

An Interview With
The Mind Behind
Gran Turismo

Pg. 36

Game Informer

MAGAZINE

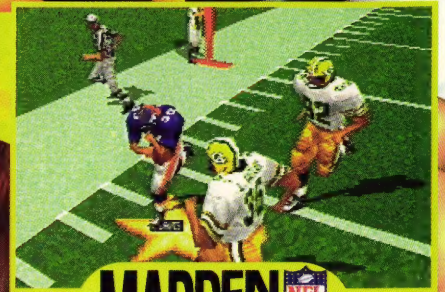
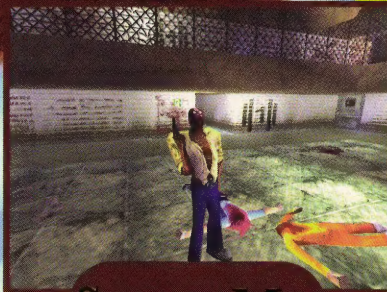


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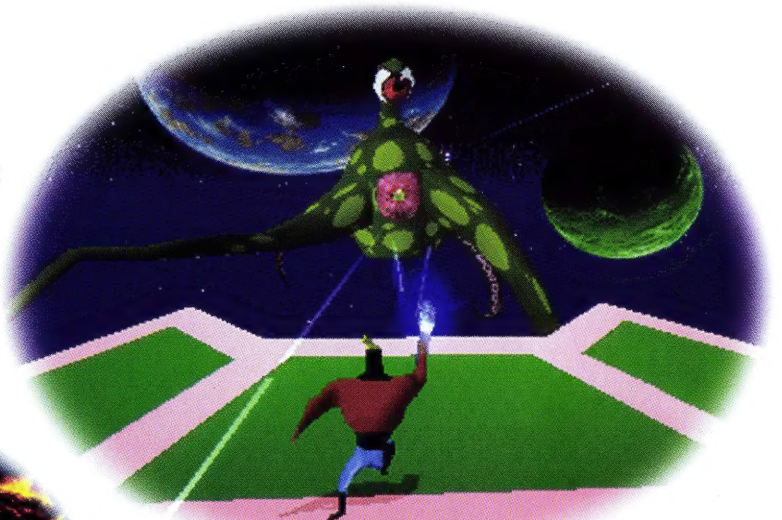
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June 1998

Vol. VIII • Issue 06 • #62

Some superhero. He doesn't even know the definition of fearless and courageous.



No x-ray eyes. No fancy-schmancy belt. What's so special about this guy?



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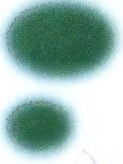




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A close-up photograph of Mike Piazza, a catcher for the Los Angeles Dodgers, looking through his blue catcher's mask. The image is split horizontally. The top half shows his eyes looking directly at the camera with a neutral expression. The bottom half shows his mouth open, revealing his teeth, as if he is shouting or exerting effort. The lighting is dramatic, with strong highlights and deep shadows.

IT'S NOT A MASK...

IT'S A MUZZLE.

MIKE PIAZZA
CATCHER, LA DODGERS

YOU TAKE. YOU STEAL.

YOU SLUG. YOU CRUSH.

YOU HIT AND RUN.

YOU TRY TO BEAT THE HEAT.

AND AT THE END OF IT ALL
SOME GUY IN A MASK
TRIES TO TAKE YOU DOWN
TO PROTECT HIS HOME.

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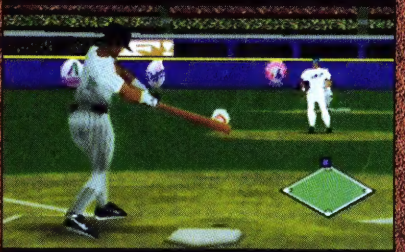


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« C PIAZZA »

Historical:				MIKE PIAZZA	
AVG 361	G 152	BB 60	MIKE PIAZZA 34		
HR 40	AB 555	90 77			
RBI 124	2B 32	3B 1	BAT 10	POW 10	
SB 5	H 201	E 18	SPD 3	DEF 3	
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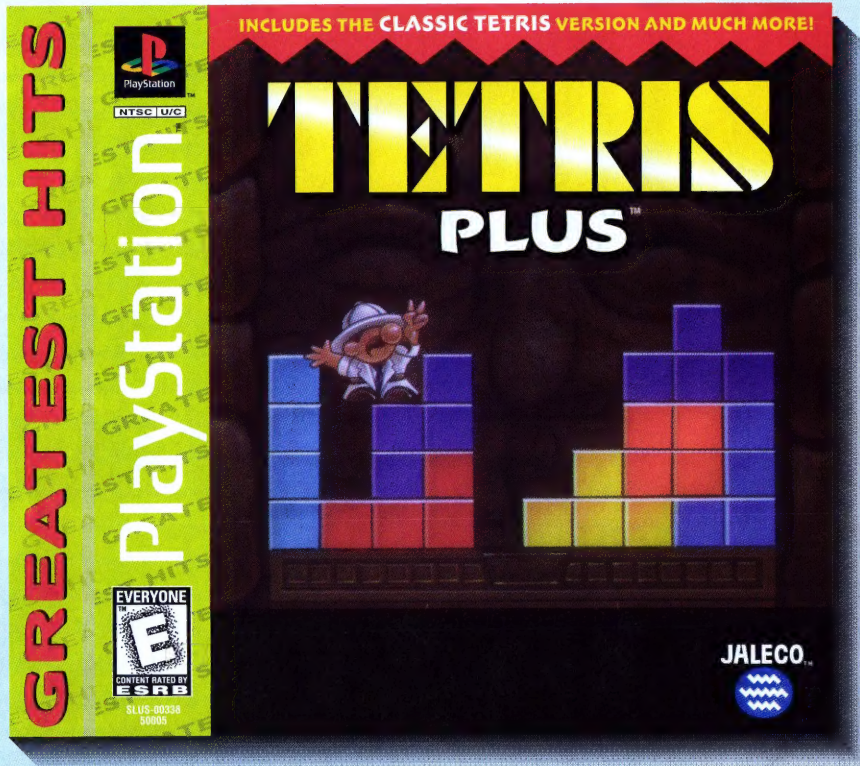
MIKE PIAZZA'S STRIKE ZONE



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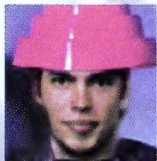
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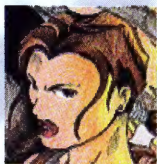
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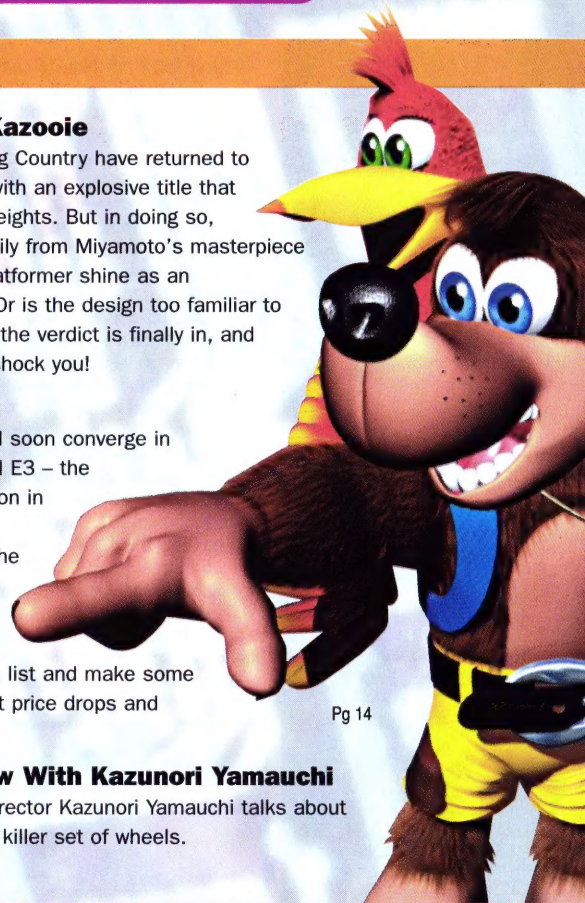
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GI looks at classic games on the Super NES, Genesis, and replays some codes from the vault.

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18 Feature: E3 '98
The video game industry will soon converge in Atlanta for the fourth annual E3 – the biggest video game exposition in the world. Watch as Game Informer exposes some of the never-before-seen titles that will be introduced at the E3. We also unveil a company-by-company games list and make some interesting predictions about price drops and product delays.

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Gran Turismo creator and director Kazunori Yamauchi talks about his game, his work, and his killer set of wheels.



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Audit Bureau of Circulations
Member

First off, I'd like to address those in attendance here at the E3 and say "Why on earth are we leaving Atlanta for Los Angeles?" Los Angeles sucks. At least here in Atlanta the evening events are somewhat close together, the traffic isn't a complete bear, and the convention center is pretty much all in the same area. In L.A. it took at least half an hour to get anywhere and the show there is spread across four halls and a bunch of silly little rooms. I say if you don't want to have the convention in Atlanta we all load up our bags and head to Las Vegas baby! Now that's a convention town.

But enough talk of our silly expo. Let's get to the matter at hand - *Game Informer*. You'll have to excuse us, loyal readers, for this issue being a little strange. Since we wanted to pack in a bunch of E3 previews the standard preview and review sections are a little smaller this month, but we hope we made up for it with our information-packed E3 section.

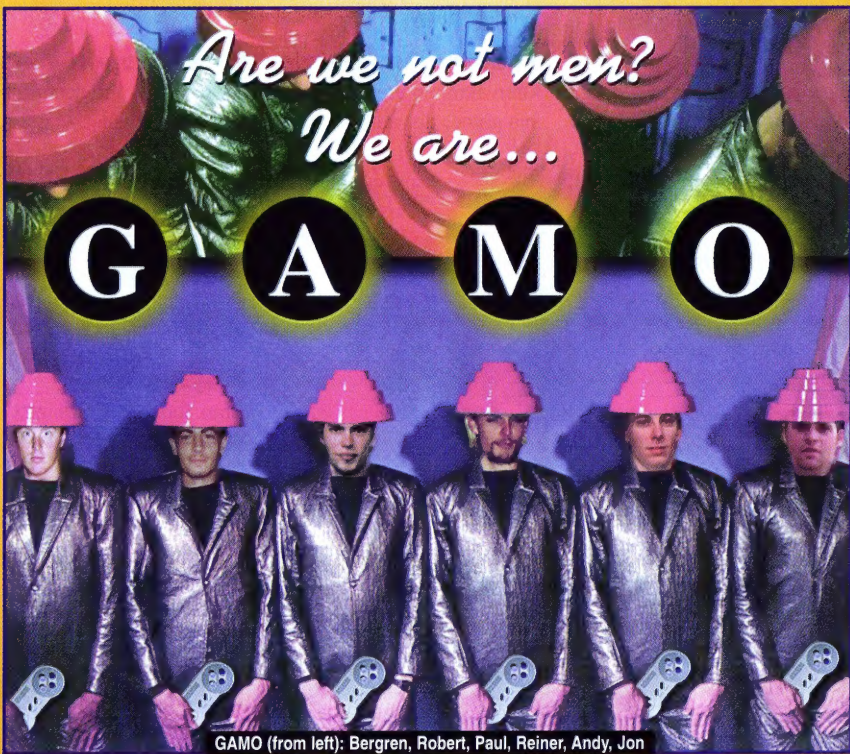
The other thing that is unusual in this issue is that our strategy guide for Banjo-Kazooie is incomplete (which I know is a pain in the butt). So I want to explain why. Nintendo (for some reason or another) doesn't send its games out for review like other companies. Instead, it sends out a member of Team Nintendo with the game (a

watchdog if you will). This, in case you already hadn't figured it out, is where the problem lies. For a lot of its games we are able to finish the game in a couple of days and get all the information we need, but in the case of Banjo-Kazooie, two days just wasn't enough.

And let me promise you, Reiner and I played the tar out of Banjo-Kazooie for the two days it was here. However, we did run into a number of technical difficulties and so, as you will see in our Cover Story, we were only able to get all the items for the first six levels of the game. (Though let me assure you we did play all nine levels in the game and found a number of its secrets.)

So instead of giving you incomplete levels, we decided to hold off on the rest of the guide until a later date. When that will be we don't know, but let us assure you that we will complete the guide. Thanks for reading and make sure you send a letter to Nintendo letting them know that they're interfering with N64 coverage in your favorite magazine by writing to them at:

Nintendo of America
4820 150th Avenue N.E.
Redmond, WA 98052



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

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Andy, The Game Hombre
andy@gameinformer.com

"I recently got a chance to see the work that Core is doing on Tomb Raider 3 and boy was I impressed. Not only is it looking killer, but the vehicles in this game promise to be better than ever. With the kayak you can navigate rapids and waterfalls and there will even be multiple paths that you can take. Let's just put it this way, I can't wait to play it this November. But until then, Gran Turismo and Banjo-Kazooie are quite awesome."

Robert, The Game Cassanova
robert@gameinformer.com

"Another month has come and gone, and I still can't stop playing Gran Turismo! But I am even more excited about E3. This will have been my first E3 ever and I am sooo ready to bask in the warmth of games, bright lights, and beautiful women. Yes, it will be a fun time, possibly the most fun I have ever had. I'm making sure to bring along a few survival items like beef jerky and a colostomy bag so I have no interruptions while I am at E3. Lucky me!"

Jon, The Greedy Gamer
jon@gameinformer.com

"Sabres are looking like they'll make a serious run for the cup. Yeah! I've been playing a lot of N64 baseball, Griffey and All-Star. It's a difficult call, but I'm making an early prediction that All-Star's the game to have. Also, I'm totally bummed on Capcom. Mega Man Legends rocks, it's a perfect summer game, but we'll all have to wait until September. If you're writing Nintendo (see above), write to Capcom too."

Paul, The Game Professor
paul@gameinformer.com

"There are a number of new releases that must receive some of your gaming attention. On the top is Sony's Gran Turismo. Simply put, the biggest and best racing game ever to grace the console. Next, I turn to the N64 for a little NBA Courtside. Check out those Wolves - unstoppable. Lastly, no one should go without game, but we'll all have to wait until September. If you're writing Nintendo (see above), write to Capcom too."

Reiner, The Raging Gamer
reiner@gameinformer.com

"Last month my blurb ended in a cliffhanger and so does this one. Due to excessive travel Paul and I haven't had time to battle, but if all goes as planned, I will be locking heads with another fellow who makes my skin crawl - Brett Favre. Yep, I'm off to the QB Challenge in Orlando, FL to meet a bunch of ball chucks. I wonder what Brett's reaction will be to me ripping my shirt off and exposing purple and gold nipples and Viking Bomb written on my chest. After this I'm off to Atlanta for E3."

Bergren, The Game Burrito
bergren@gameinformer.com

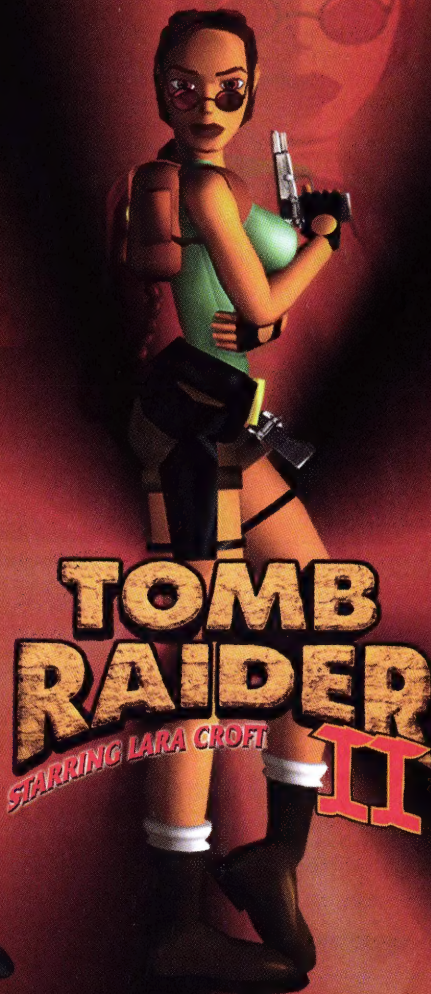
"Soon, there will be a new NBA Champion, and with any luck it will be the Timberwolves (but, let's face it, that's not going to happen for at least three years). Nintendo's Courtside is a great game, but I also like because of the controversy it has sparked. Debating the finer points of the game, including why Kevin Garnett will prove to be a superior player compared to Bryant or Jones, is one of my hobbies. Bring it on Laker guys, cuz the Big Ticket's gonna kick your butt!"

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Numbered Questions of the Month

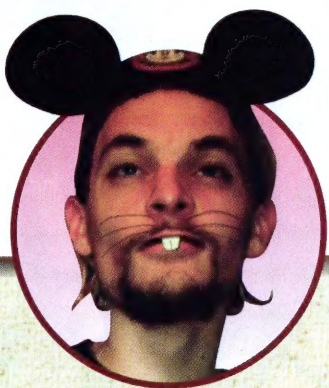
First off I am not going to suck up to you like most writers do. I think that is stupid and second of all I know you like numbered question so I numbered them.

1. Why does it take two women to go to the bathroom in a public place?
2. What is so great about Reiner? I mean almost everybody likes him, but I think he is a fool. What's up with that?

Unknown

1. This is because women's restrooms are much more plush than your average men's room. We know this because Storm has been arrested four or five times for entering a women's restroom. It's not that Jon is a pervert, but when he sees the sign on the door depicting the person with a dress he gets confused since he often wears a dress himself. Anyway, Jon told us that most women's bathrooms have TVs hooked up to N64s and PlayStations so they can play a variety of 2-player games.

2. Well, Reiner is kind of a fool. For some reason he thinks baseball is the greatest sport of all-time. Many of our readers think Reiner is cool and he likes to remind us of this whenever possible. It could be the many colors of his hair, but we like to think Reiner is popular for his no holds barred reviews. If a game is good, he'll give it its due, but if a game is horrible, he'll pull no punches and tell you why with some colorful language. Consumers love him, developers and publishers of low quality games fear him.



Switch Hitter

Here is the scoop, we all know that Deathtrap Dungeon is severely lacking in every way possibly imaginable. I am a manager for a couple of video game stores here in Canada and go to E3 every year and I remember seeing Deathtrap Dungeon there last year. The problem I have is why the heck do I have to find a switch to do everything in the Eidos games?!

Tomb Raider 2 was an over rated game because it is simply Lara Croft. If there was even one more damn switch in Tomb Raider, I would have thrown both my PC and my PS-X out the window. Deathtrap Dungeon I gave a fair shot and played through the first level as the girl and that is it, I will play no more. Pulling about 20 switches in the first level made me sick and if Eidos is going to make the next Lara Croft adventure the same as Tomb Raider 2, then forget it. Is this the best Eidos can do: find a switch, pull a switch!!!! I hope

Ninja isn't run around, find a Ninja Star, and it will open something up!

*Sean Clarke
Great White North*

You bring up some great points, and indeed we found Deathtrap Dungeon to be lacking as well (see pg 58), but excessive switches are the least of that game's problems. Yes, it's true that Tomb I & II have a lot of switches in their level designs, but there are other things to enjoy about the game than just Lara Croft and her Barbie-like figure. Huge levels, platform elements, puzzles, a good storyline, tough enemies, and weapons galore are just some of the things we enjoyed. However, if you are still concerned about too many switches in games, don't worry. Ninja, by Core, has plenty of action and, for the most part, not too many switches.

GI Is a Great Tool for Learning

Just wanted to let ya'll know that my 6-year old son Dylan adores your magazine (he's a subscriber). I'm very pleased with GI also: Big help with some of my favorite games and Dylan's too, plus Dylan is frequently sounding out words (headlines mainly) he sees in the magazine. So GI is helping teach my son to read. Whoda guessed it? Keep up the good work!

*Dennis & Dylan Morgan
aol.com*

We are happy to have more satisfied customers and are pleased to have contributed to young Dylan's reading prowess. Now, if only reading could rub

off on some of the GI editors. Neither Bergren nor Robert can read, write, or speak. So, you ask, how do they score the games they review? Well, we simply lock them in a padded room and shove a controller in their hand and let them play. Then, to determine the score, we count the number of grunts and screeches they make and bottle all the drool from their faces and weigh it. The more drool and sounds they make, the higher the score. Robert's high drool score is a whopping two gallons for any game with a monkey in it. Go figure.

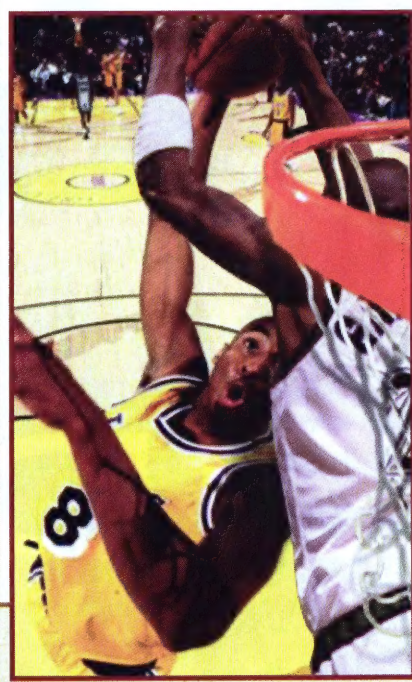
Don't Judge a Game by Its Bench Player

First off, your magazine is great, but why are guys dissing on Kobe? The only reason he is on the bench is because of Jones, who by the way would kick Garnett's butt (I just read your internet news). Don't get me wrong, Garnett is good, but over Jones or Bryant, I don't think so. I love hoops and have been waiting for a good basketball game on

the N64. When I heard Courtside was coming out I was happy. Now that it is Kobe's game I can't wait to get my hands on it. Nintendo is a lot smarter than you think.

*Matt Beck
webville.com*

Why are we dissing Kobe? Because he's a punk, that's why. Why on earth would he wave off a pick from Karl Malone in the All-Star game? Does he really think he can take Jordan one-on-one? It's true that the only reason Kobe is on the bench is because of Eddie Jones, but Eddie has the starting position because he can do more than just dunk the ball. Eddie can also play defense and shoot more consistently from the outside. Sure, Nintendo is smart for putting Kobe on the box of Courtside, since he is clearly one of the most popular players in the NBA, but that does not make this already awesome game any better. Timberwolves rule!



Code Wizard Wanted

I'm confused!! In your "Secret Access" section, where do all these people get codes from? What are they, magicians? Do they go to school to study codes? I thought that maybe they would go to the Password screen and put anything as a password until something would happen. So I tried that method on a game and after six hours straight I got really [angry]. Nothing at all was happening. Is there some kind of guide that tells you how to discover codes? I really want to know how to become a code wizard like everybody else.

*The Avenger of Sega
Bronx, NY*

Six hours? You must be really bored. Not everyone can be a Code Wizard, it takes a special breed. At GI, we don't always find the codes ourselves. Codes are obtained from a variety of sources. Readers are a big part of it, but we also get codes from the Internet or sometimes game companies will send them to us. You can continue to use your old method to find codes, but then we would suggest you break up with your girlfriend, drop out of school, and never get a job.

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

Envelope Art

June Winner

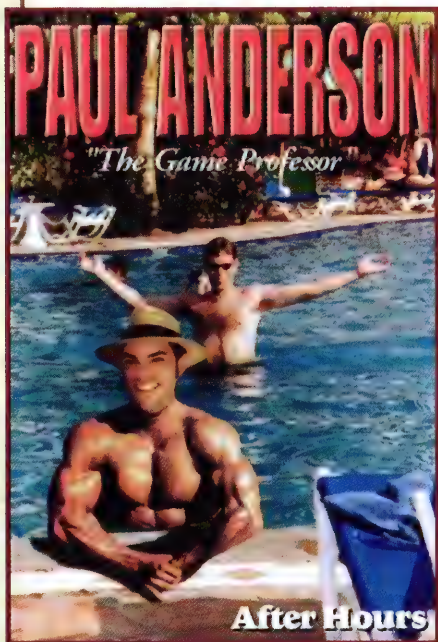
Nick Delcore Westland, MI

Posters, I Want Posters

I would like to congratulate you on a great magazine, but you have to put in posters!!! Are you idiots or something? Kids like posters, so I suggest you add

posters. I only subscribed to your magazine because of posters, can you put posters in your magazine please!!!!

Your Complainer,
Ariel Santana



After Hours

Well, if you only subscribe to GI for posters you must be disappointed because you won't find them in a standard issue of GI. We would rather spend our budget to provide insight and news on as many games as possible. However, some "specialty" shops carry an edition of our magazine called Game Informer: After Hours. Each issue features a photo spread of a GI editor, including an exciting poster. This month, After Hours features The Game Professor, Paul Anderson, on the beaches of Key West. Paul enjoys bathing in rice pudding, collecting lint, and building models of WWII submarines.

Burn Baby Burn

Are the Youngblood trading cards worth anything? I have a card that is shiny and looks like it is very rare. On the back it says P2-Photon and Combat, and is from 1992. It's also in great condition. Is it worth much?

VoidStar
Otaku University

We are only responding to this letter because it gives us a chance to

rip on Rob Leifeld and that thing he calls Youngblood. Reiner, the leading authority on all that is collectible, says Rob's artwork is the worst in the industry and his characters are boring and disproportionate. To increase the value of the card we suggest destroying it. If you want to know more about the game Youngblood for the PS-X, it has been cancelled.

Kids Love Violence & Profanity

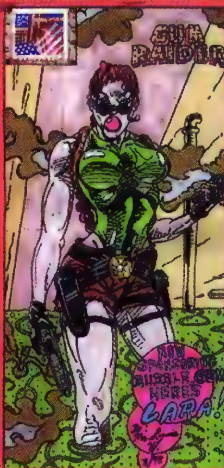
When I heard that a Resident Evil movie was coming out, I flipped. Now I'm just hoping that they don't make it PG-13. "What the heck" or "Holy cow" would be common expressions in a PG-13 movie. I'm 15 and am under age to see an R movie, but you can ask any 10 year old if he's seen an R movie and he'll reply with a yes. What I'm trying to say is that if the movie is rated R, it can be more like the game. I just hope that they don't mess it up like they did with Spawn.

Budd Mostyn

Spawn was a terrible movie, but it wasn't the rating's fault, it was that stupid little dog. As far as the Resident Evil movie goes, however, we would

guess that they will give it an R rating since that is what the game would be. But, even if the movie turns out to be PG-13, you can bet there will still be enough violence and profanity to offend your grandmother. As far as any ten year old seeing a rated R movie, we would have to disagree. After taking a poll in the GI office, about half of us were not allowed by our parents to see R movies at that age. Of course, Andy said that growing up in Texas he didn't need his parent's permission. As long as you could reach the counter and give them your money, you could see whatever film you wanted.

A never-before-seen look at Lara as she contemplates who is the cutest GI reviewer.



Lonnie Watts
Chicago, IL

She's the perfect sponsor because she's hard on the outside and soft on the inside.



Nicoy Drummond
Hamden, CT

Lara with our logo - always a winner.



LARA ENVELOPE ART EXTRAVAGANZA!



Dennis Baraba
Downey, CA

Lara being sassy under a waterfall...we like it.

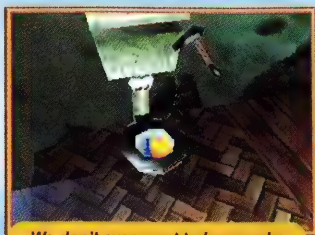


Dennis Price
Chicago, IL
Is that kinda like Smokin' Joe Frazier?



Kamiya Peel
Philadelphia, PA

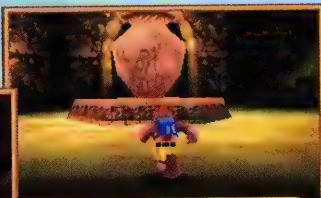
Hey, doesn't that look like Monica Lewinsky?



We don't even want to know who laid that golden egg.



Using the first-person cam you can practically see everything a level has to offer.



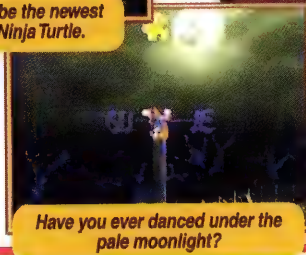
The Witch's Lair (overworld) is loaded with...well...pots!



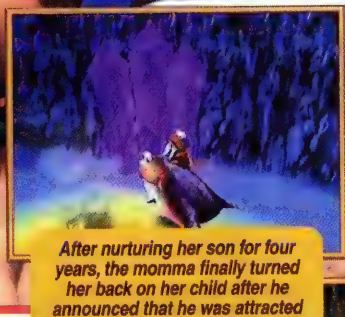
On each level you will need to find tons of hidden items, including these funky-colored birds.



Banjo auditions to be the newest Teenage Mutant Ninja Turtle.



Have you ever danced under the pale moonlight?



After nurturing her son for four years, the momma finally turned her back on her child after he announced that he was attracted to seals.

"I have been dreaming of this day ever since I bought my N64. I love Mario games, and Banjo-Kazooie is a fantastic derivative. While the platforming in Banjo isn't as prevalent as it is in Mario, the exploration elements are just as good if not better. Plus, the graphics in Banjo are light years ahead of Mario. Textures are splattered all over each and every level, and the enemies and textures don't repeat as much as one would think. Throw in a bunch of different kooky animals that you can transform into and Banjo-Kazooie is a winner. Nintendo owners won't want to miss this one."

ANDY
THE GAME HOMBRE

Concept
9

Graphics
9.5

Sound
8.75

Playability
9.25

Entertainment
9.25

9.25

OVERALL

"For the masses of N64 players who played their Mario 64 about ten times through, Banjo-Kazooie has got to be your next conquest. It borrows plenty from the inaugural N64 game, but gives so much more in terms of graphics and gameplay. The environments are absolutely huge which can make navigation a chore (I think I'm lost). Textures and effects in this game make Mario look like dirt. Although, shifting the camera perspective, like Mario, has some definite trouble spots. Without a doubt this game is the next echelon in N64 graphics (at least until Zelda). Banjo is a superb game that will keep you busy on those rainy summer days and nights. Heck, once you start playing you won't even notice the weather."

PAUL
THE GAME PROFESSOR

Concept
8.5

Graphics
9.75

Sound
8.75

Playability
9

Entertainment
9.25

9

OVERALL

"Rare did very little wrong in this release, but they made one huge mistake that really gets under my skin. They copied a feel on Miyamoto yet again. First Diddy Kong Racing, now Banjo-Kazooie. I have no problem with drawing inspiration, but get real. The gameplay engine is very similar to Mario and get this, Banjo's voice is just like Mario's as well. Now the story. Does an ugly witch trying to rid beauty sound familiar? Can you say Snow White? Man, with all of this you would think I despise this title, but I don't. With all plagiarism aside, B-K pushes innovation to the limit. The co-joined characters were well executed, the graphics are breath-taking, and the adventure is long and almost never ending. It's a great game, but all too familiar at times."

REINER
THE RAGING GAMER

Concept
8.5

Graphics
9.75

Sound
9

Playability
9.5

Entertainment
9.5

9.25

OVERALL

Building on a Legacy

The legendary Super Mario is making his triumphant return to the Nintendo 64, and this time around he's wearing a cute little bear costume. This joke is not too far off the mark. The similarities are way too close to deny. Is Rare at fault here? No sir, it's a logical step in gaming evolution. What better game is there to draw 3D action/platform inspiration from than Shigeru Miyamoto's baby. Everyone likes Mario, and we're sure Rare is hoping that everyone will like Banjo and Kazooie as well.

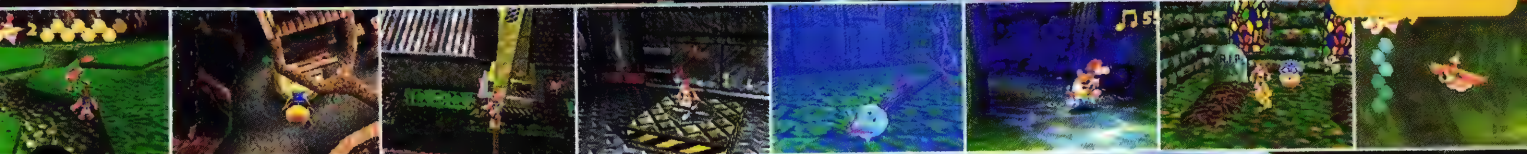
With uncanny similarities in design, Banjo-Kazooie actually leaps over Mario in look and size. From the extreme detail in textures to the realistic effects, Banjo-Kazooie tries in every way possible to make your mouth drop. The gameplay experience is equally impressive. Rare has loaded this game with platform trickery, unorthodox gameplay techniques, and hidden surprises around every corner. Banjo-Kazooie also features one of the longest gameplay views we've ever seen. Just picture yourself looking down from the top of the Empire State Building and then translate this to Banjo-Kazooie's world.

Of late, Rare has been a development giant. In 1994 this flexible company kept the Super Nintendo afloat with the powerful Donkey Kong Country trilogy, then on the N64 it wowed gamers with arguably the best first-person game ever, GoldenEye 007, and took character racing to unfathomable heights with Diddy Kong Racing. This year, things look bright again, and Rare's return to its action/platform roots is definitely something that gamers have been looking forward to for quite some time now. Banjo-Kazooie is the first out the gates, but Twelve Tales: Conker 64 and the triumphant return of Kong are not too far off.

Teamed together, Banjo and Kazooie can perform almost any feat.

Most of the birds in the game periodically drop random objects out of their rear.

Run Banjo! Run!



BANJO-KAZOOIE

The Bear Necessities... The Simple Bear Necessities

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 2 Playable "Co-Joined" Characters; Transform Into 5 Different Forms (Termite, Alligator, Walrus, Pumpkin, Bee); Tons of Hidden Stuff on Each Level; Over 20 Character Moves; RPG Elements; 3 Battery Save Slots
- **Replay Value:** Moderately High
- **Created by:** Rare, Ltd. for Nintendo
- **Available:** June 29 for Nintendo 64

Bottom Line: 9.25



LOOKING GLUM,
IT MUST BE HARD, BEING

Yes, one level is set on a large boat. Thankfully, Leonardo DiCaprio was nowhere to be found.



The phantom of the opera has a large organ.

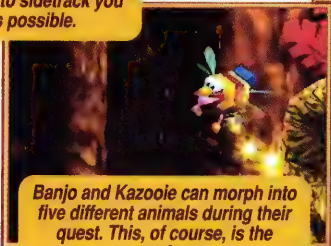


Even the enemies are highly detailed and well animated. Wow! Look at that frog move. And its skin looks sooooo real!



Gruntilda will try to sidetrack you as much as possible.

Have no fear! Banjo is here!



Banjo and Kazooie can morph into five different animals during their quest. This, of course, is the crow form.



Bigger Is Better

Banjo-Kazooie is one of the few N64 titles around that pushes imaginative concepts to the limit. In this gargantuan release, you won't believe what you see, and often, you won't believe what you're required to do. With 128 megs backing this title, Rare had the room to add some unique gameplay qualities that actually create great missions and interesting subquests.

The story of the game is by no means revolutionary. It turns out that a witch named Gruntilda wants to be the most beautiful woman in the land, but her magic cauldron foresees even greater beauty in Banjo's sister. So instead of feeding her a poison apple, Gruntilda kidnaps the girl and holds her hostage. Enter the heroes. It's now up to Banjo and his pet bird Kazooie to save the fair maiden and make sure Gruntilda will never pop up as a problem again.

This title doesn't start out like any platformer, but rather an RPG. Right after Banjo jumps out of bed and enters the overworld the game starts, but he's not ready for the quest just yet. He only has one move available to him - the jump. In the first section of the overworld you will need to train with Bottles the mole and learn new moves. Even after training you will not have all of the moves in the game. To obtain the new techniques you will need to find Bottles on most of the levels. Sometimes a level will grant you with a few new moves - other times, you will only learn one. The moves range from simple new jumping techniques, to a technique that requires an item or some kind of launch pad before it can be used.

Along with over 24 moves, Banjo and Kazooie can visit a witch doctor named Mumbo who has the voodoo power to transform them into different animals. These different forms are used for tackling certain tasks. Of course, this is not a free gift from Mumbo. To transform you will need to find Mumbo Tokens hidden through each level. If you have the required number, then Mumbo will use his voodoo to either change you into a termite, alligator, walrus, pumpkin, or bee. What you transform into is based on the levels. You will need the termite to scale the termite hill, the alligator to enter the swamps, the walrus for a sled race, and the bee for a battle within a hive.

As expected, Banjo-Kazooie is chock full of secrets. When searching for the hidden goodies like Puzzle Pieces that open levels or Honeycombs that add more health points, you will not be knocked out of a level when you find one (like in Mario). Banjo-Kazooie will allow you to collect everything on one run through a level, and won't knock you out unless you die.

There are a slew of secrets hidden within the overworld and the only way to find everything is to play, play, and play. Banjo-Kazooie is a massive game that throws everything from great graphics to fantastic gameplay around as if it were nothing. After playing this title gamers may need to hibernate and wait until the fall or winter for another great N64 platformer. But if it's not what you expect, and plays too much like Mario, you can always give Banjo the bird and walk away and wait for something new.





Jigsaw Piece



Honeycomb



Mole Hill



Spell Book



Jingo



Mumbo Token



Witch Switch



Musical Note

BASIC TRAINING

Camera Is Your Friend – Mastering the camera controls will greatly aid in searching for many of the secrets. The biggest help is the first-person cam (Up C). With this you can easily search a great distance around you. Also note that the remaining C buttons will allow you to pan your view. Don't be afraid to use the camera, it will save your life and help you find valuables on a timely basis.

Treasure Hunt – If you see yourself as an Indiana Jones type of hardcore explorer, then you probably won't want to leave a level until it is completed in full. All of the levels contain 100 Music Notes, 10 Jigsaw Pieces, 5 Jingo Birds, 2 Honeycombs, and a plethora of Mumbo Tokens. All of these items can be recovered in one swoop, unless of

course, the level requires a new power that is obtained later in the game. More times than not, though, the only thing you'll miss is a Jigsaw Piece or two.

Jigsaw Pieces – These are the most sought-after treasures in the game. The Jigsaw Pieces are used to open later levels in the game. Each level contains ten, but there are also ten hidden in the Witch's Lair. To unlock these gems you will need to hit the Witch Switch that is hidden on each level.

Music Notes – Like Mario 64, you will need to collect these in one run. If you die or leave a level then you will have to start over. This is a cruel reality on some of the levels, but don't fear, the game doesn't have any level exits, so if you die, but managed to collect 80 Music Notes, then the game will record this. The Music Notes

are needed to open the Music Note Doors in the Witch's Lair.

Cool Little Jingo – When you are near a Jingo it will whistle. Follow the voices and you should find it.

The Overworld – Don't fear the evil witch Gruntilda. Her Lair is large in size, but tame when it comes to perils. Carefully explore each cavern in this massive structure to find Cauldron Warps, Mumbo Tokens, and power-ups. You can even talk to Brentilda, Gruntilda's kind sister, for some naughty secrets.

Easier Exploration – Before diving headfirst into your search, destroy all of the enemies on the level. There's nothing worse than using the first-person cam, then being whacked off a cliff by a hungry little critter.

LEVEL 1 – MUMBOS MOUNTAIN

WARNING!

This guide reveals many of Banjo-Kazooie's secrets and may spoil your enjoyment of the game. USE AT YOUR OWN RISK!

Lair 1 – To enter this level you will first need to place a Puzzle Piece into the mural for Level 1. You will find the Puzzle Piece up and to the left and the picture up and to the right. Place the Piece in the mural to open the door. Now enter the level. Inside there are three mole hills to discover as well as....[insert climactic music here]

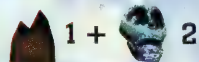


The Pink Jingo is just to the right as you enter the level. Use the Kicking Bird Flip (backflip) to get him. Right behind that block is the first Mumbo Token as well.

– The Blue Jingo is located on a platform to the right of the bridge.

1 – Pass by the charging bull and challenge Congo's Orange Tossing by standing on the block and running off it at the last second to have him smash his priceless orange things. The reward for this feat is the first Puzzle Piece.

2 – Don't leave the ape alone just yet. Climb his tree and grab an orange. Bring it around to the familiar monkey for the second Puzzle Piece.

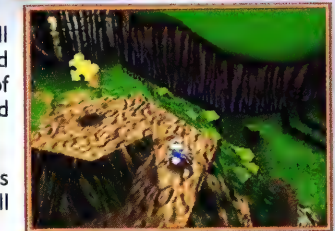


The monkey will also jump off of a platform that will allow you access up to a new level. On top you will find a mole hill with Bottles. He will teach you the power of Egg Shooting. Next, head to the left to find the second Mumbo Token.

3 – Go the opposite way across the platforms from where you found Bottles and Congo will challenge you to a shoot out. Blast him with eggs and he'll cough up the third Puzzle Piece.



After goofing around with the monkey and ape, head to the stone hinge structure. In the center you will find the fourth Puzzle Piece. On top is the Orange Jingo and around the side you will run into the third Mumbo



Token and Bottles. This time your mole friend will teach you the Talon Trot.

– Head left down the hill and use the Talon Trot to find the Yellow Jingo.

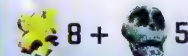


Shoot eggs into the mouths of the juju statue, but don't destroy the last one. Rather, use it as a platform to find the first Honeycomb piece. Now, destroy the last one to find a puzzle piece.

4 – Enter Ticker's Tower and ascend the platforms until you run across the fourth Mumbo Token.



First, go up to the hut area and look for the third Mole Hill. Talk to Bottles and break all the huts surrounding Dr. Mumbo's hut with the Beak Buster attack. One of the huts holds the sixth Puzzle Piece. You'll also find the Blue Jingo through this. This last Jingo will grant you the seventh Puzzle Piece.



Jump into the right eye of the witch doctor's hut to obtain this well hidden Piece. Also, look under the stairs for the fifth Mumbo Token.

9 – Climb the mountain surface at the beginning of the level to find this Piece.



2 – Jump off the cliff hovering over the water pool and land in the tiny cavern for the last Honeycomb on this level.





1 – From the monkey, ascend the platforms to the right and use your Beak Buster to hit the Witch Switch that opens up a puzzle piece in Witch's Lair.

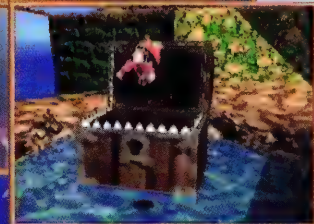
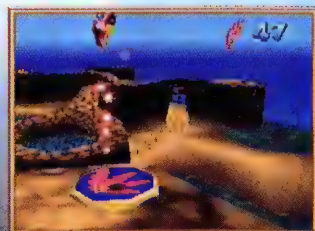
10 – Go to Dr. Mumbo with five Tokens and he will turn you into a termite. Climb the inside of Ticker's Tower and you will find an extra life and the final Puzzle Piece. Before exiting this level grab all of the Music Notes and exit with the termite power.

LEVEL 0 – HONEYCOMB'S FOR KIDS

Your abilities are still infantile, yet deep within that fur and feather shield you possess great powers indeed. Talk to your friend Bottles, the happy mole, and he'll teach you the skill required to pull off some of the basic moves in the game, but don't forget to grab the Honeycombs in this segment for a boost in health. Here's where they are located.

-  **1** – You'll find this one just to the left as you exit the house. Use the Kicking Bird Flip to grab it.
-  **2** – Get wet and swim under the bridge. Look to the central tower for your prize.

-  **3** – This one is above the tower and on top of the tree to the left of the bridge.
-  **4** – The fourth bee-made prize is unlocked when you break the four boulders to the right of your house.
-  **5** – On a plateau to the right of your house destroy the veggie demons.
-  **6** – Go to the waterfall and complete the jumps to find the last piece. Also, jump into the waterfall for an extra life. This concludes the training. Now, talk to Bottles and get ready to start the game.



LEVEL 2 – TREASURE TROVE COVE







Lair 2 – With the termite power ascend the hill containing the Level 1 door. Grab the Lair Puzzle Piece 2 and head back to where you found the first Lair Piece. Use the Talon Trot to make it up the steep incline just in front of you and enter the 50 Note Door. In here, put two Puzzle Pieces into the picture to open the treasure chest to Treasure Trove Cove. You will find the chest located through the spooky eye door in the far left corner. Inside this level, exploration is necessary before anything else is tackled.



Beak Buster power to break the hole on the deck. Grab the Mumbo Token and bring the second gold bar to the pirate for the second Puzzle Piece.

 3+  +  2





Ascend the ropes leading up to the crow's nest and talk to Bottles to learn the Flying Power. Before taking your first step into airiness, climb the pole and grab the Green Jingo and third Mumbo Token.

 3 +  4 +  + 

From the crow's nest use the Flying Power to elevate up to the lighthouse. On top you will find the third Puzzle Piece. Walk through the door and you will be rewarded with the fourth Mumbo Token when exiting. Explore this area and you will also find the Yellow Jingo on top of a tree and the Witch Switch behind the lighthouse.

 4 +  5



Head back to the beginning and make your way to the left. Be ready to challenge the crab boss. Use Kazooie's beak to poke him in the eyes. Once defeated, go behind the shell and grab the fifth Mumbo Token. Now, enter his shell. Inside you will find the fourth Puzzle Piece.

 5+  6 +  2+  6-8

From the Shock Jumps head to the right and you'll run across a mine in a water pit with the

sixth Mumbo Token. Continue working your way along this path and you will run into the fifth Puzzle Piece and the Orange Jingo. This, being your

last Jingo, will give you the sixth Puzzle Piece. Also, keep an eye on the water to find the second Honeycomb. After picking up these priceless treasures walk down the stairs and jump into the treasure chest to get your paws on the seventh and eighth Mumbo Tokens.


 7 +  9





From the last Mumbo Token you picked up, go down the wooden stairs, go across the narrow path, jump on top of the wooden crates, and continue along the platforms to reach the seventh Puzzle Piece. Now, head back toward the beginning. You should run into two treasure chests. Keep going in the direction of the beginning and you will see a Mumbo Token in shallow water next to a large rock tower.

8 & 9 – Use the Flying Power to enter a small alcove in the pirate's cove. Jump in the treasure chest to find the eighth Puzzle Piece. From here head back to the green tower and jump on the red X. Fly through the air and Beak Bust all of the X's you run across. When the question mark appears, look to the ocean and leap down to the isle with the last X. Beak Bust it and the ninth Puzzle Piece is yours.


10 – Drop down into pirate's cove and grab the Mumbo Token in the far corner.



10 – Go to Leaky the pail and shoot eggs from your bottom so that they land in the pail. Enter the now drained structure and spell out Banjo-Kazooie on the tiles to get the Piece. From here grab all of the Music Notes (if you haven't already) and exit to the Witch's Lair.

 – Right off the bat, jump into the water and grab the blue Jingo who is hiding out under the dock.

 1 +  1 +  +  1

Go straight from the beginning and climb the boxes to the right. Talk to Bottles and he will give you the Shock Jump skill. Use it on the first pad to capture the first Mumbo Token. Now, use the Shock Jump power on the series of platforms to your left to get your hands on the Purple Jingo. Continue on and scale the cliff on the right side. Here you will find the first Puzzle Piece.

 **1** – From the Shock Jumps hop up onto the tall platform and jump into the water. Swim out to the box and grab the Honeycomb.

 2 +  2

At the pirate ship enter the only open backside window (in the water). Bring the gold bar to the pirate on top of the ship. Now, use your

LEVEL 3 – CLANKER'S CAVERN

Lair 3 – After exiting Level 2, jump up on the pirate ship to grab the third Lair Puzzle Piece. Next, head back to the room with Gruntilda's picture on the floor. Use the Shock Pad to jump up to the Level 3 mural. Place the Puzzle Pieces then go up the walkway and into the next room. Jump on the pipe and you're on your way to Level 3.



Go to the left and ascend the ladder. To the left you will find a Mumbo Token, and to the right you will find the Yellow Jingo hiding behind a Honey Hive.

1 – Jump into the deep pool and then swim to the green colored hole just below Clanker's tail. In here you will fight Snippets. Defeat them and you will receive your prize.

– Take the green passage to the right of Clanker to find the Blue Jingo.

2 – Take the yellow passage to the left of Clanker to find the second Puzzle Piece.



Take the passage below Clanker and there you will find the Green Jingo, as well as the key that unlocks Clanker. Simply swim into the key to turn it. Once you do so, the third Puzzle Piece will be waiting on Clanker's back.

1 – The second Honeycomb is in the pipe to the left of Clanker's left fin. It can only be reached underwater.

2 – Jump off Clanker's left fin and launch off the Shock Pad to reach the platform on the right. Jump out to the pipe and shimmy up. Now, jump out to the right and grab the Token. Beware, the platforms do fall!

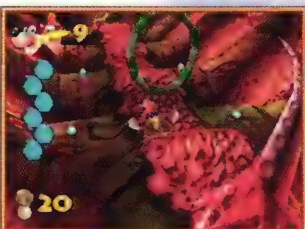
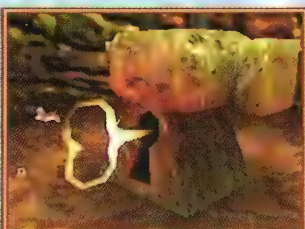
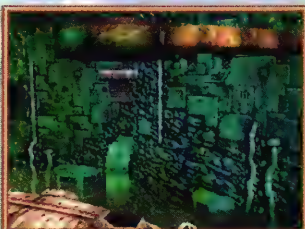
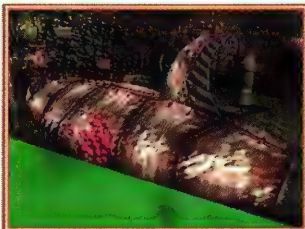


From the Shock Pad you just used, launch over to the left. Use the platform to reach the pole on the left. Head up and then break the gate with the Beak Buster attack to uncover the Orange Jingo and a passage to an extra life. Get back on top of the pipe and follow the passage to another breakable gate that will give you the second Honeycomb. Head back up the pipe again and follow the passage to the third Mumbo Token.

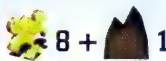
4 – Run up Clanker's Tail and then use the Rat-Ta-Tat move to break open the gate. Inside you will run into the fifth Puzzle Piece.

5 – Hop on the screw that shoots out of Clanker's blowhole and it will lead to the fourth Puzzle Piece.

6 – Wait for the screw to shoot out of Clanker's Blowhole and then drop inside of him. Pound the switch and then head down the passage to the sixth Puzzle Piece.



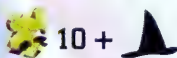
7 – In the next passage go through the hoops in order to win the seventh Puzzle Piece. Hint: Follow the green tint to know which hoop to hit next.



In the next passage talk to Bottles to get the Invulnerability skill. Become Invulnerable and run down the passage to the eighth Puzzle Piece.



Now, exit Clanker and reenter his body through the left gill. Inside here you will bump into the Pink Jingo (which will unlock the ninth Puzzle Piece) and the fourth Mumbo Token.




From the platforms on the side of Clanker, shoot eggs at his teeth. Then head into his mouth to get the final Puzzle Piece. Now that you have everything don't forget to grab the Music Notes and hit the Witch Switch located right out in the open.



LEVEL 4 – BUBBLE GLOOP SWAMP

Lair 4 – In the Witch’s Lair enter the room with Gruntilda’s picture on the floor. Her eyes will be raised for you to Beak Bust. Do this and the Lair Piece will appear. Grab it! Now, press the switch to the left of Level 3 and then climb across the newly formed bridge to the grate switch. Press it and then enter the grate. Place the Puzzle Pieces into the picture and then head to the 180 Note Door. Inside this room head through the swamp and enter the Hut. Beware the piranhas!



 **1** – Go to your immediate left and talk to Bottles. He will tell you how to use the Wading Boots.

 +  **1**


Go across the bridge to the right and grab the first Mumbo Token and the Yellow Jingo.



 **1** +  **2+** 

After crossing the bridge smash the Green Puzzle Tile and use Kazooie to ascend the bridge right in front of you. Go to the right and grab the second Mumbo Token and Green Jingo. Before the timer runs out dash for the first Puzzle Piece. Don’t fret if you miss it, you can hit the switch as much as you like.

 **2** +  **3**

Now go back to the Green Puzzle Tile and go to the left. Use the Wading Boots to get to the giant egg. Now the fun part – destroying the egg. To do so locate the colored spot and use your techniques to break it open. Inside is the second Puzzle Piece. Jump on the match stick to obtain the third Mumbo Token.

 **3** – Again, return to the Green Puzzle Tile and this time trek to the right. Kill six Flibbets and they’ll give you a Puzzle Piece reward.

 **4** + 

From the Flibbets head toward the large turtle known as Tanktup. Jump on his feet and he’ll give you the fourth Puzzle Piece. From here jump on his shell and grab the wading boots. Hop in the swamp (unharmd he he!) and save the Orange Jingo.

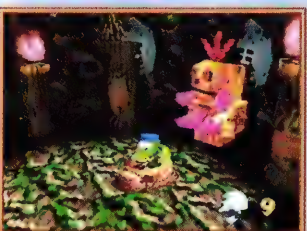
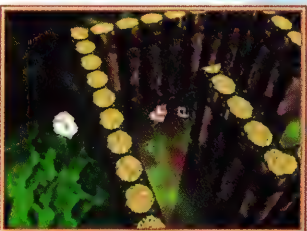
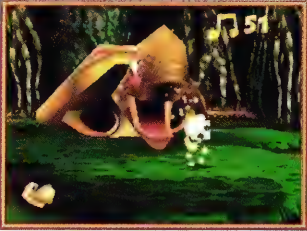
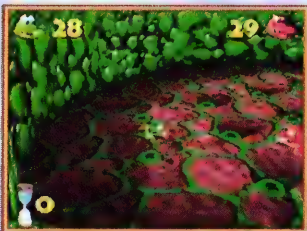
 **5+**  **1+**  **4**

Don’t leave Tanktup just yet. Now that you’ve relaxed him, enter his mouth and walk around the outer edge to get a Mumbo Token. Then, from the orchestra stand do a Kicking Bird Flip and you’ll hit the first Honeycomb. Talk to the instructor and complete his lessons to get the fifth Puzzle Piece.

And never once question the fact that Tanktup has an orchestra inside of his gut.

 **2+**  **2**  **5**

Now go back to the Flibbets locale and head toward the alligator statue. In this new area take the left-hand path. At the top of the trail grab the boots and go through the maze. Avoid the green Puzzle Piece and continue onward. Go behind Dr. Mumbo’s hut and grab the Mumbo Token. Now enter the hut and jump up on the ledge and grab the second Honeycomb. Finally, talk to Mumbo and transform into the alligator.



 **6** +  **6**


As the alligator, enter the alligator statue via a nostril. Grab the exposed Mumbo Token and play the game. Beat Mr. Vile in all three games and the sixth Puzzle Piece is all yours. This part is tricky. Don’t get too flustered!

 +  **7 & 8**

Continue on in alligator form and strut your stuff underneath the trees. Make sure you grab all of the items listed above then head back to Mumbo for another painless transformation back to bear and bird – the ultimate crime fighting duo.


 **7** +  ( **8**)

From Mumbo’s hut backtrack to the Green Puzzle Tile. Now, run across the tiny platform and grab the seventh Puzzle Piece. After you get this Piece drop down and grab the Blue Jingo on the match stick. Doing this will also give you the eighth Puzzle Piece.

 **9** – After completing all of these cruel tests of courage go back to the beginning of the level and shoot an egg in the golden alligator’s mouth. In total you will have to locate and shoot up 5 alligators. With completion you will receive the ninth Puzzle Piece.

 **10** +  **8** + 

In the tree segment break the third hut to unveil the Witch Switch. [News Break – Hitting this switch will make Gruntilda’s hat explode in the Witch’s Lair]. Continue breaking huts and you will eventually unearth the eighth Mumbo Token and tenth and final Puzzle Piece.

 **1** – Leave this level as the Alligator and walk through the swamp over to the snow area. From here ascend the hill and go in the ultra slim and tight tunnel. Talk to the Spell Book and take its clue back to Level 2.

LEVEL 5 – FREEZEZY PEAK

After dinking around with the book and Level 2, go back to the Level 4 entrance. You will see that there is a tunnel behind the hut. To get there you must go back across the swamp bridge and enter the log tube on the right. Grab the boots and run around the hut and into the swamp tunnel. The Level 5 picture awaits. Fill it with your nifty stash of Pieces and head back to the towering witch statue (its hat blew up earlier).

Lair 5 – At the blown-up witch statue head up the steps on the far side, and enter the 260 Note Door. Immediately to your left is a brick wall. Use the keen Charge move to break the wall. Hit the switch and jump into the pot in the center of the room. This little warp will drop you down to the Lair Piece. After this exciting feat go back up through the Note Door again and walk up the stairs on the left. In the next chamber cut to the right (toward the ice) and enter the door.

1 – Head straight for the igloo and don't bother knocking. Run inside and steal the Mumbo Token from the crying children. Excellent!

2 + 1

On the broom side of the snowman there is a collection of presents. Inside of these gifts you will find the Pink Jingo, a Mumbo Token, and Bottles (who will teach you the Beak Bomb Attack).

1 + 1 + 3 & 4 + 1

Kill all five of the Killer Frosty Ballthrowers (with the Beak Bomb Attack) and you will be rewarded with a Puzzle Piece that will appear on the top of the snowman. Two of the Killer Frosty guys will give you a Mumbo Token. Another will whip out the first Honeycomb as he dies in agony, and the last Frosty will move out of the way so that you can hit the Witch Switch.

2 – Simply jump into the snowman's pipe.

3 – From the top of the snowman, jump on the sled and you'll land on a new Piece of the puzzle.

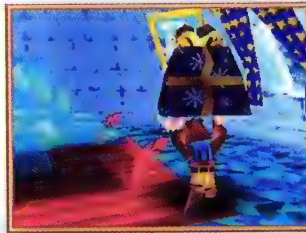
4 – This guy is protecting the snowman's broom. Jump on top of it and take him away.

5 & 6 – There are two Mumbo Tokens around the snowman's feet.

7 – Behind the snowman (his non-broom hand) you'll find the Green Jingo behind the second little people house.

8 – This guy is keeping warm in Mumbo's ultra-warm Hut.

9 – Dive Bomb the three buttons on the Snowman's chest to get this bad boy.



5 + 7

Just in front of the snowman you will find a big present. What could it be? Of course, it's nothing cool, but another grueling challenge. Get ten Twinklies to the tree and the light switch will be open to you. Jump inside the plant and grab the Mumbo Token, and then shoot the switch with eggs. Hurry to the Flying Pad (using the Talon Trot) and fly through the star on top of the tree three times. After doing this, climb up the base of the tree and grab the fifth Puzzle Piece.

6 – Remember the crying kids? Well, now it's time to give them a happy Christmas. To get the first present, fly to the top of the snowman and then drop through the top hole directly above his nose. The second present is on an island right behind the snowman. The third present is inside the lighted tree to the Broom side of the Snowman. When all three are collected head back up to the igloo and give them to the kids. Then the kids will give a present back, and guess what, it's something you already have dozens of. Lame!

8 – On the far right side of this level enter Dr. Mumbo's hut and transform into the walrus. Walk through the water and you'll run into a Mumbo Token.

7 – Go up the hill located near the left-hand side of the snowman and join the race in progress (note: you must be the walrus). Win the race and you'll receive a Piece.

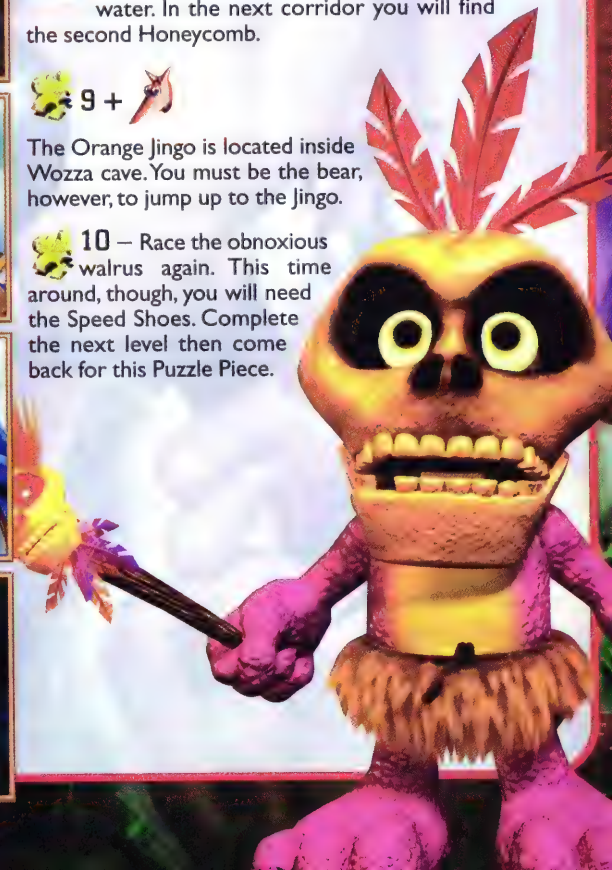
8 – Head down the path from the finish line (still as the walrus) and the big walrus will give you a Piece just for being so cool. I am the eggman! I am the eggman! I am the walrus! Koo koo kachoo!

2 – Head into the big walrus' cave (his name is Wozza) and then jump into the pool of water. In the next corridor you will find the second Honeycomb.

9 + 1


The Orange Jingo is located inside Wozza cave. You must be the bear, however, to jump up to the Jingo.

10 – Race the obnoxious walrus again. This time around, though, you will need the Speed Shoes. Complete the next level then come back for this Puzzle Piece.



LEVEL 6 – GOBIS VALLEY



Go through the 350 Note Door and you'll see the place to put your Pieces. Not feces, pieces. Head back out into the room with the large vase and take the stairs on the far side to get to the pyramid and the entrance to Gobis Valley.

 – Watch out! He's right behind you.


 1 – Out on the end of Jinxy the Sphinx's nose.


 1 +  2+ 

Shoot an egg into each of Jinxy's nostrils and then enter the door that opens after this event. Inside you'll see a Mumbo Token. Grab it then climb on the carpet and shoot an egg into the mouth of the mini-jinxy to get your ride moving. After the first one, the Orange Jingo will be right behind you. Continue up the carpets to the first Puzzle Piece.

 2 + 

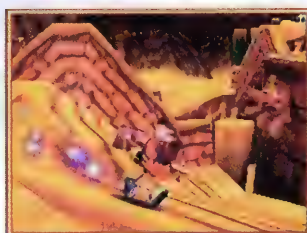
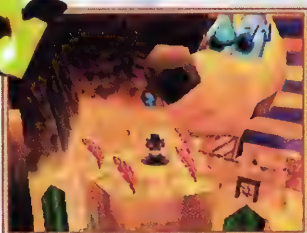
Scale the pyramid on the far right. Grab the Green Jingo on the backside, then climb to the top and Beak Bust the tile so that the door will open. Use your Invincibility to kill the mummy, then butt slam the tiles and match pairs. Just like good ol' Concentration. The reward is another Puzzle Piece.






 3 – Go to the Aztec temple and walk around the side (where the race begins). Here you will find a Mumbo Token.

 1 – Go behind the left-hand pyramid and talk to Bottles. He will give you the last move in the game, which happens to be the Running Shoes [insert Chariots of Fire music here].


 3 +  4 & 5 + 


Head back to the Aztec pyramid and grab the shoes behind it. Now beat the clock to the top and inside you will find the fifth Mumbo Token and the third Puzzle Piece. Completing this will also add more water to the landscape. Jump down in the new water hole and grab the Blue Jingo and sixth Mumbo Token.




 4+   5+  +  6 & 7


This is a long one. Go up to the tower within the water and shoot the Sphinx head with eggs. Repeat this two more times and a new temple will emerge from the land. Like a curious beaver, examine this new structure. On the peak a Mumbo Token awaits. Now, go inside and complete the maze. While cutting through the Labyrinth keep your eyes peeled for the Pink Jingo (which gives a Puzzle Piece) and Witch Switch. After beating it, grab the Puzzle Piece and don't forget the eighth Mumbo Token which is hidden in one of the many jars.


 6 – Go back and grab the Running Shoes and drop into a pit left of the target pyramid. Here you will need to snatch the Puzzle Piece out of a mummy's hand. Careful! This guy is sneaky!


 1 – Locate the Flying Pad and glide through the cactus for the first Honeycomb (make sure you've hit the switch first!). Now, Dive Bomb the target to open the pyramid.


 7 +  8

Enter the pyramid and grab the ninth Mumbo Token. Talk to Rubbee and shoot eggs into the nice pottery. After doing so jump on the snake's head and grab the seventh Puzzle Piece.

 8 – It's back to the skies with you kid! Yes, fly like the dickens and make like a stupid dog trick. Go through all of the rings that appear. For this tedious act you will receive a Puzzle Piece.

 9 – Drop down to the ground again and go behind the rightmost pyramid and free Gobi to get a Puzzle Piece.

 10 – Follow Gobi to the tree at the beginning of the level and stomp his back to give the tree the water it craves. The last Puzzle Piece is yours.

 2 – Fly or ride the magic carpet over to the door that will not open (on the outer ring). Then, jump on Gobi's back and he will give you the 2nd Honeycomb.

Sadly, We Depart

You're on your own folks. This is the halfway marker (or so we believe), and from here on in, the secrets must be found by your lonesome self. But there is hope for those who find themselves helpless. We will be back in the next month or so to complete this massive strategy guide. We've played through all of the levels, and we can safely say that you're in for a real treat. Just wait until you see the level with seasonal changes! It's mind blowing! Until next time Game Informer says good luck and safe journey.



You suddenly get bumped as a body flies by, ID tags and papers in hand. Loud, obtrusive music blares from every freshman developer's decked-out display booth. Whisperings of rumors, takeovers and meltdowns, scantily clad models and half-cooked snack bar hot-dogs. Ahhh...the sights and sounds of E3, the video game industry's biggest, baddest, earth-shattering annual sensory extravaganza.

The Electronic Entertainment Expo is a yearly vigil in which every company that has anything to do with video games can literally "strut" its stuff. Members of the press, retailers, distributors, everyone has a chance to meet with companies, talk about products, peer into the future of video games, and market a new type of snake oil.

Memorable E3 moments from the past include Sega's sudden launch of the Saturn, getting a professional massage while Crystal Dynamics displayed *Gex: Enter the Gecko*, and watching Reiner blast Miyamoto out of the sky in a StarFox competition. You can always count on an E3 surprise, but what will it be this year?

Watch closely, as *Game Informer* previews the games and systems set to appear at E3 '98. The video game wars are heating up: prices are falling, new systems are surfacing, companies are bought and sold like cows, and various add-ons and peripherals are in the pipeline. As always, a full show report will follow (in the August GI), but for now, here is an educated look at what will constitute this year's E3 in Atlanta, Georgia...



SONY - KING OF THE HILL

Get off my hill! says Sony; but apparently, Nintendo isn't listening. The mountain that is PlayStation is under constant pressure from Nintendo, but PlayStation is still king. With almost three times as many games in development, not to mention its already massive library, PlayStation is the most popular next generation system in the world. But where is the PlayStation going, and are there any "new" titles in the pipeline?

Simply put, there are tons of crap games on the PlayStation, and many of the games at E3 will be total losers. Sony's approval process is permitting more and more clone games, but beneath all the junk are real gems. According to developers, the PlayStation is not only easy to work with (which is the reason every two-bit developer creates a "me too" PlayStation game), but it has yet to reach its full potential. For example, *Gran Turismo* used only 75% of the PlayStation's potential. *Metal Gear Solid* might mark the peak of the PlayStation, but a mysterious platformer (created by Insomniac Games), known only as *Spyro the Dragon*, is supposedly the new benchmark for PlayStation color and graphics. In short, the end of the PlayStation is nowhere in sight and any epochal PlayStation game has yet to surface. Plus, with *Madden* finally going polygonal, and Sony's maturation as a sports developer, PlayStation sports games are the best sports games in history.

With so many third-party games, and a world install-base that will number over 30 million by year's end, Sony is basically on autopilot. Sit back and the lawn will mow itself, right? In some respects yes, but don't think Sony isn't working on the PlayStation 2. We probably won't even hear inklings of a new Sony system until E3 '99, but let's hope it's well built. The current PlayStation is a cheap piece of junk that just happens to house some powerful processors. Has your PlayStation broken down lately?



"But where is the PlayStation going, and are there any 'new' titles in the pipeline?"

NINTENDO - FAILING IN JAPAN

Although the N64 is doing very well in the U.S., Japanese consumers are anything but enthused by this 64-bit system. In March, *Game Informer* saw copies of *Yoshi's Story* piling up in the bargain bins, retailing for a measly \$20. In terms of Japanese market share, the N64 lags well behind the PlayStation, and even the Saturn. But that's not to say that Nintendo proper is doing poorly in Japan, since its Game Boy is still rocking the sales world. Nintendo's new Color Game Boy is the next step in handheld gaming, and might be a major focus at Nintendo's E3 booth. Along with the Pocket Camera/Pocket Printer, the Game Boy franchise is helping Nintendo to stay afloat in the video game wars.

But more and more, Nintendo's release dates are sliding. Games spend six extra months in development, the 64DD is quickly disintegrating into the atmosphere, and a role-playing game isn't even available yet. Lean times, but with Nintendo it's usually feast or famine, and with the quality of its first-party games, fans (once again) will wait. *Zelda* will be huge, and current rumor surrounds a new secret Rare game (which could be a fighting or a racing game, or both), along with the sequel to *GoldenEye* (minus the Bond license). At E3 '97 Rare wowed everyone with *Banjo-Kazooie*, but that was a year ago and the game's still not available. Expect to see another surprise from Nintendo - we've heard it's *Donkey Kong* - but don't count on playing the game until summer '99. Miyamoto also has a new game that could make an appearance, *King Emperor Leo*.

"But more and more, Nintendo's release dates are sliding."



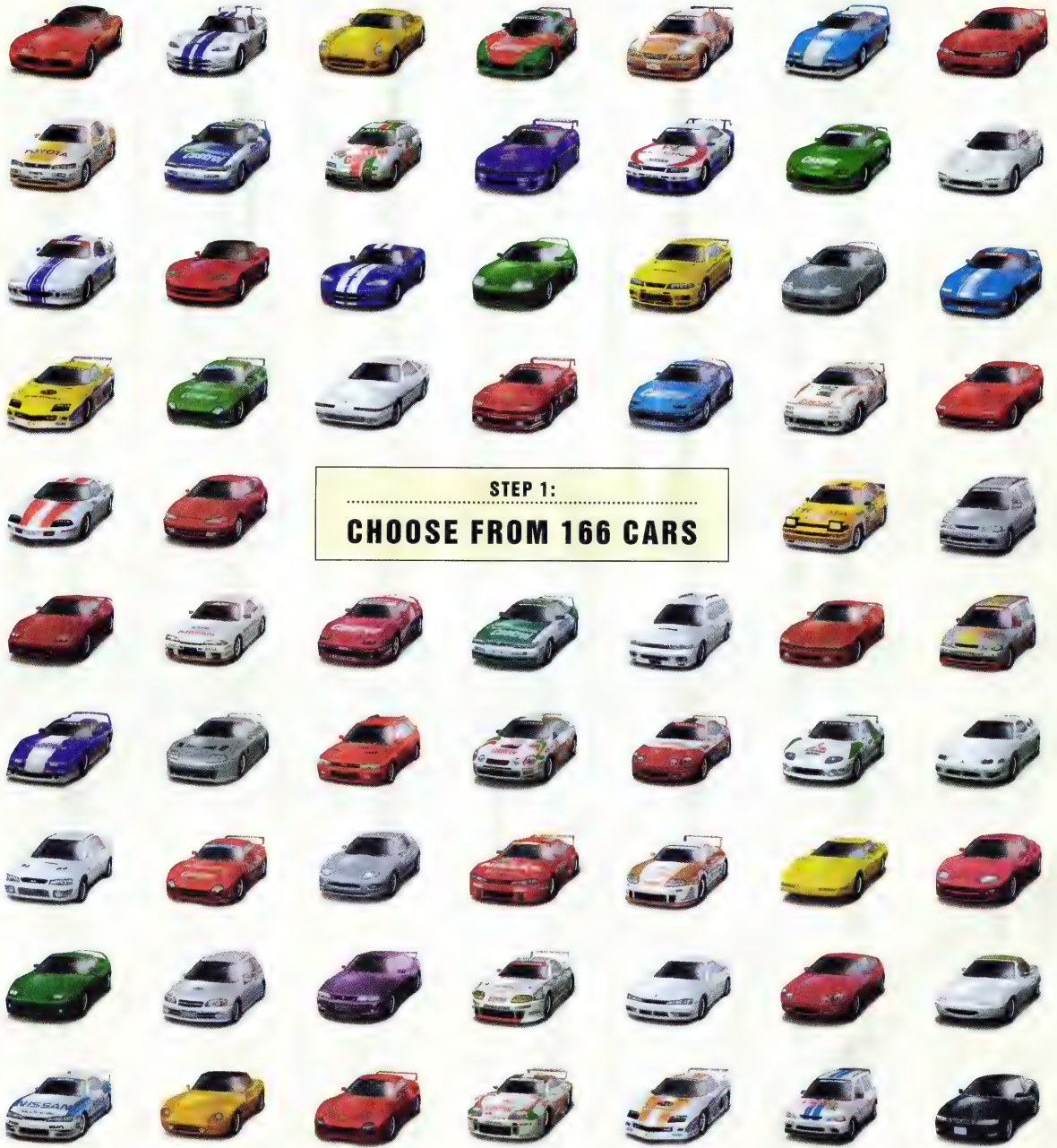
Game Boy	A
U.S. Market Share	B-
Japan Market Share	F
64DD	Incomplete
N64	D



THE RACE IS ON

AN INSIDER'S GUIDE TO MASTERING GRAN TURISMO





STEP 1:

CHOOSE FROM 166 CARS

Wanna see the other 99 cars? Play the game.

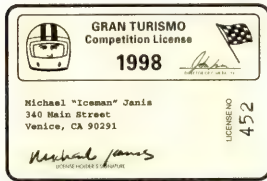
INTRODUCTION: 166 CARS, 11 TRACKS, 1 CHECKERED FLAG

So you think you're a good driver? Can you thread the needle at 140 mph? Up for that? C'mon, leadfoot, put your skills to the test with the most realistic, in-depth, graphically rich racing game ever designed for the PlayStation[®](or any gaming system): Gran Turismo.[™]

Choose from arcade mode, go head-to-head or compete on the GT Circuit. That's where the racing experience really comes to life as you drive for cash and then modify your car to go as fast as you can handle. Real racing pales in comparison.



STEP 2: GET A LICENSE



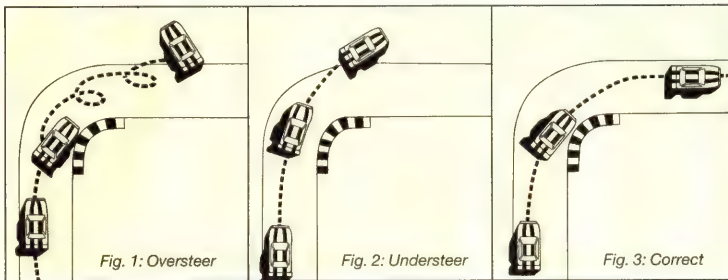
The Gran Turismo circuit is so competitive you can't even leak a drop of oil on the track until you've earned your license through a grueling qualifying series. Be sure to practice. Trust us, you'll need it.

STEP 3: HANDLING YOUR CONTROLS

Use a clock as a reminder of correct hand positioning on your controller. Your left hand should be at 9:00 and your right at 3:00. *Note: Avoid digital clocks and watches for this exercise.*

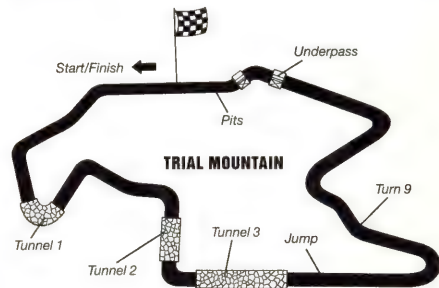


STEP 4: THE PHYSICS OF CORNERING

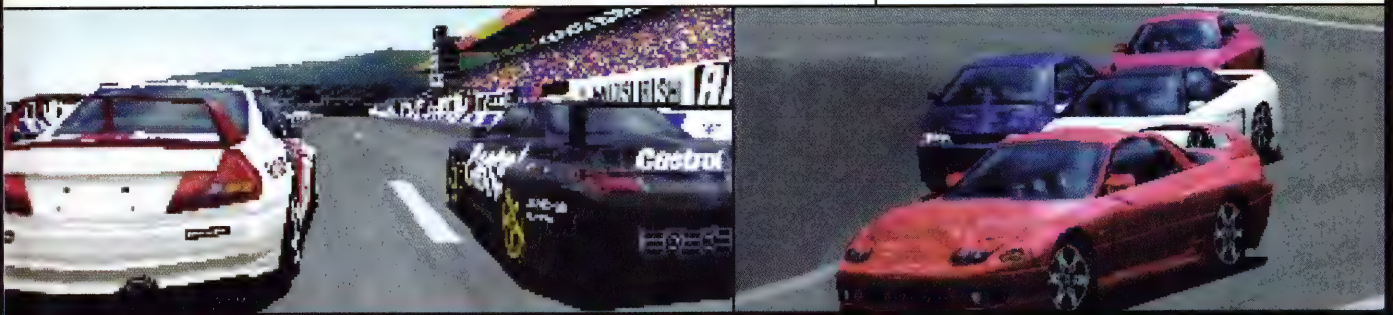


Hope you paid attention in physics class. Because the racing in GT is so realistic, it's based on the actual suspension, braking and engine systems of over 160 cars, as well as the dynamics of the track. Don't oversteer (fig. 1, rear wheels sliding out) or understeer (fig. 2, plowing with the front wheels). Find the right apex (fig. 3, correct turning angle) and accelerate vigorously (kick major tailpipe).

STEP 5: TEST THE TRACKS



Map the turns and braking paths before you hit the tarmac. Then test your car on all 11 tracks without the threat of competition around. You're trying to learn the course, not how to lose. Here's a tip: Take Trial Mountain's *first two turns at full speed.*



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STEP 6:
**RACING FOR COLD,
HARD CASH**



As a winning Gran Turismo driver, you'll find your bank account growing with every race. But don't treat your friends to lobster and caviar just yet; you'll want to sell that Subaru wagon you're driving and buy a new, faster car. Like a Dodge Viper. And Vipers don't come cheap.

- The more you win, the more money you make.
- The more money you make, the faster you go.
- The faster you go, the more you win.

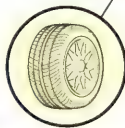
STEP 7:
CUSTOMIZE YOUR CAR



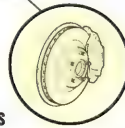
A. ENGINE
Get a new engine or tune one to your personal specs with a turbo kit or gear ratio adjustment. Don't be afraid to get your hands dirty.



Dodge Viper GT



B. TIRES
Improving splits may be as simple as making a pit stop for a quick tire change. The time you sacrifice is often made up with the control you gain.



C. BRAKES
Spending an inordinate amount of time staring at the wrong side of a pile of tires? Check the brakes. You don't have to be a crew chief to know that.



D. SUSPENSION
Adjust your spring ratio, soften your damper or decrease your camber force. Don't know what all that means? Learn fast or lose.

Spend some of your winnings on upgrades for your car. Try new brakes, a stiffer suspension or a turbo kit. Then machine-test your car to see how it's improved. Or not. Store all your customizations on a PlayStation memory card. It's a small price for a checkered flag.

ENGINE	600hp, 8.0 liter, V-10
TIRES	F285, R335
SUSPENSION	multi-link
MAX SPEED	221 mph
PRICE	\$125,000

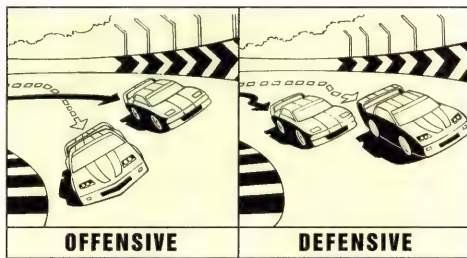


www.playstation.com



STEP 8: OVERTAKING

Any driver worth his salt can pass in the straights. It takes skill to rule the turns. For an inside offensive move, **take a late apex** and use your exit speed to pass. Or watch your opponent's defensive line and pass when you **spot a weakness**.



STEP 9: LEARN THE LINGO

"I'm driving the big yellow bus that's gonna take you to school."

"You're more Gran-Ma material than Gran Turismo."

"You spend so much time in my exhaust you must enjoy the aroma of my stinky tailpipe."



STEP 10: GO HEAD-TO-HEAD



All your long hours of practice will be rewarded when you thrash your buddies in GT's **two-player mode**. And with PlayStation memory cards, you and your friends can race cars you've customized in your own personal garages. The action is just as fast, but the victory is twice as satisfying.

STEP 11: UPGRADE YOUR SYSTEM



DUAL SHOCK™ ANALOG CONTROLLER

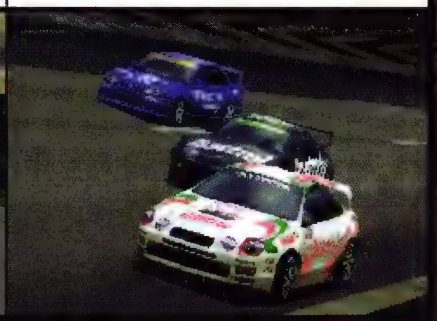
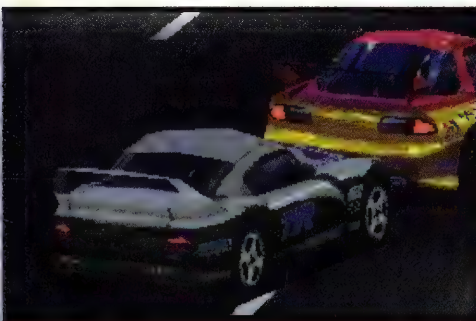
The new Dual Shock Analog Controller brings the thuds and crunches of racing to life. Skid-out and it squirms in your hands. Crash into a pile of tires and it whips violently. And GT is just the first of many games that will take advantage of this new technology. It'll change the way you feel about PlayStation.

STEP 12: AHHH, WINNING



THE SWEET TASTE OF VICTORY

Relive your winning races, or defeats, again and again with GT's replay mode. Be sure to enjoy your moment of glory while you can, because victory is fleeting and, as the adage goes, second place is just a nice way of saying you're the first of the losers.



THE RACE IS ON.





SEGA'S NEW SYSTEM

At long last, there is solid news regarding Sega's new system. Sega has yet to reveal any official specifications or software plans, but development kits have been distributed. What this means is that Sega is approaching many video game companies with details on its new system. A few companies do have games in development already, using Sega's development kits, but for the most part, companies are afraid to jump headfirst into Sega development.

Sega's new sSystem looks to be a pretty powerful machine, closely tied to Sega's arcade hardware, but also (and more surprisingly) very close to standard PC architecture. Its CPU will be the Hitachi SH4 (the Saturn used Hitachi's SH2). This is a definite fact, but the GPU (graphics processing unit) is still undecided. Sega planned to use NEC's Power VR chip, but because of cost considerations, these plans were summarily canceled. NEC currently has a second generation Power VR chip in development, but like the first chip, it would be too expensive for Sega to use. However, NEC does have a third chip in development that strives to capture elements of Sega's Model 3 arcade board. This non-Power VR chip might be Sega's ticket. Regardless of its graphics processor, the system is most definitely trying to achieve some form of PC/console cross-compatibility.

First off, Sega is focusing on Internet play. Many potential developers have been approached and asked by Sega to develop Internet-based multiplayer games. To do so, Sega has to either build a modem into the console, or provide an outboard modem. To go with anything less than a 33.6 modem would be foolish, but if Sega packs a 33.6 in with the new system, the price could jump by as much as \$50 (up from its projected launch price of \$250). Either way, the new system definitely strives to emulate a PC, and might in fact be able to link up to a PC; all of which creates major problems. With PCs changing in power and performance on a month-by-month basis, any attempt at cross-compatibility could instantly outdate Sega's machine. The attempt at Internet-based gaming is certainly bold, but many people would also say it's foolish. Instead of a traditional dedicated console, Sega's new system might resemble more a set-top box that plays advanced games.

Like Nintendo's N64, Sega's new system will also launch with a revolutionary controller. Its design is similar to the Nights 3D controller, but is made much smaller to fit comfortably into the hand. Both analog and digital controls will be available, along with an LCD screen (similar in size and resolution to a Tamagotchi). The screen will first be used primarily for sports games – calling plays and making substitutions – but the developers have other unique and imaginative uses in mind. However, the sports applications raise an interesting point, as Sega has already announced a strong sports focus to be in place by the time the system launches. Obviously, Sega will rely heavily on Visual Concepts (makers of Hardwood Heroes and One) to build a first-party sports line-up, and the new controller could be a powerful sports marketing tool.

So can Sega rise from the ashes of the Saturn? Is the company releasing a new system too soon? Should it wait for chip prices to go down, therefore providing a more powerful system? Video game history is filled with failed platforms, and Sega has been a major contributor. With Sony's dominance, Sega's aggressive moves just might be "Japanese" by definition. The N64 is failing miserably in Japan, and gamers are ripe for new-system-picking. The U.S. audience is more N64-entrenched, so with an early foothold in Japan, and the first true attempt at Internet console gaming, Sega's next system, at this point, appears to have a fighting chance. But many gamers also purchased Sega CDs and the 32X, two upgrades that still leave a bitter taste in the mouth. Sega's playing for keeps, and if this project fails, it could mean almost certain doom.

"So can Sega rise from the ashes of the Saturn?"

Things we might see...

► **The 64DD** – Nintendo's solution to its cartridge problem, the 64DD, has been delayed indefinitely. If the 64DD is a part of Nintendo's booth, we could see the **Mario Artist** series, **Sim City 64**, **Pocket Monsters**, and **Super Mario RPG 2**. Otherwise, these titles are all delayed indefinitely as well.

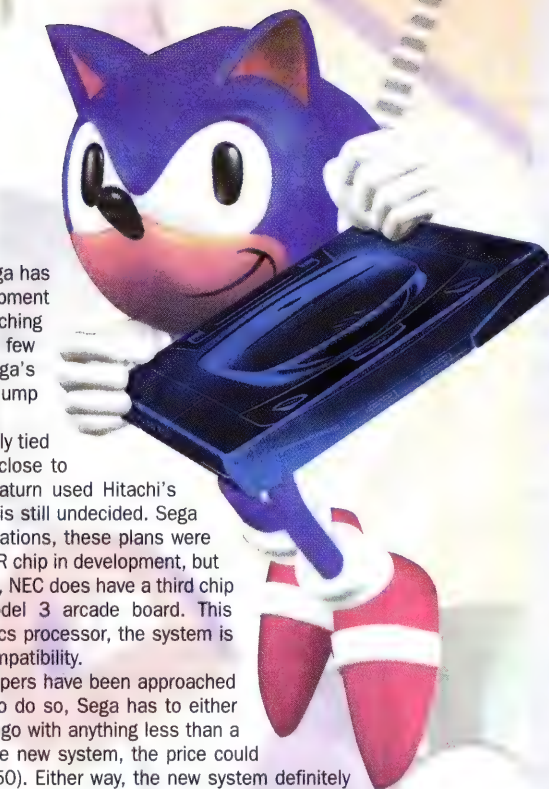
► **Sony's PDA** – A mysterious attachment that plugs into the PlayStation memory card slot. It continues to process data even when the PlayStation's power is turned off. Perhaps Sony plans to interface Tamagotchi-style applications with PlayStation memory files.

► **Voice Recognition Unit for N64** – This dandy thingamajig lets you control N64 games with your voice. This technology has never succeeded in the past, but does Nintendo know something we don't? Seeing this peripheral is a long shot at best.

► **Color Game Boy** – The Color Game Boy is coming, that's a fact. But in classic Nintendo style, the release date of summer, 1998 will most likely slide. Nintendo's booth will be filled with Game Boy stuff, but the Color Game Boy may not show up.

► **Pocket Pikachu** – Pikachu is everyone's favorite Pocket Monster character, and now it has its own virtual-style pet. A novelty at best, but important for collectors.

Pocket Pikachu



Legend

- ◆ PlayStation
- ◆ Sega Saturn
- ◆ SNES
- ◆ Game Boy
- ◆ Nintendo 64
- ◆ game.com
- ◆ Sega's New System

E 3 GAME LIST

Accclaim

- ◆ All-Star Baseball '99
- ◆ All-Star Baseball '99
- ◆ Batman & Robin
- ◆ Brain Drain
- ◆ Bust A Move 2
- ◆ Bust A Move 2
- ◆ Constructor
- ◆ Forsaken
- ◆ Forsaken
- ◆ Iggy's Reckin' Balls
- ◆ McGrath Supercross '98
- ◆ NBA Jam '99
- ◆ NBA Jam '99
- ◆ Turok 2: Seeds of Evil
- ◆ WWF: Warzone
- ◆ WWF: Warzone
- ◆ WWF: Warzone

Accolade

- ◆ Hardball 6
- ◆ Redline
- ◆ StarCon
- ◆ Test Drive 5
- ◆ Test Drive: Off-Road 2

Activision

- ◆ Apocalypse
- ◆ Asteroids
- ◆ Nightmare Creatures
- ◆ Tenchu
- ◆ Vigilante 8

ASCII

- ◆ Armored Core: Project Phantasma
- ◆ Bass Landing
- ◆ Carom Shot
- ◆ Fighter Maker
- ◆ Hit Back
- ◆ Master of Monsters: Disciples of Gaia
- ◆ Rising Zan: The Samurai Gunman
- ◆ RPG Maker

Atius

- ◆ Cardio

Bandal

- ◆ Tail Concerto

Capcom

- ◆ Breath of Fire III
- ◆ Capcom Generations I
- ◆ Capcom Generations II
- ◆ Darkstalkers III
- ◆ Mega Man Legends
- ◆ Pocket Fighter
- ◆ Rival Schools
- ◆ Street Fighter Collection Vol. II
- ◆ Unknown Title
- ◆ X-Men Vs. Street Fighter EX Edition

Crave

- ◆ Caesar's Palace
- ◆ Lode Runner
- ◆ Milo's Bowl-a-Rama
- ◆ Redneck Rampage
- ◆ Shadow Madness
- ◆ VR Pool 64

Cryo

- ◆ Roadkill
- ◆ Sportscar



Sony's PDA



Color Game Boy



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

SUNSOFT

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Crystal Dynamics

- ◆ *Akuji The Heartless*
- ◆ *Gex 3*
- ◆ *Legacy Of Kain: Soul Reaver*
- ◆ *Unholy War*

EA

- ◆ *Dark Omen*
- ◆ *Fight Night*
- ◆ *L.A.P.D. 2100 A.D.*
- ◆ *Madden NFL 99*
- ◆ *Madden NFL 99*
- ◆ *Moto Racer 2*
- ◆ *NASCAR 99*
- ◆ *NBA Live 99*
- ◆ *NBA Live 99*
- ◆ *NCAA Football 99*
- ◆ *Populous-3rd Coming*
- ◆ *Road Rash 3D*
- ◆ *Rumbo la Cope 98*
- ◆ *Small Soldiers*
- ◆ *Tiger Woods 99*
- ◆ *Tiger Woods 99*
- ◆ *TOCA Touring Car Championship*
- ◆ *World Cup 98*
- ◆ *World Cup 98*

Eidos

- ◆ *Deathtrap Dungeon*
- ◆ *Fighting Force*
- ◆ *Fighting Force 2*
- ◆ *Ninja*
- ◆ *Omikron*
- ◆ *Tomb Raider 3*

Enix

- ◆ *Dance and Rhythm Action*

Fox Interactive

- ◆ *Alien Resurrection*
- ◆ *Alien Vs. Predator*
- ◆ *Croc II*
- ◆ *Fox Sports Golf*
- ◆ *Fox Sports Hockey*
- ◆ *Fox Sports Soccer*
- ◆ *Fox Sports Tennis*
- ◆ *N2O: Nitrous Oxide*
- ◆ *Team Losi RC Racer*

GT Interactive

- ◆ *Duke Nukem: Time To Kill*
- ◆ *Duke Nukem: Time To Kill*
- ◆ *Invasion From Beyond*
- ◆ *Mike Piazza's Strike Zone*
- ◆ *Oddworld: Abe's Exoddus*
- ◆ *Rogue Trip*
- ◆ *Streak*

Hasbro

- ◆ *Battleship*
- ◆ *Centipede*
- ◆ *Jeopardy!*
- ◆ *Life*
- ◆ *Wheel of Fortune*

Hot-B

- ◆ *Blue Marlin*
- ◆ *Hank Parker's Black Bass*

Hudson

- ◆ *Bomberman Hero*

Interplay

- ◆ *Giants (working title)*
- ◆ *Heart of Darkness*
- ◆ *Messiah*
- ◆ *Star Trek: Klingon Academy*
- ◆ *Wild 9*

Jaleco

- ◆ *Dragon Seeds*

Kemco

- ◆ *Knife Edge*

Things we might see... (cont.)

▶ **Game Boy Adapter** – This lets you download data from Game Boy games to the N64.

▶ **Tiger's game.com.pocketpro** – Tiger is releasing a new pocket-sized edition of its not too popular game.com. It doesn't make the games any better, but it is easier to carry around.

Plus, it comes with a rumble pak-style force feedback system.

▶ **New Bandai Handheld** – Presumably, the success of Tamagotchi has convinced Bandai to travel new roads in the handheld universe. The company has announced a new handheld system to debut this fall in Japan, but maybe it's just another Tamagotchi.

▶ **DVD ROM** – It will be interesting to watch as PC companies begin to code games for DVD format. Rumors are circulating that Sega's new console will be DVD-based, but it's unlikely. Regardless, DVD is a powerful new format that directly affects the future of all video games.

▶ **VM Labs' Project X** – Last issue, *Game Informer* told you about a new system being cooked up at VM Labs. The company will most likely leak a large bit of information concerning its Project X, but a hands-on experience at E3 is unlikely.



DVD Player

Tiger game.com.pocketpro



Holyfield Boxing



Game Boy Adapter

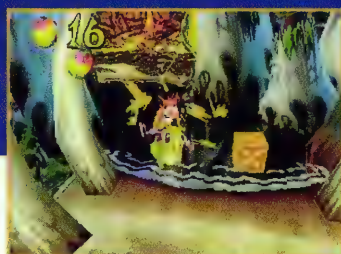
THE GAMES



Crash Bandicoot 3: Warped (PS-X)

Publisher: Naughty Dog/Universal Interactive/SCEA

The biggest no-brainer of the year will finally surface at E3, and this time around the Bandicoot addiction is presented in an epic saga involving time travel and a sinister new boss. This Crash features a different look that allows gamers to see all the way to the horizon, and will feature three playable characters (Crash, Coco, and ???). Crash and company have ditched the snow beaver and are now riding tigers, motorcycles, and a baby t-rex. They'll even take on the Red Baron in a dogfight, and carry a bazooka through most of the levels.



Alien Resurrection (PS-X)

Publisher: Fox Interactive

Not much is known about this game, but obviously, its storyline will follow the movie very closely. In the screenshots, Ripley can be seen running from a number of aliens, even climbing a ladder, trying to get away. Count on tons of firepower, an evil corporate scheme, and thousands of menacing, acid-bleeding aliens.



(continued on page 28)

Tomb Raider 3 (PS-N)

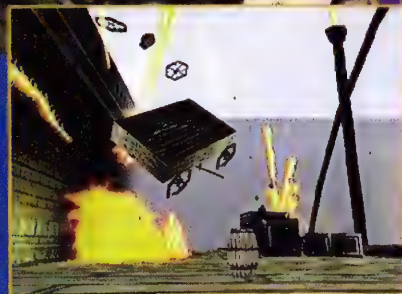
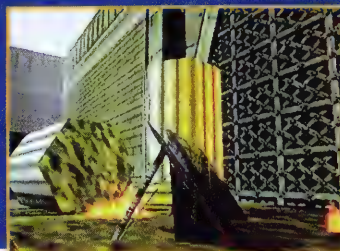
Publisher: Eidos

You want more Lara, well you got it. But this time Lara's coming at you in high resolution (512x256). The game features new moves (including, but not limited to, a crawl move, a super running jump, and the ability to dive straight into a roll); 5 new areas with 3 levels, each with a new vehicle (including a kayak); new weapons (like a knife that can be used both in and out of the water); and all new artificial intelligence. The new AI is probably the biggest breakthrough, as Lara will find herself stuck between two warring factions. She can help one or she can take on the world, but her decisions will affect the whole game. Plus, the animals have been upgraded, where Tigers will only stalk you and won't attack straight on; or if you kill the strongest lion in a group, the pride will retreat and develop a new strategy of attack. The list goes on and on. Even the levels will be improved with multiple paths and varying difficulties. Look for Tomb 3 to be a big leap forward in the series.

Turok 2: Seeds of Evil (MS4)

Publisher: Acclaim

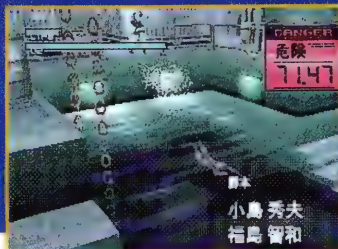
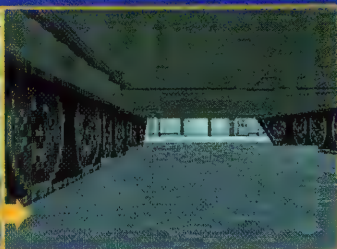
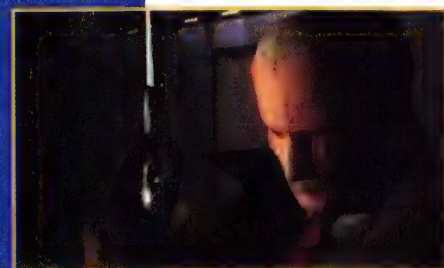
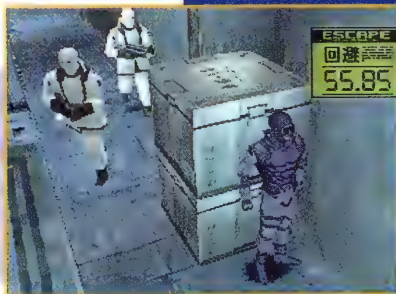
First off, Turok 2 features a killer multiplayer mode. There are 7 different characters to choose for multiplayer, one of which is a raptor, and players can team up against others. As for the 1-player game, Turok 2's level design is like the first. There are eight levels, and you must find keys and secret talismans in order to unlock the other levels. The enemies feature soft-skinned technology, so the dinosaurs look incredibly life-like. Your ultimate quest is to protect seven sacred energy totems. The enemy is Primagen, an evil foe who Turok unwittingly awoke when he threw the chronoceptor into the volcano after defeating the campaigner.



Metal Gear Solid (PS-N)

Publisher: Konami

Game Informer had a chance to meet with Konami in March, and Solid Snake's game is looking better than ever. Of particular note is the enemy AI - they will follow your footprints until you do something to cover them up, they can hear your footsteps; Solid Snake even gets a head cold during gameplay and must suppress his sneezes. Many of the weapons are remote controlled or time delayed, but skilled players will rely on the most effective weapon of all - bare hands.



Sneak crawls under the tank... ..and the view quickly changes to first-person.

Konami

- ◆ Azure Dreams
- ◆ Blades of Steel
- ◆ Blades of Steel
- ◆ Castlevania
- ◆ Contra Adventure
- ◆ Deadly Arts
- ◆ Dolphin's Dream
- ◆ International Superstar Soccer '98
- ◆ International Superstar Soccer '98
- ◆ International Superstar Soccer '98
- ◆ Metal Gear Solid
- ◆ MLB Bottom of 9th '98
- ◆ NBA In The Zone '99
- ◆ NBA In The Zone '99
- ◆ Poy Poy 2
- ◆ Silent Hill
- ◆ Suikoden II
- ◆ Survivor

Lucas Arts

- ◆ Star Wars: Rogue Squadron

MGM Interactive

- ◆ Return Fire 2
- ◆ Tiny Tank
- ◆ Tomorrow Never Dies
- ◆ WarGames: Defcon 1

Midway

- ◆ Bio FREAKS
- ◆ Bio FREAKS
- ◆ Blitz
- ◆ Blitz
- ◆ Chopper Attack
- ◆ Doom 64: Absolution
- ◆ Fastbreak '99
- ◆ GEX: Enter the Gecko
- ◆ Micro Machines
- ◆ Mortal Kombat 4
- ◆ Mortal Kombat 4
- ◆ Off-Road Challenge
- ◆ Off-Road Challenge
- ◆ Rally Racing
- ◆ Rush America
- ◆ Twisted Edge Snowboarding

Namco

- ◆ Pac-Man 3D
- ◆ Tales of Destiny

Natsume

- ◆ Flying Dragons
- ◆ Harvest Moon
- ◆ Legend of the River King
- ◆ Legend of the River King
- ◆ Ring Rage

Nintendo

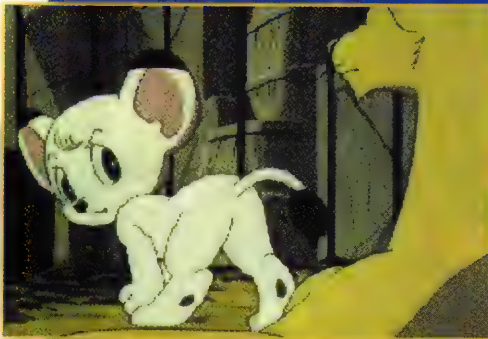
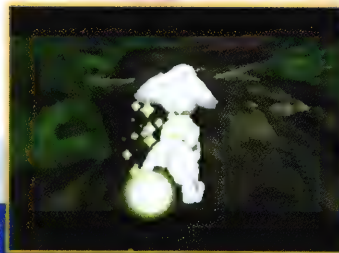
- ◆ Banjo-Kazooie
- ◆ Body Harvest
- ◆ Cruis'n World
- ◆ Donkey Kong 64
- ◆ F-Zero X
- ◆ King Emperor Leo
- ◆ MLB Presents Ken Griffey Jr.
- ◆ Player's Choice: DKC 1-3
- ◆ Player's Choice: Super Mario Kart
- ◆ Player's Choice: Super Mario World
- ◆ Player's Choice:
- ◆ Zelda: A Link To The Past
- ◆ Pocket Pikachu
- ◆ Pokemon Stadium
- ◆ Unknown Rare Title - Fighting
- ◆ Unknown Rare Title - Racing
- ◆ Waialae Country Club
- ◆ Zelda 64

Nintendo/Rare

- ◆ Twelve Tales: Conker's 64

Ocean

- ◆ GT Driver



King Emperor Leo (NG4)

Publisher: Nintendo

As if Zelda and F-Zero X weren't enough, Miyamoto is working on yet another masterpiece. This game is based off the cartoon series in Japan, a series that stars a white lion as King Emperor. In case you've never heard of the cartoon, Disney was accused of ripping off Emperor Leo for its box office smash The Lion King. Disney steal an idea? Blasphemy! Regardless, this game is a complete mystery, but we're hoping it rears its head.



Twisted Metal 3 (PS-N)

Publisher: Sony

This third installment is not being done by SingleTrac. Rather, Sony has rights to the sequel and is developing it in-house. Whether it will be as good as SingleTrac's Rogue Trip remains to be seen, but as one of the PlayStation's top franchises, Twisted Metal fans are definitely expecting a lot.



L.A.P.D. 2100 (PS-N)

Publisher: Electronic Arts

This game was originally going to be Future Strike, but now it's a brand new game that's separate from the Strike universe. As the name implies, it's a futuristic law enforcement game, but the law enforcement officials drive various mechas. Your mechas can transform from a walker into a powerful hovercraft, and they pack some deadly firepower.



[continued on page 30]



Blitz (PS-X, N64)

Publisher: Midway

It's only a matter of time until Blitz comes home, but the project is farther along than most expected. The N64 version is progressing nicely and should be available this summer. The PS-X version is still in hiding, and faces some competition from Sony's NFL Xtreme and a similar game being developed by EA Sports.



Madden NFL 99 (PS-X, N64)

Publisher: Electronic Arts

PlayStation Madden is finally going polygon. Now this year is the Dynasty mode, wrap tackles, juke moves, and a brand new kicking interface. The football wars will be very intense this year, bolstered by the recent rivalry of Madden 64 and Quarterback Club. However, it will all start a little earlier than expected. EA's NCAA Football 99 is also going polygon and is due out in August, whereas Sony's NCAA GameBreaker won't make it until November. Madden and GameDay should release within a few days of each other, as will be the case with Madden and Quarterback Club for N64. A heated battle indeed.



PS-X



PS-X



N64



Spyro the Dragon (PS-X)

Publisher: Sony Computer Entertainment America

Spyro is going to be the main focus at Sony's E3 booth. Developed by Insomniac Games, whose credits include Disruptor, Spyro promises to be a monumental action/platform game. It stars a purple dragon named Spyro, and the entire game features Disney-like animation. Supposedly, everything from the colors, to the speed, to the playcontrol has the whole industry buzzing. Keep an eye on this game. Spyro might give Crash Bandicoot a run for his money.





THE GAMES (cont.)

Mortal Kombat 4 (PS-X, N64)

Publisher: Midway

Mortal Kombat is making its way home in June and MK fanatics will be pleased with the results. Both versions of the game are very smooth, with tons of colors, and yes, tons of blood. Goro is playable as a hidden character, and all the 'alities and endings from the arcade version are included.



PS-X



N-64

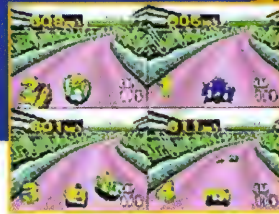


PS-X

F-Zero X (N64)

Publisher: Nintendo

Miyamoto is hard at work on yet another racing game for N64. But with Miyamoto behind the project, F-Zero X is sure to succeed. The races offer a field of 30 competitors, and you can die from falling off the track. The game will feature some interesting gameplay modes, one of which is a sudden death competition; there are multiplayer split-screen races, and cars can be adjusted to your liking.



Rogue Trip (PS-X)

Publisher: GT Interactive

1997 was a tough year for SingleTrac, but help is on the way for 1998. Rogue Trip is definitely Twisted Metal 3, but with a few key differences. Your job is to deliver tourists to vacation spots. Due to limited vacation real estate, others try to stop you. You can win cash to visit the body shop, upgrade your basic weapon selection, two players can play in the same car, and there are plenty of bonus levels to mix up the action. Level locations include Area 51, San Francisco, Las Vegas, and the eerie Nuke Town.



- Jest
- Mission: Impossible
- Space Circus
- Wetrix

Paradigm/Video System

- World Grand Prix

Psygnosis

- Blast Radius
- Colony Wars: Vengeance
- Dead Ball Zone
- Formula 1 1998
- Global Domination
- O.D.T.
- Power Soccer 2
- Pro 18: World Tour Golf
- Psybadek
- Sentinel Returns
- WipeOut 64

Radical

- ESPN Extreme Games
- ESPN Hockey Night

Sega

- Fighter's Megamix 2
- NBA Action '99
- NFL '99
- Panzer Dragoon 3
- Phantasy Star V
- Sega Rally 2
- Super GT
- Top Skater
- Unknown Sonic Game
- Virtua Cop 3
- World Series Baseball 2000

Sirtech

- Joe Blow
- Wreckin' Crew

Sony

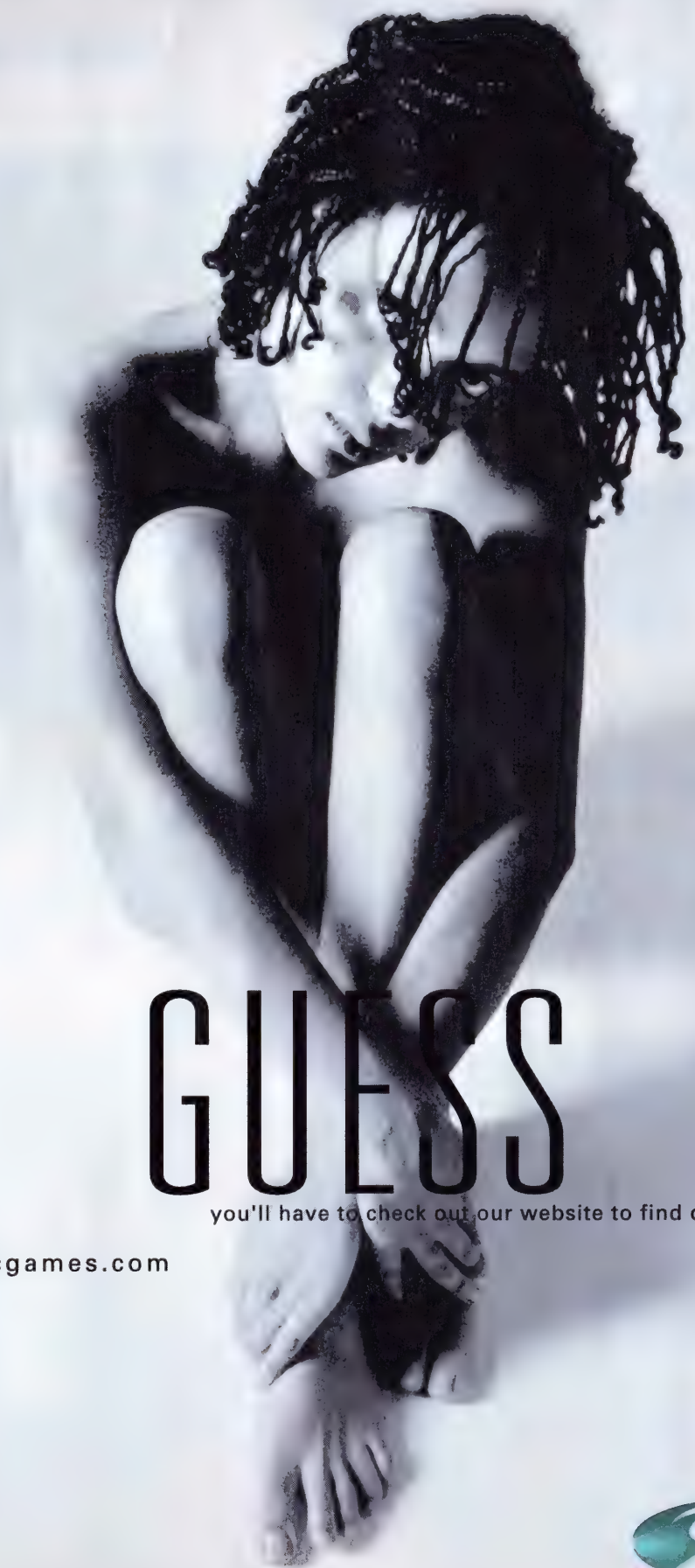
- Cool Boarders 3
- Crash Bandicoot 3
- Dark Guns
- Diabolical Adventures of Tobu
- Jersey Devil
- Legion
- Medieval
- NBA Shoot Out '99
- NCAA GameBreaker '99
- NFL GameDay '99
- NFL Xtreme
- NHL Face Off '99
- Rally Cross 2
- Sorcery
- Spyro the Dragon
- Syphon Filter
- Turbo Prop Racing
- Twisted Metal 3
- WarHawk 2
- Xtreme 3D

Square Soft

- Bushido Blade 2
- Final Fantasy VIII
- Parasite Eve
- Soukagi
- Xenogears

Take 2

- In Fisherman's Bass Hunter 64
- Golden Goal Featuring Alexi Lalas
- Grand Theft Auto
- Grand Theft Auto D.C.
- In Fisherman's Bass Hunter
- Monkey Hero
- Montezuma's Revenge
- Space Station Silicon Valley
- Spec Ops



GUESS

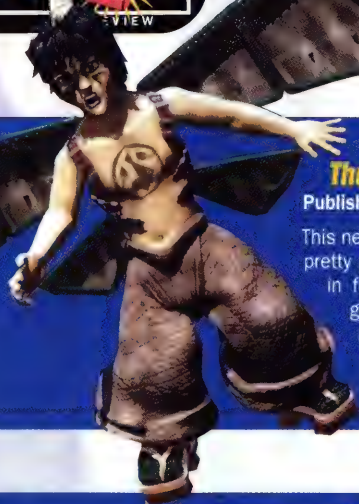
you'll have to check out our website to find out more.

www.ascgames.com





THE GAMES (cont.)



The Diabolical Adventures of Tobu (PS-X)

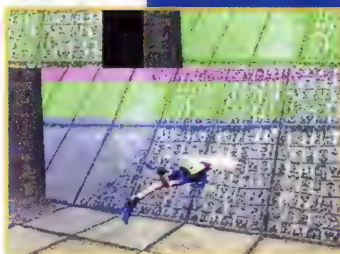
Publisher: Sony Computer Entertainment America

This new platformer is being developed in-house at Sony, and it sounds pretty good. Tobu is a little boy with metal wings. The game is set in full 3D, so there is plenty of flying, along with some quality ground-based exploration. The atmosphere in Tobu is very dark, almost evil in nature, and the characters and cinematics are done in Japanese-style animation. A kiddie platformer it's not.

Tomorrow Never Dies (PS-X)

Publisher: MGM Interactive

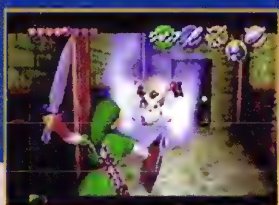
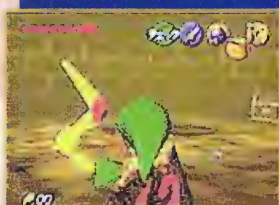
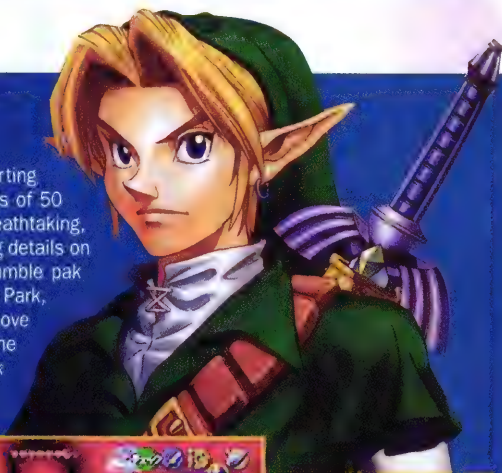
To further exploit its James Bond franchise, MGM Interactive plans the release of Tomorrow Never Dies. Black Ops, creators of Treasures Of The Deep, will be programming the game for MGM Interactive. The story in this game begins where the movie left off. Tomorrow Never Dies will feature lots of first-person action like Nintendo's GoldenEye, but with the addition of many different vehicles and tons of assorted gadgets. Shooting, racing, scuba diving, and practically any other action James Bond engages in (except maybe seduction) will be included.



Zelda (N64)

Publisher: Nintendo

Zelda is Nintendo's most important title. New pictures are starting to appear, and word from Nintendo of America estimates upwards of 50 hours of gameplay. As the pictures show, Zelda is amazing, breathtaking, mind-blowing, and we just can't wait to play it. Nintendo is guarding details on this flagship product, but Game Informer has learned that the rumble pak will be closely tied to gameplay. Like the glass of water in Jurassic Park, the rumble pak will slowly start to twitch as huge enemies move closer. The intensity will continue to build as you creep through the environment, coming ever closer to danger. Enough talk, let's look at some new shots.



◆ Wheel of Fortune

Tecmo

- ◆ Gallop Racer
- ◆ Monster Rancher 2
- ◆ Tecmo Super Bowl 2
- ◆ Castle of Deception

THQ

- ◆ Brunswick Circuit Bowling
- ◆ Dead Unity
- ◆ Disney's A Bug's Life
- ◆ Disney's Mulan
- ◆ FIFA World Cup '98
- ◆ Quest 64
- ◆ Rugrats
- ◆ Rugrats
- ◆ Rugrats
- ◆ Shao Lin
- ◆ Small Soldiers
- ◆ Speed Tribes
- ◆ The Granstream Saga
- ◆ WCW Thunder
- ◆ WCW Thunder
- ◆ Yoda Stories

Tiger

- ◆ Castlevania
- ◆ Giga Deluxe
- ◆ Holyfield Boxing
- ◆ Jeopardy!
- ◆ Madden Football '99
- ◆ Monopoly
- ◆ Mutoids
- ◆ NBA Live '99
- ◆ Resident Evil 2
- ◆ Small Soldiers
- ◆ Tiger Casino
- ◆ Wheel of Fortune 2
- ◆ X-Files

Titus

- ◆ Quest for Camelot
- ◆ Superman 64
- ◆ Superman
- ◆ Virtual Chess

Ubi Soft

- ◆ Buck Bumble
- ◆ F1 Racing Simulation 2
- ◆ F1 Racing Simulation 2
- ◆ Hype
- ◆ Predator Racing
- ◆ Predator Racing
- ◆ Rayman 2
- ◆ Rayman 2
- ◆ Shadow Gunner
- ◆ Tonic Trouble

Virgin

- ◆ C & C Red Alert: Retaliation
- ◆ Roadkill
- ◆ Sportscar

Working Designs

- ◆ Elemental Gearbolt
- ◆ Lunar Silver Star Story
- ◆ Magic Knight: Rayearth
- ◆ Silhouette Mirage
- ◆ Unknown Title
- ◆ Unknown Title

Legend

- ◆ PlayStation
- ◆ Sega Saturn
- ◆ SNES
- ◆ Game Boy
- ◆ Nintendo 64
- ◆ game.com
- ◆ Sega's New System

[continued on page 34]

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Rumors of a Price Drop

Sony has been hinting at plans to drop the PlayStation's price to \$99. Sony has retooled the design of the PlayStation to cut costs, and considering Nintendo's hefty investment in the N64, dropping the PlayStation's price would be an excellent business move. Nintendo has already stated that if the PlayStation drops in price, the N64 would follow within 24 hours. But Nintendo isn't moving the volume of software that Sony is, so an N64 price cut would be tough for Nintendo to swallow. *Game Informer* fully expects a price change for PlayStation. The only question is: Will Sony wait until the fall?

The Square Question

Since the holidays, there has been lingering questions as to who would publish Square's titles in the U.S. That question has finally been answered, in the form of two letters - EA. Announced April 27, a massive deal has been struck between Electronic Arts and Square Soft, cementing a partnership that should (if all goes well) help Square get its long list of titles published on U.S. soil.

Two new ventures have been formed (and listen closely because this is confusing): Square Electronic Arts, and Electronic Arts Square. Square Electronic Arts (SEA) will publish Square titles in North America, while Electronic Arts Square (EAS) will publish EA titles in Japan. In each case there is a 70/30 split in ownership. SEA is owned 70% by Square Soft, while EAS is owned 70% by Electronic Arts.

In 1998, SEA plans to publish *Parasite Eve*, *Xenogears*, *Bushido Blade 2*, and *Brave Fencer Mushashiden* in North America. In 1998, EAS plans to publish *Tiger Woods 99*, *World Cup 98*, *NBA Live 99*, *Diablo*, *Theme Hospital*, and the *Ultima* series in Japan.

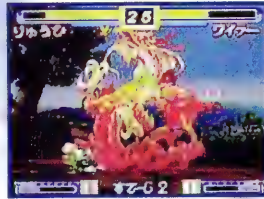
THE BEST OF THE REST



Abe's Exodius - GT Interactive



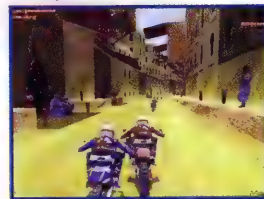
Cool Boarders 3 - Sony



Flying Dragons - Natsume



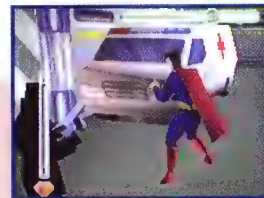
Int'l Superstar Soccer '98 - Konami



Moto Racer 2 - EA



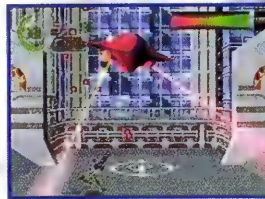
Redline - Accolade



Superman 64 - Titus



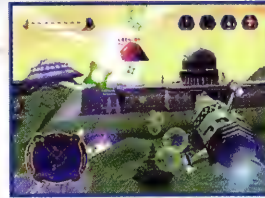
All-Star Baseball '99 - Acclaim



C: The Contra Adventure - Konami



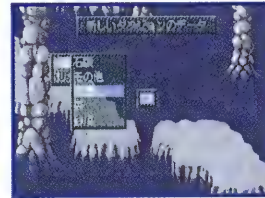
Fox Sports Golf - Fox Interactive



Invasion From Beyond - GT Interactive



NASCAR 99 - EA



RPG Maker - ASCII



Survivor - Konami



Armored Core 2 - ASCII



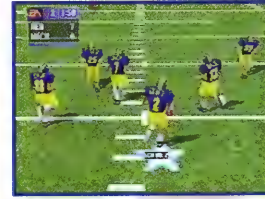
Croc II - Fox Interactive



G Shock - Konami



Jeopardy! - Hasbro



NCAA Football 99 - EA



Return Fire 2 - MGM Interactive



Tail Concerto - Bandal



Asteroids - Activision



Cruis'n World - Nintendo



Gex 64 - Midway



Kensei - Konami



NCAA GameBreaker '99 - Sony



Southpark - Acclaim [cartoon shot]



Tiger Woods 99 - EA

Final Fantasy VIII Rumors

Who will publish Final Fantasy VIII is no longer a question, it will be Square Electronic Arts. But the game itself is still a long way off. However, rumors abound, and here's a few of them. To begin, FF VIII is rumored to be 4 CDs in length, due to the massive CG cut-scenes. The Limit Breaks are back, but some of the moves can only be learned in certain places (like in a forest maze). Supposedly, your cast of characters might number as high as 30, and each character will have large differences in attacks and abilities. Some characters will focus on magic, while others will focus on physical combat.



The best rumor we've heard is that, in a break from FF tradition, FF VIII will pick up where FF VII left off. Sephiroth's cells have continued to grow and are attacking the planet. A group of ancients (including Red XIII) must stop it. If this is true, it would be the first time a Final Fantasy storyline has been interwoven with another. This might silence everyone who complained about the unanswered questions in FF VII. Maybe that was Square's plan all along.

No release date is set, but FF VIII could ship in Japan as early as spring '99 (the same time as Dragon Quest VII from Enix).



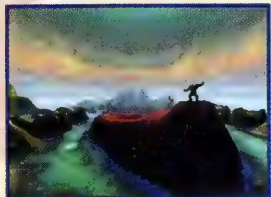
PREVIEW



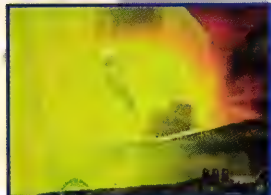
Bottom of the 9th '98 - Konami



Dragon Seeds - Jaleco



Giants - Interplay



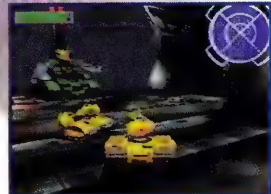
Knife Edge - Kemco



NHL Face Off '99 - Sony



Silhouette Mirage - Working Designs



Tiny Tank: Up Your Arsenal - MGM Interactive



WarGames - MGM Interactive



C & C Retaliation - Virgin



Duke Nukem: Time to Kill - GT Interactive



Hit Back - ASCII



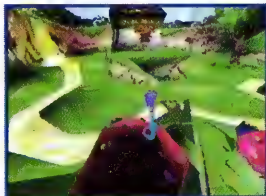
Life - Hasbro



Poy Poy 2 - Konami



Small Soldiers - EA



Tonic Trouble - Ubi Soft



Wheel of Fortune - Hasbro



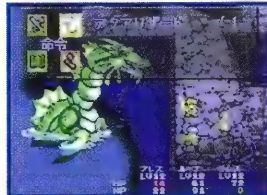
Carom Shot - ASCII



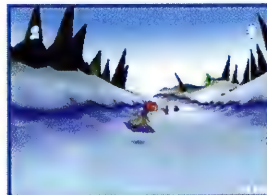
Elemental Gearbolt - Working Designs



Hardball 6 - Accolade



Lunar: The Silver Star Story - Working Designs



Psybadeck - Psygnosis



Star Trek Klingon Academy - Interplay



Touring Car Championship - EA



World Grand Prix - Paradigm/Video System



Castle of Deception - Tecmo



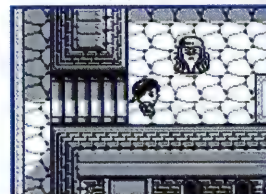
Earthworm Jim 3D - Interplay



Hype - Ubi Soft



Messiah - Interplay



Quest for Camelot - Titus



Star Wars Rogue Squadron - LucasArts



Turbo Prop Racing - Sony



Centipede - Hasbro



Fighter Maker - ASCII



Iggy's Reckin' Balls - Acclaim



Mike Piazza's Strike Zone - GT Interactive



Rayman 2 - Ubi Soft



Streak - GT Interactive



Virtual Chess - Titus



AN INTERVIEW WITH

KAZUNORI YAMAUCHI



Yamauchi stands in front of his Mitsubishi and shows his interest in racing is not limited to video games. At left is his car as it looks in the game.

Before this year, his biggest claim to fame was working on Motor Toon Gran Prix – one of the first games offered for the PlayStation in Japan. Now he has created a racing game, Gran Turismo, that many are calling the best racer ever created. Did he expect the game to do so well? What does he do for a follow-up? And exactly what kind of car does he drive?

Read on, as Game Informer speaks with the creator of Gran Turismo, Kazunori Yamauchi, and gets the answers to...



What is your inspiration for creating Gran Turismo?

Kazunori Yamauchi: Since I was 15 years old I thought that this type of game was needed. There were, and are, already a lot of racing games in the market but there weren't any with many of the cars that you see on the streets. The games had a lot of special sports cars and racing cars – and special races as well. So I don't think I've made anything really special, but something that every driver wants.

How long did you spend developing the game – or at least designing it?

Yamauchi: The actual development and production took three years, but in actuality it has been over six years since I first submitted the game design to Sony.

Your previous work on the Motor Toon Gran Prix series is obviously a lot different from this game, but is Gran Turismo the evolution of Motor Toon?

Yamauchi: Motor Toon itself has nothing to do with this game, but Motor Toon's bonus game, Motor Toon R, was kind of the beginning of Gran Turismo.

You didn't put any of the Motor Toon cars into Gran Turismo – did you?

Yamauchi: Keep on wondering [laughs]. Actually, there are none.

The data for the cars, how they handle, the characteristics – where did the data come from? Did you get to drive and test any of the cars?

Yamauchi: I really didn't have a chance to drive in ALL of the cars, but what we did is have a physics model that we could input the cars' actual physical parameters – like weight, horsepower, etc., into this model. Then we were able to get a fairly realistic representation of the car. Most of the data was supplied by the car manufacturers.

So what cars did you have the opportunity to drive?

Yamauchi: The Japanese car makers approached me and other members of the GT team and we were able to drive about 30 of their test cars. I was to drive, for example, the Nissan GT-R and the Acura NSX – actually that was my main reason for making GT [laughs]. I didn't want to make a game, I wanted to drive the cars [laughs].

There was a story or rumor that one of the GT staff members had wrecked a test car. Is that true?

Yamauchi: You mean an accident? It was actually me who wrecked the car. Actually this is my third car, I have wrecked two others – a GT-R and a FTO [Mitsubishi]. I now drive a Mitsubishi Lancer GSR Evolution V.

Tell us a little about your background?

Yamauchi: Actually in junior and senior high school I wasn't making games, but I was



Involvement in making films with my own production team. Every year there was a film competition and we were submitting a film every year on average. Then when I was in my third year of high school, all the friends that were making films with me started to say – OK, I'm going to be a lawyer or I'm going to be a doctor and I said to them, 'what happened to your passion to become film makers?' So I sat down and thought to myself what I really wanted to do from then on. I was using computers back then quite a bit and considered that an option. So while my greatest interest was in making films, I thought of being involved with computers, not games necessarily, but computer applications. So I guess that is what brought me to here.

Besides Motor Toon, have you worked on any other games?

Yamauchi: Yes, I worked on the Super [Nintendo] game Sky Blazer.

Do you feel that Gran Turismo is pushing the PlayStation technology to its limits?

Yamauchi: When I was working on the Motor Toon series, each time I was attempting to achieve the best quality product using the technology of the PlayStation. After I finish each of the productions I understand even more of the technology PlayStation has to offer. I think after finishing Gran Turismo, in hindsight I realize that it may use something like 75% of the power the PlayStation can achieve, as the GT team has discovered where we could squeeze out more of the machine's potential. However, if you look at the PlayStation games that were released in Japan for 1997, I am confident that Gran Turismo makes the best use of the technology. In GT, the physics engine uses approximately 50% of the CPU's power alone, but I am certain we can lower that to something like 20% or so.

The High-Res mode is a great and amazing looking bonus feature. What prevented you from using it in the entire game rather than on just three tracks?

Yamauchi: At first I wanted to do it for all of the tracks, but it became a choice of framerate as the High-Res mode runs at half the framerate

of the normal graphics. It was that issue, plus the fact that there just wasn't enough time to complete the High-Res mode for all of the tracks.

What was the hardest part about developing Gran Turismo?

Yamauchi: There are several aspects that come to mind, one being getting the control just right was very difficult. But in the first two years of the game's development the major thing was to speed up the graphics engine. I knew then that if the engine were not sped up the final product would not be so good.

Besides Gran Turismo, what are some of the other racing games that you play?

Yamauchi: Grand Circuit and Gran Prix II for PC. When I was younger I really admired just about any game on the Apple II.

It sounds like you have been playing some PC games of late. Is there any chance we'll see Gran Turismo for the PC sometime in the future?

Yamauchi: That is not something that I can decide, it is SCEI, as a company, that makes that decision. But I have made Gran Turismo ready to be converted to PC.

Were there any cars that didn't make it into the game that you really wish you had put in?

Yamauchi: I obviously really wanted to get many more European and American cars into the game, but a line had to be drawn somewhere or I would still be working on the game.

Any cars in particular?

Yamauchi: I would obviously like the "super" sport cars, but like in Gran Turismo, there are the cars that the beginner would be driving – not the super cars – but real family cars. So I guess if there were a sequel I would like to have more of the American and European versions of these family cars.

Are you going to be making a sequel?

Yamauchi: I really can't comment on that, but

if I were I would obviously add the European and American cars.

What has been the reaction by the car makers to the success of Gran Turismo in Japan?

Yamauchi: I have already been approached by a number of Japanese car manufacturers who want to be involved in any future projects. I have also been contacted by companies such as Bridgestone and Castrol concerning their inclusion in a sequel.

Do you ever think the car manufacturers will allow their cars to be damaged?

Yamauchi: Japanese car manufacturers, as probably compared with American manufacturers, are quite concerned about how their cars are represented and shown in the game, so I'm not exactly sure. But I have an idea to include a crash test in the next Gran Turismo game, if possible. For example, if you have a very bad crash in the game you will be told that that crash killed you.

Does it feel strange to see a game that you designed become so highly acclaimed?

Yamauchi: I am in awe and honored to have a product that is so highly reviewed. My team and I have always considered ourselves a challenger. We know that designers such as Sega's AM2 team make magnificent racing games, but all of a sudden after making Gran Turismo we realized that we may no longer be that challenger. It is a strange feeling indeed.





Editors' Top Ten Games for June

- 10 Atari Collection Vol. 2 (Paper Boy) - PS-X
- 9 Parasite Eve - PS-X
- 8 Pocket Fighter - PS-X
- 7 NBA Courtside - N64
- 6 Mega Man Legends - PS-X
- 5 Banjo-Kazooie - N64
- 4 MLB '99 - PS-X
- 3 1080 Snowboarding - N64
- 2 Tekken 3 - PS-X
- 1 Gran Turismo - PS-X

Readers' Top Ten Games for June

- 10 Diddy Kong Racing - N64
- 9 Final Fantasy III - SNES
- 8 Final Fantasy VII - PS-X
- 7 GoldenEye 007 - N64
- 6 Yoshi's Story - N64
- 5 Resident Evil 2 - PS-X
- 4 MLB '99 - PS-X
- 3 WCW Vs. NWO World Tour - N64
- 2 Jet Moto 2 - PS-X
- 1 Gex: Enter The Gecko - PS-X

Top Ten Things We Do When The Bosses Are Away On Vacation

- 10 Arrive at the office at 11:00 A.M. Wait, we do that anyway. Leave at 3:00 P.M.
- 9 Save the bad games for when they get back.
- 8 Score games solely on box art.
- 7 Catered lunches and cigars on the expense account.
- 6 Wear shorts.
- 5 Make believe that we're productive units in a highly tuned office work force.
- 4 Unshackle our chains.
- 3 Pretend we work for money.
- 2 Play video games on company time.

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

Nintendo 64DD Delayed Indefinitely?

According to numerous Japanese sources, the **64DD** has been delayed indefinitely, along with DD titles **Picture Maker**, **Polygon Maker**, and **Talent Maker** (see *GI*, Feb. '98), which are all under the **Mario Artist** label. However, **Pokemon Stadium**, the game that uses monsters from the **Game Boy Pokemon** via N64 Game Boy Adapter, is still coming out, but on a cartridge. No official statements from Nintendo have been posted regarding the reasons for the delay, only the actual postponement was confirmed. Expect **Pokemon Stadium** to hit Japan sometime this summer. While the 64DD isn't dead yet, this delay is certainly another nail in the coffin.



The Tokyo Game Show: Spring '98

In March, Japan's video gaming masses converged on the Makuhari Messe outside of Tokyo for the bi-annual **Tokyo Game Show**. The three-day show puts on display the latest Japanese video game offerings.

The first day of the show is open only to members of the press and gaming industry, but once the weekend rolls around the doors open to the voracious Japanese gaming public. Close to 20,000 gamers were estimated to pass through the turnstiles in one day. That makes this show an endless barrage of pushing and jostling to get the best view of the games, or plenty of standing in line for hands-on play.

Not surprisingly, the show was dominated by the **Sony PlayStation**. In fact, well over 50% of the titles displayed were for the Sony machine (even though Sony itself only displayed two fairly mediocre titles). **Namco's** area was jammed with gamers looking for a chance to compete in **Tekken 3**. In the largest display of a single console game, Namco had over 30 systems set up for some serious butt-kickin'. In fact, Namco sponsored a tournament with the champion earning the chance to compete at the upcoming **E3** in Atlanta. Besides all of the hubbub at the Namco booth, a number of other companies and titles garnered plenty of attention.

You can bet **Square** had plenty to



Sony Announces Pact With Microsoft

Sony announced that it will be collaborating and cross-licensing with Microsoft to "create a home networking environment that links personal computer and consumer electronics products."

Sony will license Microsoft's **Windows CE** operating system (the same OS purported to be the framework for **Sega's New System**) for consumer electronics products and handheld computers. Microsoft will license Sony's Home Networking Module for use within "certain versions" of Windows CE. "We hope our combined efforts will give birth to even more exciting products and applications in both the computer and audio visual entertainment arenas," said Microsoft's CEO Bill Gates.

The ramifications of this agreement as it pertains to Sony's future video game systems is still unclear, but the possibilities seem endless.



Do Bill Gates and Crash Bandicoot have some secret up their sleeves?



offer hungry gamers. The action/RPG **Brave Fencer Mushashiden** with its platform elements and hack'n slash combat hasn't been seen in a Square game since **Secret of Mana**. Konami's debut of **Metal Gear Solid** was equally impressive, yet disappointing when Konami announced it wouldn't release in Japan until September. On the RPG side, the emergence of Enix's **Star Ocean: The Second Story** should reestablish Enix as a top RPG maker. Enix's **Dragon Quest VII** is rumored for a spring '99 release in Japan. Lastly, Bandai has tailored a 3D action/adventure, **Tail Concerto**, that turned some heads. It has already been announced for a U.S. release this fall.

The pickings were pretty slim on the **Nintendo 64** and **Sega Saturn** fronts. However, **Human's Air Boarder 64** and **GameArt's Gungriffon 2** for Saturn were quite impressive. Hudson displayed the most unique gaming-related product when it unveiled the **Handy Watcher** for **Game Boy** which, get this, is a depth/fish finder that plugs right into the cartridge slot of the Nintendo handheld. An unusual but exciting development for the avid anglers on the *Game Informer* staff.

The Tokyo Game Show always has its share of unusual titles that will likely never see the light of day in the States, but most of the games we have mentioned (and others) will make their way to the U.S. very soon and we'll bring you the word.



The Handy Watcher (at left) turns your Game Boy into a depth/fish finder.

Eidos To Bring Fighting Force to N64

After announcing its intentions to develop **Nintendo 64** titles last June, *Game Informer* has learned that **Eidos Interactive** will release **Fighting Force** as its first N64 cart.

No details are available on the exact changes from the **PlayStation** release, but **Fighting Force 64** is a definite for release this fall. Eidos is expected to debut the game at this month's **E3**.

THQ Announces Plans for Road Rash and Nuclear Strike on Nintendo 64

THQ is partnering up with **Don Traeger Productions** to bring **Road Rash** and **Nuclear Strike** to gamers in, as the press release put it, "the discerning 64-bit audience, a significant and growing market segment that demands originality as well as superior gameplay." Lofty goals indeed, as neither title is the summation of 'originality' or even 'superior gameplay,' especially considering that both games have spawned numerous sequels.

But we at *GI* are here to inform, not to judge (yeah right), so maybe there will be something original in these rehashes of popular favorites. Possibly a three-wheel bike, or maybe a chopper with even bigger guns? Let's keep our fingers crossed and look for these titles coming in the next 12 months.

EA's Waistline Expanding

Electronic Arts' business strategy is "to enhance its development and creative resources through acquisition or investment." This time, EA has purchased **Tiburon Entertainment, Inc.** and made it a wholly owned subsidiary. Since April 1996, EA has had a minority interest in the company, owning 19.9%. In the past, Tiburon has developed titles for EA Sports like **Madden Football 98** for the **Sony PlayStation** and **Nintendo 64**, and **NCAA College Football 98** for the PlayStation.

Sony Interactive Studios America Takes On New Role

Sony Interactive Studios America (SISA) will expand its responsibilities to those of an independent publisher. With games like **NFL GameDay '98**, **MLB '99**, **Blasto**, and **Rally Cross**, not to mention its many others, Sony Interactive Studios America (SISA) is one of the premier game developers for the **Sony PlayStation**. Plus, SISA dabbles in the PC market with Internet-only games like **Tanarus** and the upcoming **EverQuest**.

Sony Computer Entertainment America (SCEA) will continue to handle sales and distribution for all SISA products.



Capcom Generations: 1942 Series



Capcom Generations: Ghouls & Ghosts Series

Gaming's Past Relived With Capcom Generations

The great folks at **Capcom** have given us a sneak peek at two of the company's fall titles, both in the **Capcom Generations** Series. Remember the game **Ghouls & Ghosts**? How about the shooter classic **1942**? Now you can play all three versions of both games on your **Sony PlayStation**. The two discs will release separately, with all the versions from both the arcade and previous consoles included.

Look for these games this fall.



Electronic Arts Ranks 1st in 1997 Software Publishing

According to **Access Media International**, a New York-based industry analyst firm, **Electronic Arts** topped all software companies in 1997 by racking up \$848 million in revenues in the home interactive entertainment market. However, other companies, especially **Nintendo of America** and **Sony**, gave EA a run for its...ahem...money.

From 1996 to 1997, both Sony and Nintendo increased revenues by 400% with Sony ending up at \$801 million and Nintendo of America at \$834 million. This shows that the market is not dominated by one player, as each of the three companies accounts for about 12% of the \$6.6 billion total spent on software by consumers.

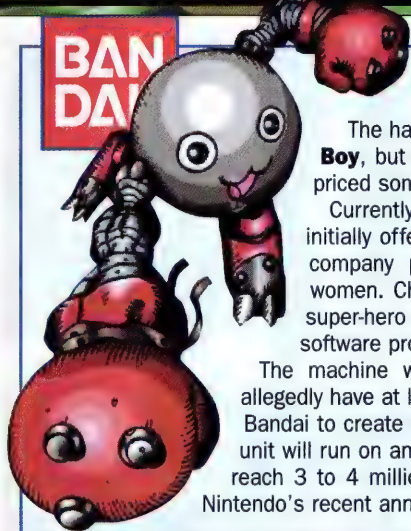
During the period between 1996 and 1997, global software sales went up by 34%. Europe experienced the most dramatic increase of 51%, while the U.S. had an increase of 34%.

HOME INTERACTIVE ENTERTAINMENT SOFTWARE INDUSTRY RANKING

Ranking	1997 Revenues (in millions)
1	Electronic Arts \$848
2	Nintendo of America \$834
3	Sony Computer Entertainment \$801
4	GT Interactive \$531
5	Cendant Software (formerly CUC) \$496
6	Microsoft Corporation \$477
7	The Learning Company \$392
8	Sega of America \$303
9	Eidos plc \$246
10	Broderbund \$228
11	Midway Games, Inc. \$224
12	Acclaim \$204
13	Infogrames Entertainment \$196
14	Activision \$191
15	THQ \$89
16	Interplay \$86
17	Microprose/Spectrum Holobyte \$70
	All others \$382

Source: Access Media International (AMI)

**BAN
DAI**



Bandai To Break Into Handheld Market

The handheld gaming market has been dominated by **Nintendo's Game Boy**, but this fall **Bandai** plans to release a pocket-sized unit of its own, priced somewhere between \$30 and \$40.

Currently negotiating with several major software firms, Bandai will initially offer about 20 different games tentatively priced at about \$25. The company plans to focus its marketing efforts on children and young women. Characters from the Bandai universe like **Tamagotchi** and the TV super-hero **Ultra Man**, will more than likely be featured in the first wave of software products.

The machine will be equipped with a 2.5 inch monochrome LCD and will allegedly have at least twice the visual processing capacity of a Game Boy, allowing Bandai to create the visual effect of several characters moving independently. The unit will run on an unspecified number of AA batteries and Bandai expects sales to reach 3 to 4 million units by March 1999. An ambitious sales effort considering Nintendo's recent announcement of the Color Game Boy.

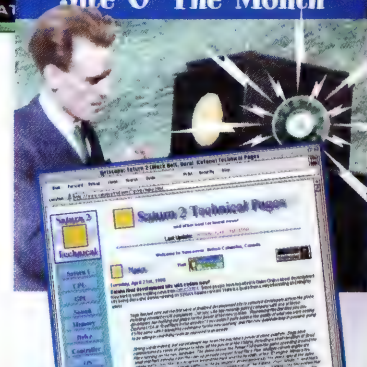
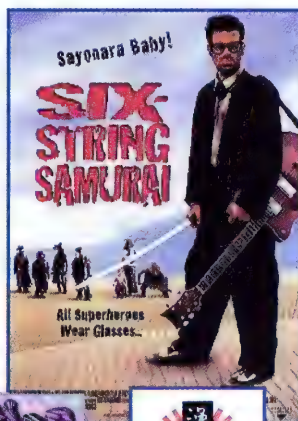
Red Hot Manga Video News

Manga Video has had a close tie to the video game industry lately, and even though its **Street Fighter II V** series recently came to an end with the release of episode 10, more good game stuff is on the way. While we're on the subject of **Street Fighter**, a Manga representative recently informed us that the Japanese film **Street Fighter II Alpha** could possibly be coming to U.S. theaters later this year. Also, keep your eyes peeled for the **Fist of the North Star** series coming to video this July.

In other news, Manga is bringing out a slew of new videos. The list includes **Sword of Truth**, **Psychic Wars**, **Perfect Blue**, **X**, **Lady Ninja**, and the **General Chaos Film Festival** (no relation to the game - sorry). All of these videos are due out before the end of the year.

For **DVD** owners, Manga has just released **Ghost In the Shell** and the equally popular **Ninja Scroll**. **Wings of Honneamise** is scheduled to hit on July 28.

Lastly, Manga and **Palm Pictures** will be distributing the highly acclaimed live action movie **Six String Samurai** to theaters later this year. From what we've heard and seen, this movie looks killer! Stay tuned!



Saturn 2 Technical Pages

<http://www.canadawired.com/~gvink/index.html>

With the word technical in the title, be prepared to be overwhelmed by this site's compilation of data gathered concerning Sega's Next System. A must see.

VIDEO GAME



- 1 What company is attempting an apparent suicide mission by planning to break into the portable handheld market, currently dominated by Nintendo's Game Boy?
- 2 What two companies have recently become official developers for the Nintendo 64?
- 3 Eidos' Deathtrap Dungeon is loosely based on the written works of what author?
- 4 What kind of car does Gran Turismo creator Kazunori Yamauchi drive?
- 5 Blasto producer Jonathan Beard also made a Super Nintendo game that was based on a popular movie. What is it?

[Answers on the bottom of page 43]

Crystal Dynamics Joins Nintendo in Holy Matrimony

Recently, **Crystal Dynamics** became an "official" member of the **Nintendo** family. But you can't be born into this family. To join, Crystal had to go through a rigorous courting process that ended with an oral presentation to Nintendo.

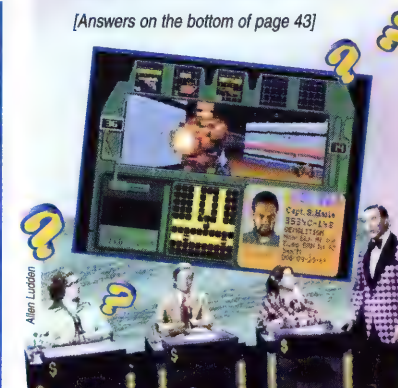
Now that it has been accepted by Nintendo, Crystal has been given the development tools necessary to make games for Nintendo platforms. In other words, Crystal can publish and develop games for the N64 all by itself. Therefore, **Midway** will take a lesser role as Crystal publishes and develops exclusive levels of **Gex: Enter the Gecko** for the **Nintendo 64**. Midway, however, will distribute the game and will also hire **Real Time Associates** to convert the game to the Nintendo console.

In addition to Gex, Crystal has the option to bring other games to the N64 like **Legacy of Kain: Soul Reaver**, **Akuji the Heartless**, and **The Unholy War**. Will Crystal satisfy the legions of N64 owners that are sick of one racing game after another? No official word has been given yet, but expect an announcement from Crystal after **E3** detailing any plans to fatten the N64 library.

"... I DO"



The happy couple, they plan to honeymoon in Las Vegas.



Name That Game!

This game, released in 1994, is a pioneer of the first-person shooter genre. Published by Accolade on the Sega Genesis, it features armor and health power-ups, a ton of weapons, strafing, and five playable characters each with different abilities and starting equipment. What game is it?

[Answer on the bottom of page 43]

Data File:

► **Sega of America** announced that **Bernie Stolar** has been promoted from COO to president and COO, responsible for all facets of Sega's North American video game operations. This might not be the biggest news of all-time, but Sega tipped its hand as to key launch titles when **Sega's New System** is released next year.

According to Sega, its new system will ship with a new emphasis on its **Sega Sports** line-up, anchored by **Visual Concepts**. Sega has invested heavily in Visual Concepts, the company responsible for **One** and **Hardwood Heroes** (to name a few). Visual Concepts' does impressive work, and sports games are fundamental to any platform. Look for more information on Sega's Next System in *Game Informer's* E3 Preview on page 24.

► The news of a sequel to **Psygnosis'** highly acclaimed space combat game, **Colony Wars**, has been circulating for months; however, the company told *Game Informer* that it has settled on an official title for the product due to hit the **PlayStation** in mid-November.

Now known as **Colony Wars Vengeance** (see pg. 50), this sequel was formerly called **Colony Wars: Codename Vendetta**. It was changed to *Vengeance* due to copyright issues.

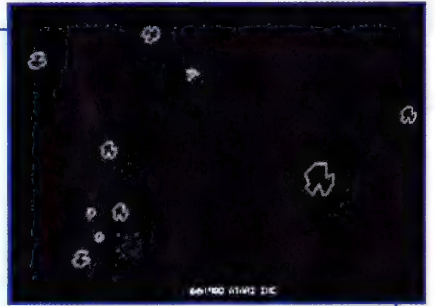
► **Crave Entertainment, Inc.** salvaged **Lobotomy Software** from the wreckage of **Saturn**-based first-person shooters for work on a future **Nintendo 64** title. Crave obtained the senior members of Lobotomy, including Paul Lange, who started the company in his apartment. Lobotomy is known for its Saturn development of **Powerslave**, **Duke Nukem**, and **Quake**.

► **Square** has begun development on **Ehrgeiz** for **PlayStation**. Inside sources at Square indicate that a PlayStation release could happen as early as December 1998 in Japan and spring 1999 in the U.S. The home version of *Ehrgeiz* is also rumored to include an adventure/story mode, like **Tobal 2**.

Activision Formally Announces Asteroids For PlayStation

Asteroids is back! **Activision** is planning to release a new 32-bit version of *Asteroids* for the **PlayStation** and **PC** later this year. Although **Hasbro** legally owns the rights to all of **Atari's** old properties, the deal with Activision was signed before the acquisition took place. So, everything's on schedule. Apparently Activision is pretty excited about it, but we'll reserve our judgement until we get to hyperspace all over with total disregard for the crew's safety (as if the *Asteroids* ship had a crew).

In other Activision news, the company has garnered the rights to publish **Sony Music Japan's** newest title, **Tenchu**. This action game (see *GI*, May '98), which centers around the use of stealth, is very awesome. We should get a release date on *Tenchu* when we head to **E3**.



Classic Asteroids



Asteroids for PlayStation



Turbo Prop Racing

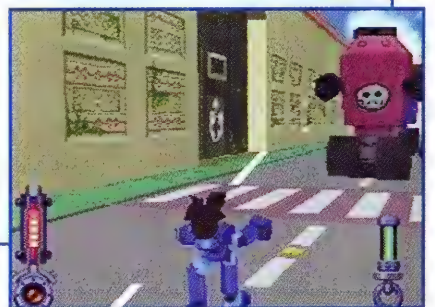
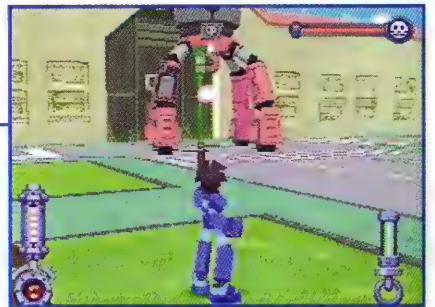


Turbo Prop Racing Coming To Sony PlayStation

Sony Computer Entertainment Europe first unveiled this game as **Rapid Racer** at last year's **E3**. **Sony Computer Entertainment America** has picked up the title for U.S. release and renamed it **Turbo Prop Racing**. If you haven't figured it out, *Turbo Prop* is a high-performance boat racing game. Sony has been keeping quiet about the details of the game, but we've been able to dig up its release which is scheduled for July.

Mega Man Legends Delayed for No Good Reason Whatsoever

Capcom fans start screaming, because you are not going to like this bit of news. **Mega Man Legends**, the awesome, fully 3D action/adventure featuring the Blue Basher himself, has been delayed until September. The reason? Well, it seems that Capcom feels it would make a bigger sales impact with a September release instead of a June release as originally planned. The game is finished, it looks and plays great, and there is no real competition on the **PS-X** as far as new action games go, but Capcom doesn't care. It has delayed the game until September, and we'll all have to wait.





New Releases

RELEASE DATE	TITLE	PUBLISHER	SYSTEM
May			
05/25/98	FIFA Road to World Cup	THQ	.GB
05/25/98	Legend of the River King	Natsume	.GB
05/25/98	Griffey's Baseball	Nintendo	.N64
05/25/98	World Cup 98	Electronic Arts	.N64
05/25/98	Azure Dreams	Konami	.PS-X
05/25/98	Elemental Gearbolt	Working Designs	.PS-X
05/25/98	Hardball 6	Accolade	.PS-X
05/25/98	World Cup 98	Electronic Arts	.PS-X
05/25/98	Magic Knight Rayearth	Working Designs	.Saturn
05/26/98	WWF: Warzone	Acclaim	.N64
05/26/98	All-Star Baseball '99	Acclaim	.N64
05/26/98	Bust-A-Move 2	Acclaim	.N64
05/26/98	Batman & Robin	Acclaim	.PS-X
05/26/98	Road Rash 3D	Electronic Arts	.PS-X
05/29/98	Piazza's Strike Zone	GT Interactive	.N64
June			
06/01/98	Virtual Chess	Titus	.N64
06/02/98	Fox Sports Golf '99	Fox Sports	.PS-X
06/02/98	Fox Sports Soccer '99	Fox Sports	.PS-X
06/02/98	Power Soccer 2	Psygnosis	.PS-X
06/13/98	Iggy's Reckin' Balls	Acclaim	.N64
06/15/98	Quest for Camelot	Titus	.GB
06/16/98	Chopper Attack	Midway	.N64
06/16/98	Jersey Devil	Sony	.PS-X
06/22/98	Dead Ball Zone	GT Interactive	.PS-X
06/23/98	Mortal Kombat 4	Midway	.N64
06/23/98	Mortal Kombat 4	Midway	.PS-X
06/25/98	Harvest Moon	Natsume	.GB
06/25/98	Flying Dragon	Natsume	.N64
06/25/98	GT Racing	Ocean/Infogrames	.N64
06/25/98	Mission: Impossible	Ocean/Infogrames	.N64
06/25/98	Quest 64	THQ	.N64
06/25/98	Wetrix	Ocean/Infogrames	.N64
06/25/98	Granstream Saga	THQ	.PS-X
06/25/98	Silhouette Mirage	Working Designs	.PS-X
06/25/98	Tiger Woods 99	Electronic Arts	.PS-X
06/29/98	Banjo-Kazooie	Nintendo	.N64
06/29/98	Off-Road Challenge	Midway	.N64
06/29/98	Off-Road Challenge	Midway	.PS-X
06/29/98	WWF: Warzone	Acclaim	.PS-X
July			
07/15/98	World Grand Prix (tentative)	Video System	.N64
07/15/98	Turbo Prop Racing	Sony	.PS-X
07/15/98	NFL Xtreme	Sony	.PS-X
07/15/98	Pocket Fighter	Capcom	.PS-X
07/15/98	Tomba	Sony	.PS-X
07/25/98	Mulan	THQ	.GB
07/25/98	Small Soldiers	THQ	.GB
07/25/98	Deadly Arts	Konami	.N64
07/25/98	WWF: Warzone	Acclaim	.N64
07/25/98	Dead Unity	THQ	.PS-X
August			
08/01/98	Waialae Country Club	Nintendo	.N64
08/01/98	Battleship	Hasbro	.PS-X
08/11/98	Sentinel Returns	Psygnosis	.PS-X
08/15/98	Superman 64	Titus	.N64
08/15/98	Cardinal Syn	Sony	.PS-X
08/25/98	Caesar's Palace	Crave	.N64
08/25/98	GEX: Enter the Gecko	Midway	.N64
08/25/98	Blast Radius	Psygnosis	.PS-X
08/25/98	Brunswick Bowling	THQ	.PS-X
08/25/98	LUNAR: Silver Star Story	Working Designs	.PS-X
08/25/98	Redneck Rampage	Crave	.PS-X

[all dates subject to change]



All-Star Baseball '99



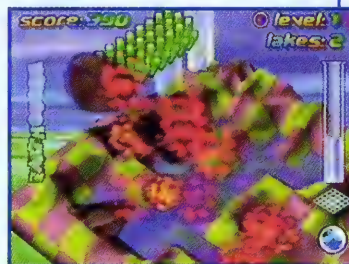
Elemental Gearbolt



Granstream Saga



Quest 64



Wetrix



Virtual Chess 64

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Video Game Trivia Answers:

1. Bandai. (See *GI* news, page 41)
2. *Crystal Dynamics* and *Psygnosis*.
3. *Ian Livingstone*.
4. *Mitsubishi Lancer GSR Evolution V*.
5. *Jurassic Park*.

Name That Game Answer:

Zero Tolerance

Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Exhibition, Season, World Series, & Home Run Derby Modes; All MLB Players, Teams, & Stadiums; Virtual Stadium Tours; Rumble & Controller Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Angel Studios for Nintendo Sports
- **Available:** Now for Nintendo 64

Bottom Line: **7.5**

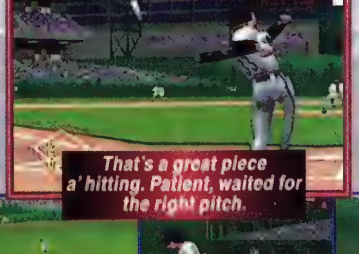
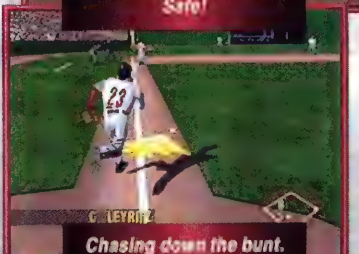
The baseball stylings from Nintendo have carried the name of Ken Griffey Jr. for many years now. In fact, Griffey has to be the longest running sponsor of any baseball game – in years, not in games. Not only does Nintendo pay 49% of Junior's salary through partial ownership of his team, the company has locked this young ballplayer into titles that have appeared on Game Boy, SNES, and finally (and we mean finally!) on the Nintendo 64.

With a development cycle that spans well over two years, Major League Baseball Featuring Ken Griffey Jr. is a game that has had its fair share of delays. Ironically, the Japanese market has seen a number of baseball games for N64 and Nintendo's own Griffey will be the first N64 baseball in North America – almost two years after the system's launch. We now depart from the gaming commentary to get to some stone-cold gaming facts (with plenty of GI opinion to mix it up).

While this game may not hold a revolutionary status as the end-all, be-all of video baseball, it is quite impressive to look at. Attention has been paid to many of the nuances of the game. Some batters will pick up a handful of dirt before entering the box, fielders catch and fire the ball with the form only coaches would appreciate, and the umps fire a fist when ringing up the guy trying to steal second. An endless barrage of different throws and other exceptional fielding animation adds a great dimension to the fielding control. When you add to this the analog batting/pitching control, there are no serious flaws in this game's graphics or control.

A good looking and (especially) playing game is always important, but in most baseball games the added features such as player create are what really put a game over the top. Unfortunately, Griffey lacks in a number of these categories that the fan of baseball simulation looks for. It has no player create, no sim seasons, and no multiplayer season. Well, actually it does have a multiplayer season (for up to four players), but it does not in the sense that you have to wait for your teams to meet in the schedule. In a 162 game season, that may be a long wait since you can't sim-advance through games.

Historically, the previous Griffey games have had much more of an arcade feel and history again takes precedence with the N64 version. With that in mind, there are likely a number of N64 owners craving for the great control and quick gameplay of this game. But remember, it is the first available and there are more games right around the corner.



Baseball... Been Very Very Good to Me

JON

THE GREEDY GAMER

Concept

7

Graphics

9

Sound

7

Playability

9

Entertainment

7.75

8

OVERALL

"I'm going easy on Griffey, simply because the game looks great and plays so well. The motions in the game are very smooth. The fielding is challenging, but easy to pick up. I like the batting interface too, you totally feel when you hit a chopper vs. a dribbler, or a deep shot vs. a line drive. Different play combinations come up often, and working the bases offers great rewards. But, and this is a big "but" – Nintendo, after so much delay, only delivered half a baseball package. You can't create players, the season setup with no controller select is completely outdated, and you can't tweak fielding strategy. Griffey is arcade all the way. If you need the extras, wait for All-Star. If not, pick up Griffey."

PAUL

THE GAME PROFESSOR

Concept

7.75

Graphics

9

Sound

6.25

Playability

9.5

Entertainment

8

8

OVERALL

"The games with the Griffey name have always been fun to play if you like the 106 mph fastball and quick action. It does have many things going for it. Graphics, fielding, and batting are excellent. The game is not burdened with a lot of menus so playing a whole game is rather quick. If great arcade-styled gameplay is what you want, the playcontrol will likely be hard to beat. I wish I could say the same for the simulation aspects. Trades and draft are adequate, but no player create is weak – almost inexcusable. I also don't like the fact that you can't sim through meaningless games in the season. Well, at least we finally have a baseball for N64, but I'd suggest comparing Griffey to the other games before a purchase is made."

REINER

THE RAGING GAMER

Concept

3.75

Graphics

9

Sound

7.5

Playability

7.75

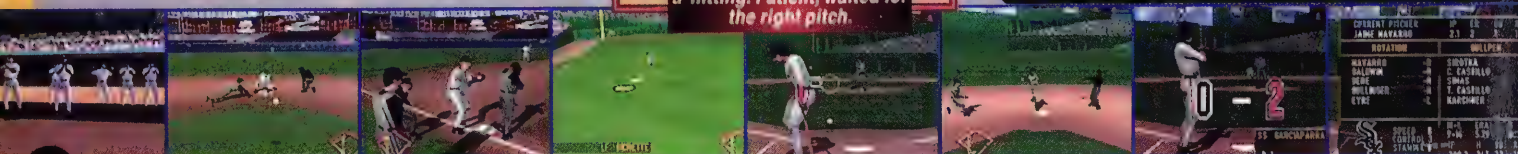
Entertainment

5

6.5

OVERALL

"This is a sad story indeed. Nintendo has created a mammoth of a title here, but forgot one key feature – a create player. Griffey has amazing graphics, fantastic camera panning, and extremely tight pitching, batting, and fielding, but with this little feature missing, I cannot stay enthused with this game. In my opinion half of the experience is missing. Sure you can play it, and it is a grand time, but for a fantasy league geek like myself, not having the option to add players to a team makes the game kind of worthless. If you don't mind this missing feature then Griffey is a game you should definitely check out. Otherwise, sit back and shake your head at Nintendo. What were they thinking!?"

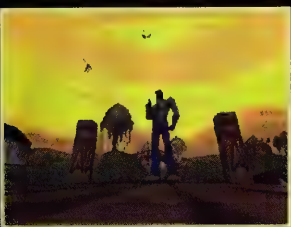


Nintendo 64 Preview

- **Size:** 96 Megabit (Possibly Larger)
- **Style:** 1-Player Action
- **Special Features:** Complex Puzzle Solving; Non-Linear Storyline; Varied & Explosive Weapons; Multiple Views Via Camera Movement; See All the Way to the Horizon
- **Created by:** Iguana U.K. for Acclaim Entertainment
- **Available:** 3rd Quarter 1998 for Nintendo 64

35% Complete

The Voodoo Is in You



It seems there is another new fad in the marketplace of video games: the religion of voodoo. Taking another character from the pages of mainstream comics and bringing him to life on the Nintendo 64, Acclaim's go-to men at Iguana are sending out another big, scary, action-packed smash. Shadowman is a hitman-turned-voodoo warrior, thanks to a curse placed upon him by a voodoo priestess. Using his newly found black magic and his trusty truckload of weapons, Shadowman sets out to destroy serial killers, zombies, and other underworld denizens.

Utilizing a story that is non-linear, Shadowman's game changes during each play and offers some never before seen gaming scenarios. Complex puzzle solving that includes deciphering ancient text and using other artifacts are staples that players must become familiar with. But not all things are new. Shadowman must fight his way through two versions of the same world, Liveside and Deadside, but is allowed to roam at will and go places not necessarily in the order originally planned.

The game is set in third-person and allows for multiple viewpoints, as well as a fully controllable camera. Plus, the camera view allows the player to see all of the action and his or her current weapon of destruction doing its thing. Guns like the Eagle, the Violator, the Shadowgun, and the Flambeau are common equalizers for Shadowman, and utilizing each to its full potential is important. The backgrounds are heavily detailed and allow the player to see as far as the horizon.

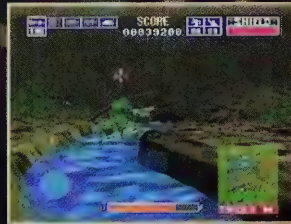
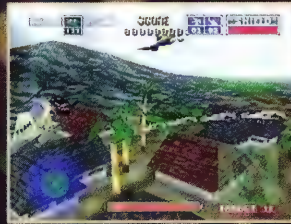
We really don't have a whole lot of information on this game as of yet, but we are digging our noses in and sniffing out the goods. Hopefully we'll see this one at E3 and even have some good things to say about it.

Nintendo 64 Review

- **Size:** 64 Megabit
- **Style:** 1-Player Action
- **Special Features:** Choose From 8 Choppers & 9 Special Weapons; Earn Money To Purchase Special Weapons; 7 Objective-Based Missions; A Hard-Drivin' Commander
- **Replay Value:** Low
- **Created by:** Seta for Midway
- **Available:** June for Nintendo 64

Bottom Line: 5.25

	ANDY	PAUL	REINER
Concept:	7	7	3.5
Graphics:	6.5	6.5	4.25
Sound:	5	5	5
Playability:	7	8	3.5
Entertainment:	7	5	1.75
Overall:	6.5	5.75	3.5



Stick And Move

There are a lot of Strike Series fans out there who did not buy a Sony PlayStation. Those of you in that group, rejoice, for your hopes for a tactical shooter are being answered. Chopper Attack is the U.S. translation of the Japanese Wild Choppers from Seta. Choose from eight choppers with varying attributes and pilots, and send them to victory with an arsenal of weapons, including homing missiles and cluster bombs, even dummy missiles to distract the oncoming heat-seeker.

Each level starts with a debriefing, with the commander stating the key points of each mission. What he fails to tell you, however, is that the buildings and crates carry money and power-ups, all for you to pick up if you disregard the personal safety of the homeowners. But there is no conscience here, just some explosive goodness to keep you blowing things to high heaven.

Different operations include the standard "rescue the POWs" as well as defending an airplane, taking out radar stations, and the shoot-everything-that-moves level. Some of these missions are fairly easy, while others are really tough with lots of enemies to kill and minuscule fuel/shield reserves. Chopper Attack keeps you on your toes with decent AI as well as some cross hairs that are really difficult to aim. Between the two, it takes some time to master the controls and the finer points of destroying your enemy. Some enemies take only one hit with a homing missile, while others are much tougher, needing as many as four or five dead-on missiles to take them out.

Andy, The Game Hombre

"The control problems from the Japanese version of this game have been fixed, but targeting with the Vulcan is still a little off. I do like the arcade action of this title, but this game doesn't hold a candle to the Strike series. Chopper Attack is nothing spectacular, but it is fun and worth a rental."

Paul, The Game Professor

"Hey, it's a great game for mindless shooting. It lacks in many areas but at least it's not a racing game. If you rank AeroFighters as one of your favorites, you might like this game."

Reiner, The Raging Gamer

"No brainpower went into this title whatsoever. It tried to be like Strike but failed miserably. You can see seams in-between textures and the physics and effects are horrible. This is a good venture for monkey men, but merely a joke in today's savvy programming world."

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Over 160 Cars; Upgrade Parts Including Mufflers, Brakes, Turbochargers; 11 Tracks; 17 Cups; 3 License Examinations; Analog/Dual Shock/Negcon Compatible
- **Replay Value:** High
- **Created by:** SCEI/Polys Entertainment for Sony Computer Entertainment America
- **Available:** Now for Sony PlayStation

Bottom Line: 9.5

Racing fans rejoice, because most of your wildest dreams are about to come true. Gran Turismo, the highly touted racing game from Sony, is the next game up for release in the United States. This game is more than you can imagine, with so much stuff to do it makes the average gamer swoon, and the hardcore gamer giggle with glee. Eleven different tracks are available, with options to race each forward and backward. Over 160 cars are in the game, with all the major Japanese car manufacturers, two British car manufacturers, and two representatives of the Big Three (Chevy, Dodge) included. Although there are only a few cars available from American manufacturers, they are the big dogs of speed: for example, the Dodge Viper, the Chevy Corvette, and the Chevy Camaro. While they really get up and move, they don't exactly handle like a dream.

One of the really impressive features is the ability to purchase upgrades for your vehicle. Each company has its own speed shop and offers an assortment of items to choose from. Mufflers, pistons, valves, suspension kits, tires, turbochargers, ROM kits, it's all here. And after you install each part, you can adjust your car for each particular race - tightening the suspension, changing the downforce on your vehicle, even adjusting the gear ratios, all to get the maximum performance out of your baby.

But all these goodies aren't available unless you prove your worth. License examinations separate the real racers from the wanna-bes. There are three license examinations, and they are relatively difficult. Once you acquire a license, you will feel you have earned the right to drive. But the basic license won't keep your interest for long. There's not much money in the B class races, so you'll hunger for an A license quickly. Master it and you will have a wide array of races and money-earning opportunities to get your dream car. Another reason to hit the license exams is that each time you get first place in a cup, you get a new car. Depending on whether you win all the races or just get the necessary points to win the cup, the car will change. Plus, the cars you earn are not available anywhere else in the game.

But there's even more to tell about Gran Turismo. If you get tired of a car, put it in your garage. You can have up to 120 cars at once. Or sell it to a car dealership or another player to get some quick cash for your next dream machine. Just pop their memory card into the other slot and make sure they have the necessary funds.

But all of these great options don't mean jack without the Game Informer seal of approval. And what exactly do the reviewers have to say about this game? Well, read on and check out the opinions of some of America's most hardcore gamers.



Huge wipeout in Turn 4.



You can go anywhere from this screen.



Beat these four open cups and you get a secret mode.



These cups have entry requirements.



The races are often bumper to bumper.



Getting the car up to speed.

GT GRAN TURISMO

THE REAL DRIVING SIMULATOR

"I'm a Good Driver!"

JON
THE GREEDY GAMER

Concept **9.5**
Graphics **9.5**
Sound **9.25**
Playability **9.5**
Entertainment **9.75**
9.5
OVERALL

"GT is the new standard by which all other racers are judged. I spent days buying and selling cars, purchasing racing kits, and then using my memory card to square-off against other members of the GT staff. The graphics are awesome - you totally feel the speed - and the control takes a feather touch. You'll be amazed at what the little adjustments and upgrades do to handling. This game will be so popular, that you'll be able to have gatherings of memory cards and machines, setting up tournament-style battles within your neighborhood. The only possible thing this game is missing is a set of RPG junkyards where you can randomly discover parts and rebuild classic cars."

PAUL
THE GAME PROFESSOR

Concept **9.5**
Graphics **9.25**
Sound **9.25**
Playability **9.5**
Entertainment **9.75**
9.5
OVERALL

"It's time to drive and Gran Turismo sets the curve for all racing games to follow. I really couldn't bother with the arcade mode, because the GT mode is where this game is at. Initially, I found the GT mode a little lackluster as you start with some fairly lame (and slow) cars. Soon enough I was building up my car and shopping for new ones. Car tuning has been done before in racing games, but never on this scale. I could spend hours just browsing the manufacturers' shops for a new purchase or bartering for a trade with others in the office. Gran Turismo kills all racers before it. Racing aficionados have got to get this game."

REINER
THE RAGING GAMER

Concept **9.5**
Graphics **9.25**
Sound **9**
Playability **9.5**
Entertainment **9.5**
9.25
OVERALL

"I wanna make sweet lube to ya baby, and wax your hood all night long! Yeah baby! Gran Turismo's brilliance is not found within its features alone, but in its play and look as well. The gameplay engine is synonymous with Ridge Racer, but shows true signs of evolution in the amount of options available. With over 140 cars, awesome vehicle dynamics, and unlimited gameplay time, it's hard to deny Gran Turismo's magnificence. This is a must have for racing enthusiasts and anyone who has found some kind of pleasure in a racing game. Sure, car localization and crashes would have made it so much better, but even with these elements missing, GT still blows away all other racers on the market."



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Dual Shock Compatible; Memory Card Save; 8 Characters (With More Hidden); Dismemberment Moves; Stun Throws & Blocks (Parry Moves); FMV Intros & Endings; Magic Powers; Special Items
- **Replay Value:** Moderately High
- **Created by:** Kronos Digital Entertainment, Inc./SISA for SCEA
- **Available:** July for Sony PlayStation

Sony's Difficult Child

"This is one of those games where the graphics are neat, the concepts are there, but the game just isn't any fun. For a while I thought it was because I was missing something, but after a few more hours I didn't care if I missed something...I just didn't want to play this game any more. Which is a shame because Syn is filled with beautiful FMVs and lots of gruesome gore, but that just wasn't enough to make me want to play it. I suggest Tekken 3 or Bloody Roar if you are in need of a PlayStation fighter."

ANDY
THE GAME HOMBRE

Concept 8

Graphics 8

Sound 7

Playability 5

Entertainment 2

6
OVERALL

"Just like in Bushido Blade, or Midway's Bio FREAKS, Syn allows full 3D movement. The only trouble is, I prefer "2D" fighters because of their speed, precision, and fluid animation. The fighting in Cardinal Syn is slow and boring. The moves lists are too short, and running around the small environments wears thin after a few fights. The stun parries are kind of cool, but the parry in Soul Blade (and even Dynasty Warriors) was better executed. The characters even remind me of Midway's Mace. It's easy to see that Sony's Syn (or sin) was to draw inspiration from too many other games, the result of which is a lackluster fighter that I'll probably never play again."

JON
THE GREEDY GAMER

Concept 7.5

Graphics 8

Sound 8

Playability 7.5

Entertainment 7

7.5
OVERALL

"Inexperienced fighters would say that Syn draws most of its techniques from other fighters. Yeah, it may look like it on the surface, but Syn relies on a different means of execution. The combo system is very intuitive and allows the user to freely manipulate strings and juggles, then at the end of a match a combo lead-in can produce a bloody Dismemberment finisher. Also unique are the stun blocks, parries, and shove moves. I digress though. I love this fighting engine, but Syn has several flaws. The control is extremely sticky, and the block has a major delay to it. The 3D exploration is interesting, but for the most part worthless. And lastly, the gameplay, while frantic and gory, soon becomes boring and frustrating."

REINER
THE RAGING GAMER

Concept 7.25

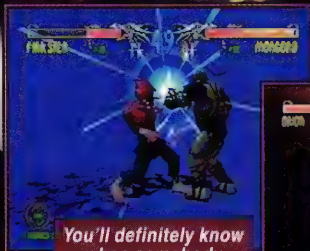
Graphics 6.75

Sound 8.25

Playability 6.5

Entertainment 6.75

7
OVERALL



You'll definitely know when somebody parries an attack.



Cardinal Syn injects (and cleverly disperses) uncanny similarities to today's premier fighters within its own bloody combat shell. Fans of the fighting genre will easily pinpoint these "borrowed" elements, but they may be thrown off by the game itself. While similar in theory to modern polygonal fighters, Syn tries to stray away from the mainstream path as much as possible.

The basic necessities of Syn's combat interface can easily be manhandled by any gamer. But the side elements like item power-ups, magic, and stun moves, will make the brows of seasoned combatants twitch with curiosity. To say the least, Syn's combat chemistry is extremely complicated and diverse. If you see yourself as a pugnacious person who seeks instant victory, then you will need to master everything that Kronos and Sony throw your way.

Doing this will be extremely difficult though. The computer AI is colossal in size and at times appears to be nearly invincible. But as we've seen with David vs. Goliath there are solutions. They may not be easy to come by, but the answers are there. The best technique for beating the game is mastering a character.

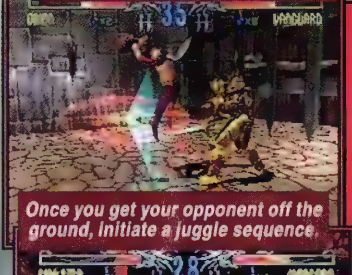
Yes, this is something that can be done in every other fighter on the market, but none have presented a requirement label like Syn. And if you think you can turn your back and set the game to Easy, then you have another thing coming. Yes, it is feasible to beat the game on Easy with very little combat knowledge, but none of the secrets can be unlocked within this difficulty setting. To get the hidden characters you will need to have the game set to a normal or greater difficulty.

In Syn, apprenticeship is often frustrating, but when you do become a wizard of the juggle combos and parry maneuvers, then the game will really open its doors to you. Like WeaponLord, Syn has a very high learning curve and a wicked difficulty slapped on the CPU. Yes, it is a long road to walk down to become a combat god, but luckily the game is loaded with impressive graphics, a fitting soundtrack, and special effects galore to tide you over.

Bottom Line: **7**



From this combo you can link into a Dismemberment finisher.



Once you get your opponent off the ground, initiate a juggle sequence.



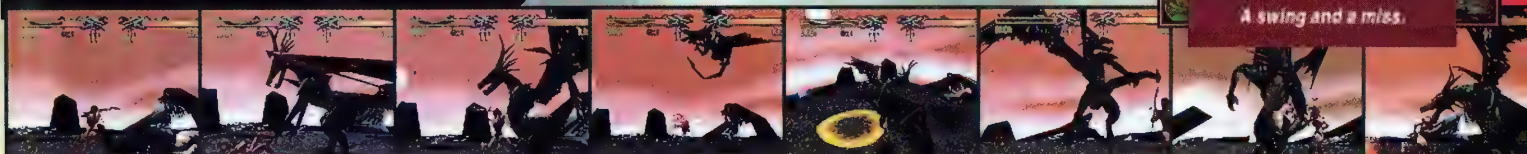
With 3D movements, expect to see a lot of camera changes.



Magic plays a big role.



A swing and a miss.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** New 3D Graphics Engine; 4 Biker Gangs; 3 Play Modes: Time Trial, Thrash, & Big Game; 12 Custom Bikes; Bike Shop; 4 Courses Each With 8 Levels; 150 Kilometers of Interconnected Roads; 32 Races; Police; Atlantic Records Soundtrack
- **Created by:** Electronic Arts
- **Available:** Now for Sony PlayStation

90% Complete



It's Back in the Saddle For A Classic

Finally, we've played Road Rash 3D. After countless fits for this combat classic, a new modern, indeed, 3D version is close at hand. From FMV cut-scenes that blend elements of 90210, Power Rangers, and Real Stories of the Highway Patrol, to a massive Road Rash world, EA is attempting to make this a Road Rash experience like no other.

Our first reaction to this early burn of Road Rash 3D was mixed. Some felt the control needed a little work, while others found it handled quite nicely. However, we all agreed that there wasn't nearly enough combat. The Road Rashes of old included a lot of fighting, but so far, this edition does not live up to its legend. This version is early, however, and EA told us that by the time this game is finished, the combat will be up to par.

Crashing your bike is best avoided if you want to win the race, but it sure is fun to watch. Some bails will send you and/or your bicycle sailing and tumbling for hundreds of feet. We're bummed that you don't walk back to your motorcycle after a crash; instead you shake the cobwebs out of your head and then suddenly appear by your bike. On the other hand, since your bike often gets thrown a couple hundred yards away, the game could quickly turn into a foot race.

So far, what has impressed us the most about Road Rash 3D is the road system. The highways are filled with lots of steep hills and well engineered banking curves that push your machine to its limit. Throw in some oncoming traffic and the occasional police officer, and your concentration will be thoroughly tested. In all, there are 150 kilometers of interconnected roads that make up the Road Rash 3D and its 32 races. Sections of road are sometimes repeated in different races, but the overall lengths are so long that races still deliver a good deal of variety.

With new elements like four different biker gangs, twelve motorcycles, and a bike shop, the new Road Rash could turn out to be a great game. But the bottom line will hinge on how control and combat are fine tuned in the final burn. Look for a review of Road Rash 3D in the next month or two.



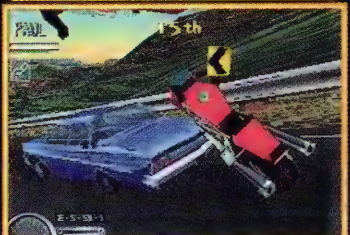
Thwack him with your chain...



...or your boot.



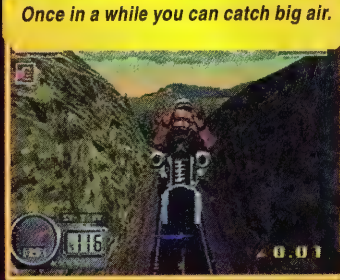
Synchronized crashes receive a higher score.



Watch for cars you dummy.



If you don't change the oil, your bike chases you down as punishment.



Once in a while you can catch big air.



JERSEY DEVIL

EAT YOUR VEGETABLES!

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 Player Action/Platform
- Special Features: 3D Environments; Multiple Moves Like Climbing, Pushing, Tail Thwacking, & Gliding; Collectibles & Power-Ups; Bosses; Hostage Rescues; Analog & Dual Shock Compatible; Rotatable Camera
- Created by: Mega Toon Studios for Sony Computer Entertainment America
- Available: Mid-June for Sony PlayStation

90% Complete



"Why you little..."



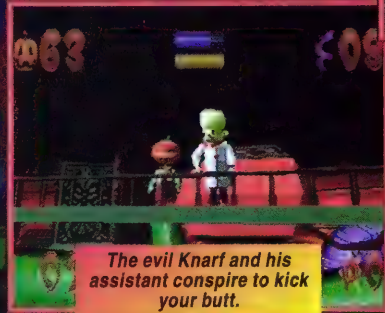
It's like summer in Minnesota.



Test your jumping skills here.



The first boss is easy.



The evil Knarf and his assistant conspire to kick your butt.



See Aero glide.



See Jersey climb.

Sony unearthed a gold mine in *Crash* and *Crash 2*. We all know it's action/platforms that define a system, that give it character and lasting appeal. With total sales of *Crash* games topping 5 million, Sony's action/platform claws are digging in new directions. Malofilm Interactive, now Mega Toon, a little known Canada-based developer, has what Sony wants – and what Sony wants, Sony gets. So *Jersey Devil* is about to debut on the PlayStation, compliments of Sony, but can it battle *Crash* or *Gex* for platform supremacy? Probably not.

Regardless, *Jersey Devil* is an excellent looking game – nice polygons and good 3D movement – and *Jersey Devil* himself is a very skilled character. Throughout the game, his jumping skills are always put to the test; but Jersey has a lot of other moves, like punching, ducking, and gliding. To glide, Jersey spreads his wings, and looks remarkably similar to a vintage *Aero the Acrobat*. But Jersey also plays the standards; he can push and pick-up blocks, climb, spin-flip, and lash out at enemies with his pointed devil-tail.

But what good's a platform star without a wacky world and crazy plot? Knarf is the evil mad scientist, Jersey's main adversary, and he's created a chaotic empire full of mutant vegetables and monsters. Jersey squares-off against enemies like green zombies that grab him by the throat and shake him silly (like Homer scolding Bart), cobras that emerge from baskets and wait for Jersey to get near enough to strike, and giant mosquitoes and bugs. But the strangest enemies are mutant vegetables: giant carrots, pumpkins, and eggplant. Ever been forced to eat eggplant? Yeesh!

But Knarf's sinister plans don't stop there. The dastardly Knarf has also captured 32 human hostages. For safekeeping, the hostages are spread throughout the levels. Not only must Jersey destroy Knarf's evil labs, he also must rescue each and every helpless hostage. Like *Abe's Oddysee*, the game offers two different endings. If Jersey destroys all the labs, but does not save all the hostages, the ending will not be as good. Only the players skilled enough to destroy all the labs and rescue all the hostages will get the bonus ending.

As expected, *Jersey Devil* includes real-time cut-scenes and an FMV cartoon intro. Like *Gex 2*, it has smooth control, colorful environments, and lots of crazy enemies. However, if we had to guess now, we would say that *Jersey Devil* won't be as challenging as *Gex*, but it will be a good time nonetheless. The game is scheduled to ship in mid-June, so expect a review from us real soon.



Make like the Orkin man and squash that bug.

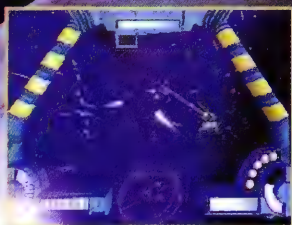
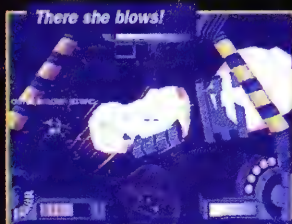


PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Shooter
- Special Features: Enhanced Explosions & Effects; New Weapons & Vehicles; Edit Ship Mode; Real-Time & FMV Cut-Scenes; Longer Missions; Easier Targeting; Multiple Gameplay Routes
- Created by: Psygnosis
- Available: Fall for Sony PlayStation

50% Complete

The Explosive Sequel



Colony Wars is most definitely back with a vengeance. Last year this Psygnosis shooter outgunned all of its PlayStation competition in graphics and gameplay. With star trails screaming across the screen, laser blasts eliminating the darkness of space, and confrontations with space stations the size of small moons, it's safe to say that Colony Wars was thoroughly engrossed by sci-fi junkies. This year the explosive sequel, Colony Wars: Vengeance, features improved effects, tighter gameplay, and more space combat than a wampa could digest in one sitting.

From what we've seen thus far, you can start twitching now. The new explosions are simply breathtaking. Gone is the solar flash that blinds the player. In its place is a marvelous ballet of destruction. Just as impressive is the detail that has gone into the ships. Psygnosis is really trying to capture the feeling of the Earth Empire this time. All of the Empire's ships feature the same insignias and similar ship designs. Along with this, the player will also have the ability to customize his or her own vessel by adding decals and such.

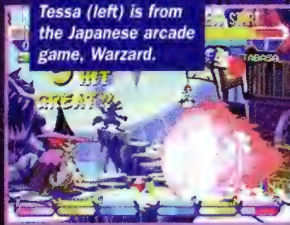
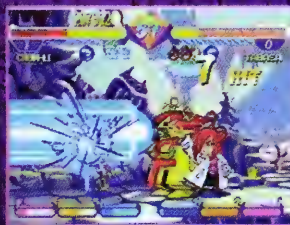
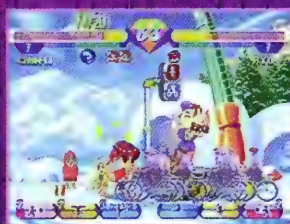
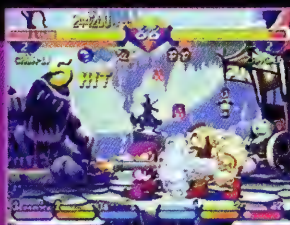
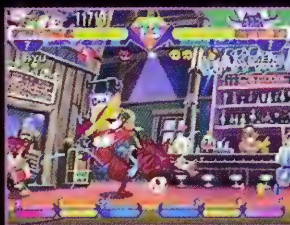
Of course, the gameplay has also been slightly overhauled. A slew of new weapons and mission objectives have been implemented. Most of the missions will be similar to the original's offerings, but may be longer in size or greater in difficulty. Attacking huge battle stations will be much tougher than before. You will now need to locate the vessel's weakness before beginning your assault. All of the larger vehicles will have specific hit zones so you won't be able to sit and pick off ships from any angle - you will have to find the sweet spot.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Arcade, Free, Running, & Training Modes; Comical Combos; Gem Power-Ups; 12 Super Deformed Characters; Edit Fighter; Three Button Configuration (Kick, Punch, Special)
- Created by: Capcom
- Available: Late June for Sony PlayStation

90% Complete

Just Happy To See You



In Pocket Fighter, a spin-off of Capcom's Super Puzzle Fighter II, miniature versions of Street Fighter and DarkStalkers characters go head-to-head using comical combos and moves (like when Ken gets on a donkey that turns around and kicks his opponent with its hind legs). From the Street Fighter universe, you can select Ryu, Ken, Chun-Li, Sakura, Akuma, Zangief, Ibuki, and Dan. From DarkStalkers, Pocket Fighter presents Felicia, Morrigan, and Hsien-Ko. Pocket Fighter also introduces to the U.S. market a new character from the Japanese arcade game, Warzard, named Tessa.

Tessa plays a big part in Pocket Fighter's Edit Fighter feature. To begin editing, Tessa performs a psychological evaluation on you by asking a series of questions. Based on your answers, a new "sub-character" is created. Afterwards, you can fight against the new character or watch it duel another customized fighter loaded from a memory card, but you won't be able to control it yourself.

Pocket Fighter contains four gameplay modes. Arcade Battle is a translation of the arcade version with the addition of new opening and ending storylines. Free Battle has 2-player, head-to-head combat that allows the rules to be customized. The third mode, Running Battle, is a game where you must try and defeat all 12 Pocket Fighter characters in a certain amount of time. Lastly, there is a Training mode that allows you to practice moves and combos before entering the real arena.

Even though "miniaturizing" popular creations like Scooby Doo, the Muppets, and Virtua Fighter is overdone and unimaginative, Pocket Fighter looks like it will be a solid fighter. Yes, it has smooth control, but most of all, it's funny. Watch for Pocket Fighters late this June.

Tessa (left) is from the Japanese arcade game, Warzard.

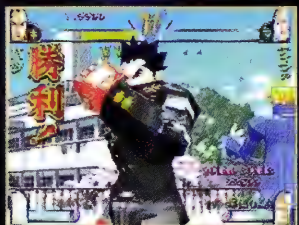
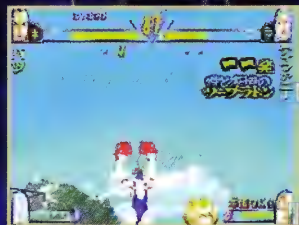
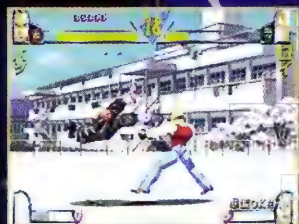
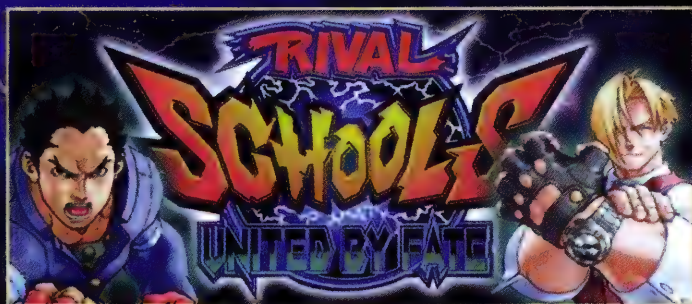
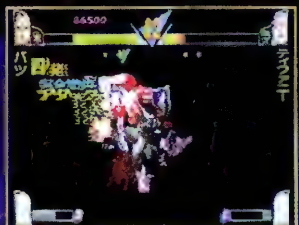
In this combo, Tessa transforms into Barney and bites Chun Li's head off.

PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Choose From 6 Different Schools With 3 Team Members Each; Double-Team Supers & Regenerators; 3D Graphics Similar to SF EX Plus Alpha
- Created by: Capcom
- Available: Fall 1998 for Sony PlayStation

20% Complete

These Kids Fight Dirty



Rival Schools is one of the newest Capcom fighters being released under the Fighter's Edge label. Originally called Legion of Heroes, Rival Schools was released in Japanese and American arcades earlier this year. And unlike all of Capcom's other releases this year, Rival Schools will feature an ALL NEW cast of fighters. This isn't something that happens every day (or every five years) in Capcom fighting games, so it should be interesting.

Although Rival Schools is still extremely early, we had to give you a peek at this crazy fighter. The story is based around a bunch of high schools in Japan all ready to pound on one another. Each school is highly stereotyped, with one team being all regular kids, one team all gangsters, one all jocks, well...you get the picture. There's even a team made up of teachers that want to teach the upstarts a few lessons in manners.

The graphics are comparable to Street Fighter EX, but the moves are more akin to the Vs. Series, with high jumping, double-teams, and two characters to fight in each battle. Although you cannot tag the other teammate, you can change to that character at the end of the round. This adds a lot of variety and surprise to the match, because at the last minute before the next round loads you can change characters on your opponent.

Choosing which two members from each school to fight with is an important decision. Some characters have double-team attacks, while others run in and refill their teammate's health or charge meter. Although it costs one level from your charge meter to call a teammate, the characters that recharge usually replenish around five to seven levels of energy. The double-team regeneration is well worth the one that it costs you. We'll keep you posted as more info becomes available.

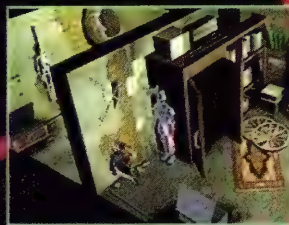
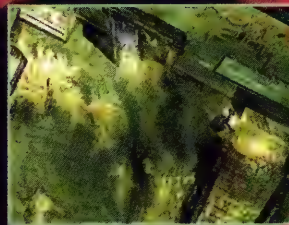
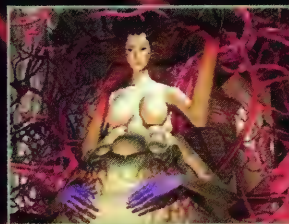
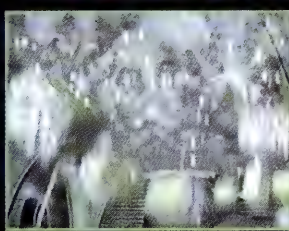
Import PlayStation Preview



- Size: 2 CD-ROMs
- Style: 1-Player Role-Playing Game
- Special Features: Involving & Dramatic Cinemas; Painted, Rich Backgrounds & Environments; Customize Weapons & Armor; Unique Battle Interface; Interactive Environments
- Created by: Square USA for Square Soft
- Available: Now In Japan (U.S. Release Pending)

Translation Analysis **Manageable** - Advanced options like weapon upgrading, etc. are difficult to understand.

A Cinematic RPG



Somewhere in the teeming social cell that is New York City lies an evil secret, created by a scientist bent on power. Unfortunately, two unwitting girls are the catalysts for what will be this city's greatest cataclysm. A mutated mitochondrion, code-named Eve, is injected into these girls' bodies and lies dormant for years. Until one day, when Aya Brea is at Carnegie Hall, she hears a beautiful voice. But it is quickly drowned out by the screams of people spontaneously bursting into flames.

This is the beginning of the days of strangeness that you will inhabit as you play through Parasite Eve. The newest RPG from Square borrows graphically from Final Fantasy VII, but is completely original in the item management and battle system departments. Opting to go with a modern-day theme, Square decided to do away with shops altogether; instead, players can customize their own weapons and armor. While the style of a certain piece of armor is unchangeable, its attributes and special abilities are all upgradable and movable, but with a price. For example, if there's a piece of armor that has a useful special ability, like anti-poison, then you can take that ability and add it to your awesome new Kevlar vest, but all your bonus points will be lost.

Probably the coolest thing about Parasite Eve is the ability to evade. Use it successfully and you'll receive Bonus Points at each level-up. These points can be used for adding power to weapons or raising personal attributes.

Parasite Eve is a tad short, but it offers some interesting gameplay. Square hasn't announced plans to bring this game to the U.S., but we'll know soon enough.

by Bergren, *The Game Burrito*

My first trip to E3 has me all pumped up. Knowing I'll get early looks at titles like *Tiberian Sun*, *Diablo II*, *Unreal*, *Force Commander*, and *Fallout 2* has kept me warm at night. You can expect highlights of my pilgrimage to gaming nirvana in the next couple of months.

recent releases

9.25

StarCraft – Blizzard



Warcraft sucks. Okay, maybe not, but Blizzard has topped itself with this beauty. Sure, it has some minor problems like old classic: a unit in a selected group occasionally wanders off in the wrong direction, or hearing the same vocal responses from units over and over again. But I have more praise for this game than petty gripes. Great animation, three diverse races, three types of environments (space, land, and corridors), tons of upgrades, and lots of blood are some of the things that brought me back for more.

The 30 missions in StarCraft are divided among the three races. Players begin controlling the Terrans, a group of humans exiled from Earth generations ago. The Terrans are an effective fighting force, but being human, they're boring compared to the other races. The Zerg, on the other hand, are believed to be a race of bio-engineered weapons. Taking a page from Alien, the Zerg rely little on technology and instead focus on cruelty and destruction. Using spawning larva, the swarming Zerg reproduce quickly and can also burrow beneath the surface to surprise unwary foes. The last race is the ancient and highly advanced Protoss. They are blessed with psionic powers that give them a psychic link with each other and their home planet, Aiur. Their psychic ability allows the Protoss to perform a number physical feats, like the manipulation of space and time and the formation of weapons and shields without using a physical power source.

StarCraft can provide days of gaming satisfaction with free internet play for up to eight players on Battle.net. Plus, an extensive Campaign Editor lets you create single and multiplayer campaigns with custom characters, sound, speech, and text. Even though littering the market with another real-time strategy game makes things more confusing, let me offer up a little advice: Buy StarCraft.



Rebellion – LucasArts

5.5 Rebellion, the first real-time strategy game in the Star Wars universe, is filled with authentic characters (like Admiral Thrawn) and spacecraft, but it's almost overwhelming. Plus, there's not much action and too much time is spent waiting for something worthwhile to happen. Combine that with lame combat and encyclopedic gameplay and Rebellion is a big disappointment.



Grand Theft Auto - ASC

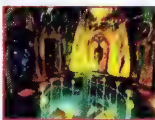
7 If you are offended by profanity and continual references to sex, drugs, and violence stay far, far away. In GTA, you must steal cars and cruise around large downtown environments while completing missions for your mob superiors. A fun game if you don't mind the 2D overhead view and adult content.



Hexen II: Portal of Praveus – Activision

9 This expansion pack contains 15 new levels and a new added character, the Demoness,

who was a former minion of the last known Serpent Rider, Eidolon. The levels in Portal of Praveus are just as in-depth as they are in Hexen II, plus they have some cool snowstorm effects added. If you liked Hexen II, this add-on will not disappoint.



Of Light and Darkness – Interplay

5.5 I'm not afraid to admit I enjoy a good point-and-click adventure, but Of Light

and Darkness is a wasted effort. The environments and character designs of the game provide a dark and disturbing feel, but mixed with tongue-in-cheek dialogue, it doesn't work for me. Even though Of Light and Darkness features voice-overs from the great James Woods, I still couldn't get into this game.

8

Die By The Sword – Tantrum/Interplay

In Die By The Sword (DBTS), players take on the role of a broken-hearted warrior whose girlfriend has been kidnapped by some blue, dog-like creatures called Kobolds. The Kobolds bring her down into a network of dangerous underground caves. Since you're whipped, you follow the Kobolds, armed only with a sword and shield, to save your sweetie.

Fortunately, the love story takes back seat to some spectacular hack'n slash fighting. Make your way through seven levels while encountering tons of enemies, traps, puzzles, and power-ups. The real-time, hand-to-hand combat in DBTS offers an innovative control in Tantrum's new V.I.S.M. Motion Control technology that gives greater control over sword movements. Once the interface is mastered, you can effectively combine the motion of your weapon with the momentum of the character's movements to deliver more powerful blows.

The Arena mode lets up to four players duke it out in one of four different arenas. There are nine characters that you can fight as or against, such as a powerful ogre who will send you across the room like a baseball with his oversized club. The Arena mode also keeps stats, such as the number of kills and severed heads and limbs.

Another feature of DBTS is the Move Editor. Create a sequence of attacks, flips, blocks, or whatever else you desire, and save them to be implemented at the touch of a button. You can even download another player's choreographed creations for yourself.

There are a couple of drawbacks to the game. For instance, auto save is the only way to record your progress, the character's hand and sword pass through walls in cramped areas, and with only about ten lines of cheesy dialogue, the hero quickly got on my nerves. Despite these minor complaints, however, DBTS is a game that fantasy and adventure fans should check out.



Well, *Rebellion* may be an insult to consumers, but *LucasArts* might have a better product for real-time strategists. Due out this Fall, *Force Commander* will allow players to command armies of the Rebel Alliance or the evil Empire. The game, which will be at E3, offers full-scale, ground-based combat in a variety of a 3D environments from the *Star Wars* universe. *Force Commander* is comprised of chapters each taking place in a different world and consisting of an average of three missions. The game begins just prior to the destruction of the planet Alderaan and ends after the final battle in *Return of the Jedi*. One mission will include the Rebels' retreat from Hoth and other settings include the dense forests of Yavin 4, the deserts of Tatooine, and Corellia's grassy plains. Plus, new locales like the spice fields of Kessel and Coruscant's polar icecap will be introduced. Vehicles like the AT-AT and AT-ST walkers, Y-wings, and TIE bombers will be featured, along with never-before-seen tanks, missile launchers, and troop transports.

In April, *Activision* announced a feudal Japanese-themed action/role-playing game based on *Legend of the Five Rings*, a popular collectible card and paper role-playing game by *Wizards of the Coast*. As a young samurai, players journey to seven cities in the world of Rokugan to find pieces of a sacred artifact. During

the journey, players develop skills of magic and the Japanese fighting art of kenjutsu. The game will feature seven different warring clans, 30 quests, and a cooperative mode for up to eight players.

Mindscape and *Piranha Interactive* will co-publish the *Media Station* real-time strategy game, *Extreme Tactics*. It is expected to ship 2nd quarter and players will be able to customize their own weapons and vehicles and use them on 25 huge battlefields. *Mindscape* will also publish *Team Apache*, a helicopter simulator developed by *Simis*, that should ship in June.

Thief: The Dark Project is the new name of the upcoming first-person 3D action/adventure game by *Looking Glass Studios* and published by *Eidos Interactive*. Expected out this Fall, the game utilizes the "revolutionary" Dark Engine and puts players in the role of a master thief relying on stealth, cunning, and combat to make it through a fantasy world filled with deception and intrigue.

Microsoft announced that it has scheduled a July, 1998 release date for *DirectX 6.0* for Windows 95 and 98. *Microsoft* has told developers to continue developing their applications to the existing *DirectX* APIs until they receive the update.



Force Commander

ARCADE BRIGADE



Some of the action at ASI '98.

Game Informer recently visited the Amusement Showcase International (ASI) in Las Vegas, Nevada to see the latest and greatest on the arcade front. Unfortunately, the arcade world isn't what it used to be, so the latest and greatest was somewhat limited.

So here's a booth-by-booth account of the big six.



Skier's High

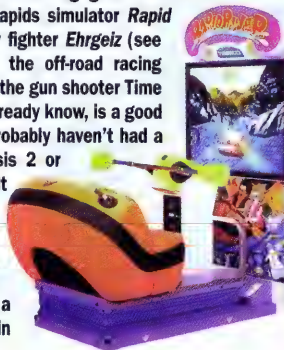
Konami

Konami had a lot of games on hand: *Battle Tryst*, *Fighting Bujitas*, *Fisherman's Ball*, *Racing Jam*, *Skier's High*, *Solar Assault*, *Steering Champ*, and *Teraburst*. However, the only game that we found interesting out of the whole lot was *Skier's High*. While it is obviously a rip off of Namco's *Alpine Racer*, *Skier's High* has taken the whole concept to a new level with big moving skis that feature buttons under your hoels so that you can jump. You can play for speed or trick score and the courses are huge. Definitely killer (sorry we can't say that about the rest of Konami's line-up).



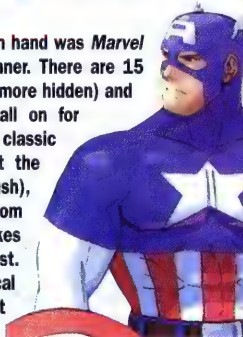
Namco

As always, Namco's arcade line-up featured a lot of unique games: the strange horse racing game *Final Furlong*; the Mountain Bike racing game *Downhill Bikers*; the white water rapids simulator *Rapid Racer*, the Dream Factory fighter *Ehrgeiz* (see May '98 GI for details); the off-road racing game *Motocross Go!*; and the gun shooter *Time Crisis 2*. *Ehrgeiz*, as you already know, is a good fighter, but most of you probably haven't had a chance to play *Time Crisis 2* or *Rapid Racer*, which we felt were the best games at the Namco booth. *Time Crisis 2* features some insane 2-player shooting action and *Rapid Racer* is a blast and a workout all in one. Check'em out.



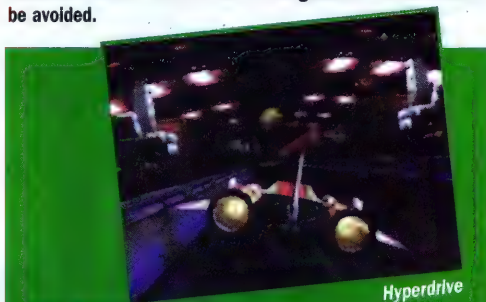
Capcom

The only game Capcom had on hand was *Marvel Vs. Capcom*, but boy is it a winner. There are 15 characters to choose from (with more hidden) and 20 characters that you can call on for help. The game features some classic Capcom & Marvel fighters, but the addition of Mega Man (with Rush), Captain Commando, Ryujiin (from *Strider*), and Jin Saotome makes this game a cut above the rest. The gameplay is almost identical to *X-Men Vs. Street Fighter*, but this game is still a must-play.



Atari Games

Although a Maximum Force & Area 51 dual cabinet was on the show floor, the only new games present were *California Speed* and *Surf Planet*. *California Speed* is a great rip-off of *Cruis'n USA* that takes you to some wacky locations like a ride on a roller coaster and a mall where you get to wax pedestrians. A great game indeed. Unfortunately, that cannot be said for *Surf Planet*. This game is bad and should be avoided.



Hyperdrive

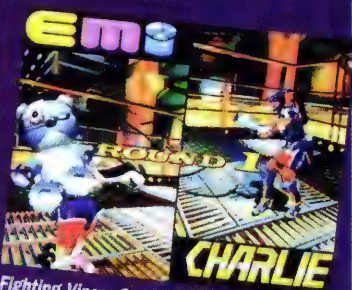
Midway

Midway's only new game of the show was *Hyperdrive* - a futuristic hover racing game. Featuring the standard three tracks and four vehicles, *Hyperdrive* separates itself from the rest of the pack with its unique controls. The steering wheel not only turns left and right, but tilts to control height. It also features two thumb buttons to control the flaps for big banking turns. As would be expected, the tracks and graphics are phenomenal, featuring interactive backgrounds and lots of speed. Sunday drivers need not apply, this game takes serious skill.

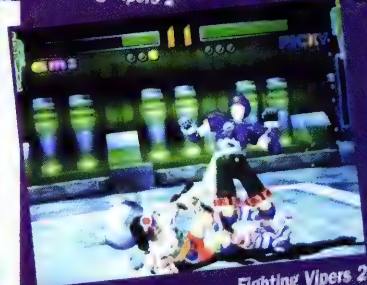


Sega GameWorks

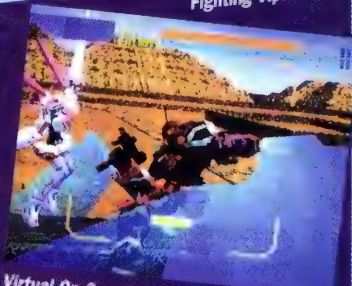
Sega featured a plethora of Model 3 games including the awesome *Sega Rally 2*, the ho-hum *Harley-Davidson & L.A. Riders*, the wow-that-ain't-much-different-than-the-original *Fighting Vipers 2* (which features two new characters Emi and Charlie), the mecha fighting game *Virtual On 2*, and the very cool fishing game *Get Bass*. The only game that wasn't Model 3, was the Model 2 based semi-sequel to *Die Hard Arcade*, *Dynamite Deka 2*. *Dynamite Deka* features the same control and gameplay as *Die Hard Arcade* except there are three characters to choose from, the weapons can be stockpiled, and there are more weapons and objects that can be moved.



Fighting Vipers 2



Fighting Vipers 2



Virtual On 2



Sega Rally 2

Nintendo 64

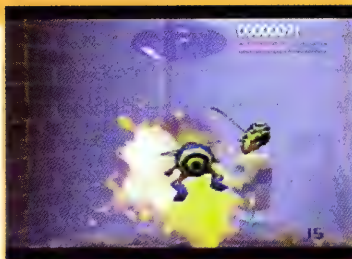
Preview

- **Size:** Unknown
- **Style:** 1-Player Action
- **Special Features:** Cartoon-Like Graphics; 22 Missions; Free-Roaming Flight (No 2D Track); Weapons; Missions; Rumble Pak Compatible
- **Created by:** Argonaut for Ubi Soft
- **Available:** Fall for Nintendo 64

25% Complete

Buck Bumble

Way back when, the little old programmers at Argonaut developed a game called Star Fox for monster-company Nintendo. Argonaut then began creating Star Fox 2 for the FX2 chip, but consumers were never offered the game (ask Nintendo). After a decent game in Croc, Argonaut is back with a cool looking cart for N64. If it was coming from Disney, Buck Bumble might find itself under a "Honey I Shrank the Kids License"; but instead, our hero is Buck, the bumblebee. Buck inhabits a cartoon-like backyard world, where he must try to infiltrate enemy hives, take on huge insectoids, and avoid typical garden obstacles like giant plants and shrubs. Full 3D flight is something Star Fox 64 didn't have, but Buck Bumble's got it. Stay tuned.



Nintendo 64

Review

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** All The World Cup Teams; One-Touch Passing; New Fakes & Tackles; Play Classic World Cup Matchups; Country Chants
- **Replay Value:** Moderately High
- **Created by:** EA Sports
- **Available:** Now for Nintendo 64 (& Sony PlayStation)

Bottom Line:

8

World Cup 98

Although this is basically the same game EA released earlier this year, it is a lot better. While the Road to World Cup seemed a little rushed, World Cup 98 has been tweaked and made into a great soccer game. The one-touch passing is still a little frustrating, but can be manipulated into working for you. With solid timing and precision aim, you can put one into the goal before the other player knows what hit him. More challenging goalies, new slide tackle and deke animations, as well as on-the-fly playcalling are also new for this game. It even has the opening celebrations of the World Cup as well as country-specific crowd chants. Get this game if you are a World Cup junkie, it won't disappoint.



Nintendo 64

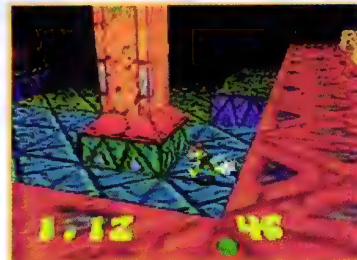
Preview

- **Size:** 96 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** Over 100 Hard Hitting One-Liners From Dana Gould; 1, Perhaps 2 Exclusive N64-Only Levels; Multiple Level Exits; Secrets Galore; Several Camera Options
- **Created by:** Realtime Associates/Crystal Dynamics for Midway Home Entertainment
- **Available:** August 25 for Nintendo 64

70% Complete

Gex: Enter the Gecko

Gex: Enter the Gecko for PlayStation received the highest of accolades from our GI reviewers, and the N64 port is looking just as impressive. The N64 version will even include a new level or two. A few things will be drastically different though. On the upside, the textures will be smoother and the camera will not be as loose, but sadly the N64 will not be able to handle the FMV clips or the extensive list of Dana Gould's voice-overs. So basically, N64 owners will be trading in a good portion of the comedy in the game for new levels. Hmm... This sounds like a pretty sweet deal to us. Stay tuned and we'll be back soon with more Gecko choppin' action.





Warhammer III: Dark Omen

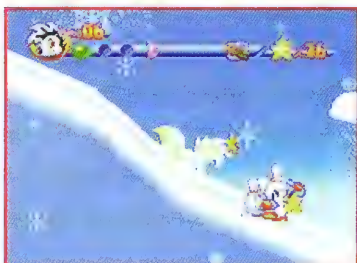
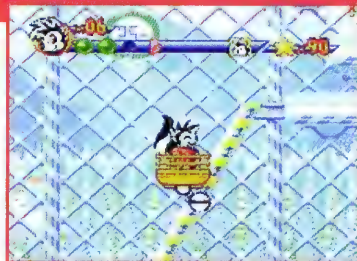
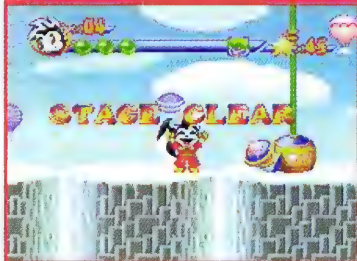
Renaissance Festival groupies will love Dark Omen on the PS-X, the sequel to Shadow of the Horned Rat. But they're not the only ones. If you like real-time strategy games, but don't care for classic elements – such as mining, building, and training – then Dark Omen may be to your liking, especially if you lust for the battlefield. Loaded with fantasy elements, Dark Omen stars Morgan Bernhardt, Commander of the Grudgebringer calvary. As Morgan, you lead regiments into battle against your long time enemies – both the Greenskins (trolls, orcs, goblins, etc.), and the mysterious Undead (vampires, zombies, necromancers, etc.). A nice feature in the game is Hero Power. In battle, rapidly tapping a button boosts a unit's strength and provides an extra edge.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Magic Spells & Items; Mouse Compatible; Hero Power; Threat & Armor Levels; 3D Battlefields; Camera; Zooms & Rotates; Real-Time Combat
- **Replay Value:** Moderately Low
- **Created by:** Electronic Arts
- **Available:** Now for Sony PlayStation

Bottom Line:

7.75



Punky Skunk

While Punky Skunk isn't much in the way of innovation or challenge, it does give the younger gamer something to play. Punky Skunk is a standard 2D platformer and would not be considered revolutionary even in the 16-bit era. Most gamers will grow tired of this game after about 10 minutes or so, but the oodles of minigames scattered throughout the game add fun and excitement for the kids. Stay away from Punky Skunk unless you are buying for a child, or really want another look at what might have been cool ten years ago.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Change Into Different Outfits To Get Special Abilities; Platforming; Goodness; Easy Challenge for The Young Gamer; Whimsical Sidekicks; Lots of Minigames
- **Replay Value:** Moderate
- **Created by:** Jaleco
- **Available:** Now for Sony PlayStation

Bottom Line:

7



Speed Racer

As a cartoon Speed Racer is a cult classic. But as a game, Speed Racer is just another mediocre racing title. The animated series found success by presenting strange racing techniques and quirky character personalities in a fun little half-hour package. On the other hand, Speed Racer the game tries to present realistic racing with a few oddities on the side. Well, who cares?! This isn't the Speed Racer we know, is it? Don't get us wrong, the game is somewhat fun to play and features a nice racing engine, but very little is offered to the Speed Racer fan. And even if you don't like Speed Racer, the one playable car and track won't keep you playing for long.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Racing
- **Special Features:** Authentic Cartoon Intro; Normal & Endurance Race Styles; 3 Tracks; 1 Car (With More Hidden); Special Car Gadgets.
- **Replay Value:** Moderately Low
- **Created by:** Graphic Research Co., Ltd. for Jaleco USA
- **Available:** Now for Sony PlayStation

Bottom Line:

6.75

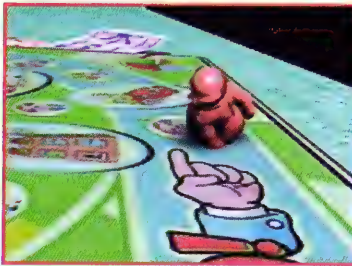
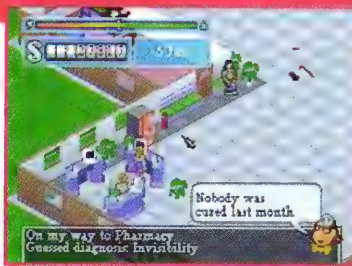
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Simulator
- **Special Features:** Diseases Galore; Tons of Treatments; Multiple Stages & Hospitals; Easy User Interface; Cute Graphics & Animation; Death
- **Replay Value:** Moderate
- **Created by:** Krisalis for Bullfrog Productions, Ltd./Electronic Arts
- **Available:** Now for Sony PlayStation

Bottom Line:
8

Theme Hospital

The doctor is in, and whether he (there are no "she" doctors) will be a medical god or death dealer depends solely on your actions. Provide your hospital with the necessary staff and equipment and you'll win over the hearts of your patients. But if you fail in providing the goods, you'll be faced with some tough decisions. How do you cure an unknown illness? Do you try a random drug? Or send them back for evaluation? All of this is up to you. You'll even need to keep your staff happy by building break rooms and providing timely raises. Theme Hospital is almost identical to Theme Park in graphic style and gameplay presentation. The consoles lack sims, and Theme Hospital fills this void. But the real question is: Do you want to play Theme Park again?



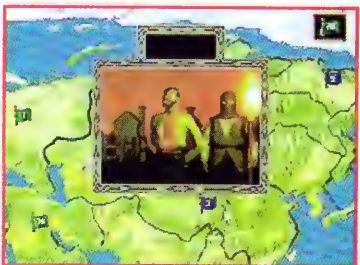
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Strategy (4-Player Via Multi-Tap)
- **Special Features:** 4 Modes of Play; All The Classic Features & Rules of Risk The Board Game
- **Replay Value:** Moderate
- **Created by:** RuneCraft for Hasbro Interactive
- **Available:** Now for Sony PlayStation

Bottom Line:
7

Risk

While there is nothing really spectacular about this game, especially if you played the board version, the menus are easy to navigate and the control works fine. If you hate playing Risk because of all the pieces you have to pick up but you really love the game, you should get this. Another good reason to pick this up is if you have to practice for a Risk tournament or something. Maybe there's a local Risk tournament with huge cash and prizes and you need to brush up on your world domination skills. Or, maybe you are going to meet Saddam Hussein and you need to be on your strategic toes to pound him. Regardless, if you don't have anyone to play Risk against, this is your ticket.



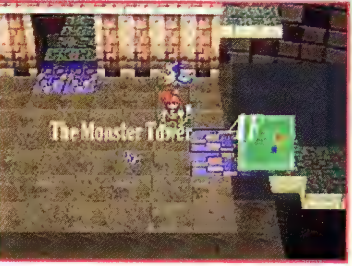
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Unique Fighting System; Raise & Train Monsters; Randomly Designed Dungeons Offer Fresh Exploration Each Game; Game Changes Based Upon Choices
- **Created by:** Konami
- **Available:** June for Sony PlayStation

70% Complete

Other Life: Azure Dreams

Right now there isn't much that can be said about Azure Dreams, besides the fact that it has some new and interesting ideas to offer the RPG crowd. Players search a huge tower, looking for monster eggs, which can then be hatched and the baby monsters raised. Another property that is truly unique is Konami's spin on fighting. Consider it a cross between Final Fantasy, Shining Force, and Zelda, and you're somewhat close to understanding how it works. Of course, not all of the options from these three influences are included, but Azure Dreams imports the essence of each intact. Another feature worth mentioning is the way the game changes based on the choices you make.





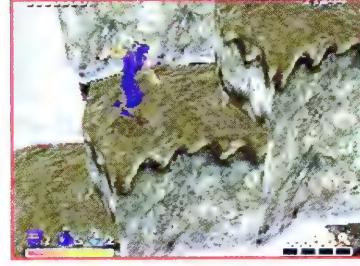
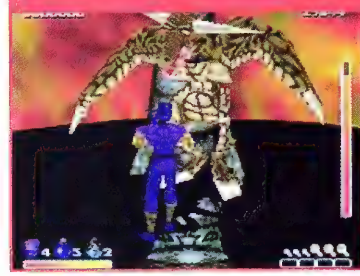
Atari Collection Volume 2

It's too bad that three of these games demand a trackball, because this gathering of classics is the best retro collection yet. The PlayStation mouse can be used, but it can't approach the feel of an arcade trackball. However, Gauntlet and Road Blasters work fine with a standard controller. Most people never beat Gauntlet, but this collection makes it easy with unlimited credits. If Warrior needs food, just tap R1. Paperboy also brings back lots of memories, and it's re-created in perfect detail, except for the "handlebar" control that Atari used on the original cabinet. We set Paperboy up with an analog joystick and it worked pretty well. Once again, this is an excellent collection of games, but it suffers from poor control.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 6 Games: Millipede, Gauntlet, Road Blasters, Paperboy, Crystal Castles, & Marble Madness; Uses Arcade Emulator; Analog Compatible; Information on History of Games
- **Replay Value:** Moderate
- **Created by:** Midway
- **Available:** Now for Sony PlayStation

Bottom Line:
7.5



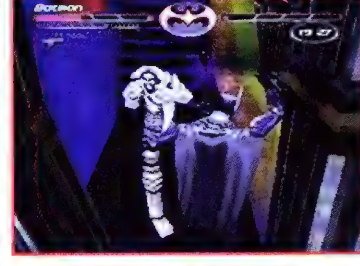
Ninja

Core Design has been on top of the action genre of late, and Ninja looks to complement Fighting Force and Tomb Raider rather nicely. The sole purpose of this title is to fight off the evil that inhabits your path. Of course, ninjas are rather sneaky, but this ninja doesn't like to hide in the shadows. He's kind of like a cross between Bruce Lee and Obi-Wan. He has solid kung-fu skills under his belt, but he also has a mystical magic power at his side. If he gets in trouble he can simply summon a lightning bolt to strike his adversaries down. This title is still rather early in development, but it is starting to show strong signs of an impressive combat engine with fantastic graphics and effects. Fight on ninja! Fight on!

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Magic Power; Real-Time & CG Cut-Scenes; Booby Traps; Weapon Power-Ups; Interesting Background Animations; Run & Walk; 2 Button Combat (Punch, Kick)
- **Created by:** Core Design for Eidos Interactive
- **Available:** Summer for Sony PlayStation

65% Complete



Batman & Robin

This is Acclaim's best Batman title yet, but it's still bad. We like that it focuses on Batman's expertise as a detective, but that's about it. The Gotham City environment is huge, but most of the buildings repeat like a scrolling background from Scooby Doo. Plus, Batman only travels the streets; he doesn't swing between rooftops. The control in Batman & Robin is also frustrating. Hindered by a jumpy camera, getting Batman (or whichever character you choose) to move exactly how you want proves an awkward task. Plus, when you're fighting, if you want to use a weapon or jump you must switch to another controller configuration by tapping a shoulder button. Lame.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 Playable Characters (Batman, Robin, & Batgirl); Gotham City 3D Environment; Detective Work; Hand-To-Hand Combat
- **Replay Value:** Low
- **Created by:** Probe for Acclaim Entertainment
- **Available:** Now for Sony PlayStation

Bottom Line:
5

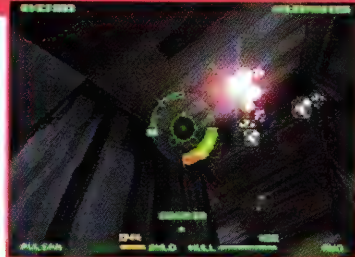
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Multiple Characters To Choose From Each With Personalized Bikes; Full Movement in Any Direction; Tons Of Different Power-Ups; Smooth Framerate
- **Created by:** Probe for Acclaim
- **Available:** June for Sony PlayStation (& Nintendo 64)

75% Complete

Forsaken

Forsaken takes you on a fast-paced, harrowing journey through the underworlds of the future. Take the position of one of a number of different characters that are well known for their refusal to abide by the law. Use them to plunder and thwart the other evildoers out to do the same. The game is really running smoothly at a quick framerate and boasts some really nice graphics. While the gameplay still needs to be tweaked a little, there is more than enough time for that. It doesn't look quite as impressive as its N64 sibling, but it's pretty darn close. Expect a full review next month.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Link or Split-Screen Multiplayer; Tons of Game Modes; Day, Night, & Snow Racing; Big Air & Wrecks
- **Replay Value:** Moderate
- **Created by:** Climax for Midway Home Entertainment
- **Available:** Now for Sony PlayStation

Bottom Line: 6.75

San Francisco Rush Extreme Racing

If you've already played the N64 version, then you're not missing much with this port. Of course, there are a few exclusive toggles like link play and night racing, but the control is a far cry from what the N64 delivers. For those who haven't played it, but do own a PlayStation, this game may be worth investing some time into. Rush features big air, huge wrecks, and an enjoyable multiplayer experience. It may not look like the greatest game around, and the horrible fog effect may get on the nerves, but all in all, Rush still manages to be a fun racing title that pushes unrealistic physics to the limit.



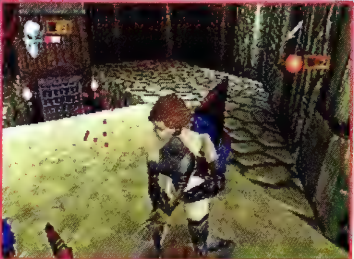
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Based on Ian Livingstone's Fighting Fantasy Series; 7 Dungeons With 37 Levels; 2 Playable Characters; 50 Enemies
- **Replay Value:** Low
- **Created by:** Eidos Interactive
- **Available:** Now for Sony PlayStation

Bottom Line: 6.5

Deathtrap Dungeon

Every time Eidos mailed us an updated burn of Deathtrap Dungeon, it made improvements. Unfortunately, this game needs more of them. There are definitely good things about Deathtrap, like the variety of monsters, the combination of weapons (swords and elephant guns) and magic spells (the exploding pig head and fireball), and a respectable depth to the levels. However, it falls short in other areas. The graphics are dull and the animation sequences often seem incomplete or missing altogether. This could be overlooked, but combine it with awkward control and you have a below average game. It's a good recipe, but Deathtrap Dungeon just didn't cook long enough.



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1080 Degree Snowboarding – Nintendo 64

Unlock Transparent Boarder – Beat the Expert mode, then highlight Akari and press **Left C** and **A** at his stat screen.

Unlock Gold Boarder – Enable the Transparent Boarder and use him to beat the Expert mode. Now, Select Kensuke and press **Up C** and **A** at his stat screen.

Unlock Panda Boarder – First, score in first in all Time and Trick Attack modes. Now, Select Rob and press **Right C** and **A** at his stat screen.

Unlock Penguin Board – First, complete all 24 tricks in Training mode. Now, highlight the Tahoe 151 board and press **Down C** and **A**.

Lisa Loeb
Jones, KY



Quake – Nintendo 64

Debug Menu – Go to the Password screen and enter **QQQQ QQQQ QQQQ QQQQ**. The game will then tell you that the Password you have entered is incorrect. Now, go to the Options screen, and several helpful toggles will be waiting.

"The Rhino"
Toledo, OH



AeroGauge – Nintendo 64

Unlock Tracks and Cars – Using controller 2, go to the Title Screen and press and hold **Up**, **Right Button**, **Left Button**, **Z**, and **Down C**. Release these buttons and press **Start** on controller 1 to get your goodies.

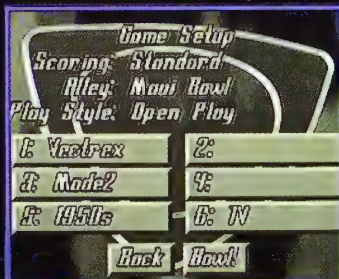
Bruce Wayne
New York, NY



Jeopardy! – Nintendo 64

Get More Cash – Right after answering a question press **Left Button**, **Right Button**, **Left Button**, **Left Button**, **Left Button**, **Right Button**, **Right Button**, **Down C**, **Up C**.

Falco Magnolta
Hunt Valley, MD



Ten Pin Alley – Saturn

Unlock Hidden Character – At the Name Entry screen enter **FEIF** in slot 3, **DEI** in slot 5, and **gdbg** in slot 6.

Unlock Pin Character – At the Name Entry screen enter **Vector** in slot 1 and **Pins** in slot 2.

Extras – Insert your Ten Pin Alley game into a PC or Mac and open the Bonus directory to view a few

San Francisco Rush – Nintendo 64

Enter Alcatraz – Win a circuit and save it to your Controller Pak. Doing this will enable the Car Selection screen. From here hold **Left C**, then hit and hold **Z**. Now, release these buttons, tap **Left**, and enter the Set-Up screen. Hold **Up C**, then press and hold **Z**. Release these buttons, press **Up**, and enter the Track Selection screen. Hold **Right C**,

then press and hold **Z**. Release these buttons, press **Right**, and enter the Car Selection screen. Finally, hold **Down C**, then press and hold **Z**. Release these buttons and press **Down**, **Left Button**, **Right Button**. Whew! The Alcatraz track is now ready to rock your world!

"The Rhino"
Toledo, OH

Snowboard Kids – Nintendo 64

Unlock It All Baby – At the Title Screen press the analog **Down**, analog **Up**, digital **Down**, digital **Up**, **Down C**, **Up C**, **Left Button**, **Right Button**, **Z**, digital **Left**, **Right C**, analog **Up**, **B**, digital **Right**, **Left C**, **Start**. You'll hear laughter when this code is entered correctly.

Jason Poopiester Jr.
Seattle, WA

interesting files.

Happy Crowd – At the Name Entry screen enter **Happy1** in slot 5.

Upset Crowd – At the Name Entry screen enter **Downers** in slot 4.

Space Age Lanes – At the Name Entry screen enter **Refract** in slot 4.

Old Fashioned Mode – At the Name Entry screen enter **1950s I** in slot 5 and **TV** in slot 6.

Increase Difficulty – At the Name Entry screen enter **CPU300** in slot 4.

Ichabod Crane's Revenge – At the Name Entry screen enter **Ichabod** in slot 4 and **Crane** in slot 5.

No Accuracy – At the Name Entry screen enter **Icant** in slot 1, **Play** in slot 2, and **Legally** in slot 3.

Add Shadows – At the Name Entry screen enter **Vorlons** in slot 3.

Spinners – At the Name Entry screen input **3Dwait** in slot 5. Then during gameplay don't move your character to see the spinning animation.

Spinning Screen – At the Name Entry screen enter **BabyIn5** in slot 3 and **Spinnde** in slot 4.

Clear Balls – At the Name Entry screen enter **Glass** in slot 1 and **Balls** in slot 4.

Wireframe Characters – At the Name Entry screen enter **Vectrex I** in slot 1 and **Mode 1** in slot 2. For greater detail, enter **Vectrex** in slot 1 and **Mode2** in slot 3.

"The VidMan"
Uptown, MN

Rampage World Tour – Nintendo 64

Alternate Color – Highlight any of the beasts at the Character Selection screen and press **Up** when choosing who you wish to play as.

Unlock V.E.R.N – In any of the Scum Lab levels eat a toxic waste container to play as V.E.R.N. for the remainder of the current level.

Louise Loco
Chicago, IL



Pitfall 3D: Beyond the Jungle - PlayStation

Enter these codes at the Password screen.

- 10 Lives - GIVEMELIFE
- 99 Lives - STEVECRANEME
- Level 3/56 Lives - DISCOLIGHTS5
- Play FMVs - PLAYMOVIES
- Play Cut-Scenes - PITFALLCOMIC
- 2D Mode - 2DHARRY
- Float Mode - ZEROGHARRY
- Big Head Mode - BIGHEADHARRY
- Easier Game - CAKEWALK
- No Voice - STOPTALKING
- 2600 Pitfall - CRANESBABY
- Vigilante 8 - VIGILANTE (Alternate Access Route)

Credits - CREDITS (hold R1 on the last credit for extra screen)

Level Codes

- Level 2 - METROPOLIS
- Level 3 - DEEPDARK
- Level 4 - TEMPLEME
- Level 4 Boss - GEEHEISBIG
- Level 5 - HOTROCKS
- Level 6 - GOINGDOWN
- Level 7 - WOWTHATSHOT
- Level 7 Boss - BIGWORMGUY
- Level 8 - JAILBREAK
- Level 9 - THUNDERDOMES
- Level 10 - MAGICGARDEN
- Level 11 - SPOOKYMESAS
- Last Boss - BESTFORLAST

Pitfall 2600 Codes

Enter these codes during play in this bonus game.

- Gary Head - Hold R1 + R2
- Elvira Head - Hold R1 + ●
- Talking Croc - (must be on a screen with a crocodile) - R1 + ▲
- Infinite Lives - L1 + L2

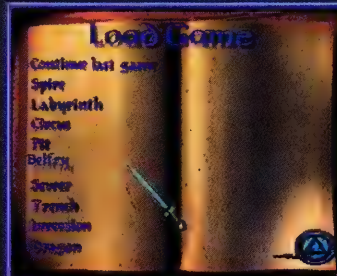
"The Rhino"
Toledo, OH



Maximum Force - PlayStation

Original Mode - Enter the Options screen and input **Select, Start, Select, Select, Start, Select, Select, Select, Start, Select, Select, Select, Start.**

"The Game Junkie"
Irvine, CA

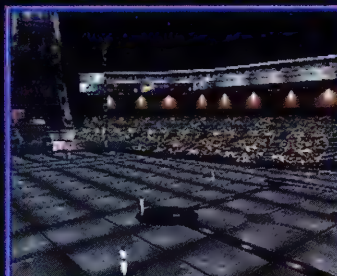


Deathtrap Dungeon - PlayStation

Invincibility - At the game Setup screen press **Up, Down, Down, Up, Left, Right, Up.**

Level Select - At the Main Menu press **L1, R1, ▲, ▲, ■, ●, R1, L1.**

"Lean Jean Beanface"
Oakland, CA



Triple Play '99 - PlayStation

Play With Crowd & Announcer - During a game hold **L1, L2, R1 & R2**, then enter one of the codes below.

Crowd

- Ohhh - ✕, Down, Down, ✕
- Cheer - ▲, ✕, ✕, ▲
- Roar - ■, Left, Left, ■
- Boo - ●, Right, Right, ●

Announcer

- Hey Buck... - Up, ▲, Right ●
- Baseball Trivia - Down, ✕, Right, ●
- Commercials - Left, ■, Right, ●
- Nicknames - ●, Right, ■, Left
- Weather - ✕, Down, ▲, Up
- Random - Left, ■, Up, ▲

Special - Up, ▲, Up (followed by)

- Jon Spencer - ▲
- Gary Lam - ●
- Chuck Osieja - ✕
- Steve Rechtschaffner - ■
- Brent Nielsen - Up
- Pauline Moller - Left
- Agatha Kuzniak - Down
- Mike Swanson - Right

Special 2 - Left, ■, Left (followed by)

- Duncan Lee - ▲
- Yanick Lebel - ●
- Anne Geiger - ■
- Edwin Gomez - ✕

- Wendell Harlow - Up
- Stephen Gagno - Left
- Vanessa Gonwick - Down
- Adrienne Travica - Right

Special 3 - Right, ●, Right (followed by)

- Frank Faugno - ▲
- Michael J. Sokyra - ●
- Kirby Leung - ■
- Jeff Coates - ✕
- Mike Sneef - Up
- Mark Liljefors - Left
- Anne Fouron - Down
- Kenneth Newby - Right

Special 4 - Down, ▲, Down (followed by)

- Carolyn Cudmore - ▲
- Rick Falck - ✕
- Louis Wang - Up
- Mark Dobratz - Left
- Brett Marshall - Down
- Jason Lee - Right
- Jen Cleary - Up, Up, Up, Up
- Bob Silliker - Left, Left, Left, Left
- Erik Kiss - Down, Down, Down, Down
- Darron Stone - Right, Right, Right, Right
- Ryan Pearson - ✕, ✕, ✕, ✕
- Stan Tung - ●, ●, ●, ●
- Rob Anderson - ■, ■, ■, ■
- Mike Rayner - ▲, ▲, ▲, ▲

Hidden Stadiums - At the Stadium Select screen press **L2, L1, R1, R2, R2, L1, R1, R2** to unlock three new stadiums. If entered correctly the announcer will say "Triple Play '99."

Mark McGwire
Seattle, WA



Need For Speed 3: Hot Pursuit - PlayStation

Enter all of these codes at the Names screen.

- Unlock Standard Cars and Tracks - SPOILT
- More Camera Views - SEEALL
- Unlock The Room - PLAYTM
- Unlock Caverns - XCAV8
- Unlock AutoCross - XCNTRY
- Unlock SpaceRace - MNBEAM
- Unlock Scorpio-7 - GLDFSH
- Unlock Empire City - MCITYZ
- Unlock Jaguar XJR-15 - 1JAGX
- Unlock Mercedes Benz - AMGMRG
- Unlock El Nino - ROCKET

Adam Scherzer
Webville, COM

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

Banjo-Kazooie
Bio FREAKS
Kobe Bryant's NBA Courtside
Major League Baseball Featuring Ken Griffey Jr.
Mystical Ninja Starring Goemon

PlayStation

Batman & Robin
Blasto
Breath of Fire III
Dead or Alive
Einhander
Judge Dredd
MLB '99
Rascal

Team Losi Racing
WarGames

Sega Saturn

House of the Dead
Panzer Dragoon Saga

Game Boy

Castlevania Legends

Arcade

Ehrgeiz

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PlayStation	Saturn
ASCII Pad	ASCII Saturn Stick
Specialized ASCII Stick	Super NES ASCII Pad SN
ASCII Arcade Stick	Super Advantage Rhino Pad SN
Enhanced ASCII Pad	Genesis ASCII Specialized Pad
ASCII Carrybag* Mach 1	ASCII Specialized Pad
ASCII Grip	Rhino Pad SG

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NBA Shoot Out '98 – PlayStation

Perfect Create Player – When creating a new player, simply enter his first name as "Nothing Can", his last name as "Save", and the college name as "You". His attributes will all be set to 99. Now, go back and rename the character to your liking.

"Virtua Gap Boy '98"
Minneapolis, MN

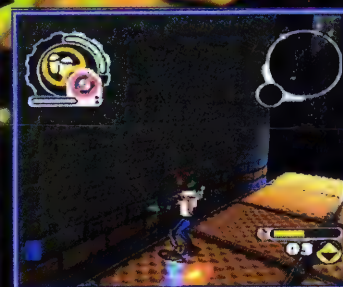
Beast Wars: Transformers – PlayStation

Weapon Power – Pause the game, hold L2, and press Up, Down, Left, Right, ▲, ✕, ■, Start.

Level Skip – Pause the game, hold L2, and press Up, Down, Left, Right, ▲, ✕, ✕, ▲, Right, Left, Down, Up, Start.

More Characters – Enter the Options screen and press R1, L1, R2, L2, Select.

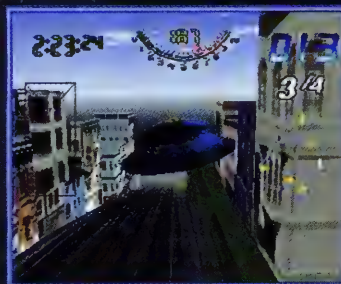
Marko Patelian
Los Angeles, CA



ReBoot – PlayStation

Play as Enzo – To play as this freakish space age ghoul go to the Main Menu and press Up, Left, Down, Left, Down, L1, R1, Right, Down, Right. Now, start a new game.

Jason Kidd
Phoenix, AZ



San Francisco Rush – PlayStation

Unlock Truck – Select any car then hold L1 & L2 until the race begins.

Unlock Super Car – Select any car then hold R1 & R2 until the race begins.

Unlock UFO – Hold R1, R2, L1 & L2, then select any car. While still holding this combo press ✕ at the Transmission Select screen. Then, hold ▲ and the combo until the race begins.

"Virtua Gap Boy '98"
Minneapolis, MN



Powerboat Racing – PlayStation

Enter all the these codes at the Password screen.

Unlock Championship Mode – CUP

Unlock Monohull Boats – PLA
Jessie Kalison
Atlanta, GA

March Madness 98 – PlayStation

Hidden Women's Team – Start a new season, and when the calendar appears select Division I Vs. New Mexico. From here, back out and enter the Exhibition mode. Choose Division I to access the new team.

"Virtual Gap Boy '98"
Minneapolis, MN



NBA Live '98 – PlayStation

Black Jerseys – Choose a 28 game Season and have the Play-Offs set at 1-1-1-1. Choose **Chicago** as your team and simulate all games until you reach Golden State. Start a new game and you should have black jerseys. If this doesn't work, abort the game, and select the **LA Lakers** and play their most recent game. This code also works with the Magic vs. Rockets, Heat vs. Golden State, and Bucks vs. Knicks.

Sarah Harding
Jameson, KY

NASCAR 98 – PlayStation

Waving Racers – While racing, pan to the in-car cam (with the driver holding the wheel), and hold ▲ for 2 seconds to make him wave.

Kyle Pate
Indianapolis, IN

Tamagotchi – Game Boy

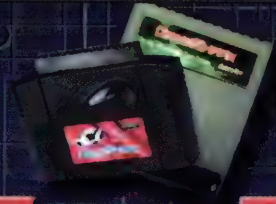
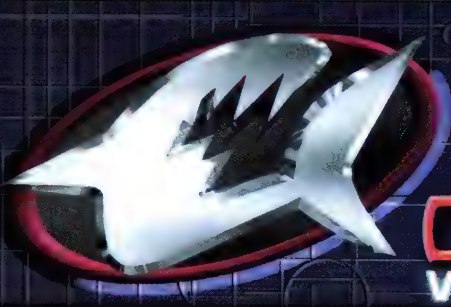
Unlock Mimitchi – Simply hatch a black egg and feed it nothing but carrots. By age six, your baby will morph into Mimitchi.

Kyle Henderson
Madisonville, KY

Game Boy Pocket Camera – Game Boy

Go to the Galaga-like minigame and play until all of the bosses are dead. A congratulations screen will appear. From here, die and start the game again. Shoot the question mark in the middle of the screen for a bonus racing game.

"The Rhino"
Toledo, OH



ATTENTION!

The codes below only work with InterAct's GameShark enhancer attachment.

GAMESHARK
VIDEO GAME ENHANCER

Armored Core -- PlayStation

- Tin Mechs --
- 801a2988 0000
- 801a2af8 0000
- 801a2c68 0000
- 801a2dd8 0000
- 801a2f48 0000
- 801a30b8 0000

Bloody Roar -- PlayStation

- Big Arm Mode Player 1 --
- 301c4508 0010
- Big Arm Mode Player 2
- 301c45090010

Dead Or Alive -- PlayStation

- Infinite Health Player 1 --
- 80093c30 00a0
- Low Health Player 1 --
- 80093c30 0001
- Infinite Health Player 2 --
- 80093c88 00a0
- Low Health Player 2 --
- 80093c88 0001

Deathtrap Dungeon -- PlayStation

- Infinite Fireballs --
- 800c6ca0 0a0a
- Infinite Razor Spells --
- 800c6ca4 0a0a
- Infinite Jet Spells --
- 800c6ca8 0a0a
- Infinite Greater Razor Spells --
- 800c6cac 0a0a
- Infinite Arcs of Power --
- 800c6cb0 0a0a
- Infinite War Pigs --
- 800c6cb4 0a0a
- Infinite Star Spells --
- 800c6c9c 0a0a

- Infinite Fireflies --
- 800c6c98 0a0a
- Infinite Health Potions --
- 800c6cc4 0a0a
- Infinite Antidotes --
- 800c6cc8 0a0a

- Infinite Strength Potions --
- 800c6ccc 0a0a
- Infinite Speed Potions --
- 800c6cd0 0a0a
- Infinite Charms of Icy Cool --
- 800c6cd4 0a0a
- Infinite Warding --
- 800c6cd8 0a0a
- Infinite Magic Charms --
- 800c6cdc 0a0a
- Infinite Invisibility --
- 800c6ce0 0a0a
- Infinite Flame Lance Ammo --
- 800c6c80 0a0a
- Infinite Bombs --
- 800c6c7 ca0a
- Infinite Firethrower Ammo --
- 800c6c78 0a0a
- Infinite Grenade Launcher Ammo --
- 800c6c84 0a0a
- Infinite Infernal Device Ammo --
- 800c6c8c 0a0a

Diablo -- PlayStation

- Quick Level Gain (Sorcerer) --
- d00047ac 0000
- 800d937a 3fff

Judge Dredd -- PlayStation

- Infinite Health Player 1 --
- 800da992 03e8
- Infinite Health Player 2 --
- 800da9da 03e8
- Infinite Ammo Player 1 --
- 800da9a0 0803
- Infinite Ammo Player 2 --
- 800da9e8 0803

Star Fox 64 -- Nintendo 64

- Note: This code works for V1.1.
- Infinite Armor --
- 8013c637 00ff
- 8013f517 00ff



Klonoa -- PlayStation

- Infinite Keys --
- 800be328 0001
- Invincibility --
- 8010e5d0 0006
- Infinite Lives --
- 8010e5ca 0006

Lode Runner -- PlayStation

- Infinite Lives Player 1 --
- 800cb384 0005

Triple Play 99 -- PlayStation

- Away Team Scores 0 --
- 8008e9c4 0000
- Away Team Scores 50 --
- 8008e9c4 3200
- Home Team Scores 0 --
- 8008e9c0 0001
- Home Team Scores 50 --
- 8008e9c0 3201

Rampage: World Tour -- Nintendo 64

- Infinite Health Player 1 --
- 800bf86c 0064
- Infinite Health Player 2 --
- 800bfa38 0064
- Infinite Health Player 3 --
- 800bfc04 0064

Snowboard Kids -- Nintendo 64

- 1 Lap Race --
- d0122288 0000
- 80122288 0009

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- Judge Dredd
- Klonoa
- Lode Runner
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- Maximum Force
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- NBA Live 98
- NBA Shoot Out '98
- Need For Speed III: Hot Pursuit
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- Rampage: World Tour
- ReBoot
- Quake
- San Francisco Rush
- Snowboard Kids
- Star Fox 64
- Tamagotchi
- Ten Pin Alley
- Triple Play 99



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Canada 900-451-5252
\$1.25 per minute automated

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\$.95 per minute
Canada 900-451-4400
\$1.25 per minute
Nintendo's Automated Power Line!
1-425-885-7529

SONY
900-933-SONY(7669)
\$.95 per minute

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