves them extremely well. Also, the story is tremendous. It is a true epic. **Twenty or thirty hours will not even put a dent in the adventure.** It is a must for those who have conquered the previous quests."

### PAUL

THE GAME PROFESSOR

Concept  
8

Graphics  
7.75

Sound  
7.75

Playability  
9

Entertainment  
8.5

**8.25**

OVERALL

"Don't be fooled by my score. Breath of Fire III is actually quite enjoyable. As with the previous installments **the general combat scenarios are not very inventive**, and with the addition of loading, are now unbearably long. On the other hand, Capcom has woven an interesting tale that keeps you in the game, and **the token sides like fishing and hunting break up the monotony** of not having any cinematic cut-scenes. Personally, I don't have a problem with the graphics. The environments are lush with detail and the sprite characters are loaded with animations. This game is worthy of playing all the way through, but by no means worthy of unheralded praise like FF VII."

### REINER

THE RAGING GAMER

Concept  
7.75

Graphics  
8.5

Sound  
7.5

Playability  
7.5

Entertainment  
7.25

**7.75**

OVERALL

The Breath of Fire series, which started its heritage on the Super NES, has finally reached its third installment. But the real question is - is it better than the previous games? Unfortunately, this is a tough one.

The graphics and sound in this 32-bit adventure are just as you would expect from Capcom - excellent. With thousands of hand-drawn animations, and lots of colorful backgrounds, it's obvious that this jump to a higher platform has brought Breath of Fire to a new level. Plus, the characters are big and very colorful. The sad part is that all these animations have slowed the battle sequences considerably.

Despite this minor setback, the story is very entertaining and follows a young boy named Ryu, the last of the Dragon Brood, as he discovers his dragon heritage and uncovers the awful truth of what really happened to his forefathers. Along the way, he hooks up with six compatriots who help him on his quest. From the princess Nina to the Ukran defender Garr, Ryu's friends are charismatic and deadly.

One of the great things about every Breath of Fire adventure is the minigames that are strewn throughout the quest. Some are as simple as chopping logs and the classic fishing; while others, like building a fairy village or a worldwide game of hide and seek, are more difficult. But all are very fun and really add a lot to the game.

Of course, what's a new game without gameplay innovations? In Breath of Fire III Capcom has added two very interesting RPG elements. The first is Dragon Gene splicing. Throughout the adventure Ryu will be able to obtain various Dragon genes that he can mix and match together to create different (and more powerful) Dragon forms. The second is the ability to take on a Master. When you find someone who is willing to teach your character his or her powers, that character will learn more powerful skills and magic spells that will help in your quest.

Overall, Breath of Fire III is a very interesting addition to the series, but it doesn't really make leaps and bounds over the previous installments. But with about 50 hours of gameplay and interesting characters and minigames, Breath of Fire III is sure to please any RPG fan.



Nothing can prepare you for the power of the Dragon.



The Dragon Zombie reigns terror upon Ryu.



The crowd cheers on the battle.



First kill the beasts, then go after the wizard.



Look into my eyes...sleeeeeep...sleep!



# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Pursuit, Practice, Single Race, & Tournament Modes; 8 Courses; Beginner & Expert Modes; Night Driving; Arcade & Simulation Modes; Shortcuts; 2-Player Split-Screen
- **Replay Value:** Moderate
- **Created by:** Electronic Arts
- **Available:** Now for Sony PlayStation

**Bottom Line: 7.75**

Once in a while, the Game Informer staff gets the urge to hop in the official GI muscle car (station wagon) and cruise the city (suburbs) looking for punks (old ladies) to race on the highway (our parking lot). Then, we watch one of those Fox TV specials that shows live footage of

drivers trying to outrun the cops and we change our minds. After an hour of observing chases and violent wrecks on TV, we come to the conclusion that on the highways of the real world, the police are to be respected, and in many cases feared. Fortunately, games like *Need For Speed III: Hot Pursuit* (NFS3) let us outrun all the cops we want, without having to worry about hurting anyone (our subscribers).

In NFS3 there are four play modes: Practice, Single Race, Pursuit, and Tournament. In the Pursuit mode (the only mode with Police pursuit), it's you against one other racer - either a friend or the computer. Your goal is to make it to the finish line first. But along the way, you must outrun the Police, crash through road blocks, and avoid tire spikes on the road.

The Tournament mode pits you against a field of seven other racers. The immediate goal is to place high enough so that you can race on the next course. As you progress, you will unlock other courses that can then be raced in the other modes as well. Overall, the eight tracks are fairly long and many have colorful and detailed backgrounds. The Mountain Pass, for example, is crammed with pine trees and huge mountains in the distance. You can also unlock two more cars by placing first in an entire tournament - one car on Beginner difficulty and another on Expert.

In the third installment of *Need For Speed*, there are eight new cars to choose from. Complete with detailed specs, the list includes the Ferrari 550 Maranello, Ferrari 355 F1, Italdesign Nazca C2, Lamborghini Diablo SV, Lamborghini Countach, Jaguar XJR-15, Mercedes CLK GTR, and the Chevrolet Corvette C5. However, it should be noted that the Ferrari corporation asked EA not to include the two Ferrari vehicles in the Pursuit mode, leaving only six cars to select.

With other features like nighttime driving, different weather conditions, and oncoming traffic, NFS3 has much to offer, but for further insight, consult the wisdom of the GI reviewers. Hopefully, they will steer you in the right direction.



You can still pull away.



Three strikes and you're out.



Jeckey for position.



Some cops drive Corvettes.

# NEED FOR SPEED HOT PURSUIT

**Ferrari?**  
**We Don't Need No Stinkin' Ferrari!**

**ANDY**  
THE GAME HOMBRE

- Concept **7.5**
- Graphics **8.25**
- Sound **8**
- Playability **8**
- Entertainment **7**

**7.75**

OVERALL

**PAUL**  
THE GAME PROFESSOR

- Concept **8**
- Graphics **8.5**
- Sound **5**
- Playability **9**
- Entertainment **7.5**

**7.75**

OVERALL

**REINER**  
THE RAGING GAMER

- Concept **8.5**
- Graphics **8.5**
- Sound **7.75**
- Playability **8**
- Entertainment **7.75**

**8**

OVERALL

"On the outside, *Need for Speed III* looks good. The graphics are great, the *Hot Pursuit* mode is a blast, the tracks are ingenious, and the cars are fast and sleek. The problem I had with the game is that the Tournament Mode is pretty boring. Not only can you save after each race, but you can restart as many times as you'd like without losing your starting position. While I highly advise NFSIII for a rental (you've just got to check out the *Hot Pursuit* mode - the cops have some hilarious lines), the lack of flair and originality in the rest of the game leaves it in the middle of the pack."

"This series has enjoyed a popular and lucrative ride over the last few years. The exotic cars leaving burnt rubber all over the road can be ranked as some of the finest racing experiences in video games. This year, I find that the Pursuit Mode is an excellent improvement for those who think they are above the law. The night driving is also well done. The problem I find with this game and most racers in the pipeline is that it can't compete with the upcoming *Gran Turismo*. NFS III just doesn't have the cars, and the soundtrack and effects are horrible. *Need For Speed* veterans will have to check this game out. However, other players should wait for Sony's racer."

"Sticks and stones will break my bones, but *Need For Speed* will never hurt me. Until now, this series hasn't really impressed me. And yes, you can call me a loser if you like, but I'm not really into the muscle car high speed thing. Luckily, this installment offers much more in gameplay. The Pursuit mode is great and the track designs are very imaginative and entertaining to race on. The effects (high/low beams, reflections, weather changes) are also rather impressive. The racing engine could have been better, but it is sufficient. Out of all three releases, I still think the first has the best wrecks, but this one offers the most in gameplay and longevity."



# EINHÄNDER

## PlayStation Review

### Shoot, Snatch, DESTROY

"While it does seem shooters are a thing of the past, **Square has made a modern day masterpiece with Einhander.** Now I wouldn't go as far as to say this game is a must have for everyone, but I would say that for people looking for some no-brainer action – shoot, dodge, shoot – this game is fantastic. As you would expect from a shooter of this caliber, the graphics are killer and the action is fast. Many of the mecha enemies and bosses are right out of your worst robotic nightmares, and the difficulty is just about right. When you die in this game, it's because you screwed up, not because the computer decided it was time. Check it out (or at the very least rent it)."

**ANDY**  
THE GAME HOMBRE

Concept  
**8**

Graphics  
**9**

Sound  
**8.5**

Playability  
**9**

Entertainment  
**7**

**8.25**

OVERALL

"Einhander rocks. If you miss classic control and 2D shooting action, this game is just what you've been craving. It's certainly not the longest game you'll ever play, but you will definitely want to play through more than once or twice, simply because the control is so dead on. I like the graphics too; there's good depth to the backgrounds, the little 2.5D lead-ins are nice, and the bosses change into some pretty burly forms. Shooters are basically about the moves you can pull off in tight situations, and Einhander is filled with them. **Shooter-heads should get this one for sure.**"

**JON**  
THE GREEDY GAMER

Concept  
**9**

Graphics  
**8.5**

Sound  
**9**

Playability  
**9.25**

Entertainment  
**8.25**

**8.75**

OVERALL

"Einhander doesn't support multiplayer, so naturally, I expected to reap more from the 1-player game. But I was duped. Einhander really does nothing that impresses me, except, of course, being **home to some of the best firepower around.** The camera panning and level designs are also nice, but some of the textures blatantly show ripples (mostly in the backgrounds) and pixel problems. The vehicle designs (especially the bosses) are awesome, but as for the game itself – I had fun beating it once, but after that I didn't want to see it for a while. Rent it and see what you think; unless, of course, in the Hunt and RayStorm are games still in your library."

**REINER**  
THE RAGING GAMER

Concept  
**6**

Graphics  
**8**

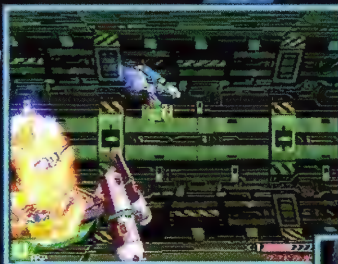
Sound  
**8**

Playability  
**7.75**

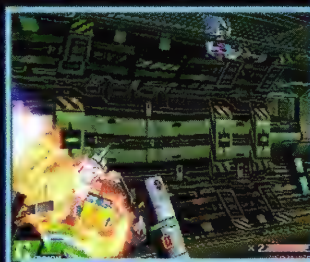
Entertainment  
**5.75**

**7**

OVERALL



WASP missiles pack a punch.



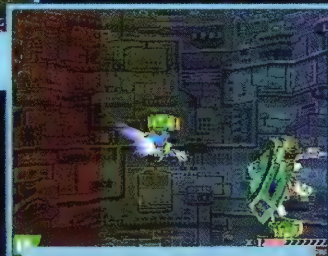
Another victory for Einhander.



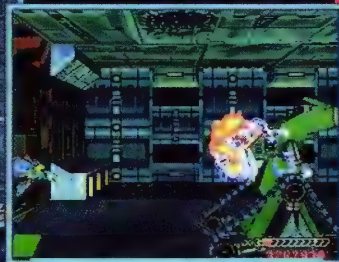
It's kind of spooky being all alone...



A stripped-down Einhander.



Blast the UFO just right and you get a weapon.



This boss is not very friendly.

It is the future. The Earth has been through a cataclysmic war and since rebuilt, thanks to megalomaniacs funded by corrupt corporations. The few nice people that had managed to escape the wrath of Earth's current leaders have now settled on the moon to save their beliefs and ideals about a world of peace. But the evil Earth dwellers feel that is not enough, and have launched a plan to destroy the colonies on the moon. A renegade pilot in a ship known as Einhander is fed up with the tyranny of Earth's leaders and decides to take the fight to them first, before his loved ones are eviscerated and wiped from reality.

Einhander takes shooters to the next level. By using 3D environments similar to Raystorm and adding new elements like taking the enemies' weapons and using them, this game breathes new life into an empty genre. Mind-blowing visuals and excellent sound – major strengths of Square – are up to their expected level. The camera rotates and zooms with solid presentation, backed well by great music and other sound effects.

Huge levels and interesting strategy set this game apart from other shooters, with the player being required to target specific parts of enemies rather than just blowing them away. While some are easily destroyed, those that aren't usually have some goodies to bestow upon their destructor. Tons of different weapons, including huge cannons, grenade launchers, and even a sword, are at your disposal to pick up and annihilate the enemy. Other enemies are easy to kill, but come in enormous groups, swarming the screen. Picking up and choosing the correct weapon power-ups are important to survival. The bosses are enormous and require pattern detection to take down. But the pattern can be altered by destroying certain parts of the enemy, thus changing the order of the pattern, or even the attack used.

What else can be said about this, the first shooter from Square? Not much, except that high expectations are riding on this game. Square needs to prove that it can do more than just RPGs and fighters. Let's see if Einhander manages to prove just that.

Bottom Line: **8**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** Innovative Power-Up System; Choose From 3 Different Vehicles; Ranking System; Camera Movement Helps Set Atmosphere
- **Replay Value:** Moderate
- **Created by:** Square Soft for SCEA
- **Available:** May 5 for Sony PlayStation

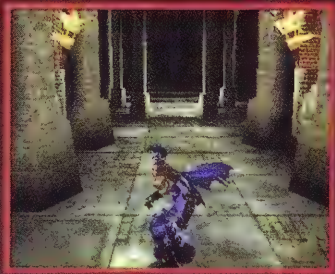


- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Soul Sucking; Interactive Objects (Rocks, Torches, Etc.); Unique Hand-To-Hand Combat System; Intelligent Enemies (Pack & Self-Preservation Behaviors); Recruit Help; Real Time & FMV Cut-Scenes
- **Created by:** Crystal Dynamics
- **Available:** October 31 for Sony PlayStation

## 45% Complete

# Legacy of Kain: Soul Reaver

## Metroid, Zelda, and Tomb Raider All in One



# A

millennium has passed since Lord Kain began his conquest against Nosgoth, and with this, humanity has been lost forever. A few humans, who still cling to their holy war, are scattered about the hinterlands, but survive only as amusement for the vampires. Kain has won the war with the help of his six lieutenants and their legions of vampires,

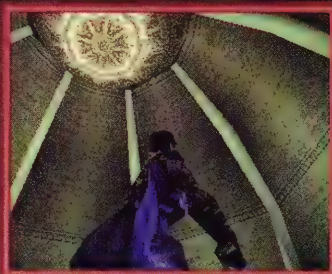
and now he will use his power to shape Nosgoth to accommodate the Dark Gods. Along with this transformation, the vampires begin to evolve as well. However, Kain isn't the first to mature. One of his lieutenants sprouts wings, and for this crime, Kain throws the underling into a bottomless vortex.

The unlucky soul to be cast into an eon of falling was Raziel. But his plummet came to an unexpected end, as a new master spoke in his mind. The voice was that of The Elder who fed also upon the souls of Nosgoth, but was quickly denied by his rival Kain and his vampire forces. Now, Raziel seeks revenge, and with the power of The Elder within him, it will only be a matter of time before he faces off against Kain himself.

The problem is, Raziel needs to find a way back to Kain's domain. This is where you come into play – you are Raziel, and strangely enough, the main character from the first adventure, Kain, is now your sworn enemy. Along with this plot change, the gameplay has also gone through a major overhaul. It no longer features isometric graphics, but rather, polygonal.

The adventure starts in the underworld, and like the Zeldas and Metroids, the exploration is open to you. Of course, there will be a sequence of missions that you will need to complete, but at anytime, you can cut out of duty and go exploring.

When you first lay eyes on this gorgeous game, you will think it is just like Tomb Raider, but enhanced. Yes, you heard



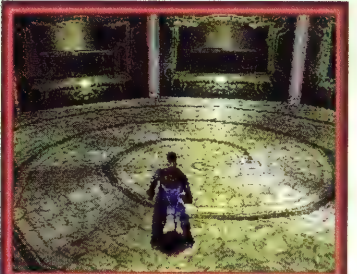
us right, enhanced. The graphics and lighting are spectacular, and the great thing is, the gameplay is even better.

Lara can pull and push blocks. Well guess what, so can Raziel, but he can also plunge his claws into the rock, pull it out of a wall, slide it to the left or right, and then flip it over. And don't worry about a silly platforming engine, where you will need to line up your jumps. If you don't feel that you will make a jump, you can simply open Raziel's wings and glide to the platform.

The enemies are also very intelligent, and run off an AI based on self-survival and pack instincts. The most impressive battles will more than likely be against vampires. Like yourself they are pretty much invincible, but they have one weakness – water. If you can throw them into the drink, they will melt and spill their souls for you to feed on.

Because Raziel has the ability to shift between the spectral and material realms, he will not be able to carry weapons or items. He does have the trusty Soul Sword, but other than that, any weapon found (like torches, spears, etc.), must be left in a realm. They cannot teleport with him.

There is so much more that needs to be said, and in the next month or so we'll have the goods; but until then – Soul Reaver is slated for an October 31 release, so start saving those pennies you happy go lucky vampire nuts!



# PlayStation Preview

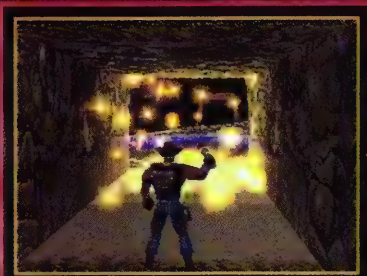
# DUKE NUKEM TIME TO KILL



**“Hey! Quit  
Looking at  
MY BUTT”**

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3rd-Person Perspective; Time Travel; 4 Time Periods Including Modern, Roman, Medieval, & Old West; Bigger Levels; 3 New Duke Fashions Including Kilt, Toga, & Wild West; New Weapons & Enemies
- **Created by:** N-Space for GT Interactive
- **Available:** October 1998 for Sony PlayStation (Nintendo 64 Release Pending)

**30% Complete**



In the past, Duke took great risks to save the babes of our planet and now the minds behind Duke's new adventure are taking a risk of their own. In *Time To Kill*, Duke has a new perspective, as in the third-person. So why would the team behind the new Duke adventure mess with a formula that made Duke Nukem one of the most popular first-person shooters ever made? Well, the game's developer, N-Space, decided it wanted Duke's attitude to be expressed with physical movement, as well as with raw one-liners.

In *Time To Kill*, there is also a new twist to the story. If you think Duke killed all the aliens while he was in L.A., think again. The remaining aliens, frustrated with Duke spoiling their plans, create time portals to periods in history when humans were easier prey. Fortunately, Duke is wise to their plan and travels back to try to save the world once again.

*Time To Kill* is set in four main eras. The first is the Modern Time, where Duke moves through subways, city streets, sewers, and warehouses. Also located in the Modern Time is Times Squared where Duke is able to travel to the other areas.

After the Modern Time, Duke travels back to the Roman Time where he journeys through bathhouses, temples, arenas, and labyrinths. While sporting his new toga, Duke squares off against Centurion Pig Cops on chariots with the aid of throwing knives and his classic "freezer."

After that, it's off to the year 1830 and the Old West. Here, Duke gets to explore forts, mine shafts, adobes, saloons, and more. In addition to new cowboy duds, Duke carries some classic weapons of the era like .45 revolvers, Winchester rifles, dynamite, Gatling guns, and a bow & arrows.

The last area is Medieval Times. Here, Duke experiences gothic fortresses, moats, drawbridges, cathedrals, and dungeons. Much to Duke's dismay, his wardrobe in this time period includes a kilt. While showing off those sexy legs, Duke brandishes flame-throwers, crossbows, throwing axes, and Holy Hand Grenades to help him slay the evil sorcerers and pigs in shining armor.

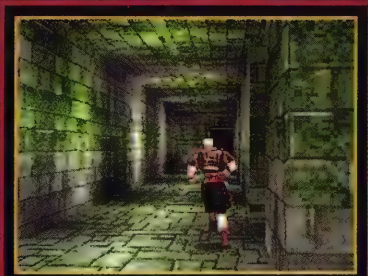
Will Duke's new third-person view pay off for N-Space and GT Interactive? It's definitely a risk, but it just may work. Watch for more on Duke's new look in the coming months.



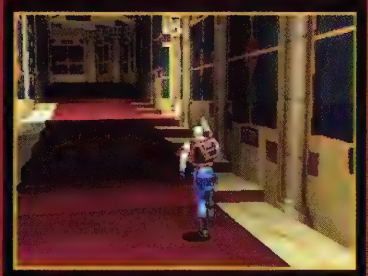
*Pork chops anyone?*



*"Dyin' ain't much of a livin' boy."*



*In his new skirt, Duke feels like a new "man."*



# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 30 Missions; 6 Different Climates; 32 Different Units; Play as NORAD or WOPR; Tons of Camera Options; 4 Game Types Including 1 or 2-Player Cooperative & Competitive
- **Created by:** Team RED/Interactive Studios for MGM Interactive
- **Available:** May for Sony PlayStation

**60% Complete**

Hey, haven't I played this before?

Look Ma!  
No Hands!

Icons help refill  
life and weapons.

This screen shows  
some options.

Splitting a walker  
with a missile.

You can park your  
vehicles close  
together to aid in  
destruction.

# WAR GAMES

DO YOU WANT TO PLAY A GAME?

**M**GM Interactive is a pretty smart company. Instead of wasting time and money looking around for the next hot thing, it goes digging in its movie vault and brings out a great idea that never reached its marketing potential. WarGames was a movie that was ahead of its time, about a young hacker (played by Matthew Broderick) using modems and computers to break into the federal government's database all to impress his would-be girlfriend. Considered a cult classic by many hackers, this movie had a lot of great ideas that couldn't be exploited back in its day.

But MGM Interactive didn't forget. It shelved that little idea until games caught up to the capabilities necessary to get a good game out. That is the beauty of WarGames. While not exactly the same as the movie, it is an extension of the idea. In the game, it is assumed that WOPR did not get dismantled (an unanswered question), and instead decided to go ahead and take over the world (like in The Terminator). NORAD, the military department that oversees all nuclear warfare for the U.S., knows of WOPR's actions because it funded the creation of WOPR and the program, Joshua, in the first place. So it's up to NORAD to save the world from the maniacal robot beings that are controlled by WOPR.

In WarGames: Defcon 1, you can choose to play the part of WOPR or of NORAD. Both teams have over 30 unique units to choose from. Tanks, choppers, and four-wheel drive vehicles are a sample of what NORAD has to offer, while WOPR has walkers (mechas in all different sizes) and cool little bikes, as well as Hovercrafts. The locales for the 30-plus missions include many major climates, including the icy snow and the humid jungle. One of the interesting things MGM is touting about this game is that the climate can directly affect the gameplay. How will this work? So far we have no idea, but maybe weapons won't work as well in the desert because of sand, or vehicles will freeze in cold weather. There could be some other effects as well.

With high resolution graphics, action-packed gameplay, and decent computer AI to complement the other above mentioned features, WarGames is showing promise. But only one thing is missing: Barry Corbin as that chubby general who freaks out the whole time. Where is that guy? He was always good for a laugh.





# O.D.T.

## NEW PESTICIDE OR PSYGNOSIS ADVENTURE?

A futuristic world called Tonantzin is besieged by turmoil. One of its major population centers, the city of Calli, has been overcome by a furious epidemic that threatens to crush all who inhabit it. In an attempt to save the populace from certain death, a team of four adventurers has gathered to find the mystical and powerful green pearl and return it to Calli. The team departs, but all does not go as planned. The craft that is carrying the team is forced down in a remote region of Tonantzin – obviously a horrible twist of fate for a group who is charged with saving an entire city (but a great occurrence for someone who may want to play a game). Now set with the task of repairing their downed craft (and also finding the legendary pearl), team members must escape the desolate and dangerous land – or, die trying (O.D.T., get it?).

O.D.T is currently under development in Psygnosis's Paris studio (Power Soccer), and from our initial impressions looks to be along the lines of

Fade To Black, Tomb Raider, and Metal Gear Solid. While still in an early form, O.D.T.'s 3D polygon environment is rich with textures, lighting effects, and ambience. Choosing from one of four characters, the player can control either the military weapons expert, the agile intelligence officer, the brutish marine, or the mysterious (and even magical) doctor. Each of the four characters has a range of different skills, moves, and abilities that must be exploited by the player. With a bit of role-playing mixed in, O.D.T. will reward characters through experience. Some may get new weapons, while other members of the team will acquire special moves or increased magical powers.

Not scheduled for the Sony PlayStation (and PC) until the 4th quarter of this year, Psygnosis already seems to have a good head start on O.D.T.'s development. Fluid motion-capture animation, dark and mysterious environments, and non-stop action are all taking shape for one of Psygnosis's big titles in 1998.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3rd-Person Perspective; 4 Playable Characters; Multiple Weapons & Magic Spells; Hand-To-Hand Combat; Ambient Soundtrack; Interactive Environments
- **Created by:** Psygnosis
- **Available:** 4th Quarter for Sony PlayStation

### 30% Complete



Power can be allocated to various weapon systems.



A shot from the blaster is no match for your foes.



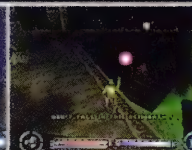
Look out!



Those spheres look pretty, but hurt like the dickens.



Puzzles and pitfalls are plentiful.



# PlayStation Preview

It's a bird, it's a plane, it's a Green Bay Packer.



Spearing is perfectly legal.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 5-on-5 Gameplay; NFL & NFLPA Licenses; No Penalties; Players Play While Injured; Audibles; Weather Effects; Over 50 End Zone Dances; Create & Trade Players; Build Team Mode
- **Created by:** Sony Interactive Studios for Sony Computer Entertainment America
- **Available:** Summer for Sony PlayStation

60% Complete

Sony's Answer to Blitz



You have to count 5 Mississippi before you rush.



I don't think his arms are really that big.



In yo' face Cowgirls!



Trade players to cure the Packers' free agent blues.



By now, you've probably played Midway's Blitz at your local arcade. Midway has just announced a September release for its home version of the game, but it looks like Sony is trying to steal the show. Set to launch this summer, Sony's NFL Xtreme is a derivative of Blitz that's 5-on-5 instead of 7-on-7.

Xtreme looks a lot like GameDay '98, but Sony worked some magic with the player models. The graphics are high-resolution, and each player is built with four times as many polygons as those in GameDay. If you thought the players in GameDay looked cool, just wait until you see Xtreme. What we're wondering, however, is whether the 5-on-5 format will offer enough depth. Two more players, set at wideout, would be very cool. But hey, we'll trust Sony's judgment for now.

In NFL Xtreme, the action is hard hitting, with unrealistic tackling, injured players who hobble around, torn jerseys, no penalties, no out of bounds, and four chances to make the twenty yards for a first down. Every player in your offense is an eligible receiver and the entire game is full of taunting, trash talking, late hits, and in your face competition. Just think of it as NBA Jam Football.

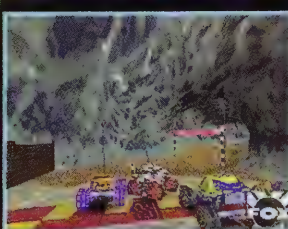
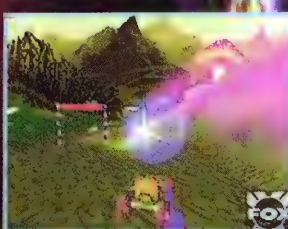
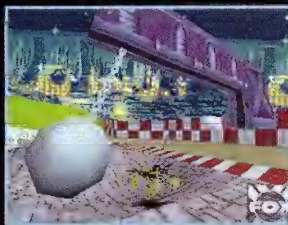
Xtreme offers gamers the chance to create, sign, and trade players, and through successive wins, teams can be built into powerhouses. There is also an optional draft, and the computer tracks individual, team, and league leader stats. If you're dying to whoop up on your friends with a hard hitting home football game, Xtreme might be just the ticket.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Colored Gates Unlock Power-Ups Including Time Stop, Flying Buggy, & Speedburst; 4 Cars (12 More Hidden); 15 Tracks; 360° Roll-Over; Hidden Areas; Beachside, Mountain, & Desert Environments
- **Created by:** Gremlin for Fox Interactive
- **Available:** May for Sony PlayStation

70% Complete

RC Hobbyists and Gamers Unite!



From the makers of TNN Hardcore 4x4 comes Team Losi Racing. On the outside, Team Losi might look like just another racing game, but underneath the hood, this game packs quite a little punch.

There is, of course, the endorsement of Team Losi itself, the winningest team in RC racing history. But developers at Gremlin have been getting better and better at adding color to games, and this game is remarkable in this respect. Along with rainbow sun flares, the tracks and environments are simply beautiful. The tracks also offer hidden areas to discover. Finding these areas is difficult, but luckily you have the help of good old friendly power-ups.

To get the power-ups, you must race your RC buggy through the right gates. The game will let you know what colored gates to hit, and in what particular order. Once accomplished, your bonus might include a speedburst, a time stop weapon, or a magic device that allows your buggy to fly.

The buggies are ingenious in design, and each comes equipped with a roll bar (to protect your valuable servo investment). Plus, they handle just like RC cars, so you can burn all sorts of tight spins and catch mean air off jumps. The 16 buggies all handle differently, offering a reason to play the game through more than once, and two players can compete simultaneously via the split-screen.

Gremlin had a hit with last year's Hardcore 4x4, and Team Losi is yet another step in the right direction. Anyone tired of muscle cars or high-performance machines should keep an eye on this interesting racer. Gremlin is busy applying the finishing touches, and if all goes as planned, Team Losi should hit the shelves in May.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Strategy
- **Special Features:** Turn-Based & Real-Time Combat; 2 Teams (With 8 Characters Each); Unique Multiplayer Options; 4 Gameplay Modes Including Campaign & Survival
- **Created by:** Crystal Dynamics
- **Available:** August for Sony PlayStation

65% Complete

A New Spin for Tactical Gameplay

## THE UNHOLY WAR

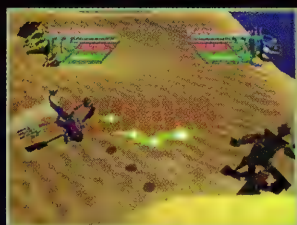
Two hostile races, the Arcanes and Teknos, have coexisted in peace on the planet Xsarra, not once raising a finger of war. The peaceful order came in the strangest of ways – through an unbroken treaty stating that no child must ever be born through a union of the two tribes. With this treaty the planet could live on forever, but the temptation of two lovers threatened the peace.

The treaty was finally broken, and two twins – Vail and Jaron – were born from an unholy relation. They grew up separated by the tribes, and became bitter rivals – both leading their respective tribal armies. Xsarra was no longer big enough for the two tribes to live on peacefully, and war was waged.

Now, it's up to you. Choose the tribe that you would like to see occupy the land and then enter the slaughter fields. The Unholy War's gameplay consists of nothing but war, but the unique spin that this game takes is to combine turn-based battles with real-time duels. Distance attacks, like launching summon spells and firing weapons, are part of the turn-based segment, while hand-to-hand combat consumes all of the real-time.

When entering a real-time battle, you will be warped to a different playing field, where you must use your character's powers to trample the opposition. All 16 characters have different abilities and attacks. Some are air-based, others stick to the land. But all are deadly and pose a great threat to anyone.

The Unholy War is not as complex as the mighty Final Fantasy Tactics, but its unique spin on battles and fascinating spell animations may turn some heads.



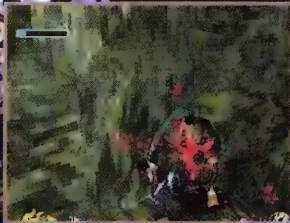
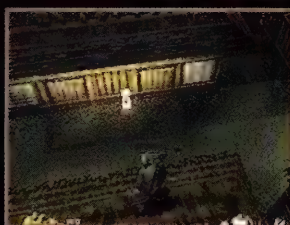
# Import PlayStation Preview



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Ninjas; 6 Levels of Ninja Action; Lots of Items Including Stars & Bombs; Sneak Behind Enemies & Slice Their Throats; 3rd-Person Perspective
- **Created by:** Sony Music Entertainment Japan for SCEI
- **Available:** Now in Japan for Sony PlayStation (U.S. Release Pending)

**Translation Analysis** Playable – You'll miss out on the story, but that's all.

Backstabbing, Star-Throwing Action



Tenchu. We're not really sure what that means, but it must have something to do with a hardcore ninja that doesn't fool around. This game makes all other ninja games before it look like junk. When you are playing Tenchu, you feel like a ninja. Sneak around a bit and use the grappling hook to get on top of the buildings and stalk your prey. Leap out and slice their neck or run your sword through their gut. Blood spews forth out of the victim and splashes the wall. The best feeling you'll get is when there's a group of enemies and you take out the one that's straggling behind, then disappear from sight again before the rest of them see you. The fighting interface is well done for an action game as well. Although there are no special moves, there are combos and particular swings to do when faced with the unfortunate problem of facing an enemy head on.

But there are more than enough ways to avoid such a confrontation. You can peer around a corner and take a look at what's going on, or set traps like bombs, tacks, and even smokescreens to cover your tracks. However, be cautious, because those traps can also destroy you. There is radar that lets you know if there is an enemy nearby and if they are alerted to your presence. This helps you decide whether you should run or fight, because it is always wise to wait for the element of surprise. After all, you are a ninja.

Along the way you'll encounter many different enemies, like dogs, archers, samurai, mutants, monks, gun-carrying soldiers and, of course, other ninjas. The ninjas are really tough to surprise, however, and you usually have to face them.

Sony hasn't officially announced the release of Tenchu, but you can pretty much bank on seeing this one arrive. It's that good.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Characters To Choose From; Hoverdek Stunts Fire Weapons; Learn New Stunts Throughout Game; Negcon & Analog Compatible
- **Created by:** Psygnosis
- **Available:** 4th Quarter for Sony PlayStation



**50% Complete**

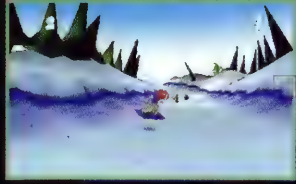
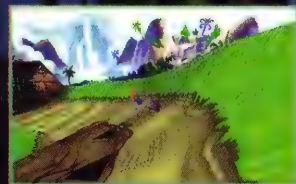
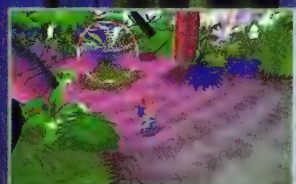
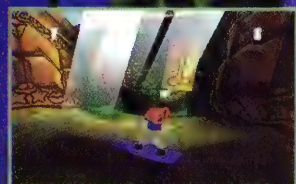
## The Evolution Of Platformers



Around this time last year, the existence of Psybadek (in some form or another) was first brought to Game Informer's attention. Back then, we took notice as Psygnosis mentioned that the game was being developed by the same team that had created its acclaimed Wipeout series. First appearing as a character-based snowboarding game, Psybadek has now (through months of work) evolved into a motion-based platformer game - with snow/skateboarding elements. Gone are the washed-out and textureless environments. Psybadek has taken new form with textures and colors o' plenty.

Designed with a flair of anime style, players can choose from two dek-boarders: Xako or Mia. Their objective (like most platformer games) is to rescue their dek-buddies from the confines of Psyba-world. Filled with an array of baddies, traps, jumps, power-ups, and collectibles, the Psyba-world is divided into four separate zones joined by an overworld. In all, there will be 46 levels to navigate and conquer on the futuristic deks. The deks are not only used to cruise through the Psyba-world and bounce on the heads of your enemies; they are also used as weapons. Performing stunts will unleash powerful effects used to squash a slew of baddies or defeat a boss. A new dek is awarded after each of your boarder-buddies are rescued and a new dek opens up more stunts - more stunts means more powerful weapons.

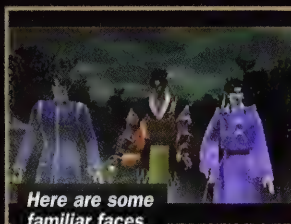
It may still be too early to call Psybadek a Crash killer, but there is plenty of time for Psygnosis to perfect this twist on the traditional run-jump platformer. Look for Psybadek on the PlayStation this fall.



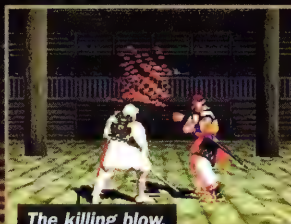
# Import PlayStation Preview



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 6 Main Characters (Plus 12 Hidden); Revamped Fighting Engine; At Least 6 Weapons (Possibly More); Chop-Socky Sword Action
- **Created by:** Light Weight for Square Soft
- **Available:** Now in Japan for Sony PlayStation (U.S. Release Pending)



Here are some familiar faces.



The killing blow.

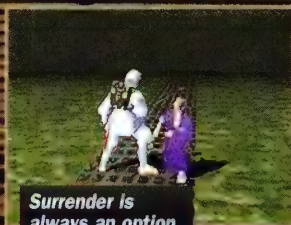
**Translation Analysis**

**Playable** - It's a fighting game.

## Treachery Is The Name Of The Game



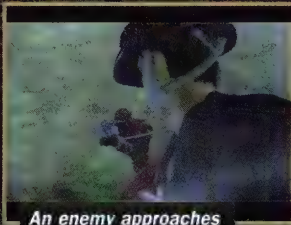
A wild swing.



Surrender is always an option.



Off with his head!



An enemy approaches from the mists.

One of the most innovative fighters in recent history is about to receive a sequel. Bushido Blade burst onto the scene and did away with the lifebar, allowing for such things as one-hit kills and the debilitation of limbs. For those that had a friend to get together with and put in some serious time, it proved to be one of the most challenging and deep fighters available, with tons of moves and strategies. The inclusion of honor also took this game to another level, adding action and strategy elements to the solid fighter base.

Bushido Blade 2 has all of these things and a few new tricks as well. Instead of all of the characters being members of one clan, there are multiple clans to choose from (18 characters in all). The button layout has been redesigned, using only one button to change stance and two attack buttons. Throwing items and jumping is slightly easier now, but the game still retains quite a bit of depth. Matches are longer than before, with characters using more defensive attacks. This creates fewer opportunities for an easy kill. Is this a good thing? Well, it adds a little more action, but it certainly is not as realistic. What was so smashing about Bushido Blade in the first place was there was little room for error. Make a wrong move and that's the end. This gave veterans leverage, but still allowed the rookie to take down a seasoned player. It is still unclear as to how Bushido 2 will play head-to-head.

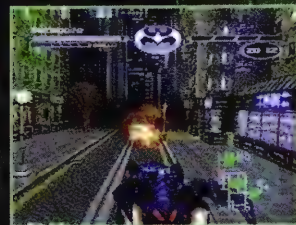
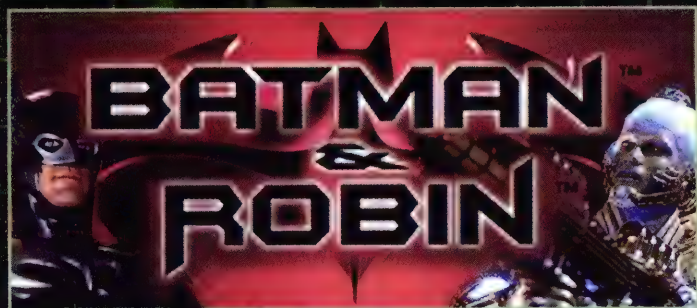
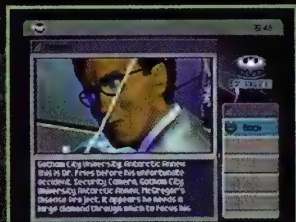
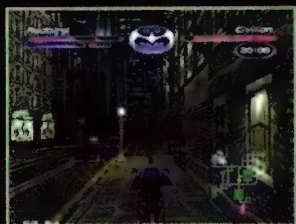
As far as a U.S. release is concerned, expect somebody to pick this game up. In all likelihood, the game should hit the States late this year (if not sooner). But if you can't wait, the game is available now in Japan.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 Playable Characters (Batman, Robin, & Batgirl); Huge Gotham City 3D Environment; Detective Work; Hand-To-Hand Combat; Power-Ups; Realistic Cape Movement; Batcave, Batcomputer, & Batmobile
- **Created by:** Probe for Acclaim Entertainment
- **Available:** Now for Sony PlayStation

**95% Complete**

## Gotham Gets Iced



From what we've seen so far in *Batman & Robin*, this could be Acclaim's best Bat title yet. The control and combat are awkward, and jumping looks more like levitating, but there is still a lot to like in this game. For starters, emphasis is put on Batman's true calling. Many believe it's to win the Ultimate Fighting Championship, but really it's that of a detective.

In *Batman & Robin*, our hero (you can choose Batman, Robin, or Batgirl) spends a lot of time finding and collecting clues. Sometimes clues are left out in the open, but other times Batman must thoroughly explore an area to unearth them. As clues are obtained, the information is then stored in the Batcomputer where it can be analyzed with some of Batman's crime-solving software. The computer will let you do things like analyze voice recordings, decipher blocked-out handwriting, and magnify and examine photographs.

The clues are very important if you want to figure out what to do next, in part because the city of Gotham is huge in this game. If you drive the Batmobile around aimlessly it will be difficult to discover the next evil plot of Mr. Freeze and Poison Ivy. There are 26 miles of explorable city streets and many buildings to enter (including Arkham Asylum), so it's possible that you could actually get lost in Gotham city.

Gadgets, weapons, and heavily armed customized vehicles are also at Batman's disposal and most can be acquired by finding power-ups.

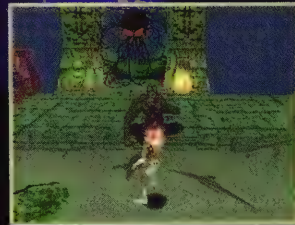
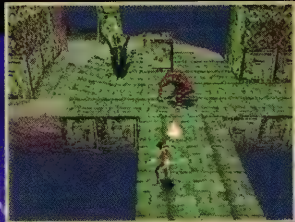
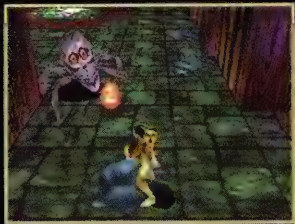
Hardcore Batman fans should love the sleuth angle that Acclaim and Probe are taking for this game. The next question is will the rest of the game live up to that standard? We shall soon find out.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 9 Different Attacks (Plus Combos); Summon Demons; 14 Levels; 30 Enemies; Retractable Claws; Extensive Magic System (Including Enemy Possession); Smooth Animation & Realistic Lighting Effects
- **Created by:** Crystal Dynamics
- **Available:** September for Sony PlayStation

**65% Complete**

## He's No Tin Man



You just have to feel sorry for this Akuji character. On his wedding day, the happiest moment in his life, his brother Orad, who happens to be a powerful voodoo priest, ordered his minions to rip out Akuji's heart. They did it. Why? Because Orad thought this selfless act would disrupt the 'unnatural' peace in the land of Mamora. Did it work? Who knows! Certainly not Akuji. And get this, our hero didn't just die. He went to hell! And man is he ticked off!

Now, it's up to you to get revenge. But to do so, you will need to locate the spirits of Akuji's ancestors and use their great powers to break the barrier between hell and Mamora. After this is done, maybe you will get your heart back, or maybe you'll just eat Orad's for brunch.

But as you would expect, hell is a frightening place filled with nasty villains and treacherous environments. There are 14 levels in total and 30 different enemy types to scuffle with. Like his bro, Akuji will learn voodoo, and some of the powers he will use through the course of gameplay are: Possession, which allows Akuji to jump into an enemy's body, then pop them like a zit; Fire Storm, a blast from the hand that will turn enemies into ash; Berserker, an enhancement that grants more speed, health, and greater attacks; and the best of these, Summon Demon, with which Akuji can call out for help. Some of these demons will have enough power to destroy every enemy onscreen.

There are a slew of puzzles in Akuji's way, and like Tomb Raider, throwing switches, moving objects, and basic exploring are also a must. Akuji is running on an updated Gex engine, and from what we've seen it looks pretty cool. He's definitely the most bizarre action/platform star we've ever witnessed.

8.75

Warhammer III: Dark Omen – Electronic Arts



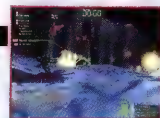
The creator of Dark Omen, Games Workshop, is hoping its new title will appeal to more than just the traditional strategy player. Those who demand a lot of action should appreciate not having to mine natural resources or construct vehicles and buildings. After choosing the regiments you want to command in battle (as many as 10) and then placing them on the battlefield, the fighting begins almost immediately.

Some real-time strategy enthusiasts may not like the absence of mining and construction in Dark Omen, but the game makes up for it in other areas. Dark Omen has a wide array of enemies and allies. As a mercenary commander, you can lead knights, ogres, treemen, dwarves, elves, and wizards. Your traditional foes, the Greenskins, are comprised of goblins, orcs, shamans, trolls, and giant spiders and scorpions. However, there is a new and more powerful threat swarming the land...the Undead. Their regiments contain ghouls, mummies, necromancers, skeletons, vampires, Undead chariots, wraiths, zombies, and more.

For the different kinds of wizards, there are 31 magic spells divided into four types – Bright, Ice, Waaagh, and Dark – but a wizard is limited to one of these types. Furthermore, there are 19 magic weapons, shields, and other items to acquire.

The 3D battle environments are exceptional and the camera can spin, as well as zoom in and out. There is no shrouding, but if an enemy regiment is not in sight of one your regiments, it won't appear on the battlefield until it comes into your army's line of sight. This results in some surprise attacks on your own fighting units.

Dark Omen is a great game that also lets you choose your own path at many points and allows you to take temporary command of other friendly units. Laced with plenty of action and a good story, Dark Omen is a fun and challenging strategy game.



Battlezone – Activision

8.5 Blending elements of a tank simulator and real-time strategy, Battlezone is pretty sweet. In 1969, the cold war has secretly moved to the planets and moons of our solar system. While attacking enemies in the first-person, you also have to command your army (as the Soviets or Americans), find power sources (geysers), mine bio metal, build units, and more. In all there are 25 weapons, 30 unit types, and 30 missions.



M1 Tank Platoon II – MicroProse

7 In this month's tank battle, M1 Tank Platoon II comes up short. If you are into tank sims, then you will no doubt like this game, but

for me it was too dry. The M1 tanks are authentic down to the four-man crews, cockpit views, and types of ammunition. Also, the five different theaters of war are impressive, but they don't contain much of a story. There are tactical aspects to M1, but nothing like the tasks that await in an all-out strategy title. Sim fans should try M1, but I prefer Battlezone.

Preview

Command & Conquer 2: Tiberian Sun – Westwood Studios



When I visited Westwood studios in March, I wasn't able to play Tiberian Sun, but lead designer Eric Yeo gave me the guided tour of the long awaited C&C 2. According to Yeo, the challenge in making the game was giving it that classic Command & Conquer feel, while making it a new and innovative title in the real-time strategy genre. So far, that's exactly what he's done.

An improved interface that allows players to move and control units with greater ease and confidence is enhanced with a new 3D engine and improved lighting effects. This creates stunning visuals, but it also challenges players to utilize the terrain to a strategic advantage. For example, with many battles in the Arctic, ice is a common surface. Some vehicles can be supported by the ice, but others are too heavy and fall through. Also, if you are being pursued by a stronger foe, a well placed shot will crack the ice, sending your enemy to a watery grave. Tunnels are another addition that can be found for access and shorter paths to certain areas. Designers might allow players to dig their own tunnels, but they need to figure out how to deny access to areas they want kept off-limits. Dense forests are unpassable for many vehicles, but infantry are able to sneak through the vegetation. However, infantry can be uncovered when a forest fire is started.

Aside from terrain advancements, Tiberian Sun has other new goodies. Hovercrafts, a disrupter tank that emits a shock wave, amphibious APCs, 3 types of ORCAs (fighter, bomber, and transport), and a line of mechas are some of the new vehicles. You can also construct walls around a base's perimeter with a front gate that only opens for friendlies. Without a doubt, many of the weapons and units in Tiberian Sun use greater technology, but players shouldn't rely solely on the glitter of high-tech. For instance, if a Hovercraft is caught in an ion storm, it falls to the ground, unable to move. More traditional units, however, are impervious to these storms, making it important to have a diverse arsenal.

There is much more to discover about Tiberian Sun, and we suspect Westwood will have made more advancements when it's displayed at E3.



F1 Racing Simulation – Ubisoft

6.5 F1 Racing has a lot to offer sim fans, I just don't happen to be one. So if you are a fan of this genre,

don't let my score fool you. F1 Racing has solid control, 22 top F1 drivers and cars, 16 authentic tracks, 6 modes, and 4 difficulty levels. This game has a lot of depth to it, I just get bored on these types of tracks. Sure, the tracks are a ton better than anything NASCAR offers, but rally-styled tracks are more to my liking.



Deadlock II: Shrine Wars – Accolade

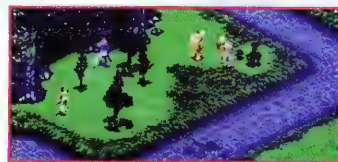
6 Shrine Wars is a solid real-time strategy game, but I don't think it sets itself apart from the rest of this bloated market.

The gameplay is more along the lines of SimCity than C&C – managing and building cities is fun and challenging, but combat is lackluster. Shrine Wars is good, but not great.

News Matrix Feature – Infogrames Displays Upcoming Games

Infogrames invited members of the gaming press to Las Vegas and revealed its new products for the PC and console. Mostly consisting of flight simulators, there are eight new titles in its PC line-up. Two of the simulators are mission packs for **F22 Air Dominance Fighter – Total Air War** and **Red Sea Operations**. Another sim is **Fighter Duel 2.0**, with more than 30 WW II craft like the **P40 Warhawk**. Jumping ahead to the year 2268 is **Independence War**. This combat simulator features 40 episodes, 3 endings, and stunning outerspace environments that rival those of **Prophecy**.

Infogrames covers other genres as well. **Hexplore** is a fantasy game containing adventure, action, RPG, and strategy elements. Players recruit and control up to four characters (wizards, archers, adventurers, and warriors) through 10 levels (with 200 maps) containing 50 types of monsters. **Outcast** is a third-person game that boasts 3 levels of gameplay – Combat, Strategy, and Adventure. It also has spectacular water effects, an innovative AI (called GAIA) that induces panic and other realistic behavior in characters, and six massive worlds. Lastly are two titles that will also be released on the **N64 – Jest** and **Space Circus**. Little is known about **Jest** other than it is a 3D action/adventure title featuring 64 levels and a court jester apprentice named Jok. For more on **Space Circus**, turn to page 46.

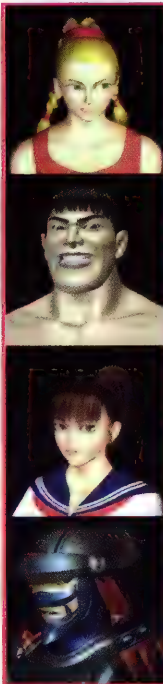


Hexplore



Outcast

# ARCADE BRIGADE

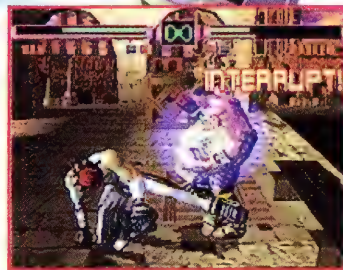


**NAMCO IS HOT!**

**GOD BLESS THE RING**  
**EHRGEIZ**  
**EHRGEIZ**

- **Style:** 1 or 2-Player Fighter
- **Cabinet Size:** Standard
- **Special Features:** 4-Button Layout; Destroy Crates To Reveal Power-Ups & Energy; 8 Characters To Choose From With More Available Through Time Release; Secret Characters Cloud & Tifa From Final Fantasy VII Hidden in Game
- **Created by:** Dream Factory/Square Soft for Namco
- **Available:** Now in Arcades Everywhere

Namco is releasing this fighting game in conjunction with Square Soft. Ehrgeiz is looking to be the hottest fighter this year. With Dream Factory (the development team behind Tobal 1 and 2) creating this game, it should easily blow away the competition. Multi-tiered playfields, crates to destroy and hurl at opponents, unblockable moves, a time-release schedule to add to the starting list of eight characters, and power-ups scattered throughout the playing environment are just a few of the goodies that make this game look exciting. Final Fantasy fans take note: hidden within the game are two of the main characters, Cloud and Tifa. Personally, we would have liked to see Yuffie in there instead of Cloud, but nothing's perfect. Hopefully there will also be some Tobal 2 characters like Emperor Udan and Chuji Wu. This game is already out, so check your local arcade and play some arcade beat-em ups, Square style.



**TIME CRISIS 2**



- **Style:** 1 or 2-Player Shooter
- **Cabinet Size:** 50" Deluxe & 27" Standard
- **Special Features:** 3 Stages (European City, Alpine Forest, Satellite Launcher Base); Targets Have Weak Spots; 2-Player Simultaneous Play From Separate Monitors
- **Created by:** Namco
- **Available:** Now in Arcades Everywhere

Namco just keeps bringing the hits. Time Crisis 2 is the much-anticipated sequel to the gun game that brought the duck and cover innovation to the arcade shooter. Ducking is accomplished by stepping on the foot pedal, which in turn moves the player behind objects to avoid enemy fire (and to reload). Now, Namco is attempting to top itself by offering a two-player game. Since it would be impossible to put two players on a single screen, each player gets his or her own monitor. This creates an interesting scenario, since players will have to cover, as well as avoid shooting their buddy as they work through the levels. Also, the game has the players riding in different vehicles most of the time, chasing the enemy.

The story is similar to most others – players have to thwart an evil villain's plans to either take over or destroy the world. In this case, it's the latter. Neodyne Industries, Ltd. has taken action to launch and use military satellites against peaceful citizens. Of course, your job is to stop them before they clean your clock. Running on System 23 hardware, this game can be transferred to the PlayStation with little modification to graphics (much like Tekken 3). By the time you read this, Time Crisis 2 should be available at, or at least en route to, your local arcade.



## Nintendo 64

### Review

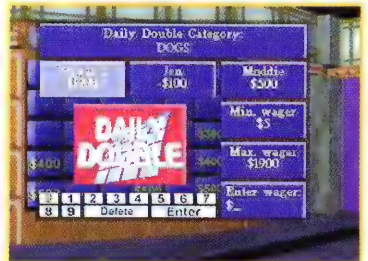
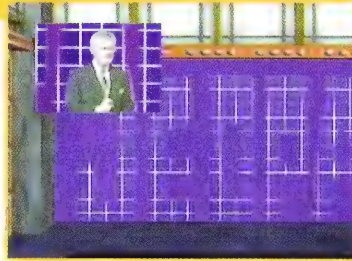
- **Size:** 64 Megabit
- **Style:** 1 to 3-Player Puzzle
- **Special Features:** Alex Trebek Video & Speech; 3 Difficulty Settings; Over 4000 Questions; Spelling Assist
- **Replay Value:** Moderate
- **Created by:** GameTek for Take 2 Interactive
- **Available:** 4th Quarter for Nintendo 64

Bottom Line:

6

### Jeopardy!

To its credit, this N64 game re-creates one of the best game shows of all time (next to *The Price Is Right*). If you've already enjoyed *Wheel of Fortune* for the N64, then save a spot in your game rack for *Jeopardy!* Otherwise, with the inadequate quarter-screen video of Alex Trebek, silly photo overlays of contestants, and frequent category repetition, *Jeopardy!* displays some game design techniques reserved for 16-bit machines of old. If Alex Trebek is your idol or you are just tired of the N64 racing craze, give this game a try. Otherwise, if you have the inking to test your knowledge, try the *Trivial Pursuit* boardgame.



## Nintendo 64

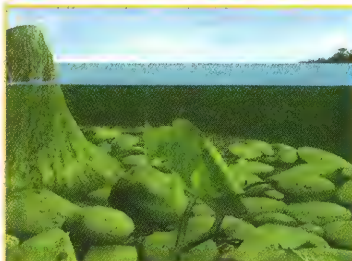
### Preview

- **Size:** Unknown
- **Style:** 1-Player Sports
- **Special Features:** Analog Retrieval System; Rumble Pak Strike Detection; Skills Competitions; 4 Lakes; Hawg Pond; Boat & Tackle Upgrades
- **Created by:** Take 2 Interactive
- **Available:** Fall for Nintendo 64

15% Complete

### In-Fisherman's Bass Hunter 64

Fishin' games on the Super Nintendo were great, but Hot-B has yet to announce a title for N64. So Take 2 took the next step and shelled out big bucks for the In-Fisherman license. With license in hand, *Bass Hunter 64* looks like it has potential. First, the method of line retrieval is unique: the analog pad controls your reel speed, while the d-pad is used to twitch and work the bait. Then, feelin' the strike works in conjunction with the Rumble Pak. Like most other fishin' games, your goal is to win all the major tournaments; but with 64-bit graphics and a unique interface, *Bass Hunter's* design is the next logical step in fishin' video games.



## Nintendo 64

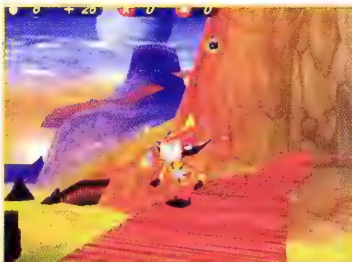
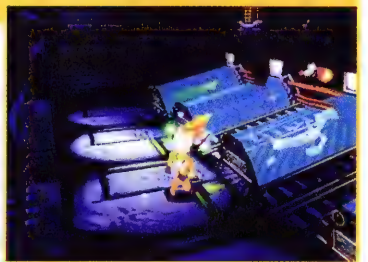
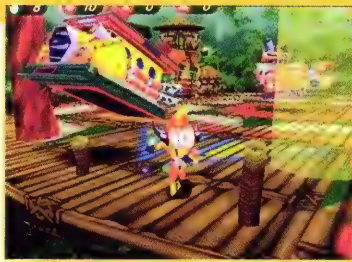
### Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action
- **Special Features:** Totally Explorable 3D Environments; 7 Universes; Weapons; Collectibles; Character Can Run, Jump, Swim, & Fly; Secrets; Nonlinear Gameplay; Displays Up to 15 Characters Onscreen
- **Created by:** Ocean
- **Available:** October for Nintendo 64

30% Complete

### Space Circus

Because it's not a racing game, *Space Circus* should be a welcome sight for N64 owners. The story centers around two circuses in the year 3000 – the *Space Circus* and the *Virtua Circus*. The main character is a *Space Circus* juggler named *Starshot*. In the story, the *Space Circus* is a struggling operation, while the *Virtua Circus* is dominating the big-top scene. To help rectify this disparity, *Starshot* embarks on a quest to find seven new attractions for the *Space Circus*. *Starshot* explores seven universes filled with huge, colorful environments and wacky characters that he can fight or speak with. The universes also contain weapons, collectibles, and various secrets. We'll see more of this title at this year's E3.







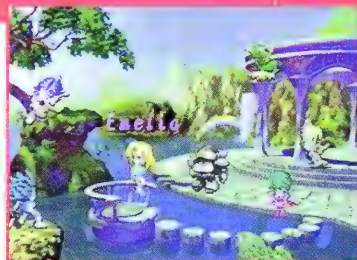
### Mission: Impossible

Shooting plays a big part in Mission: Impossible, but stealth is also required and, as agent Ethan Hunt, players have an arsenal that complements this philosophy. Sure, there are Uzis, 9mm handguns, and mines, but you can also use less-lethal weapons. For instance, Ethan carries sleeper darts that knock out an enemy for four hours and nausea powder that, after ingested, causes a victim to develop a close relationship with the nearest bathroom. Mission: Impossible's patented face maker is also in the game, utilizing foam cartridges to make an accurate mask of any face. In all, there are five missions containing numerous objectives and 20 levels. Expect more on Mission: Impossible in the coming months.

## Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3rd-Person Perspective; 5 Missions With 20 Levels; Multiple Mission Objectives; Weapons & Gadgets; 3D Environments; Limited Ammo; Radar; 2 Difficulty Levels; Multiple Camera Angles
- **Created by:** Ocean
- **Available:** Mid June for Nintendo 64

80% Complete



### SaGa Frontier

SaGa Frontier is the wanderer in Square Soft's PlayStation line-up. Sometimes the story and gameplay take off and do their own thing, leaving you in a bewildered state. This really isn't bad, but the game never truly clarifies why this stuff happens. In all seven miniquests (which combine to form the entire game) the storyline is presented as more of an outline than descriptive formula. FF VII and Chrono Trigger have clarity. SaGa has confusion. On top of this, the graphics are a big disappointment. The lack of detail in the battle dioramas and the low frame count in character moves will make Square fans scream with rage. Although, if you can look past these problems, SaGa does present inventive gameplay and a lengthy quest.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 7 Different Quests; Save Anywhere; Character Combination Attacks; Unique Item & Weapon Configuration
- **Replay Value:** Moderate
- **Created by:** Square Soft for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

Bottom Line:  
7.25



### Judge Dredd

The story of Judge Dredd is revealed through FMV, but this Dredd is no Sly Stallone. In fact, this Dredd is even more of a dork. Other than that, Activision's new light gun shooter is solid. Dredd, with 16 levels each comprised of other smaller sections, boasts a respectable size. Also, there are nine kinds of power-ups to obtain. Everything from extra health and lives, heat-seeking bullets, rapid fire, shields, and powerful high explosives will beef up your assault. The high explosives are especially helpful when enemies start to overwhelm you. Just tap the special button, and everything onscreen receives damage. Lastly, Dredd's high score table, along with the stats it provides after each subsection, will push many players to keep at it.

## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 16 Levels; 3 Difficulties; 9 Power-Ups; Destruction & Streak Shooting Bonuses; Performance Stats; Screen Shake; Memory Card Save
- **Replay Value:** Moderately High
- **Created by:** Gremlin Interactive for Activision
- **Available:** Now for Sony PlayStation

Bottom Line:  
8.25

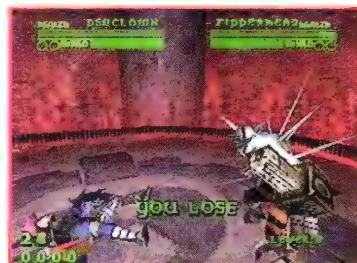
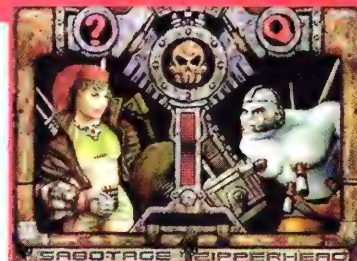
## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Limb Removal & Fatalities; Choose From 9 Different Fighters & Stages; 4 Modes of Play Including Team, Vs., Arcade, Practice & Survival; Gunplay & Flight
- **Created by:** Midway
- **Available:** August for Sony PlayStation (and N64)

40% Complete

### Bio F.R.E.A.K.S.

The newest fighter from the folks at Midway is not heading to an arcade near you. Instead, it is going straight home. The PlayStation version is still early, but shows lots of potential. Round arenas with danger zones are the norm, offering many ways to kill your opponent. Not only can you kill your opponent, you can also dismember him or her using a series of special moves. This gives the upper hand (ha ha) to the aggressor. With cyborgs and other mutant freaks of nature, this game will appeal to the darker side of tastes. While it's not quite as nice looking as the N64 version, expect some other goodies to make up for the loss.



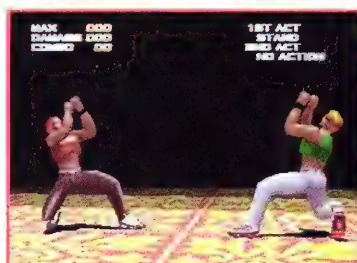
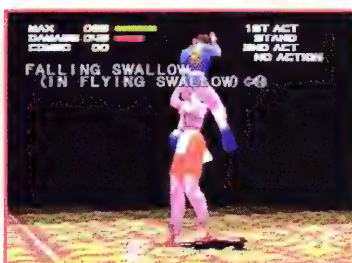
## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Multiple Costumes for Each Character; 4 Characters Exclusive to PlayStation Version; 7 Modes of Play; Lots of Secrets for the Patient Player
- **Replay Value:** Moderately High
- **Created by:** Tecmo
- **Available:** Now for Sony PlayStation

Bottom Line:  
**7.75**

### Dead or Alive

This game could have been so much better if Tecmo had left it at the same speed as the Saturn version. Unfortunately, the company chose graphics and breasts that bounce uncontrollably instead of good control and speed. Although the breasts are interesting, there is a point (when you see a pair bounce from the neck to below the waist) where you realize the idea is manifested in the most ludicrous way. However, this game does get some credit for having many secrets to unlock, including extra characters, costumes, stages, and other configuration choices. This alone makes it a decent fighter. Otherwise stay away, especially if you value good taste.



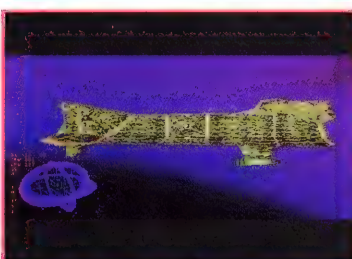
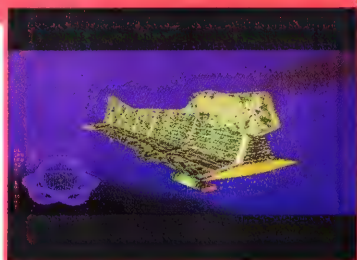
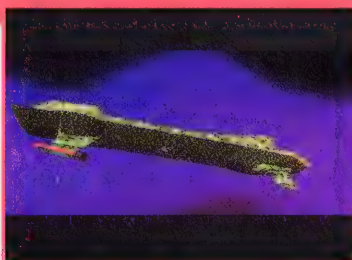
## PlayStation Preview

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/Shooter
- **Special Features:** 4 Customizable Craft; 22 Weapons; 4 Play Perspectives; 6 Endings; FMV Cut-Scenes; Analog Compatible
- **Created by:** Psygnosis
- **Available:** 4th Quarter for Sony PlayStation

20% Complete

### Colony Wars: Codename Vendetta

Psygnosis returns to the far-reaches of space with the sequel to its highly acclaimed Colony Wars. Tentatively titled Colony Wars: Codename Vendetta, this new epic space combat game is set 100 years after the first wars. Unlike the first game which starred an anonymous pilot, Codename Vendetta introduces players to an upstart Navy pilot named Mertens. Psygnosis plans to bring bigger and better things to the game including faster gameplay, enhanced enemy AI, and improved graphical effects. Also, like the first installment, there will be plenty of interesting plot twists brought to the player through non-linear mission choices and gorgeous FMV sequences. We'll keep all you space jockeys up to date on Codename Vendetta's development in the coming months.





### Bust A Move: Dance & Rhythm Action

This game, the newest offering from Enix, is similar to PaRappa in the fact that it has to do with music and keeping a beat. But the similarities end there. Where PaRappa is freestyle and allows you to press anything at anytime, this game keeps you on a predetermined path of d-pad movements and button tapping. In that respect, if PaRappa were Street Fighter, then Bust A Move would be Tekken. The graphics are amazing, and with 12 different songs, as well as 14 different characters (four of which are hidden), this game has some decent replay value. Bust A Move would be a lot of fun for parties, so if you are a dancing fool, then check this game out.



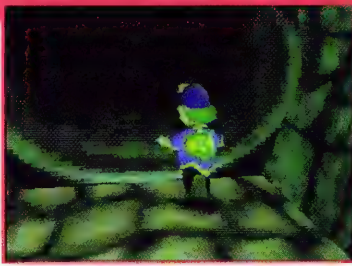
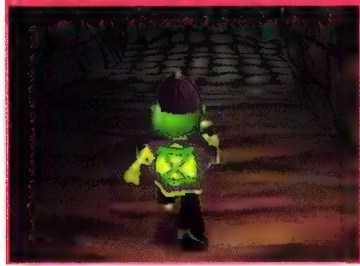
### Import PS-X Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Tons of Cool Dancing Moves; Rhythm Is the Key; 12 Stages With 14 Total Characters; 3 Modes of Play (1-Player, 2-Player, & Practice); View Mode With Many Options
- **Created by:** Avex Trax for Enix
- **Available:** Now in Japan for Sony PlayStation (U.S. Release Pending)



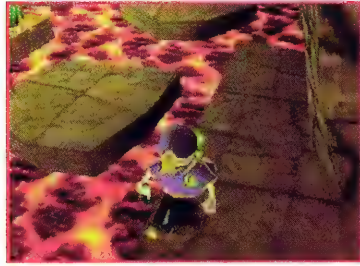
### Translation Analysis

**Playable** - All you gotta do is keep a beat.



### Rascal

While there are two redeeming qualities to this game, (1) characters were designed by Jim Henson's Creature Shop, and (2) a very nice looking graphical layout, Rascal is one of the most difficult-to-control games ever built. There is no camera button, yet it does not remain stationary. Instead, it swings wildly about, with no clue as to the reason. This is especially frustrating when attempting to time your jumps across platforms, which is frequent. All game developers should look at this game and realize it's not the way to make a game. It should have been quite the opposite approach (gameplay first, graphics second). Although it will be marketed for children, few that play Rascal will enjoy it due to the level of frustration.

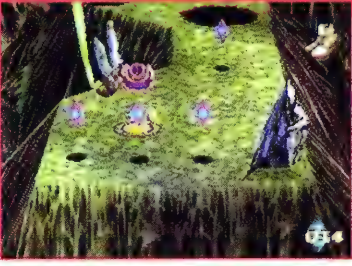
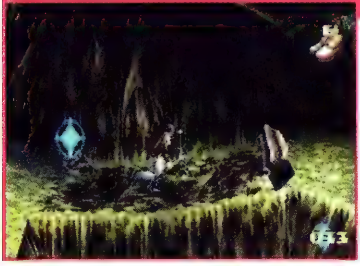


### PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Brain Teasing Puzzles; 6 Worlds To Explore With 18 Levels Including City of Atlantis, Mayan Civilization & The Wild West; Lighting Effects; 3D Environments
- **Replay Value:** Moderate
- **Created by:** Travelers Tales for Psynopsis
- **Available:** Now for Sony PlayStation

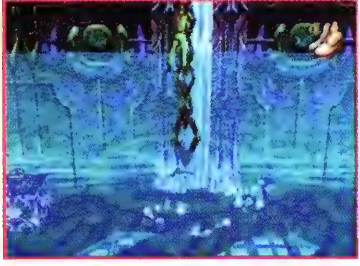
### Bottom Line:

6



### Pitfall 3D: Beyond the Jungle

While the biggest complaint with this title is its lack of innovation, Pitfall 3D hits the spot in all other areas. Control is precise, the graphics are solid, and the voice-overs by Bruce Campbell are very tongue-in-cheek. He practically makes fun of himself through most of the game. It's very cool Activision didn't try to make Harry too serious, as it would get extremely boring after a while. The moving characters all have solid animation, and Harry has a multitude of moves at his disposal to overcome the obstacles that await. The levels present a variety of challenges, from moving and disappearing platforms, to vine swinging, to enemies that move quickly. Platform fans should check this game out.



### PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Retains Feel of Original; Voice Acting by Evil Dead Star Bruce Campbell; Multiple Weapons Including Handy Pickaxe; Swing, Jump, & Crawl Your Way to Victory
- **Replay Value:** Moderately Low
- **Created by:** Activision
- **Available:** Now for Sony PlayStation

### Bottom Line:

8

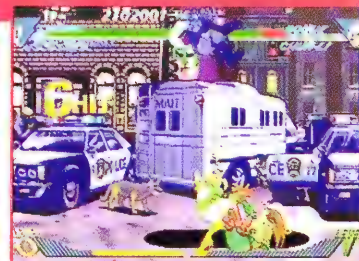
## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 17 Playable Characters; 4 Modes (Arcade, Training, Battle, & Survival); Alpha Counters Only in PlayStation Version
- **Created by:** Capcom
- **Available:** May for Sony PlayStation

80% Complete

### X-Men Vs. Street Fighter: EX Edition

Capcom has answered PlayStation owners' dreams...well, sort of. X-Men Vs. Street Fighter: EX Edition is the same as its arcade counterpart with one significant difference: you can't tag to control another character. Due to RAM limitations the PlayStation cannot have one character in play and another sitting in memory. But there are some things added to this version that make it worthwhile. The player does choose a supporting character who can perform counters (like Alpha Countering) and Team Supers are also present. The game still manages to keep the arcade feel and is still a lot of fun. A review will be available soon.



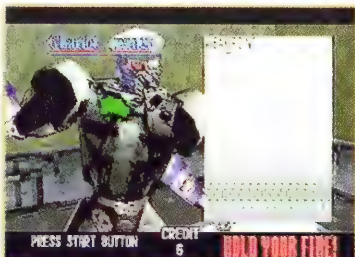
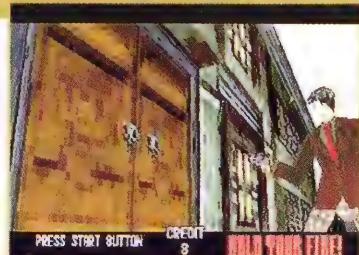
## Saturn Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** Light Gun Compatible; 2 Modes (Arcade & Saturn); At Least 8 Characters To Play As; 6 Levels of Zombie Killing; Area-Specific Shooting
- **Replay Value:** Moderate
- **Created by:** AM2 for Sega
- **Available:** Now for Sega Saturn

Bottom Line:  
8

### House Of The Dead

House Of The Dead keeps the Sega tradition of great light gun games alive. Tons of different enemies and characters to play as, each with different endings and attributes like gun capacity, health level, and gun power add to the fun and the longevity of what would otherwise be a typical gun game. Shooting off particular body parts and strategies like aiming for certain weak points also enhance the fun of this title. Fans of the arcade version as well as the Virtua Cop series should be jumping all over this one. This is yet another flame in the Saturn's dying blaze of glory.



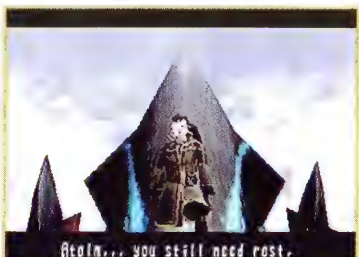
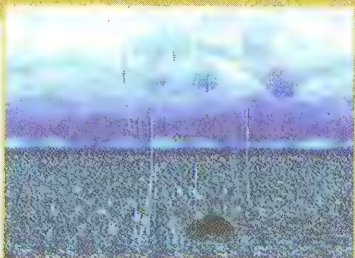
## Saturn Review

- **Size:** 4 CD-ROMS
- **Style:** 1-Player Role-Playing
- **Special Features:** FMV Story Segments; Dragon Morphing; Flight & Walking Sequences; Creature Log Keeps Track of Enemies Killed; Multiple Endings
- **Replay Value:** Moderately High
- **Created by:** Team Andromeda for Sega
- **Available:** Now for Sega Saturn

Bottom Line:  
9

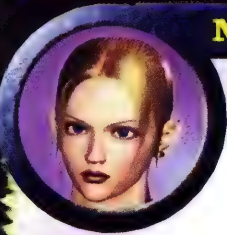
### Panzer Dragoon Saga

Sega redefined what a shooter should be with Panzer Dragoon, and it has achieved the same feat with Panzer Dragoon Saga. This is easily the best RPG on the Saturn, and on 32 and 64-bit platforms only Final Fantasy VII tops it. Great graphics, an awesome story, beautiful sound, and a unique control interface set this game apart from the rest. The story attempts to close gaps left in the other games of the series and does the job nicely, all while creating new questions. Too bad the Saturn is dying, because all RPG fans should pick this game up. Fresh ideas for RPGs don't come along every day, and this is one of the most original in quite some time.



## Nina Williams/Anna Williams

Anna is unlocked by beating the game with 5 different characters.



### Throws

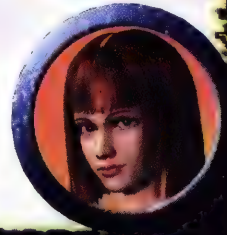
- Butt Shake Taunt (Anna Only) = 1 + 2 + 3
- Lift'n Toss = 2 + 4
- Lift'n Toss To Elbow Drop = 2 + 4, 2, 1, 1 + 2
- Lift'n Toss To Toss = 2 + 4, 1 + 3
- Elbow Strike =  $\text{N}$ ,  $\text{N} + 1$
- Neck Toss =  $\text{N} + 1 + 2$
- Chin Smash = qcf, 1 + 2
- Chin Smash Neck Bruiser = qcf, 1 + 2, 3, 4, 3, 1 + 2
- Chin Smash To Reverse Arm Lock = qcf, 1 + 2, 1, 3, 2, 1
- Chin Smash To Falling Reverse Arm Lock = qcf, 1 + 2, 1, 3, 2, 1, 2, 1, 3, 4, 1 + 2
- Chin Smash To Knee Knock To Neck Snap = qcf, 1 + 2, 1, 3, 2, 1, 2, 3, 4, 2, 2
- Chin Smash To Knee Knock To Neck Snap To 8 Arm Strangle = qcf, 1 + 2, 1, 3, 2, 1, 2, 3, 4, 2, 1, 2, 4, 3, 1 + 2 + 3

- Chin Bash To Knee Knock To Neck Snap To Neck Snap = qcf, 1 + 2, 1, 3, 2, 1, 2, 3, 4, 2, 1, 3 + 4, 1, 2, 1 + 2
- The Claw = qcf, 3 + 4
- The Claw To Rolling Arm Bar = qcf, 3 + 4, 3 + 4, 3, 4, 1 + 2
- The Claw To Lower Leg Lock = qcf, 3 + 4, 3 + 4, 4, 2, 1 + 2
- The Claw To Lower Leg Lock To Leg Twister = qcf, 3 + 4, 3 + 4, 4, 2, 1 + 2, 3, 1, 4, 2 + 4
- The Claw To Lower Leg Lock To Rolling Lower Leg Lock = qcf, 3 + 4, 3 + 4, 4, 2, 1 + 2, 1, 3, 2 + 4, 3 + 4, 1 + 2
- Leg Bruiser = qcb + 1 + 4
- Leg Bruiser To Reverse Arm Lock = qcb + 1 + 4, 1, 3, 2, 1
- Leg Bruiser To Reverse Arm Lock To Rear Assassin Combo = qcb + 1 + 4, 1, 3, 2, 1, 3, 1, 4, 1 + 2, 1 + 2
- Leg Bruiser To Reverse Arm Lock To Falling Reverse Arm Lock = qcb + 1 + 4, 1, 3, 2, 1, 2, 1, 3, 4, 1 + 2
- Leg Bruiser To Reverse Arm Lock To Falling Neck Snap = qcb + 1 + 4, 1, 3, 2, 1, 1, 3 + 4, 1 + 2
- Leg Bruiser To Shoulder Break = qcb + 1 + 4, 2, 1, 2, 1 + 2 + 3
- Leg Bruiser To Shoulder Break To 8 Arm Strangle = qcb + 1 + 4, 2, 1 + 2, 1 + 2 + 3, 1, 2, 4, 3, 1 + 2 + 3
- Head Bop = (ss Right) 2 + 4

- Spinal Supreme Break = (ss Left) 1 + 3
  - Twig Snapper = (From Behind) 1 + 3
  - Reversal =  $\text{N} + 1 + 3$  or 2 + 4
  - Low Kick Counter =  $\text{N} + 1 + 3$  or 2 + 4
- ### Moves
- Slappy =  $\text{N} + 2, 2$
  - Throat Pierce =  $\text{N}, \text{N} + 2$
  - Back Stab =  $\text{N}, \text{N} + 1$
  - Butt Kick =  $\text{N}, \text{N} + 3$
  - Butt Kick To Jack Slap =  $\text{N}, \text{N} + 3, \text{N} + 2$
  - Face Mop =  $\text{N}, \text{N} + 4$
  - Flying Triple Kick =  $\text{N} + 4, 3, 4$
  - Low Kick To Double Punches To Hado Smash =  $\text{N} + 3, 1, 2, \text{N} + 1 + 2$
  - Side Stab (SCH) =  $\text{N} + 2$
  - Upward Slap (J) =  $\text{N} + 1$
  - Ground Stomp =  $\text{N} + 3 + 4$
  - Hado Smash =  $\text{N}, \text{N} + 1, 2$
  - Whip Kick =  $\text{N}, \text{N} + 4$
  - The Rocket (J) =  $\text{N}, \text{N} + 3$
  - The Dicer =  $\text{N} + 4$
  - The Rocket Dicer (J) =  $\text{N} + 4, 3$
  - Three's Company = 1, 2, 4
  - High-Low = 1, 2,  $\text{N} + 3, 4$
  - How's Your Father = 1, 2,  $\text{N} + 3, 2$
  - Hado Smash Punch Combo = 1, 2, 1, 2,  $\text{N} + 1 + 2$
  - Not Quite = 1, 2, 1, 4
  - High-Low Kicks =  $\text{N} + 3, 4$

- Double High Kick = 3, 4
  - Rapid Kicks =  $\text{N} + 3, 3, 4$
  - Lock On Target =  $\text{N} + 3, 3, 3, 1, 2, \text{N} + 1 + 2$
  - Rapid Kicks Plus =  $\text{N} + 3, 3, 3, 3$
  - Dancing Beauty =  $\text{N} + 3, 1, 2$
  - Dancing Beauty Smash =  $\text{N} + 3, 1, 2, \text{N} + 1 + 2$
  - The Skater =  $\text{N} + 3, 2, \text{N} + 3, 4$
  - The Skater #2 =  $\text{N} + 3, 2, 4$
  - How's Your Mother (J) =  $\text{N} + 4, 3, 2$
  - How's Your Brother (J) =  $\text{N} + 3, 2$
  - Chin Music (J) =  $\text{N} \sim 2$
  - Reverse Chop = ss,  $\text{N} + 1$
  - Throat Lunge = ss, 2
  - Backhand = ss, 1
  - Cross Smash = ss, 1 + 2
  - Low Kick = ss, 4
  - Touch Of Death (!) =  $\text{N} + 1 + 2$
- ### Strings
- Ten-Hit = 1, 2, 1, 2, 3, 3, 2, 1, 2, 4
  - Ten-Hit =  $\text{N} + 1, 2, 1, 2, 3, 3, 2, 1, 2, 4$
  - Ten-Hit = (R) 1, 2, 1, 2, 3, 3, 2, 1, 2, 4
  - Ten-Hit = 1, 2, 1, 2, 3, 3, 2, 1, 4, 3
  - Ten-Hit =  $\text{N} + 1, 2, 1, 2, 3, 3, 2, 1, 4, 3$
  - Ten-Hit = (R) 1, 2, 1, 2, 3, 3, 2, 1, 4, 3
  - Ten-Hit = 1, 2, 1, 2, 4, 3, 4, 2, 4, 3
  - Ten-Hit =  $\text{N} + 1, 2, 1, 2, 4, 3, 4, 2, 4, 3$

- Ten-Hit = (R) 1, 2, 1, 2, 4, 3, 4, 2, 4, 3
- ### Juggles
- 1 = 1,  $\text{N} + 3, 2, 3$
  - 2 = 1,  $\text{N} + 3, 2, 4$
  - 3 = 1,  $\text{N} + 4, 3$
  - 4 =  $\text{N} + 4, 3$
  - 5 =  $\text{N} + 4 \sim 1, 4$
  - 6 = 1, 2, 1, 2, 1 + 2
  - 7 = 1, 1,  $\text{N} + 2, 2$
  - 8 =  $\text{N} + 4, 3, 1, \text{N} + 4, 3$
  - 9 =  $\text{N} + 4, 3, \text{N} + 3, \text{N} + 4, 3$
  - 10 =  $\text{N} + 4, 3, \text{N} + 4, n, 3$
  - 11 =  $\text{N} + 2, 2, \text{N} + 4, 1, \text{N}, \text{N} + 3$
  - 12 = 1, 2,  $\text{N} + 4, 1, \text{N} + 4, 1, \text{N}, \text{N} + 3$
  - 13 =  $\text{N} + 3, \text{N} + 4, n, 1, \text{N}, \text{N} + 3, \text{N} + 1 + 2, \text{N}, \text{N} + 4$



## Paul Phoenix



### Throws

- Chuck = 1 + 3
- Dislocator = 2 + 4
- Striker =  $\text{N} + 1 + 2$
- Chuck #2 =  $\text{N} + 2 + 3$
- Ram-Bo =  $\text{N}, \text{N} + 1 + 2$
- Tip The Drunk = (ss Right) 1 + 3
- Chuck #3 = (ss Left) 1 + 3

- Spin The Bottle = (From Behind) 1 + 3
  - Reversal =  $\text{N} + 1 + 3$  or 2 + 4
- ### Moves
- Taunt =  $\text{N}$  (Until Paul Stands)
  - One-Two = 1, 2
  - Jab To Kick = 2, 3
  - Jab To Low Kick = 2,  $\text{N} + 3$
  - Jab To Low Kick = 1, 4
  - Shredder =  $\text{N} + 3, 4$
  - Shredder To Roundhouse =  $\text{N}, \text{N} + 3, 4, 3$
  - Shredder To Mid Kick =  $\text{N}, \text{N} + 3, 4, \text{N} + 3$
  - Shredder To Low Kick =  $\text{N}, \text{N} + 3, 4, \text{N} + 3$
  - Power Drill Combo =  $\text{N} + 4, 2$

- Scissors Kick =  $\text{N}, \text{N} + 4$
- Stone Splitter =  $\text{N} + 1$
- Stone Splitter To Power Drill Combo =  $\text{N} + 1, 4, 2$
- Stone Splitter To Phoenix Bash =  $\text{N} + 1, 2$
- Shao Koa Pauly (BL) =  $\text{N}, \text{N} + 2, 2$
- Shao Koa Bruiser =  $\text{N}, \text{N} + 2, 1$
- Elbow Smash =  $\text{N}, \text{N} + 2$
- Ram Spirit =  $\text{N} + 1 + 4$
- Overhead Smash =  $\text{N} + 1 + 2$
- Tackle =  $\text{N} + 1 + 2$
- Aggressor Punches =  $\text{N} + 1 + 2, 1, 2, 1, 2, 1$
- Arm Bar =  $\text{N} + 1 + 2, 1 + 2$
- Aggressor Punches To Arm Bar =  $\text{N} + 1 + 2, 1, 2, 1, 1 + 2$

- Executioner =  $\text{N} + 1 + 2, \text{N} + 2, 1, 1 \sim n \sim 4 \sim 1 \sim 1 + 2$
  - Power Goat (BL) = hcb + 3, 2, 2
  - Power Goat #2 = hcb + 3, 2, 1
  - Phoenix Bash = qcf + 2
  - Ascension (J) = qcf + 1
  - Dash Punch = hcb + 1
  - Evade = qcb, n
  - The Buisness = qcb, n, 3, 2, 2
  - Ultimate Phoenix = qcb, n, 3, 2, 1
  - Evade To Stone Splitter = qcb, n, 1
  - Evade To Hand Strike = qcb, n, 2
  - Ultimate Phoenix Bash (!) =  $\text{N} + 1 + 2$
- ### Strings
- Ten-Hit = 1, 2, 3, 2, 1, 2, 1, 4, 2, 1
  - Ten-Hit = 1, 2, 3, 1, 4, 2, 1, 4, 2, 1

- Five-Hit = 1, 2, 3, 1, 2
- ### Juggles
- 1 =  $\text{N} + 4, 2$
  - 2 = 1, 2,  $\text{N} + 2$
  - 3 = 1, 2 ~ 3
  - 4 = 1,  $\text{N} + 3 \sim 4$
  - 5 = 2,  $\text{N} + 3 \sim 4$
  - 6 = 1, 2, qcf + 2
  - 7 = 1, 1, 1, qcf + 2
  - 8 =  $\text{N} + 4, 1, 2, \text{N} + 3, 4, \text{N} + 3$
  - 9 = 1,  $\text{N}, \text{N} + 3, 4, \text{N}, \text{N} + 4$
  - 10 =  $\text{N} + 4, 2, \text{N} + 2$  (BL)
  - 11 = qcb, n, 3, 2, 1 (BL)

## Yoshimitsu



### Throws

- Spin Cycle = 1 + 3
- Sword Butt = 2 + 4
- Pogo Slam = qcb + 1 + 2
- Tire Race = (ss Right) 2 + 4
- Clonimitsu = (ss Left) 1 + 3
- Drill Slam = (From Behind) 1 + 3
- Sword Block =  $\text{N} + 1 + 4$
- Low Combo Break =  $\text{N} + 1 + 3$  or 2 + 4

### Moves

- Backfist =  $\text{N} + 2$
- Elbow Slam =  $\text{N}, \text{N} + 2$
- Punch-Kick Combo = 2 ~ 3

- Punch Low Kick Combo = 2 ~  $\text{N} + 3$
- Spring Kick (J) = 4 ~ 3
- Kick Spinner = 3, 4
- Triple Kick = 4, 4, 4
- Tornado Punch =  $\text{N} + 1, 1, 1, 1, 1$
- Low Tornado Punch =  $\text{N} + 2, 2, 2, 2, 2$
- Hurricane =  $\text{N} + 1, 1, 1, \text{N} + 3, 3, \text{N} + 4$
- Uecker =  $\text{N} + 3, 3, 3, 3, 3, \text{N} + 4$
- Full Circle =  $\text{N}, \text{N} + 3$
- Solar Attack =  $\text{N}, \text{N} + 3 + 4, 1 + 2, 3 + 4$
- Evil Gymnast =  $\text{N}, \text{N} + 1 + 2$
- Evil Backhand =  $\text{N}, \text{N} + 1 + 2, 2$
- Super Uecker =  $\text{N}, \text{N} + 1 + 2, \text{N} + 2, 2, 2, 2$
- Skull Gripper =  $\text{N}, \text{N} + 1 + 2, 1 + 4$
- Blue Plate Special =  $\text{N} + 1, \text{N} + 2, \text{N} + 2, 2, 2, 2$
- Blue Light Special =  $\text{N} + 2, \text{N} + 2, 2, 2$

- Green Death Special =  $\text{N} + 2, \text{N} + 2, 2, 2, 4$
- Russian Flip (!) = qcf + 1
- Halitosis (!) =  $\text{N} + 1 + 2, 1$
- Flip =  $\text{N} + 3 + 4$
- Flip Out =  $\text{N} + 3 + 4, \text{N} + 1, \text{N} + 1, \text{N} + 4$
- Berserker Flip =  $\text{N} + 3 + 4, \text{N} + 1, \text{N} + 1, \text{N} + 4, \text{N} + 1$
- Choppin' Wood =  $\text{N} + 1, 1, 1, 1, 1$
- Combo Spin =  $\text{N} + 1, \text{N} + 2, \text{N} + 2, 2, 2$
- Chant (Revives Health) =  $\text{N} + 3 + 4$
- Chant To Spring Kick =  $\text{N} + 3 + 4, 4$
- Whirlwind =  $\text{N} + 3 + 4, 2, 2, 2, 2$
- Lunge Slash (!) =  $\text{N}, \text{N} + 3, 1$
- Knee Jam =  $\text{N}, \text{N} + 4$
- Chest Pound Stance = (ss) 3 + 4
- Heal = (ss) 3 + 4,  $\text{N}$
- Skull Gripper = (ss) 3 + 4, 1 + 4
- Skull Gripper = (ss) 3 + 4, 2 + 3

- Sidestep =  $\text{N} + 3 + 4$
  - Harry (!) =  $\text{N} + 1 + 4$
  - Spinning Harry (!) =  $\text{N} + 1 + 4, \text{N} + 1, 1, 1$
  - Two Birds (!) =  $\text{N}, \text{N} + 1 + 4$
  - Making Sure (!) =  $\text{N}, \text{N} + 1 + 4, \text{N}, \text{N} + 1$
  - Slash (!) =  $\text{N} + 1$
  - Grapple Slash (!) (Release  $\text{N}$  To Strike) =  $\text{N} + 1 \sim \text{N}$
  - Leg Slash (!) =  $\text{N}, \text{N} + 1$
  - Precision Stab (!) =  $\text{N}, \text{N} + 1$
  - Wheel Of Fortune (!) =  $\text{N}, \text{N} + 1 \sim 1$
  - Third Leg (!) =  $\text{N} + 1 + 2, \text{N}, \text{N} + 1$
  - Pogo Stick (!) =  $\text{N} + 1 + 2, \text{N}$
  - Pogo Spring Kick =  $\text{N} + 1 + 2, 4 \sim 3$
  - Yoshi Poppins (!) =  $\text{N} + 1 + 2$
  - Yoshi's Airdrop (!) =  $\text{N} + 1 + 2, \text{N}$
- ### Strings
- Ten-Hit = 1, 2, 1, 4, 4, 4, 1, 1, 1, 1
  - Ten-Hit = 1, 2, 1, 4, 2, 2, 4, 1, 1

- Ten-Hit = 4, 4, 2, 2, 4, 4, 1, 1, 1, 1
  - Eight-Hit = 1, 2, 1, 4, 4, 4, 1, 3 + 4
  - Eight-Hit = 4, 4, 2, 2, 4, 4, 1, 3 + 4
  - Five-Hit = 4, 4, 2, 2, 1
- ### Juggles
- 1 =  $\text{N} + 1, \text{N} + 1, \text{N} + 1$
  - 2 =  $\text{N} + 1, \text{N} + 1, \text{N} + 3 + 4$
  - 3 = 1, 1, 1,  $\text{N}, \text{N} + 4, \text{N} + 1$
  - 4 =  $\text{N} + 1, \text{N} + 1, \text{N} + 1 + 2, \text{N}$
  - 5 =  $\text{N} + 1, \text{N} + 2, (\text{RU}), \text{N} + 1 + 2, \text{N}$
  - 6 =  $\text{N} + 1, \text{N} + 2, \text{N} + 3 + 4, \text{N} + 1, \text{N} + 3 + 4$
  - 7 = 1,  $\text{N} + 1, 1, 1, n, 1, \text{N} + 1, 1, 1, \text{N}, 4$
  - 8 =  $\text{N} + 2, 1, \text{N}, \text{N} + 4, \text{N} + 3, 3, 3, 3, \text{N} + 4, \text{N} + 1$
  - 9 =  $\text{N} + 1 + 2, 1, 1, \text{N}, \text{N} + 3, 1$
  - 10 =  $\text{N} + 1 + 2, 1, 1, \text{N} + 1, 1, n \sim \text{N}, \text{N} + 4$

# Play to Perfection

a game monger's strategy guide

## YOSHI'S STORY

### BASIC TRAINING



**Secret of the Heart** – You will hear a bell ringing when you are near a Heart.



**Favorite Fruit** – All of the Yoshi have a lucky fruit (determined by color coating), but they all like melons the most. If you collect 30 melons on a level you will receive a higher score and a new level completion screen.

**Smelling** – Use your Sniff-Sniff power on trees, signs, rocks, and platforms to unlock more secrets (e.g. coins, melons).

**Quick Reset** – If a Yoshi dies on a level and you aren't happy with what just happened, quickly restart the game. You will start back on the page with all of the Yoshi you have brought along.

**Moves and Items** – Consult your manual for descriptions of Ground Pound, Flutter Jump, Mystical Tulip, Poochy, and so on.

**Fruit Challenge** – Usually, each level is home to a fruit game. When attempting these, we strongly recommend bringing three to four melons with you, just in case you don't get all seven as a reward. Doing this almost guarantees you access to a Tiny Heart, and more importantly, the hidden letter.

**The Letters** – There is one letter hidden on each level. If you collect them all, a hidden message and different ending await.

**This guide reveals many of the secrets of the game. USE AT YOUR OWN RISK!**



#### PAGE 1 – BEGINNING

##### Level 1 – Treasure Hunt

**Heart #1** – On the second gameplay screen (page), free Poochy by Ground Pounding the log attached to his chain. He will run forward and lead you to the first Heart.

**Heart #2** – Again, follow Poochy across the splitting paths to find the next Heart. To get this one you will need to Flutter Jump up to it, or use the Sniff-Sniff and Ground Pound to unlock a platform that leads up to it.

**Heart #3** – You know what to do. Follow Poochy through the winding roads, and use Sniff-Sniff whenever he hints at something hidden. Doing this in the right spot will unlock another platform. On this ledge, use an egg to destroy the rock holding the final Heart.

**Letter Y** – Right after the Chomp Chomp race, grab the heart in the bubble, and the "Y" made out of coins will appear to the right.



##### Level 2 – Surprise!

**Heart #1** – Shortly after this level starts you will run into a bubble holding a switch. Jump on the switch and jump across the clouds that appear. At the end of this path the Heart awaits.

**Heart #2** – After Miss Warp #1 run to the right until you come across a yellow tube surrounded by spiders. Sniff the tube and then Ground Pound it; Heart #2 is yours.

**Heart #3** – After Miss Warp #2 you will run across several "?" Blocks and a Balloon with a "?" Ball. Destroy the balloon and a strange ghostlike creature will appear, giving you access to the skies. Ride him to the Heart.



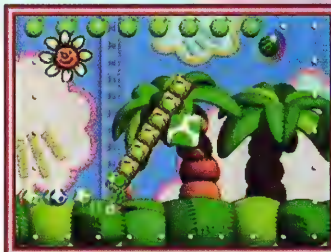
**Letter O** – On the first segment, right after Miss Warp #1, destroy the two rocks and shoot the balloon with an egg. Your reward will be a pot. Jump in, complete the fruit challenge, and a Tiny Heart will float down. Eat it, and the coin "O" will appear to your right.

##### Level 3 – Rail Lift

**Heart #1** – Mosey along and keep your eyes glued to the top of the screen.

Here, you will find a balloon with a "?" Ball inside. Shoot it with an egg and a switch will fall out. Jump on the switch and a series of "!" Balls will appear. Follow these to Heart #1.

**Heart #2** – This one is easy. Just after Miss Warp #3, a "?" Ball is trapped in a balloon. Free it and Heart #2 will emerge.



**Heart #3** – This one is located right after the second cloud ride section.

**Letter U** – On the screen after the cloud rides, complete the fruit challenge and a Tiny Heart will fall through the sky. Grab it, and the "U" coins are there for your taking.

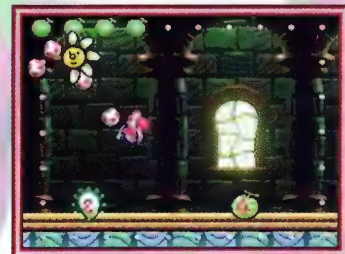
##### Level 4 – Tower Climb

**Heart #1** – In the second "!" Ball room ascend the leftmost series of balls. The first Heart is at the top of this climb.

**Heart #2** – In the cloud segment where you need to use The Mysterious Tulip power, launch up to the right. On the top and rightmost cloud awaits Heart #2.

**Heart #3** – In the wind room, launch up to the right. Hitting Heart #3 is inevitable.

**Letter A** – Go up from Miss Warp #2 and tongue across the "!" Balls to the left. Break the "?" Box and a pot will appear. Inside is a fruit game. Complete this and a Tiny Heart and the "A" coins will appear.



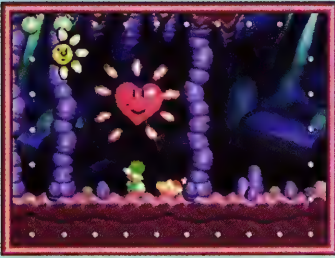
#### PAGE 2 – CAVERN

##### Level 5 – Bone Dragon Pit

**Heart #1** – Right now, it seems good of Poochy can do no wrong. When you run into your canine friend, use Sniff-Sniff to unearth the first Heart.

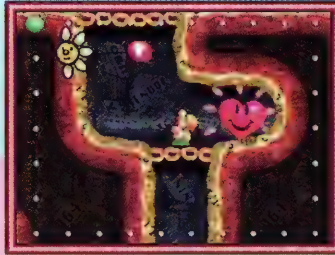
**Heart #2** – After warping through the pot, go down, break the rocks, and head right. Drop down to the bottom at the floating platform section, and go to your left. Jump up to the Help Icon and shoot the bubble next to it. Doing this will present a switch. Jump on it, and you'll see the Heart appear. Be quick when retrieving the Heart, because the switch you just hit is on a timer. Go down and use the "!" Ball to launch you to the Heart.

**Heart #3 & Letter R** – After picking up Heart #2, go up past the floating platforms, and drop down the long hole



### Level 7 – Jelly Pipe 3

**Heart #1** – This level is confusing so read carefully. On the first segment go all the way to the right and fall down. Use your Flutter Jump power to get you into a cubby hole on the left (as you are falling). From here, fall again, and enter the green door on the right. Poochy is in this section. If you find him, he will show you where to use your Sniff-Sniff power. Use it and three platforms will appear. Make sure you have a few eggs with you when you get up to the top. Break the rocks and Heart #1 is nothing but history.



**Heart #2** – From the first heart, head back into the green door and fall to the bottom. Thoroughly exploring this cavern will reveal another door. Do not take it. Rather, go past it and also pass by Miss Warp #2. At the end of your jaunt you will find a pot. Jump inside, and defeat the slug mini-boss. Your reward is Heart #2.

**Heart #3** – Now, go back through the door you've been avoiding. This will bring you back to the beginning. From here, go down, pass by the goo and spikes, and at the fork in the road, go down and push the "?" Box over to the right. Jump up on it, and use your Flutter Jump to launch up to the level above holding the last Heart.

**Letter Y** – Go to the screen holding Miss Warp #3. Now, this is the tricky part. You'll need to eat enough melons so that a Tiny Heart will appear. Eat the Heart then run to the lower right-hand corner. The letter "Y" is waiting.

### Level 8 – Torrential Maze 4

**Heart #1** – From the start, head all of the way to the right, and ascend the tower by using the heli-pad transports. When you come across the ghost vapors jump into the small opening to the right to find Heart #1.



**Heart #2** – Enter the door to the right of Miss Warp #3. From here go down through the waterfall segment. Use the "!" Balls in the balloons to get you up to the cavern holding Heart #2. Note: Bring six eggs for this event.

**Heart #3** – From Miss Warp #4, jump up the ghost vapors to the final Heart.

**Black Yoshi** – From Miss Warp #3 go across the vines and into the small cavern to find this valuable Yoshi.

**White Shy Guy** – From the beginning go up and to the left until you can no longer do so. You should start your ascent next to Miss Warp #1. Now, go to the right, and jump up to the right (during the waterfall segment). Run straight to the right and you'll exit the page. Here, you will find a bubble holding a White Shy Guy.

**Letter O** – From Miss Warp #4 jump over to the secluded area containing Poochy. Now, shoot an egg up to the desired shaft. This action will result in the growth of a Mystical Tulip at your feet. From here – enter the door. Finally, shoot down all of the balloons and the well hidden "O" will appear within seconds.

## PAGE 3 – SUMMIT

### Level 9 – Cloud Cruising 1

**Heart #1** – Ascend the winding snakes and you'll come across a series of clouds. Floating above these clouds is a bubble. Shoot it down with an egg, and the first Heart will be revealed.



**Heart #2** – Before jumping on the dragon, ascend the cloud stairs and enter the red tube (next to Miss Warp #2). Jump on all of the clouds, avoid the bees, and use your Sniff-Sniff power. The Heart is hidden in the first cloud to the left. The other clouds hold coins.

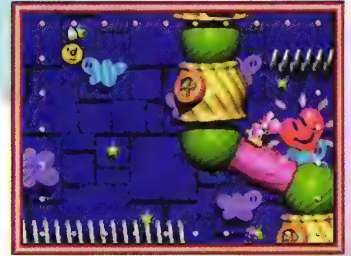
**Heart #3 & Letter S** – At the dragon segment make sure you have six eggs. Jump on the dragon and keep an eye out for a floating "?" Box Sign. Shoot it with an egg, and a series of cloud stairs will appear. Ascend them and jump in the pot. From here, continue shooting down the "?" Box Signs, and at the top of the clouds you will find the Letter "S" and the final Heart.

### Boss 1 – Cloud N. Candy

**Strategy** – Just eat this guy. Use your tongue to suck his life away.

### Level 10 – The Tall Tower 2

**Heart #1** – Halfway up the first spring climb, look to the right for Heart #1.



**Letter H & Heart #2** – In the second segment, go past the first two leaf gliders and pop the balloon holding a "?" Ball. Inside you will find a pot and a race that will reward you with a Tiny Heart and Letter "H". After this, enter the exiting pot and go to the right. On this leaf glider aim upward and you'll hit Heart #2.

**Heart #3** – Enter the spinning yarn ball section, and go up. When you see the deformed bat, jump over to the right. Drop down and you'll land on the Heart.

### Boss 2 – Inviso

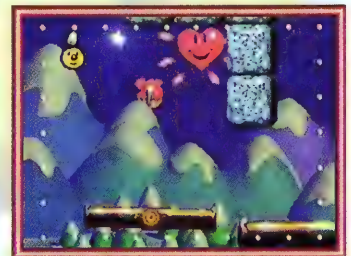
**Strategy** – This guy is a chameleon. He disappears, and you'll need to keep your eyes peeled for any signs of him. When he reappears, shoot eggs to take him down. If your egg supply runs low, eat the birds for more. Staying in one spot works best.

### Level 11 – Poochy & Nippy 3

**Heart #1** – On the first set of moving beams jump up onto the "!" Ball for Heart #1.

**Heart #2** – On the second set of moving beams, shoot the rocks to unveil Heart #2.

**Heart #3** – From the second section, follow Poochy's advice as to which pot to enter. Then, at the third bird segment, ride on a feathered friend to Heart #3.



**Letter I** – Right at the beginning you will need to complete a fruit game to win the Letter "I".

**White Yoshi** – From the beginning take all of the top pot exits. Then, in one section you will see Poochy at the bottom of the screen. Go into the next red tube you see and you will be rewarded with the White Yoshi.

to the right. While falling, stick to the left and you'll enter a cavern with Miss Warp #3 and a pot. Use the pot to get to a special bonus fruit game and the letter "R". Now, proceed on to the next section. Drop down, go to the left, and ascend the "!" Balls. Ground Pound the "?" Block. Before entering, make sure you have six Eggs with you. Blast the rocks, and use your remaining Eggs on one of the skeleton beasts. You'll need to use the Ground Pound on the remaining two enemies. If your health gets low there is a Flower on the platform above. Once these guys are defeated, the Heart is yours.

**White Shy Guy** – After warping through the pot, go down and break the rocks to the right. The White Shy Guy is located in the lower and leftmost rock.

**Black Yoshi** – At Miss Warp #4, use The Mysterious Tulip on the left to launch up to a hard-to-reach bubble. Shoot it down and the Black Yoshi egg will bounce out.

### Level 6 – Blargh's Boiler 2

**Heart #1** – If you can't get this one, then you might as well give up. The Heart is right out in the open just a few clicks from the beginning. Jump on the bone above it, and ride it down to the Heart.



**Heart #2** – After Miss Warp #3, head to the right, and Heart #2 will be out in the open again. Jump down and get it. Use your Flutter Jump to get back.

**Heart #3** – Just keep going to the right and you'll find this one as well. Use the same technique for Heart #1 and you'll have all the Hearts on this stage.

### White Shy Guy & Letter E

– Shortly after the second wooden lava ball, jump in the blue tube. After completing the fruit bonus and unlocking the Letter "E", go back a few steps, and look up in the sky for a balloon with a "?" Ball. Inside is a White Shy Guy.



### Boss 3 – Cloudin

**Strategy** – Shoot the hot air out of this boss by hitting him three times with egg blasts. Watch your step though.

### Level 12 – Frustration

**Heart #1** – Simply ride the first wheel to the second bubble. Shoot it with an egg and Heart #1 will appear.

**Heart #2** – Just after Miss Warp #3, shoot the two rocks and the bubble to unlock Heart #2.



**Heart #3** – After the large rock structure shoot the bubble next to a series of fruit to find the last Heart.

**Letter ‘S’** – Complete the second coin game to unlock the ‘S’.

**White Shy Guy** – A little ways after Miss Warp #3, shoot the third rock from the right on the large structure guarded by a snake to find a White Shy Guy.

### Boss 4 – Don Bongo

**Strategy** – Throw pans at his lips and this bruiser is history.

## PAGE 4 – JUNGLE

### Level 13 – Jungle Hut

**Heart #1** – Go all the way to the top of the level. To the far left the Heart awaits. Jump off the ledge above the Heart and use your Flutter Jump ability to veer over to the Heart.

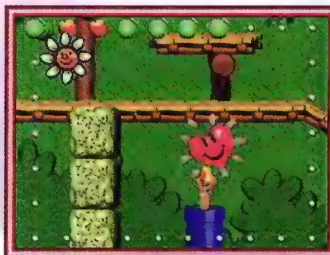
**Heart #2** – Now, head down and to the right. Eventually, you will run into The Mysterious Tulip. Grab its power, then

angle to the right. If you aim in the perfect direction, you will ricochet off the wall and hit Heart #2.

**Heart #3** – After grabbing Heart #2 go down even further. Destroy the four rocks and take the pipe into a different zone. Here, you can either go across the roof or pass by the danger below. In the returning tube you will find Heart #3.

**White Shy Guy** – At the very bottom of the stage there are four rocks blocking your way. Destroy the top left block and you will find a White Shy Guy.

**Letter G** – Trek down to the bottom and go to the right (onto the next page). Here, you should find tons of spiders, Miss Warp #4, and a ‘I’ Switch up top. Hit the Switch and fall to the bottom. The ‘G’ is waiting.



### Level 14 – Jungle Puddle

**Heart #1** – Walk to the right and you will run into a ‘?’ Ball trapped within a bubble. Use an egg to pop it and Heart #1 is yours.

**Heart #2** – Just before Miss Warp #2, jump into the water and you should have no problem finding Heart #2.

**Heart #3** – From Miss Warp #4 go back a few steps and you’ll find the final Heart on one of the topmost platforms.

**Letter R** – The segment containing the red fish also holds a pipe in the water. Find it and enter. Complete the fruit challenge and the letter ‘R’ will appear.



### Level 15 – Piranha Grove

**Heart #1** – On the second page kill the first flying plant, then jump up to the cloud and Heart.

**Heart #2** – At the end of page 2 (the long ascent) shoot the bubble to unlock Heart #2.

**Heart #3** – From Heart #2, follow the coin path down to a hidden pot. Pass by the

wooden balls and thorns and Heart #3 awaits.

**Letter E** – On the page with Miss Warp #3, look in the sky while riding the third wooden ball. You should see a pot sooner or later. Jump to it, complete the fruit challenge and you know the rest.

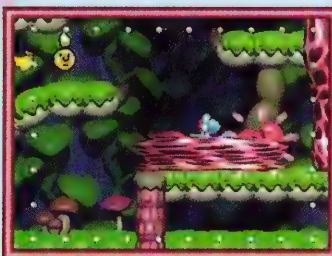


### Level 16 – Neuron Jungle

**Heart #1** – Stomp the head of the first red slug creature to open a passage to Heart #1.

**Heart #2** – From Heart #1 descend this section further and you will eventually run right into Heart #2.

**Heart #3** – On the second page jump along the platforms, and shoot the second bubble to access the final Heart.



**Letter A & White Shy Guy** – From the first section, locate the tube (near the bottom) and beat the fruit challenge to get your greedy paw on the letter ‘A’. The White Shy Guy is hidden in a balloon at the end of the challenge.

## PAGE 5 – OCEAN

### Level 17 – Lots O’ Jelly Fish

**Heart #1** – Once you’ve gotten your Yoshi wet, go to the right and enter the first cavern you run across. Dodge the jelly fish, and the Heart is in the lower right-hand corner.

**Heart #2** – This Heart is easy to find just like the first. In the same water segment, stay along the bottom. Sooner or later there will be a gap that will take you down to the Heart. Avoid the fish and jellies, and you should have no problem getting it.

**Heart #3** – In the next swimming segment use the same technique you used for Heart #2 and you’ll find Heart #3.

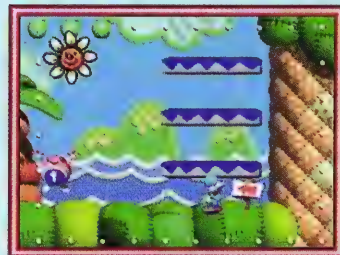
**Letter T & White Shy Guy** – In the second segment stick along the surface



and you will eventually run into a yellow tube. Enter it, and complete the fruit challenge. The letter ‘T’ and a bubble with a White Shy Guy are waiting at the end.

### Level 18 – Lots O’ Fish

**Heart #1** – Enter the first yellow tube you see on the seabed. Eat all of the fish and Heart #1 is just a backstroke away.



**Heart #2** – At the green tube on the seabed go to the immediate left to find the Heart.

**Heart #3** – At the end of the level look in the sky for a bubble containing the final Heart.

**Letter P** – Beat the fruit challenge at the end of the level and the ‘P’ is yours.

**White Shy Guy** – Enter the first red tube on the top. Sneak past the bees and destroy the bubble to unlock a White Shy Guy.

### Level 19 – Shy Guy Limbo

**Heart #1** – Shortly after the second Koopa cloud rider appears, continue right and after passing by two Yellow Shy Guys (holding limbo sticks), jump up onto the cliff on the right and turn around. Behind you a ‘?’ Box Sign will float down. Hit it with an egg and Heart #1 will magically appear.



**Heart #2** – On the second segment the road will get a little choppy. Jump across the platforms and use your Sniff-Sniff power to unlock Heart #2.

**Heart #3** – On the second segment, four flying Red Shy Guys will cross your



path. Go past them (eat them if you like), then jump up onto the next cloud. Continue on the cloud path to the right and you'll find Heart #3.

**Letter A** – When you come to a pit guarded by two tear jerking goons, jump on the furthest one and launch up to the cloud. Or shoot down the Koopa and steal his cloud cart. Now, enter the tube and complete the fruit challenge to unlock the letter "A".

**White Shy Guy** – On the second segment, pass by the Egg Block and shoot the balloon. A White Shy Guy is inside.

### Level 20 – Shy Guy's Ship

**Heart #1** – Hit the third rock in the first structure you see to unlock Heart #1.

**Heart #2** – On the bird segment shoot the rocks to get at Heart #2.

**Heart #3** – To the right of Miss Warp #4, shoot the second rock under a cannon to reveal the final Heart.

**White Shy Guy** – Next to the first yellow pipe in the rock segment you will find a White Shy Guy buried within the topmost rock to the left.



**Letter R** – On the second page, enter the first blue tube (without a cannon) to access a fruit game and the letter "R".

## PAGE 6 – FINALE

### Level 21 – Mecha Castle

**Heart #1** – After you pass by the first two swords and arrive at a platform with a banana above it, jump out to the left and grab the "I" Ball. Run past the next sword and grab Heart #1.

**Heart #2** – Just past the first gears you will find a "I" Switch to the left. Run to the left, shoot the "I" Icon and jump up the "I" Balls that appear. Enter the pot and run past the Black Shy Guys to Heart #2.

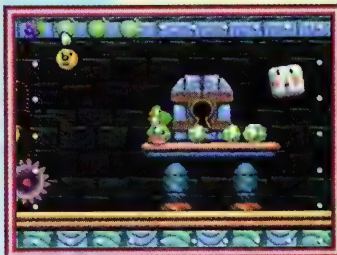
**Heart #3** – In segment two, fall down through the third wooden spinner. Jump over to the right and the Heart is yours.

**Letter T** – From Heart #3's position, enter the next pot you see. Now, go up past the spikes and when you see an opening to the left – take it. Use the Mysterious Tulip power to launch up to another pot. In here you will be challenged to a fruit game. Beat it and the "T" will be added to your stash.

### Level 22 – Lift Castle

**Heart #1** – From the start go to the left, and at the top of your climb go into the tube. Now, use the umbrella to glide over to the left. You should run right into the heart.

**Heart #2 & Key** – From Heart #1, head back to the start, over to the left again,



and enter the door next to the yellow tube you accessed before. Kill the bat, and you will receive the Key. Now, use the Key on the door. Go through the next segment. Then at Miss Warp #3, bounce straight up off the ball to reach the Heart.

**Heart #3** – On the last page shoot the bubble next to Miss Warp #4, and the final Heart is yours.

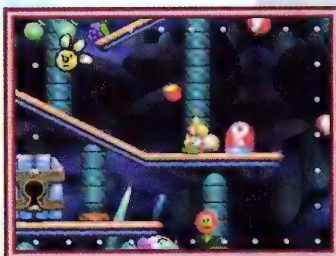
**Letter N** – Beat the fruit challenge on the last page and this valuable letter is all yours, baby!

### Level 23 – Ghost Castle

Note: To complete this level you will need to follow all of the strategies in order.

**Key 1** – Go to the right and enter the door. Now, go left and jump into the yellow tube. The Key is waiting on the ledge.

**Heart #1** – From the first key, re-enter the tube you came from and go up to the first locked door on the left. The Heart is in the third rock from the left.



**Key 2 & Heart #2** – Now, go back to the room where you first used Key 1. Enter the top door on the left, ascend the flying ghosts, and go to the left for Key 2, and to the right for Heart #2.

**Heart #3** – Finally, go back to the room where you first used a Key, and use your new Key on the door to the right. Hunt down the block that is identical to the one Poochy is standing on. Use the Ground Pound on the block to unearth the Heart.

**Letter E** – From the beginning, enter the door to the right. Jump up one platform

and shoot the bubble. Hit the "I" Switch and tongue grab across the bubbles and up into the tube. Complete the fruit challenge and the "E" will appear.

### Level 24 – Magma Castle

**Heart #1** – From Miss Warp #2 go to the right and ascend the lava platforms. You should have no problem finding this Heart.

**Heart #2** – At the pipe that takes you to the last segment go right (don't go up the pipe though). Crawl under the spikes and avoid the nasty yarn ball to win your prize. You'll also find Miss Warp #3 trapped in this room.

**Key & Heart #3** – A little ways past Miss Warp #2 you will stumble upon a door. Enter it and annihilate the slugs. Your reward is the Key. Now, work your way up to Miss Warp #3 or Miss Warp #2 and use her power to travel back to Miss Warp #1. Open the door and kill the four evil creatures. The last Heart will appear after this event.

**Letter R** – From Miss Warp #3 go down to the ball room. Collect enough melons and the letter "R" will appear on one of the many platforms. Hey, you collected all

the letters! Check to see what it spells. Yippee!



### Boss 5 – Baby Bowser

**Strategy** – Grab the Bombs and launch them at the spikes on the ceiling, then shoot a bomb at Bowser when he's down. It's a piece of cake!



# Play to Perfection



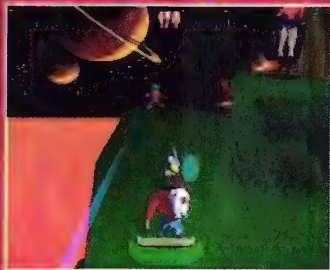
a game monger's strategy guide



STRATEGY  
PART TWO OF TWO

### WARNING!

WARNING: This guide reveals many of Blasto's secrets and may spoil your enjoyment of the game. USE AT YOUR OWN RISK.



## BASIC TRAINING

**Babes:** Babes will refill your lifebar and jetpack fuel, and grant you two free lives. If you find all the Babes in the game, you will be able to access the largest harem in the universe, located near the end of the game. If you miss any Babes along the way, the game will give you a chance to return for them (see page 59, Final Return to Episode 9).

**Learn the Backflip:** Throughout these later episodes, enemies appear simultaneously in front and behind you. Be sure to take care of the enemies in front of you first, then jump while hitting down on the d-pad to do a quick backflip. This will help you deal with the onslaught.

**Carry a Charge Shot:** While exploring, always hold down the fire button so you're carrying around a charge shot. This is crucial since it gets you an early double-hit on stubborn enemies.

**Walk Slowly Into a New Area:** Enemies appear depending upon your position. Creep slowly into new areas to avoid getting surrounded.

**Be Careful When Acquiring Power-Ups:** Power-ups almost always trigger enemies. Don't pick one up needlessly.

**Kill All The Enemies (If You Want):** If you kill all the enemies in an episode, you'll be rewarded with an extra continue.

**Continually Check Your Map:** The map is of the utmost importance. You should continually check it, making sure you're heading in the right direction.

**Do Not Use Auto Save:** Nothing is worse than accidentally saving.

## Episode 8 - Spire Maze - 8 Babes

This level can be extremely long and frustrating. If you take our advice, there are parts of the level you won't see, but you will get all the Babes, which is the most important thing. Also, a few rock formations can be shot, causing them to rotate. If you can't reach a ledge, experiment. Finally, this level is home to waves and waves of difficult enemies. They appear out of nowhere, so expect to die frequently. Just don't give up in frustration.

The first order of business is to head straight for Babe #1. After you rescue her, consult the map. Head away from her towards the bottom of the map and the route will take you directly to Babe #2. Next, simply rescue the Babes in the order they appear on our map.

Note: There is a difficult Boss marked on the map. It materializes after you rescue Babe #5. The best way to kill him is to rescue Babe #5 and stay put. He'll appear in the distance. Use any power-ups you have or charge shots to take him down. After he's toast, continue on your way.

After you defeat the boss, keep going and you'll find Babe #6. Keep moving forward and you'll find a Save Point. Babe #7 is right above the Save Point. Right above Babe #7 is Babe #8. Yeeha!!! Keep going and you'll enter Level 9.

- |            |                  |
|------------|------------------|
| 1. Start   | 6. Babe #5       |
| 2. Babe #1 | 7. Boss          |
| 3. Babe #2 | 8. Babe #6       |
| 4. Babe #3 | 9. Babes #7 & #8 |
| 5. Babe #4 |                  |



**A Note Concerning Last Month's Guide:**

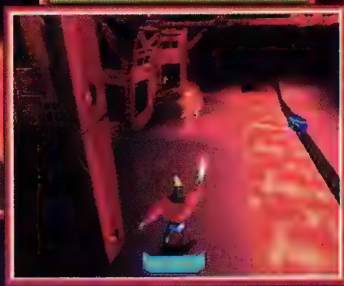
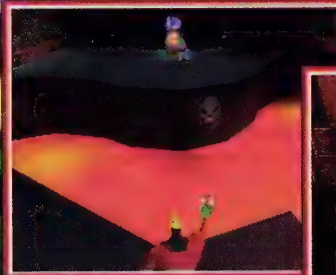
Per our disclaimer, a few small changes were made to the final version.

(1) The Snarf in Episode 7 can only be avoided by using the Alien Generator. Pick up the Generator at the hub (where you can enter either tunnel 1, 2, or 3), carry it through the tunnel, and stand across the lava from the Snarf. Fire the Alien Generator to distract him, then run by and head for the jetpack inside the building.

(2) The bug in Episode 2 has been fixed. So here are the locations of the remaining two Babes. The first is found to the left of the map. Go through the long green tube, traverse the platforms, and go back across the green tube on the top of it. On your right you'll see a platform with a Babe. The second Babe is near the exit gate. After you cross through the exit gate take a left, and follow the path to the circular area in the northeast corner of the map. Turn off all the switches and the Babe will appear.

**Episode 9 - Bosc's Fortress - 1 Babe**

This episode acts as a gateway to the rest of the episodes in the game. When you arrive, head into the large room with four exits. First circle the room and kill all the enemies that appear (there's a lot so keep circling). Next, pick up the Alien Generator and head to the west exit. Here you'll find a lava pit that cannot be crossed. Power up the Alien Generator (by holding down the button) and launch a shot across the lava to the switch. The alien will throw the switch and you can cross. Next, head down the opening in the floor. This takes you to Episode 10.



1. Big Gun
2. Harem
3. Babe #1
4. Entrance to Boss Room
5. Special Gun
6. Mini-Boss/Warp Room
7. Alien Generator
8. Large Alien Statue
9. Start



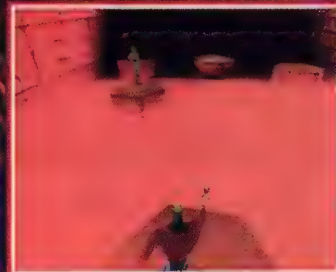
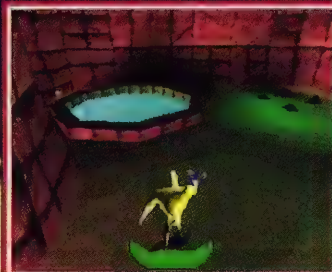
**Episode 10 - Alien Ruins 1 - 3 Babes**

This level is massive. Once you enter, head straight towards Babe #1. After you rescue her, start heading down towards Switch #1. Watch the slopes on the floor because the "circle" on the map is a spire. When you reach it, you'll start moving down the spire. As soon as you find a split, take the path to the right. Soon you'll arrive at Switch #1. Activate the switch and head up and rescue Babe #2.

After you rescue the Babe, return to the spire and start going up. At the top, take the left path (you'll be heading northwest on the map). Take your very first left. Then, to your right you'll see Switch #2. Activate the switch and cross the platforms to get to Babe #3.

Now, go back to where you took the left (you will have five choices in where to go). Take the small entrance that goes northwest (it looks like you're in an old amphitheater). Keep moving forward and you'll find Switch #3. When you activate the switch you will unlock a new area at the bottom of the map.

To get to this new area head back to the spire. Descend all the way to the bottom of the spire and keep going forward. Soon, you'll enter "Area 3" This takes you to a pool of water. Grab some power-ups, jump in, and you're on your way to Episode 11.



- |               |                        |
|---------------|------------------------|
| 1. Level Exit | 7. Babe #2             |
| 2. Switch #2  | 8. Switch #1           |
| 3. Switch #3  | 9. Entrance to Area #3 |
| 4. Start      | 10. Babe #3            |
| 5. Babe #1    |                        |
| 6. The Spire  |                        |

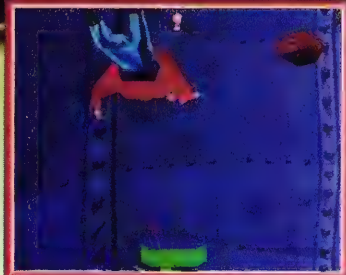
## Episode 11 - The Sewers - 0 Babes

There are no Babes to save on this level, so the objective is to get through as quickly as possible. There are four levels of tubes (G1, G2, G3, G4) so it gets confusing, but if you keep heading forward you should be all right.

When you start, just keep swimming. At the first choice, go horizontally to the east (level G1). Soon you'll be in a room with five exits. Grab some air and head through the north exit. Hurry, there's not any air this way, but it's the fastest route. You'll quickly be given a choice. At the choice, head vertically up and you'll find an exit from the water and Switch #4.

Activate the switch, save, and jump back into the water.

Swim all the way to the bottom and you should see a series of crooked pipes. In the crooked pipes take the first opportunity you have to go down. Head down and then east. You're now on G3. You'll soon get to a huge room. There's really no choice but to head straight to the top. Follow the tubes (you're now on level G4). Keep grabbing air whenever you can and you'll find the exit. Hooray! You're back to Episode 9.



1. Start
2. Switch #4
3. Exit

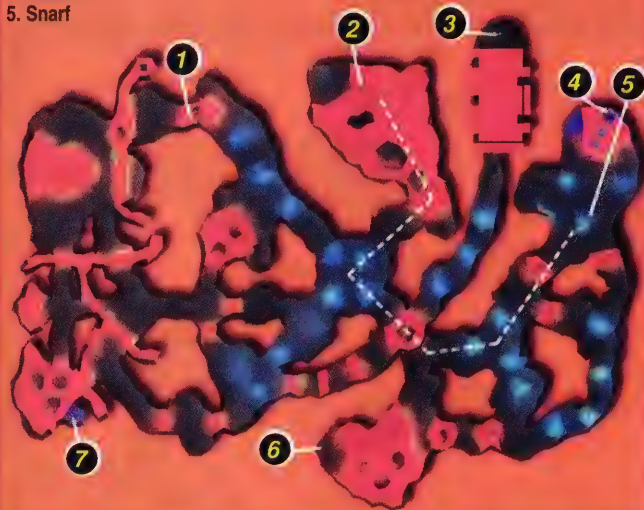


## Return to Episode 9

You're now in familiar territory, so get back to the main room with the large alien statue, grab an Alien Generator power-up, and proceed down the east exit which is now open. Use the Alien Generator to activate the switch, grab a better power-up, move across, and it's time for Episode 12.

## Episode 12 - Alien Ruins 2 - 3 Babes

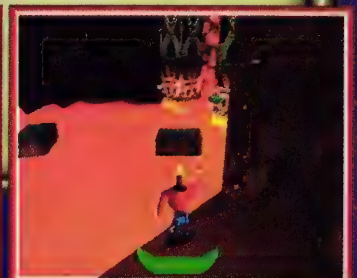
1. Babe #1
2. Level Entrance
3. Level Exit
4. Babe #3
5. Snarf
6. Babe #2
7. Switch #5



This is a long and challenging episode, and patience will be needed. Proceed with caution, enemies seem to come out of nowhere. Also note: if you want to save all the Babes, you will have to return to this level later with a huge gun, so it's a good idea to completely clear a path from the entrance to where the Snarf is located (see map).

Your first order of business is to head towards Babe #1. After you rescue her, go across and head all the way to the bottom left-hand corner of the map where you'll find Switch #5. Activate the switch and start heading to the east. Stick to the bottom wall of the map and work your way across until you find Babe #2. After you rescue her, head for the level exit. However, if you want to save all the Babes, this is where you'll want to start clearing a path between the entrance and the Snarf (consult map for suggested route). When clearing the path, be sure to get all the weapon power-ups out of the way (it's okay to leave the lightning bolts, but be sure to pick up all the triangles).

When you get to the open door before the level exit, look up and to the side and you'll see raised platforms. Shoot the platforms so they fall into the lava. Jump across the platforms and into the level exit. You're now back at Episode 9.



## Final Return to Episode 9 - 1 Babe

This is very important. You will re-enter Episode 9 on an upper-level tier. **DO NOT FALL**

**DOWN!** First, push the green block off the edge and down to the lower level, then go save (to your left). After you save, keep heading left and up the stairs. At the top of the stairs, go through the door and head right.

After some tricky jumps, head straight north to find Babe #1 (the only Babe on this level).

Return across the conveyor belts and turn right (west) at the first opportunity.

You'll be in a room with the Harem sign.

Push the green block off the stack and move it against the Harem wall. Climb the blocks and you'll find the Big Gun.

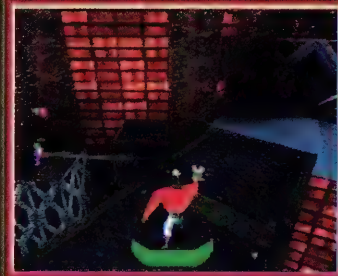
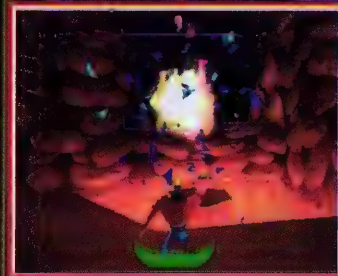
Now be very careful. If you die, you won't get the gun back. If you pick up a triangular power-up, you won't get the gun back either. Now the good news, you have to return to Episode 12, kill the Snarf with the gun, rescue the last Babe, and activate Switch #6.

Heading back to kill the Snarf isn't that difficult, just make sure you don't lose the gun. After grabbing the gun, save as soon as you can and head back to Episode 12 (the east exit out of the alien statue room). Find your way to the Snarf, get his attention, and from a safe distance pop him with the Big Gun. One direct hit with the gun kills the Snarf. After he's toast, grab the

last Babe and return to Episode 9. Since you've rescued all the Babes, the Harem door is now open. Enjoy the show.

Now, exit the Harem, drop down into the main Alien Statue room, and grab an Alien Generator. Go back up and head through Door #6 (it was locked before). Traverse the conveyor belts, enter the next room, and go into the room on your right. Use the Alien Generator to place an alien on each outer platform. This lowers the bridge. Go across the bridge and your dueling skills will be put to the test against a mini-boss. Defeat the mini-boss (it's identity is a cool surprise) and you'll be in a warp room. In case you missed any Babes, you can use this room to go back and search for them.

Exit the room, go back across the bridge, take a right, get across the conveyor belts, and you'll find a room with four spinning platforms. Jump on a platform and look down. You'll see an opening to the north. Jump down to it and you'll find a Save Point. After saving, climb the blocks and exit the room. Press the "Do Not Press" Switch for a cool weapon and find your way back to the four spinning blocks. As you progress, you'll have to perform a series of jumps that increase in difficulty, but if you are strong in the ways of The Force, very soon you'll arrive at the final showdown with the evil Bosc.



## Defeating Bosc

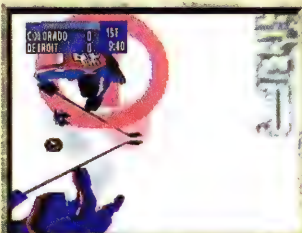
This robot is tough. As soon as he emerges, start running and find the jetpack. Charge shots will do a little damage, but try to keep moving and picking up the power-ups. When you get a power-up, strafe one way while holding the opposite direction on the d-pad, and you'll work in a circle while firing power-ups. As soon as you defeat him, his head separates and begins to attack.

The head portion is a real pain in the neck (lame joke huh?). If you're good, you can find an invincibility in the center of a lava pool near the back door and run around and grab all the good power-ups and start blasting. Since there's lava, the stick and move strategy works the best. You can stay in one place until he turns towards you. When he does, get out of the way quickly. Take him down and it's game over!!! The universe is now safe.



# SECRET ACCESS

HELPFUL HINTS • PASSWORDS • CODES



## NHL Breakaway '98 – Nintendo 64

**Debug Menu** – At the Main Menu press **Left C, Right C, Left C, Right C, Right Button, Right Button**.

*Lee Majors  
Indianapolis, IN*



## WCW vs. The NWO: World Tour – Nintendo 64

**Flying Wrestlers** – When your opponent is on the top turnbuckle, perform a throw and hold the analog stick Up. Doing this will cause your enemy to spin through the air until the stick is released.

*Emily Pattison  
Toledo, OH*

## NBA In The Zone '98 – Nintendo 64

**Easier Free Throws** – While at the free throw line, tap **Up** on the analog controller a few times to slow the movement of the cursor.

*"The Human Torch"  
New York, NY*

## Blitz – Arcade

Enter the name and password to unlock the hidden character.

**Mark Turmell** – TURMEL – 0032

**Skull** – SKULL – 1111

**Sal Divita** – SAL – 0201

**Jon Root** – ROOT – 6000

*"The Human Torch"  
New York, NY*



## GoldenEye 007 – Nintendo 64

**64 Multiplayer Characters** – This is a long code, but definitely a great one. Read carefully and you should have no problem unlocking this mighty secret. Note: This code can be entered almost anywhere, but we recommend entering it on the Character Select screen with Moonraker Elite highlighted.

**Step 1** – Hold the **Left** and **Right Buttons** and press **Left C**

**Step 2** – Hold the **Left Button** and press **Up C**

**Step 3** – Hold the **Left** and **Right Buttons** and press **Left** on the directional pad

**Step 4** – Hold the **Left Button** and press **Right** on the directional pad

**Step 5** – Hold the **Right Button** and press **Down** on the directional pad

**Step 6** – Hold the **Left** and **Right Buttons** and press **Left C**

**Step 7** – Hold the **Left Button** and press **Up C**

**Step 8** – Hold the **Left** and **Right Buttons** and press **Right** on the directional pad

**Step 9** – Hold the **Left** and **Right Buttons** and press **Down C**

**Step 10** – Hold the **Left Button** and press **Down** on the directional pad

*Alex McRoberts  
Glen Head, NY*



## Top Gear Rally – Nintendo 64

Enter all of these codes during gameplay. Note: For movements, use the directional pad.

**All Cars** – **A, Left, Left, Down C, A, Right, Z**

**Helmet Car** – **Up, Up, Z, B, A, Left, Left**

**Cupra Car** – **Down C, Up, B, Right, A, Down C, A, Right**

**Beach Ball Car** – **B, B, A, Left, Left, Down C, A, Right**

**Normal Tracks** – **A, Left, Left, Right, Down, Z**

**Complete Credits** – Go into the Options, then press **Left** or **Right** to get to the Load Configure. From here hit **Down C, Right, Down, Z**

*"The Rhino"  
Toledo, OH*



## Klonoa – PlayStation

**Leaves Trick** – At the Title Screen simultaneously press **L2** and **R2** to blow the leaves off of the screen.

**Stage Select** – Beat the game, and then go back to the Title Screen. Select the Continue option, then choose Vision Cleared. You'll now have access to all of the levels. Note: This option comes in handy when searching for all the Phantomilians.

**Extra Vision** – Save all 72 Phantomilians and this extra level will open up.

**Music Test** – Beat the extra Vision and a sound test will appear.

*"The Crazy Cajun"  
Houston, TX*



## Mortal Kombat Mythologies: Sub-Zero – Nintendo 64

Enter this code at the Password screen.

**Invincibility** – TDFCLT

*"Meat Face Bean Head"  
Caldwell, NJ*

## Enemy Zero – Saturn

**Christmas Surprise** – Set your Saturn's date to 12/25, then load up your game to be greeted with holiday jeer.

**New Year's Surprise** – Set your Saturn's date to 1/1, then load up your game to be greeted with a New Year's welcome.

*Samus Snappus  
Leon, France*

## Triple Play 99 – PlayStation

**Hidden Stadiums** – At the Stadium Select screen press **R1, L1, R2, L2, R1, L1, R2**. If entered correctly the announcer will say "Triple Play 99."

**View Commercials** – During gameplay hold **L1, L2, R1**, and **R2**, then press **Left, Right, Right, Left**.

**New Commentary** – During gameplay hold **L1, L2, R1**, and **R2**, then press **Up, Right, Right, Left**.

**More Batter Stats** – During gameplay hold **L1, L2, R1, R2**, then press **Left, Right, Up, Right**.

*"Joe, The Ty Cobb Fanatic"  
Detroit, MI*

## James Bond 007 – Game Boy

Start a new game and then enter one of the codes below as your name to unlock these hidden bonus games.

**Play Black Jack** – BJACK

**Play Baccarat** – BACCR

**Play Red Dog** – REDOG

*Louie Armstrong  
San Jose, CA*

## Mortal Kombat 4 (Rev. 3) – Arcade

**Unlock Meat** – To play as this red skeleton simply go through all of the characters featured in **Group Mode**. After this, Meat will be playable at the Character Select screen.

*"The Arcade Maniac"  
Chicago, IL*

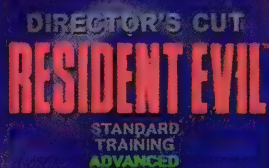


### Resident Evil 2 – PlayStation

**Shoot the Screen** – This trick can only be done in a few places, but it is pretty amusing. Go to the basement of the police station, then exit to the hallway just outside. Here, you will find scattered trash and two dogs. Walk over to the manhole cover. When the view switches – stop. Now, pull out your shotgun and blast the screen. If you have the correct angle, bullet holes will appear everywhere.

**Rebecca's Picture** – Enter the STARS room (second floor of the police station), and walk over to the desk on the far left. Search the desk 50 times and a roll of film will appear. Finally, go down to the dark room and develop the film.

*Albert M  
Webville, COM*



### Resident Evil: Director's Cut – PlayStation

**Double Saves and Ammo** – At the Title Screen hold **Right** on the Advanced icon until it turns green. Now, enter the game and all of the ammo and ink ribbons you pick up will be doubled.

*Chris  
Wethersfield, CT*



### Need For Speed: V-Rally – PlayStation

**Debug/Track Code** – When the Infogrames logo appears press **Up, Down, ▲, ●, Up, Down, ▲ + ●**. After this code is entered one of the following below may also be entered before the Infogrames logo disappears.

**Unlimited Time** – Hold **Left** and **L1**

**Restart Race** – Hold **Left** and **R2**

**Narrow Tracks** – Hold **Left** and **R2**  
**Debug Mode** – Press **Left** then **Right**

*Darth Maul  
AOL, COM*



### SkullMonkeys – PlayStation

Enter this code at the in-game pause screen.

**Infinite Lives** – **L1, ▲, Down, Left, ●, Select, ■, Right**

#### Level Codes

Enter these at the Password screen. You may also want to create your own codes at this screen. We found that most codes are acceptable.

**Level 2** – **R2, R2, ●, ■**

**Level 3** – **R2, ■, R2, R1, ■, ✕, R1, ✕, ✕, R1, ▲**

**Level 4** – **●, ▲, ■, ▲, ●, R1, R1, L1, ✕, R1, ■**

**Level 5** – **L1, L1, ■, L1, ■, R1, ■, L1, ■**

**Level 6** – **R2, ▲, L2, ✕, ▲, ✕, ●, L1, ■, ✕, ■, ■**

**Level 7** – **■, R1, ●, L1, ●, R1, ●, L1, ✕, ✕, ■, R2**

**Level 8** – **✕, ■, ✕, ▲, ✕, ✕, ■, L1, ■, ■**

**Level 9** – **▲, R2, ▲, ▲, ■, ✕, ●, L1, ■, ▲, ■, ■**

**Level 10** – **✕, L2, ■, ▲, ●, R1, ●, L2, ■, ▲, L1**

**Level 11** – **R1, ✕, ✕, L1, L1, R1, ▲, L1, L2, R1, L2**

**Level 12** – **L1, L2, ●, L1, R2, R2, R1, L2, L2, R1, ■, L2**

**Level 13** – **R1, R2, R2, L1, L1, L2, R1, L2, R2, R1, ■, ▲**

**Level 14** – **■, L1, L1, R1, R2, ▲, R1, L2, L1, R2, ■, R2**

**Level 15** – **R2, ✕, L2, ▲, ▲, L2, R1, R2, L1, R2, L2**

**Level 16** – **L2, R2, R2, ▲, ▲, L2, R1, R2, L1, R2, L1**

**Level 17** – **✕, ▲, R1, L1, R2, L1, R2, L2, L1, R2, ▲, ✕**

**Level 18** – **✕, ▲, ✕, ✕, R1, ■, ●, ✕, L1, ✕**

*"Virtua Gap Boy '99"  
Minneapolis, MN*

### Underground Vol 2. Issue 1 – PlayStation

#### Disc 1

**Tomba FMV** – At the Imports screen press **■, ●, ■, ▲, ▲**.

**MTV FMV** – At the Code Archive press **● + ▲, ■, ■**.

**ONE Codes** – At the Code Archive press **■ + ▲, ●, ●, ●, ●**.

#### Disc 2

**Nitro Codes** – At the Main Menu press **▲, ▲, ●, ▲, ▲**.

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

**Music Video 2** – At the Main Menu press **●, ■, ●, ■, ●, ■**.

*Colby Siller  
San Francisco, CA*

### CART World Series – PlayStation

**Hidden Track** – Go to the Create A Driver screen and input your name as **EPILEPTI**. From here, go to the Track Selection screen and pick Mars as your course.

*"Kid Thunder"  
Seattle, WA*

### Blood Omen: Legacy of Kain – PlayStation

Enter these codes during gameplay.

**Blood Refill** – **Up, Right, ■, ●, Up, Down, Right, Left**

**Quick Artifacts** – To easily receive 99 of any artifact, go to the spirit forgers and trade in your blood. Then, use the blood refill code to refill your supply. Repeat this process and you'll be pumped beyond belief.

**Magic Refill** – **Right, Right, ■, ●, Up, Down, Right, Left**

**View FMVs** – (must be entered at the Dark Diary) – **Left, Left, Right, ■, ●, Up, Down, Right, Left**.

*"Lord of the Locusts"  
Orlando, FL*

### Shadow Master – PlayStation

Note: You must have an analog controller for these codes.

**Code Default** – (Must be entered) Start a game and defeat the first two enemies. Then, enter the room from whence they came and enter one of the codes below.

**Level Select** – Hold **L1, L2, R1, R2**, and **▲**, then intentionally die. You'll now have access to all of the levels.

**Infinite Health** – Hold **L1, L2, R1, R2**, and **●**, then intentionally die.

**Weapon Cheat** – Hold **L1, L2, R1, R2**, and **■**, then intentionally die.

*Carmen Diang  
Salt Lake City, UT*

### Grand Tour Racing '98 – PlayStation

**Unlock All Tracks** – This is a strange code indeed. To activate the tracks you will have to tap **R1** in a rhythmic pattern pertaining to a certain song. If entered correctly an engine noise will be heard.

**Switzerland Tracks** – Press **R1** to "Doe, a deer, a female deer."

**Moscow Tracks** – Press **R1** to "Jingle Bells, jingle bells, jingle all the way."

**Scotland Tracks** – Press **R1** to "Hark, where the night is falling."

**Easter Island Tracks** – Press **R1** to "Happy birthday to you, happy birthday to you."

**All Multiplayer Tracks** – Press **R1** to "Zippidy-do-dah, zippidy-ay."

*Stan Jorges  
Cleo, NJ*

### Bravo Air Race – PlayStation

Note: You must use controller 2 for this code.

**Unlock F16 and Stealth Jet** – Go to the Title Screen, hold **R1** and **L2**, then quickly tap Select twenty times. If inputted correctly, you should hear a buzz.

*"Billy, The Diamond Daemon"  
Chicago, IL*

### Hotshots Golf – PlayStation

**Taunts** – For multiplayer games, press the **●, ✕, ■**, or **▲** buttons on the waiting player's controller to taunt the opposition.

*"Virtua Gap Boy '98"  
Minneapolis, MN*

# ACCESS ALLIES

OPERATION: CODE HUNT

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

## Nintendo 64

1080 Degree Snowboarding  
Chameleon Twist  
Kobe Bryant's NBA Courtside  
Snowboard Kids  
Yoshi's Story

## PlayStation

Bloody Roar

Diablo

Hot Shots Golf

Klonoa

March Madness 98

NBA Shoot Out '98

Powerboat Racing

ReBoot

Tactics Ogre

Tekken 3

Triple Play 99

Need for Speed III: Hot Pursuit

## Sega Saturn

Panzer Dragoon Saga

## Game Boy

Castlevania Legends

## Arcade

Marvel Vs. Capcom:

Clash of the Super Heroes

Surf Planet

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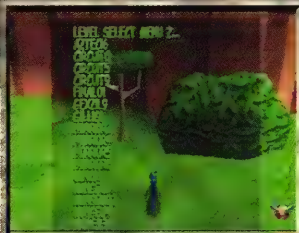
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## Gex: Enter the Gecko – PlayStation

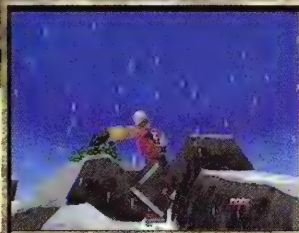
Note: When paused, make sure that the Exit icon is highlighted.

**Infinite Lives** – Pause the game, hold **L2** or **R2**, and press **Up, Up, Down, Right, ▲, Down**.

**Invincibility** – Pause the game, hold **L2** or **R2**, and press **Left, Right, ▲, Down, Right, Left**.

**Rambles** – Pause the game, hold **L2** or **R2**, and press **Down, Right, Up, Down, Right, Left, Right, Down, Down**.

"The Rhino"  
Toledo, OH



## Cool Boarders 2 – PlayStation

**Uphill Skiing** – This is an awesome trick. Enter the Board Park and shred until you come to the ramps and yellow truck. At the truck, turn around, and use the **jump button** to build up speed. Hitting the backside of cliffs produces huge air (and we mean huge!). It may take a few tries to get down, but it's well worth the effort.

"The Rhino"  
Toledo, OH



## Critical Depth – PlayStation

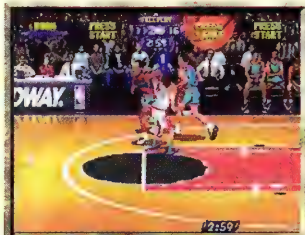
Enter all of these codes during gameplay.

**Invincibility** – **L1, R1, L1, R1, Up, Down, Left, Right**

**Weapon Cheat** – **L1, R1, L1, R1, Up, Down, Left, Down**

**Pod Drop** – **L1, R1, L1, R1, Up, Down, Left, Up**

Lester Moheister  
Lilly, KY



## NBA HangTime – PlayStation

Enter all of these codes at the Tonight's Matchup screen. Note: The numbers represent how many times you must push the **button** in the code.

**No CPU Assist** – 300

**Super Speed** – 552

**Max Speed** – 284

**Max Power** – 802

**Infinite Turbo** – 461

**Stealth Mode** – 273

**Shooting %** – 000

**No Pushing** – 048

**Fast hands** – 709

**Ultra Passing** – 120

**Goal Tending** – 937

## Players

Enter all of these codes at the Name Entry screen to put star players on any team.

**Sean Elliot** – ELLIOT – 0000

**Patrick Ewing** – WING – 0000

**Horace Grant** – HGRANT – 0000

**Anfernee Hardaway** –

AHRDWHY – 0000

**Grant Hill** – GHILL – 0000

**Larry Johnson** –

JOHNSON – 0000

**Shawn Kemp** – KEMP – 0000

## Beast Wars: Transformers – PlayStation

Enter this code at the Options screen.

**Hidden Characters** – **R1, L1, R2, L2**

Optimal Megamon  
Cybertron, Deep Space

**Jason Kidd** – KIDD – 0000

**Karl Malone** – MALONE – 0000

**Reggie Miller** – MILLER – 0000

**Dikembe Mutumbo** –

MOTUMB – 0000

**Alonzo Mourning** –

MOURNG – 0000

**Gheorghe Muresan** –

MURSAN – 0000

**Hakeem Olajuwon** –

DREAM – 0000

**Scottie Pippen** – PIPPEN – 0000

**Cliff Robinson** – CLIFFR – 0000

**David Robinson** –

DAVIDR – 0000

**Glenn Robinson** –

GLENNR – 0000

**Dennis Rodman** –

RODMAN – 0000

**Glen Rice** – RICE – 0000

**Rik Smits** – SMITS – 0000

**Jerry Stackhouse** –

STACKH – 0000

**John Starks** – STARKS – 0000

**Spud Webb** – WEBB – 0000

**Chris Webber** – WEBBER – 0000

## Hidden Characters

Enter all of these codes at the Name Entry screen.

**Dan Amrich** – AMRICH – 2020

**Dan Roan** – DANR – 0000

**Sal Divita** – DIVITA – 0201

**John Root** – ROOT – 6000

**Sheriden Oursler** – SNO – 0103

**Mark Turmell** – TURMEL – 0322

**Bardo** – BARDO – 6000

**Carlos** – CARLOS – 1010

**Daniel** – DANIEL – 0604

**Eddie** – EDDIE – 6213

**Eugene** – EUGENE – 6767

**Jamie** – JAMIE – 1000

**Japple** – JAPPLE – 6660

**Jc** – JC – 0000

**Jfer** – JFER – 0503

**Jonhey** – JONHEY – 6000

**Kombat** – KOMBAT – 0004

**Marius** – MARIUS – 1003

**Marty** – MARTY – 1010

**Mednik** – MEDNIK – 6000

**Minife** – MINIFE – 6000

**Morris** – MORRIS – 6000

**Mortal** – MORTAL – 0004

**Munday** – MUNDAY – 5432

**Mxv** – MXV – 1014

**Nick** – NICK – 7000

**Nfunk** – NFUNK – 0101

**Patf** – PATF – 2000

**Perry** – PERRY – 3500

**Quin** – QUIN – 0330

**Shawn** – SHAWN – 0123

Poo Lapaloo  
Jerrison, OR



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- Cool Boarders 2
- Critical Depth
- Enemy Zero
- Final Fantasy Tactics
- Gex: Enter the Gecko
- GoldenEye 007
- Grand Tour Racing '98
- Hotshots Golf
- James Bond 007
- Klonoa
- March Madness 98
- Mortal Kombat 4
- Mortal Kombat Mythologies: Sub-Zero
- NBA HangTime
- NBA In the Zone '98
- The Need For Speed: V-Rally
- NHL Breakaway '98
- Punky Skunk
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- Shadow Master
- Skullmonkeys
- Top Gear Rally
- Triple Play 99
- Underground Vol. 2 Issue 1
- WCW Vs. The NWO: World Tour



## ATTENTION!

The codes below only work with InterAct's GameShark enhancer attachment.



**Alundra - PlayStation**  
Legend Sword - 801dd5f0 0001

**Auto Destruct - PlayStation**  
Infinite Fuel - 800a7e10 0064

Infinite Heavy Homers - 800a5ebe 0063

Infinite Heavy Mines - 800a5eae 0063

Infinite Heavy Rockets - 800a5eba 0063

Infinite Heavy Swarms - 800a5ec2 0063

Infinite Homers - 800a5ebc 0063

Infinite Medium Rockets - 800a5eb8 0063

Infinite Mines - 800a5eac 0063

Infinite Oil - 800a5eb0 0063

Infinite Oil Slick - 800a5eb2 0063

Infinite Rockets - 800a5eb6 0063

Infinite Swarms - 800a5ec0 0063

**Need for Speed V-Rally - PlayStation**

Infinite Credits - 800baca4 0009

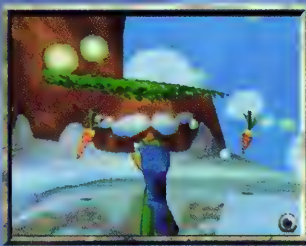
**Punky Skunk - PlayStation**

Start With 99 Stars - 80172cd0 0063

**Automobili Lamborghini - Nintendo 64**

Infinite Time - 800ce76f 0063

100 Points - 800ce743 0064



**Gex: Enter the Gecko - PlayStation**

Infinite Health - 80095314 0004

Infinite Lives - 80095310 0063

Infinite Time -

d0140c88 1500

80140c88 1520

d013648c 1500

8013648c 1520

d014ddb0 1500

8014ddb0 1520

d0137114 1500

80137114 1520



**GoldenEye 007 - Nintendo 64**

Invincibility - 8002ce44 0030

80030b20 0030

Weak Enemies - 8002ce48 0048

**In the Zone '98 - Nintendo 64**

Home Team Scores 150 Points - 8013c2b1 0096

Home Team Scores 0 Points - 8013c2b1 0000

**March Madness 98 - PlayStation**

Away Team Scores 0 - 80016580 0000

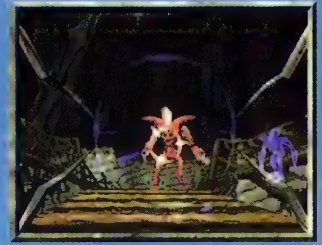
Home Team Scores 0 - 80015120 0000

Infinite Create Player Points - d0095674 0001

800cb438 015e

d0095674 0000

800cb438 803e



**Shadow Master - PlayStation**

Start With Grenade Launcher - 8007ab3c 010f

Start With Machine Gun - 8007ab2c 010a

Start With Rail Gun - 8007ab6c 010c

Start With Rocket Launcher - 8007ab4c 0110

Infinite Grenades - 800832ac 0020

Infinite Machine Gun Ammo - 8008316c 00ff

Infinite Missiles - 80083344 0020

Infinite Rail Gun Ammo - 80083446 0020

Lasers Never Overheat - 80083740 0000



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**1-425-885-7529**

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

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

## Flashback - Genesis

Level Passwords

- Level 2 - DATA
- Level 3 - MILORD
- Level 4 - QUICKY
- Level 5 - BIJOU
- Level 6 - BUBBLE
- Level 7 - CLIP
- Level 8 - CYGNUS

## Solstice - NES

**Unlimited Wizards** - During gameplay press **Select** to access the menu screen. Now, press **B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, Start, Start, Start, B, Start, B, B, Start, Start, B, Start, Start, B, B, Start, B, Start**.

## E-SWAT - Genesis

**Level Select** - You first have to beat the entire game. When "The End" screen appears hold **A+B+C+Left/Down**. Now, when the music begins press **Start** repeatedly.

## SAGAIA - Genesis

**Stage Select** - At the Title Screen press **C, A, C, B, C, A, B, A, B, C, A, C**. The words "Zone Select" should appear.

**Unlimited Continues** - At the Title Screen press **B, B, B, C, A, A, A, B, B, C, C, C**. The words "Free Play" should appear.

## Teenage Mutant Ninja

### Turtles 2 - NES

**Start With 10 Lives** - At the Title Screen press **Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A, Start**.

### Ikari Warriors 3: The Rescue - NES

**Unlimited Continues** - After you have lost your last man, quickly press **Up/Right + A**. You will start where you left off.

## Twain Cobra - Genesis

**Replenish Bombs** - Anytime during gameplay, pause the game and press **Up, Down, Left, Right**. Then hold **B** when returning to the game. Your bomb supply should be increased to eight.

**More Credits** - At the Green Title Screen, press **A**.

**View Ending** - At the Green Title Screen, press **Up, Down, Right, Left, A, B, C, Start**.

## Rampart - SNES

**Level Passwords** - Enter these in the Secret Code Entry slot.

- Map 1 - BCBCBCBC
- Map 2 - CDDXXXC
- Map 3 - BBCXBCBB
- Map 4 - BBDFGDFG
- Map 5 - DFDXDTF
- Map 6 - BCDFXBT
- Map 7 - BBXTZZZ
- Map 8 - YYDYCCDC
- Map 9 - BXTBCDDB

## Map 10 - WWTNWWZ

- Map 11 - CZCTCZCZ
- Map 12 - BBBZTZDD
- Map 13 - CXTXCRCR
- Map 14 - CDCDXKCD
- Map 15 - BZBDBXBZ
- Map 16 - H\_PPYJ\_Y

## Mortal Kombat - SNES

Here are all the special moves for the SNES Mortal Kombat:

### KANO

**Roll Spin:** A 360° rotation starting Toward your opponent. Press the **R Button** to hover.

**Knife:** Hold the **R Button, Away,** and **Toward**.

**Finishing Move:** **Away, Down** and **Toward** in one fluid motion, then press the **B Button**.

### JOHNNY CAGE

**Green Flame:** **Away, Toward,** and the **B Button**.

**Shadow Kick:** **Away, Toward,** and the **A Button**.

**Split Punch:** The **B Button** + the **R Button**.

**Finishing Move:** **Toward, Toward, Toward,** and the **Y Button**.

### LUI KANG

**Fireball:** **Toward, Toward,** and the **Y Button**.

**Flying Kick:** **Toward, Toward,** and the **X Button**.

**Finishing Move:** 360° starting **Down** and going **Away** from your opponent.

### RAYDEN

**Lightning Throw:** **Down, Toward,** and the **B Button**.

**Teleport:** **Down,** then **Up**.

**Superman:** **Away, Away,** and **Toward**.

**Finishing Move:** **Toward, Away, Away, Away,** and the **Y Button** in close.

### SUB-ZERO

**Freeze:** **Down, Toward,** and the **B Button**.

**Slide:** **Away + B + A** + the **R Button**.

**Finishing Move:** **Toward, Down, Toward,** and the **Y Button**.

### SCORPION

**Spear:** **Away, Away,** and the **B Button**.

**Teleport:** **Down, Away,** and the **Y Button**.

**Finishing Move:** Hold the **R Button,** and press **Up, Up**.

### SONYA

**Ring Toss:** **B, Away,** and the **B Button**.

**Square Wave Flight:** **Toward, Away,** and the **Y Button**.

**Scissor Grab:** **Down + B + A** + the **R Button**.

**Finishing Move:** **Toward, Toward, Away, Away,** and the **R Button**.

## Mutant League Football

**Availability:** Common

**Replay Value:** Moderate

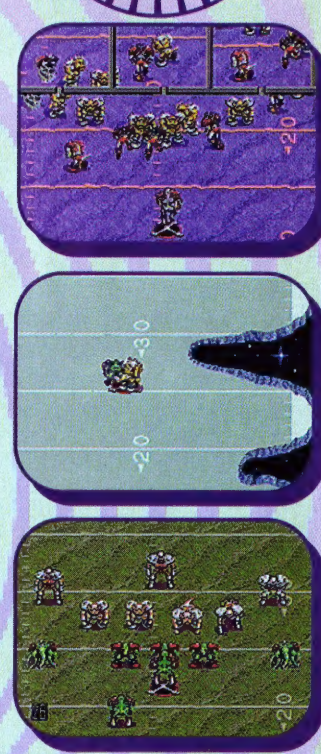
**Similar Games:** Mutant League Hockey (SG), Madden Football Series (SG)

**Created by:** Electronic Arts

**Access Tip:** Conserve Bribes and Nasty Audibles for the opportune time.

**The Bottom Line:** **B**

With the 16-bit sports genre on the upswing, Electronic Arts took its already popular John Madden Football engine and, with a little mutation, formed Mutant League Football. Complete with teams such as the Misfit Demons and the Killer Konvikts, Mutant League crashed onto the Genesis in 1993. This game has the basic shell of football with a 100-yard field, passing, zone defense, and four downs. The mutation comes in with such things as bribing the ref, death index, and on-field obstacles - but the craziness doesn't stop. Using the Nasty Audibles will give you the ability to do insane plays like wiring the ball to explode or killing the ref. Mutant League Football enjoyed quite a successful stint in the early '90s that even spawned a cartoon series. Still one of the most hilarious and off-the-wall games, Mutant League is a stand-out from the reign of the 16-bit machines.



## Flashback

**Availability:** Common

**Replay Value:** High

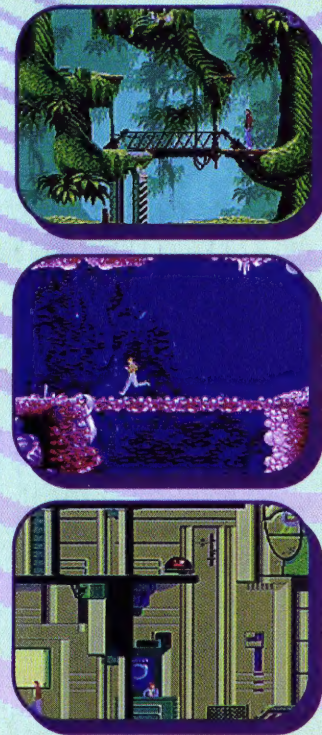
**Similar Games:** Out of This World (SNES)

**Created by:** Delphine Software for U.S. Gold

**Access Tip:** Before entering a new area, draw your weapon and crouch spin to sneak in. This move will give you a slight advantage against many foes.

**The Bottom Line:** **9.5**

Flashback, like Mutant League, stormed onto the Sega Genesis in 1993. Garnering the Game Informer award for best action/adventure game of that year, as well as endless accolades from others, it is surprising that Flashback is somewhat of an underground hit. The original and compelling storyline follows the exploits of a rookie cop named Conrad Hart. With no memory of his past, Conrad finds himself on an alien landscape, and the journey begins. The outstanding thing about Flashback is the animation. Smooth and realistic movements draw you into the adventure. This game offers some of the best graphics the Genesis has to offer. It does take quite a while to pick up the controls, but the intrigue and puzzles will keep you playing for a long time. Be sure to look at this Genesis classic that inspired today's Abe's Oddysee.



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