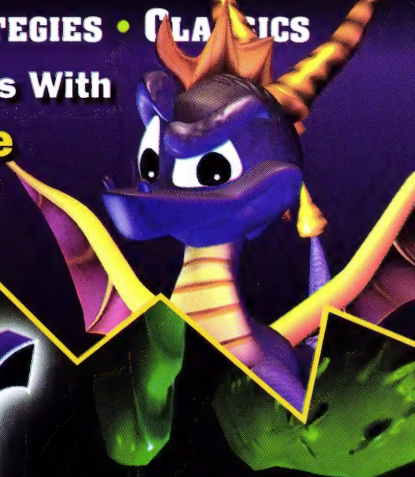Behind-the-Scenes With
Spyro The Dragon
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Game Informer
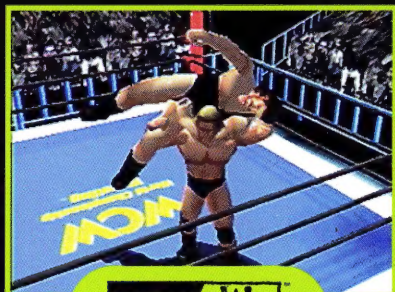
HEART OF DARKNESS

Star Wars: Rogue Squadron • Tomb Raider 3 • Metal Gear Solid • Silhouette Mirage
X-Treme G 2 • Silent Hill • Final Fantasy VIII • Crash Bandicoot 3: Warped • Kartia

WCW nWo REVENGE

GEX 3

PERFECT DARK

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Two unique role playing games for the Nintendo® Game Boy.

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With hours and hours of exciting game play, once you play Legend of the River King, you'll be hooked!

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Wake up with the sun. Feed the chickens. Milk the cows. And, don't forget to go to the market...all before breakfast.

The Super NES® classic Harvest Moon is now available for the Nintendo® Game Boy® with all of the charm of the original and many new surprises. Designed to reward hard work and smart decision making, Harvest Moon GB is a unique blend of a role playing and a farming simulation game. Since this is compatible with the Game Boy Game Link®, you can exchange animals and seeds with your friends to create your own unique ranch. Best of all, Harvest Moon GB offers a greater variety of characters, crops and animals to choose from, making each game's outcome more fun and less predictable. Oh no! You forgot to plow the fields. Looks like no dinner tonight.

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GI MAGAZINE™

LETTER FROM THE EDITOR

Words On The Future Perfect

BY ANDREW McNAMARA

During the after hours of E3, Game Informer was on the go trying to learn more about the latest talk of the Dreamcast and Project X, but more importantly, the next wave of machines from Sony and Nintendo.

Of course, if you want to get dirt on game companies, the first place you need to look is developers. Nobody, and I mean nobody, knows more dirt about technology than these guys – they eat it up. Heck, they live it. The good news is that all the developers agreed that the future of video games is bright, but they were split on who would be leading the way.

One of the more unique choices, at least in my opinion, was VM Labs' Project X. The unit, which is actually a stand-alone chip, will be available in DVD players (which is totally up to the individual manufacturer). Which is an interesting approach, but more importantly, I was surprised by the high praise it was given by a number of folks, including some who said they thought that, even though it only processed at 56MHz, it was more powerful than Sega's Dreamcast and would be a surprise contender in the coming years.

Obviously, the most popular choice among developers was Sega's upcoming Dreamcast; but I believe this is because Dreamcast is currently the best technology available to all the tech heads – so they are going nuts for it (especially the 16 Megs of RAM). That brings us up to the present, but what kind of effect does all this have on the future and the decisions that Sony and Nintendo will make? Game Informer has learned some interesting information about this, but I want you to understand

something before I get any deeper: (1) I'm not taking any sides, and (2) I'm not completely 100% on this information. This is just interesting stuff GI heard that I thought you should know. Nothing more.

The first piece of information is that Nintendo is busily looking for a new chipset for its next machine. Since Silicon Graphics was a little slow on delivering its last project, Nintendo wanted to look elsewhere to see what it could find. And find something Nintendo did. 3DO was busy working on the follow-up chip to the M2 called the MX. This chip, which is 128-bit by the way, is incredibly powerful. So powerful, in fact, that before Nintendo could buy the chip, Samsung bought 3DO's entire hardware division on May 2, 1997. Nintendo quickly went into negotiations with Samsung, but the deal fell through, and Nintendo, to this day, is still looking for a chip. Word even leaked out of Nintendo concerning the chip during the negotiations, saying that, and I quote, "We don't need to bring out the 64DD, we have the M128 [Nintendo's codename for the MX]."

Getting information on Sony's machine wasn't as easy or scandalous, but we did learn one fact. Sony's next machine will feature a "proprietary" chipset. That means that Sony is creating it internally, to insure a high quality product.

So who will win? I certainly don't know, but I do know that the lines for the next wave of system wars are already being drawn in the sand. Game Informer will keep you posted...

7 Gameship

The Mercury Gamers (from left, top row): Andy, Jon, Bergren (bottom row): Chet, Paul, Reiner, Robert

---

Andy, The Game Hombre
andy@gameinformer.com

"In the issue we talk about all the games, so in my blurb I wanted to talk about all the parties. The Sony party was awesome this year, with a thunderous performance by the Foo Fighters (which I'm sorry to say was much better than Minneapolis' own Soul Asylum). Eidos had a rippin' party as well, but whose bright idea was it to have Third Eye Blind? Those guys suck! And just in case anybody is listening, I say go with the Archers of Loaf next year, or maybe Fugazi. Now those guys rock!"

Robert, The Game Cassanova
robert@gameinformer.com

"After E3 we hit Six Flags and I found a dope Brak T-shirt. Hail Brak! As far as E3 goes, I only have one question: Who's stupid idea was it to use the Corvette Grand Sport in the GT contest? Not only is it pathetic in capabilities, it is boring to drive. I nearly fell asleep twice. Maybe that's why I wiped out, heh... Shining Force fans, check out Kartia after you finish SF III. It is great. And although the Dreamcast is more than a year away, I am stoked. I want one now, now, now!!!"

Jon, The Greedy Gamer
jon@gameinformer.com

"There are some awesome games about to come out, and the choices are tough. I've been putting time into Kartia – RPG fans should definitely check it out, and Tomba! rocks. But of course, football's right around the corner. Don't bother with Sony's Xtreme, wait for Game Day, Madden, QBC '99, and the NCAA titles to all hit in August/September. And get ready for FF VIII, coming to Japan in just a few short months!"

Paul, The Game Professor
paul@gameinformer.com

"As Jon now feels full integration with his computer, I'd like to take a moment to plug Apple Corp. Without these fine folks our job could not be completed. We now have about 15 Macs in the office and some of us have more at home. Bergren's mom still has the J[c up at the lake. Yeah, I know you're saying the current Apple gaming scene completely stinks and you're right. But you probably won't find too many magazines in the country that don't rely heavily on the good 'ole Mac."

Reiner, The Raging Gamer
reiner@gameinformer.com

"E3 came and went, and I returned to the GI stable a broken man. These shows just kill me! But I do have some exciting highlights to report. I met with Shigeru Miyamoto to talk Zelda, and yes, I think he recognized me from the beating I gave him in Star Fox 64. I also exchanged looks and words with Gillian Anderson, who I think wants me in a bad way. She eyed Paul as well. And you didn't think the GI guys were studs! Well, think again! We ooze with coolness and paranormalities."

Bergren, The Game Burrito
bergren@gameinformer.com

"Football season is close at hand and let me tell you, it's tough being a Vikings fan. We live in constant fear that some yahoo will bury the team and move it to a place far away. What's worse, we have to put up with the legions of obnoxious Packer fans that decide to move to Minnesota. Is Wisconsin running out of beer or something? Anyway, I'm pumped we drafted Randy "I'll Kick Your Butt" Moss at WR, but if Brad Johnson doesn't make a full recovery...well…"

DEAR GI

Dang-Ol'-Dang Numbered Questions

1. Does Cait Sith have a level 3 limit break in FFVII that kills all enemies? I have heard rumors.

2. Are there any plans for a Metroid 64?

3. Are there any rumors about a Chrono Trigger for PlayStation?

4. Should I buy WCW vs. NWO: World Tour, or should I wait for WWF War Zone?

5. Is Breath Of Fire III worth buying?

6. How do you decide envelope art winners?

Joseph Larkin,
Harvard MA

1. Yes, but it is a random event. Sometimes all enemies die, other times none of them die.

2. There's no official word yet, but there is some positive news. At Miyamoto's E3 press briefing, someone asked if Metroid 64 was on the way. Miyamoto stated that he didn't know, since it wasn't his project, but he gave a sly smile, which has us convinced Metroid 64 is well into development.

3. No. But you can always wish, right?

4. Get WCW vs. NWO.

5. Absolutely. It can be slow at times, but it's a solid RPG.

6. We sit around in a tiny, windowless room and play Parcheesi, with each of us representing a certain envelope we choose. The game usually ends before a winner is determined, however, because somebody cheats or kicks over the board. So usually it's Andy who picks out the winner while the rest of us are fighting about where the yellow Parcheesi piece is supposed to be.

A Humorless Nation

I have a couple of complaints and a couple of questions. And I'm gonna put them in number format because I know you love that.

The Complaints

1. In your June issue you printed eight letters, one of which was actually about a game.

2. An extension of 1. I wrote you a letter with some questions in it. Questions about games. A lot of people in my school want to know too, and you go and print "Why does it take two women to go to the bathroom in a public place?"

The Questions

1. So I'll ask again. In Tomb Raider II in the Training mode, Lara's home, after going through the hedgemaze and pressing the button, how do you get back to the open door before it shuts?

2. Is the picture of Lara on the back of the case of her in the bikini actually in the game and where?

KJV
Address Unknown

Hey, Dear GI doesn't have to be all about video games all the time. It's about entertainment. But to set the record straight, four letters were about games, three were directed at the staff and their lives, and the other was showing ways that GI helps the gaming community. But now to your questions.

1. From the switch (that opens the door) jump out of the hole and veer to the left. This will bring you to the maze. Take as many rights as you can, unless you have to turn left. After the maze, run into the house and through the door that leads to the basement and the secret room. You have to be quick, but do you really want to be? The reward for entering this door is just a few more pixelated textures and items to look at. Big deal!

2. No.

I Don't Know Nothin'

I just wanna say I'm very upset with Sega's showing (or should I say Sega's not showing) at E3. I went to E3 expecting to see something on its new 64-bit Dreamcast system and left seeing, and hearing absolutely nothing! What the hell is Sega's problem? They've already screwed up the life of Saturn, not to mention their relationships with a lot of "used to be" loyal Sega fans. I would think that they would try and ease the tempers of all those who feel that they've been abandoned by Sega, by giving us a glimpse of what's to come, thereby, giving us a reason to continue having some sort of faith in Sega. Having owned my own video game store and worked at 2 others, I come in contact with hundreds of people who've gotten rid of their Saturn and switched over to PS-X or that overpriced cartridge system the N64, and they all say they're pissed with Sega for one reason or another. I think (even though they may have a great system coming) that Sega isn't thinking clearly about how they are frustrating gamers in the States. Dreamcast should have been at E3 on tape or something. Give us something to believe in Sega, because without us there is no YOU!!!!

Chris (arcade-a-holic) Sims
Milwaukee, WI

Have faith, Chris, you will see the Dreamcast soon enough. It was at E3, but only behind closed doors. You had to be in the press, or be a buyer, developer, etc. to get in to see it. We were lucky enough to see it, and get some information [see pg. 22]. Sega just wanted to keep it secret from the masses until July 14 (that's when Godzilla for the VMS comes out in Japan). However, the main reason Sega was not touting it on the floor was because the U.S. launch is over a year away. Why would Sega needlessly give out secrets to its competitors with the release so far away and all its hopes riding on Dreamcast? Anyway, Sega really didn't show much behind closed doors, so you shouldn't sweat it Chris. Sega will hold all its cards until the Tokyo Game show this fall.

Ooh, Color

When Game Boy Color comes out, will Game Boy Camera and Printer be in color as well? Also, if you put a Game Boy Color cartridge in a regular Game Boy, will it appear in color?

Jason Lewis
Internet

Unfortunately, the Game Boy Camera and Printer will not work in color. However, you may be able to 'paint' the areas to your liking, using the Color editor on the Super Game Boy or Game Boy Color to give your pictures a new look. As far as Game Boy Color games are concerned, all the GB Color games will be backward compatible to the original Game Boy. As will all the original Game Boy games be forward compatible with the Game Boy Color. But, the original Game Boy will not "display" in color.

Envelope Art

August Winner — Josh Gilbert Glendale, WI

Now that's entertainment!

The Stars Read GI Part II

I think the "CLASSIC GI" is a great feature in your magazine. It offers tips and codes for NES, SNES, and other classic system games. There are lots of people who still own their old systems. (Hey, I still have my NES and SNES). These systems have great games, and most hardcore gamers would refuse to give them up. I know we have all the high technology systems with great graphics and gameplay, but I still love the classics. They shouldn't be forgotten.

(Which most game magazines seem to have done.) I love Classic GI and I'm sure every other gamer that loves classics, loves it too. I just wish you would expand it by a few more pages. Anyway, thanks for not forgetting about the classic games.

*Reggie White
Dayton, OH*

Thank you very much, and we agree. It's important to not forget one's roots, and doing Classic GI keeps us in check to ensure we are putting the new games through their paces with direct comparisons of the greats and not-so-greats of yesteryear. We are considering going even further back and putting Intellivision, Atari 2600, and even ColecoVision games in Classic GI in the future. What do the readers think?? Keep your chin up Reggie, the popular route is not necessarily the best route.
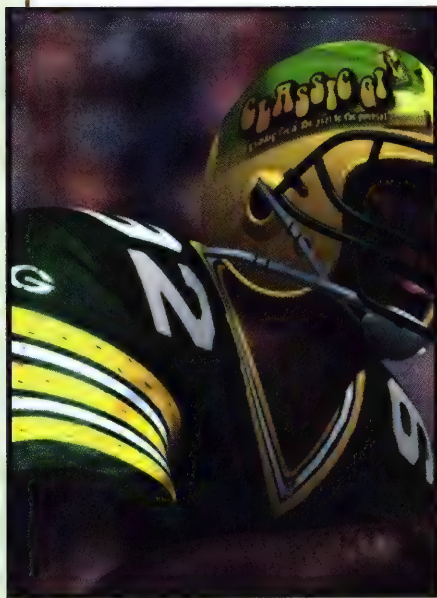
Reggie White loves Classic GI.

A Story About A Boy Named GI

After reading about the E3 for the past week or so, all I have to say is that I am so stoked about the next few months! I think you guys did an excellent job with your daily updates and I just can't wait for the next issue. I am however a little disappointed. It seems a lot of the games that were there were sequels, which is fine by me, but they are not the sequels I was looking for. Can you guys help me out please! Will there be anymore games in or sequels to:

(1) The Destruction Derby series
(2) The Ridge/Rage Racer series
(3) Air/Ace Combat series
(4) ONE
(5) MDK

And in return, if you guys have any info and let me know, I am willing to

try and convince my fiancee to name our first born son GI.

*Matthew Stolze
webtv.net*

Thanks for the compliment. And if you need a helping hand on convincing your wife, show her the editor's page. What couple wouldn't want to name their child after a bunch of gaming studs like us?

Seriously, though, there wasn't any official announcements on any of these games, but you can bet there will be another sequel to Rage Racer, Ace Combat, and One. MDK and Destruction Derby are another story though. We highly doubt any sequels are on the horizon for those properties.

Ivanny Pagan
Phila, PA

Mega Man's one bad mother...shut your mouth! Just talking about Mega Man!

Mark Bester
Brockton, MA

You must clinch your buttcheeks very tight to make your hair stand straight up.

Mark Anthony Halliburton
Detroit, MI

Yeah, but will the game ever come out?
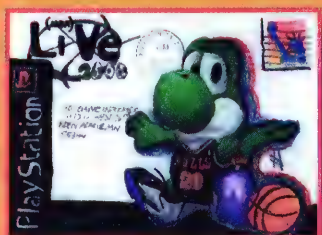
Clifford Franks Jr.
Houston, TX

What's next? Resident Evil Starring Yoshi?

Chris Sims
Milwaukee, WI

In this new offshoot of PaRappa you either rap well or die trying.
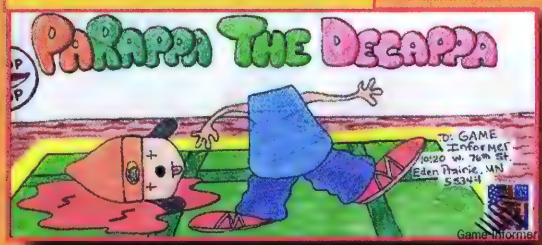
HEART OF DARKNESS™

Are You Afraid of the Dark?

"If Heart of Darkness came out before Abe's Oddysee as planned, I would have been knocked on my butt by it. But since it didn't, I'm just thoroughly impressed. The animation in this game is just incredible. Plus, it's filled to the hilt with FMVs. Of course, **every game comes down to how good the gameplay is, and Heart of Darkness delivers**. While not as difficult as Abe's (or filled with as many secrets), Heart of Darkness features solid, Out of this World-style control that is both frustrating and fun to play. The puzzles are interesting and original, and the game actually features a lot of blasting with Andy's gun. While Andy is a lame character, Heart of Darkness is still a great game, and unlike most games, it doesn't chinch out on the ending."

ANDY
THE GAME HOMBRE

Concept	8.5
Graphics	9.5
Sound	8.75
Playability	8.75
Entertainment	9

8.75
OVERALL

"Heart of Darkness is an amazing game in many ways. The animation is out of this world and the gameplay is fun on the frustrating level. But I have a big problem with this title, and I'm sure you will as well. There really isn't too much game here. It's the kind of game you can beat within four hours if you are good. There are only 180 screens spread across eight levels. But there are a few rewards to this game such as beautiful FMV sequences, a great ending, and of course, fantastic puzzles and action scenes. **Heart of Darkness would have received a 9 from me a year ago, but after Abe's Oddysee, I'm a jaded man**. Heart doesn't have the secrets or replay value punch that Abe's does. Once you beat it, then it will sit and collect dust."

REINER
THE RAGING GAMER

Concept	8
Graphics	9
Sound	8.5
Playability	8
Entertainment	7

8
OVERALL

"Heart of Darkness (HOD) is a pretty cool game, but it definitely doesn't knock my socks off. A few years ago – maybe. But today is today and HOD is short. If a game's going to get by with average graphics, it had better be extremely long. Smart players will finish HOD in two or three sittings. And hey, there are no secrets, nothing that would make you want to play the game twice. Lame. But with the bad there's the good. The puzzles are great, and will make you hang your head in shame. Some are so classic. **The character Andy is a total skippy, but his animation is awesome**. However, it all comes down to length and replay value with this game, and HOD isn't worthy of a purchase."

JON
THE GREEDY GAMER

Concept	7.5
Graphics	8.5
Sound	7.5
Playability	8
Entertainment	7.75

7.75
OVERALL

Delayed...Demolished...Released

How long is too long for an individual to work on a single gaming project? We say two years tops, then after that, insanity takes over. But get this, developer Amazing Studios spent over three and a half years on Heart of Darkness. That's a third of a decade on one game. In many ways, that is very similar to Amazing Studios' first console release, Out of This World. How this team held up and avoided killing one another is a miracle.

If any game has history it's Heart of Darkness. Virgin Interactive originally secured the rights to release this product years ago, and at that time, this was the game to beat. Heart of Darkness was innovative in play and loaded with the most amazing FMV cut-scenes around. But the years passed by and the game slipped into the darkness. Where did it go? Nobody knew, and eventually nobody cared, because it was Oddworld Inhabitants that kept this underrated gaming genre afloat with the magnificent release of Abe's Oddysee. All was good. Then a strange thing happened.

Oddworld announced the sequel to Oddysee, and rumors about Heart of Darkness' return were being tossed around the industry. Could this be? Would Heart of Darkness actually come out? A few weeks before this year's E3, the news hit the streets. Interplay Productions announced that it would publish Heart of Darkness, with plans to release the game in August. We were overwhelmed, and also very skeptical.

Now, here we are, a good three years later, with Heart of Darkness featured on our cover. Does the game still live up to all the hype that it garnered years ago? Yes, but it's not the monster that it used to be. The FMV scenes that blew us away are now old news and slightly outdated, but Heart of Darkness still has a killer bite in two other categories. For one, the story and how it is integrated into the gameplay is outstanding, and we can honestly say that it is one of the few titles out there with a perfect balance of cinema and game. Heart of Darkness also kicks you in the rear with the gameplay itself. Like Abe's Oddysee (which we love to death), Heart of Darkness challenges gamers to use their brains in conjunction with pure gaming skills.

This is the kind of game that cannot be walked through without first being frustrated to death. You'll get stuck. And, you'll swear. But you'll love it from start to finish.
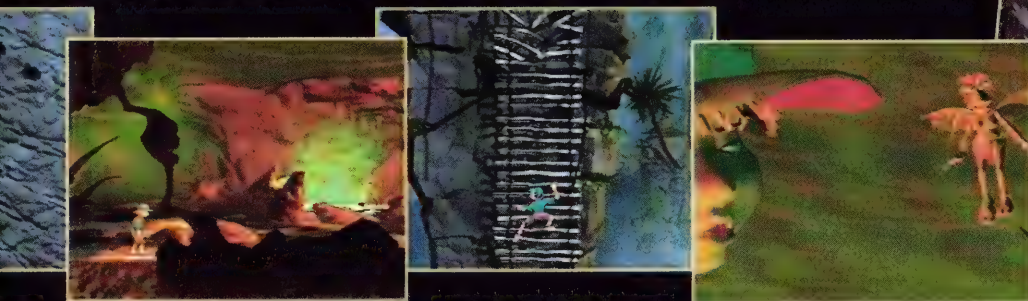
The Shadows That Crawl

Gamers assume the role of wild child Andy, a young lad who must journey into the heart of a different world to try and save his dog Whisky from the forces of evil. This world is unlike ours in every possible way. Magic, monsters, and fear all play a large factor. The key to the game lies deep within Andy himself. It's his fear of the dark. If you can overcome this, Andy's current nightmare will come to an end. If he fails (which all relies on your gaming skills), then he and his dog will be lost forever.

If you've played through Blackthorne, Out of This World, Flashback, Abe's Oddysee, or Prince of Persia, then you know what to expect from this game. Amazing Studios has incorporated all the necessary ingredients to ensure that a frustrating, yet enjoyable experience is taken in. The gameplay is fairly basic and consists mostly of proceeding from the left to right. All of the game is separated by single screens. There is no scrolling whatsoever. Pass by one screen and head to the next. The great thing is, you'll never know what to expect. Sometimes you'll need to complete tasks that span across several screens. Also, when you perish, you won't always begin on the screen that you died on. Usually, you'll start five or six screens back.

As far as excitement goes, Heart of Darkness has plenty of it. From the start of the game, our little hero Andy wields a mighty laser cannon that sprays a continuous stream of electricity across the plane. At times you will need to take full advantage of this gun when what seems like hundreds of shadow beasts attack from all sides. Later on in the game, Andy loses this priceless weapon, but soon finds a strange lifeforce energy. With this he can still eliminate enemies as with the gun, but can also power it up and make seeds blossom into gigantic vines within a split second. Also, some enemies are immune to the normal shot and can only be killed by the charged one.

Fighting is a big part of this title, but you will find yourself dying in several more ways than just in the mouth of a hungry shadow beast. Like most platform games, Heart of Darkness features some really nasty jumping and running segments. If you don't complete them in one fell swoop, then you'll have to start the whole segment over again.

Heart of Darkness is a pretty game that features amazing animation, awesome background renders, and fascinating shadow effects. The gameplay is equally impressive, but the big question is, how much of it is there? Check our reviews for the bottom line on this highly anticipated title.
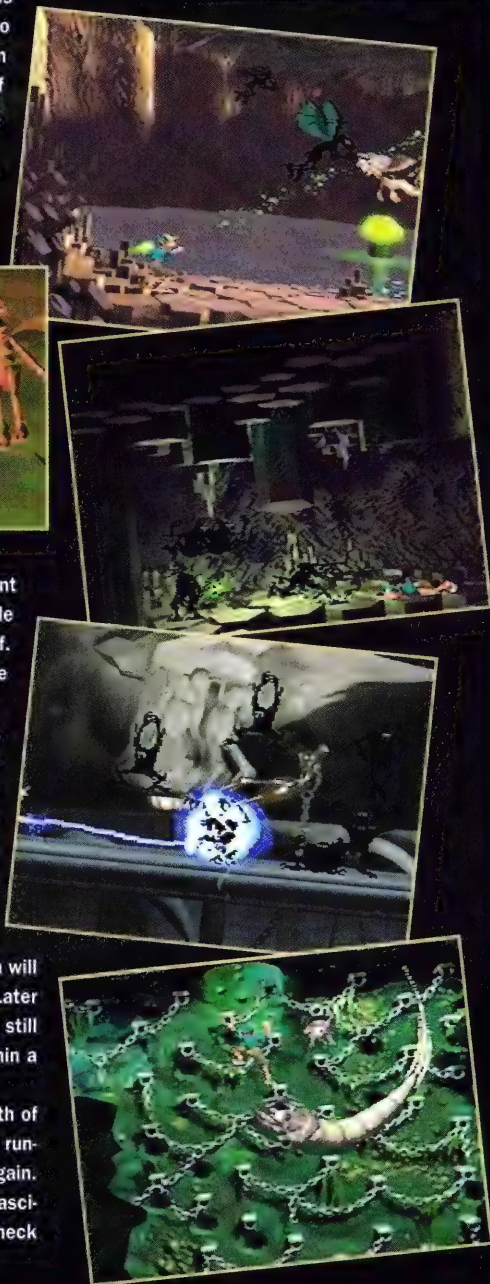
Gameplay Hint

The Smelly Butt Block – *Obviously, we named this move ourselves. You know, Andy is a young guy and he's been through quite a lot already. His dog is missing, there are alien beings flying through the skies, and his ship has crashed. Thus, we believe that Andy dropped a load, released the big brown cow, cloned Mr. Hanky, or whatever you want to call it. Anyway, when swarms of shadow creatures pounce from both sides of the screen, place Andy all the way to one side of the screen, and duck so his rear is on the next screen. Doing this will eliminate the chance of any enemies attacking from the screen holding Andy's butt.*

Play to
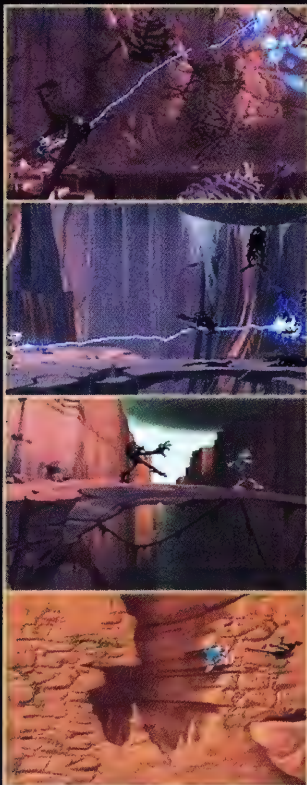
Scene 1 – Crash Landing

Immediately after the cinematic crash landing, it's time to take control of the well named youth known as Andy. Jump off of your tiny yellow ship and walk to the right (get used to this – you'll be going in this direction quite often), then run and jump over the pit. On the next screen, don't move. Shoot the shadow creature and then the hanging bones. If you don't, the shadow of the bones projected onto the rock wall will attack you. Perform the same technique on the second bag of bones, then blast the lonesome shadow on the next screen. Watch it though, this critter is tricky. Next, walk under the sabertooth tiger rock structure and shoot upward until it explodes. Now, prepare for an invasion. Blast! Blast! Blast them dead, then walk to the next screen for another onslaught, but this time from both sides. This would be an opportune time to try out The Smelly Butt Block maneuver (see Gameplay Hint).

The next screen over is yet another battle, but after this, be prepared to use some different skills. Shoot the two shadows, then use the double jump technique to get past the running critters. Finally, shoot the leapfrogging shadows. At the bone ladder, don't shoot at anyone until the shadow that pounds the ground enters the scene. When he smashes the ground, shoot the shadow that bounces up. Blast the rest of the shadows and then climb up the bone ladder. On the next screen, a few rock beasts will check you out. Let them finish their business then run right through the large one. You are now without a weapon. Keep running, and pass across the tiny bridge. Again, run, and the shadow behind you will die from the sunlight (important tip #1). Follow the chameleon-like shadow up the cliff and jump to the same spots that it does. At the t-rex leg, jump up and down until the ledge you are standing on falls. Now, scale the next wall until you come to the dino head. Quickly jump out of the dino mouth and then climb again. Scale the rocks until you come to a slender bone. Bump into it and shake it free. Lastly, jump into the bone and knock it down so that a bridge is formed from your position to the next. End of Scene 1.

Scene 2 – Dagobah This Like, No?

All right, this is quite a change of scenery, huh? On the second screen, jump up and pull down the vine to remove the mess in your way. Now, jump over the rocks and use your Pitfall-acquired skills to pass by the vine swinging. Let the plant serpent eat the glow bug before passing by. Climb up the rock face and jump out to the vines and bounce off the large snake shaped like a rock. Now, wade through the water and duck whenever the flying shadows divebomb you. Scale the next cliff and jump out to the weird black sheet-like thingy. It was actually a snake. Eek! Doing this saves your life later. It's good that you killed it. Now, go into the cave and wait until the plant serpent eats a glow bug. Now, jump up and bump the glow bug nest and run back to the cliff. This time scale up to the next screen.

Run to the right (past two screens) and come to a dead stop. Wait until the plant serpent nearest you feeds, then run and jump over the tiny pit, and go to the next screen. Stop again! Grab the vine and run like the dickens! Ahh. Peace. But for only one screen. Scale the first set of rocks, then push the loose one and be prepared for a ride.

After falling a good 500 stories, swing yourself back and forth over to the little stick on the left. Grab it and plug the beast's mouth. Now, swim. Swim fast! Avoid the beast again and seek shelter in the forest. Climb the tree on the right and jump out to the vine to save the big-lipped flying Muppet. Again, be prepared to go for a ride (and fall another 500 stories).
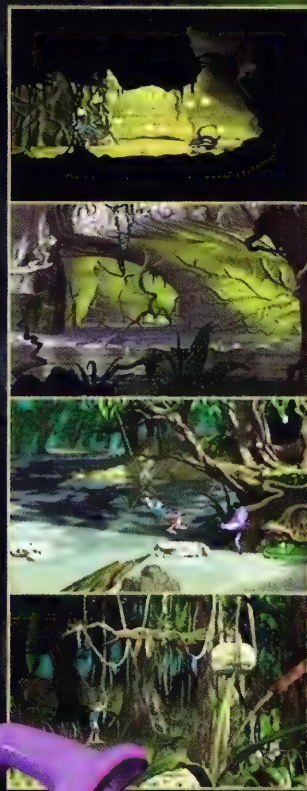
Scene 3 – Palm Action For Kids

Swim straight down and touch the glowing rock to remove the rocks on the next screen, and to also gain the much coveted Palm Power Projectile Attack. Now, swim to the right and up to the next land area. Use the Ultra Palm Power Projectile Attack (▲) to destroy the rock wall. From here, push the seed against the wall and use the Ultra Attack to turn the seed into a climbable plant. Do the same on the next screen. Scale the purple shrooms and jump out to the plant. Dive into the water and stick to the right wall to avoid the sea creature. In a timely manner, dodge the next two plants and get some air. Dive again, making sure that you steer clear of the three sucker plants, and enter into the brown hole. Continue past all of the other perils (and there are plenty) and you will eventually come to a fork in the road. Swim down to get air, then proceed up and past a few more dangerous sections and up onto land again.

Shoot the first plant with an Ultra Attack, then jump out onto the glowing crystals. Shoot the remaining plants within your path, and then get ready for a frustrating section. To take down the large-eyed worms, set yourself away from the holes and don't move. They won't see you. Fire a blast and they're toast. You won't need to kill all of them, but take out a fair share before you move on. Now, drop down and move to the left. Kill the shadow beasts and the plant serpent on the wall. Shoot the newly laid seed and go up to the next screen. Push the rock out of the way and run and jump over to the left. Shoot the three worms and climb down the crystals to the little stream. Get wet, and head to the right. Push the rock out of the way and quickly retreat back into the stream. Return to the screen with a vine and wall-mounted plant serpent. Shoot the vine, then push the seed over to the next screen. Now, shoot the vine all the way across the screen and then shoot the seed by the water. Jump to the newly formed vine and push the seed into the water. Launch some yellow glow at both seeds and climb up to the next zone. In these caverns destroy all of the plants that cross your path.

Now here comes another tricky section. When the shadows appear, run as fast as you can to the left. Shoot the seed and go up to safer ground. From this high angle, kill all of the shadows and drop down. Go left again and kill another grouping of villains. Scale the wall and cross over the narrow bridge to be greeted by a surprise "Continued on Disc 2."

Scene 4 – Rock and Roll

Sit back and fire some green. When you feel confident make a run for it. On the next screen, eliminate all who do not fly. Then, run again. Stop at the bridge and hold on tight. Climb down the shattered bridge and swing over to the foliage on the right. Shoot the worms and the white rock on the next screen, then jump out to the vine and swing like Tarzan. Kill the two shadows and the one on the next screen. Now, go up and destroy the vine. Push the seed away from the rock structure so that no shadow is cast when it grows again. Now, shoot it with the Ultra Attack and climb up. Jump onto the roots and shoot the large root shadow. Continue upward and destroy all the worms that cross your path. After passing four or five screens you'll come to one with a large rock on a pulley. Drop to the ledge near the rock and perform the impossible. Push the rock's shadow so that the rock moves. This in turn will open a new area. Return to the worm/root walls and you'll find the new opening.

Now, go up and dodge the rocks, then blast the three shadows. On the next screen haul rear and don't stop until you get to Scene 5.
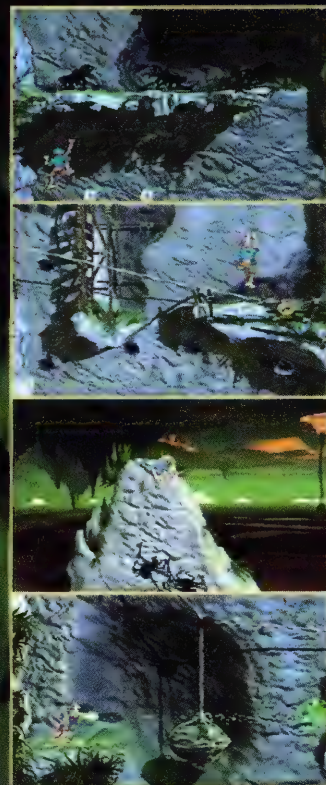
Scene 5 – Fire! I Take You To Burn!

Jump off the highly pollinated flower and walk to the right. Quickly turn around and blast the three shadows hiding in the...well...shadows. On the next screen, blast everything and take a breather. And no, you are not hallucinating. The screen is actually shaking. Walk back a few feet and step on the white rock, then run onto the next screen. Jump over the next white rock and stop on the very next screen. Jump over the lava fountains and scuffle across the wall. Eliminate the spider, then shoot the two shadows on the lower platforms. Climb back up and take a quick shot to kill the shadow up top. Now, proceed to the next screen and blast 'em all dead. Return to the previous screen, and take the dangerous fire route back to the screen you were just on. Go up and take out the trash (if you know what we're saying).

Continue on to the right and avoid all the lava fountains. Take the lower route again and push the seed through the wall. Shoot it with the Ultra Attack and return. This time, take the upper route. Climb the vine and proceed up and onto the next scene.
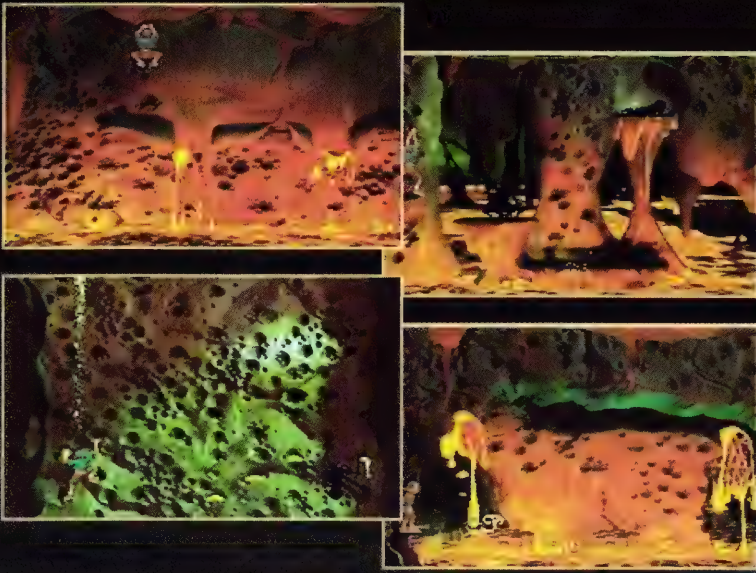
Scene 6 – The Pillar Paradox

This part is tricky. Quickly jump off the pillar and drop to the hole. Go right and step on the loose pillar to drop again. Shoot the seed to block the side attack and go right. Press the switch and return to the last screen. Now, fall down and go to the right. Shoot the shadow and seed, then move on to the next section. Kill the shadows on the next two screens and crawl under the wall. Push the seed back to the previous room and line it up under the lowest pillar. Shoot it with the Ultra Attack and get ready for a bloody combat scenario. Don't worry though, you have two full screens to avoid attacks. After 10 kills or so, it's time for yet another FMV.

Scene 7 – The Search and Rescue

Destroy the baddies on the first two screens, then scale the wall and blow out the rocks blocking the cave. Curiously take out the new enemy by using Ultra Attacks on the beast form and slime form. Now, run onto the chain bridge and fall. Kill all of the enemies in this room and in the next. Jump up onto the wall and swing over to the right. Press the switch and more bricks on the wall will appear. Climb down and swing to the right again. Press the switch and get ready to blast a horde of villains coming from the left. Now go to the left and go down the ladder. Hit the switch and go back up. Ascend the bricks and go to the right. Kill the shadow and shoot the seed. Ascend the vine and go left. Hit the switch and blast all of the enemies (shoot the ceiling-mounted shadows from the lower level first). In the next room time your jumps carefully.

Now, shoot the worms on the next screen and descend deeper into the cavern. Blast the shadow and drop to safe ground. Hit the button and ascend the rocks again. Sneak into the next room and nail the shadow. Press the button and return all the way back to the appearing block area. Go down and to the right. Take the ladder and shoot the armored ghost several times so that its body separates into a ton of different clones. Then, quickly advance up and across the chains on the wall. Jump to the lit blocks (which are in no particular order), then shoot the dude and enter the next room to get captured.

Shoot straight up and knock the seed down. Blast the seed and climb up to escape. Push the rock to free Whisky. Then, press the button on the wall to enter the next room. Shoot the armored ghost so that it multiplies, then let the worms feast. At this point, run over and press the button on the left-hand wall. Climb up and enter the door. On the next few screens you'll need to eliminate a massive load of enemies. When they are all destroyed, press the two ground switches and head up and through the door. Here you will lose your power. Wah!

Drop onto the box and stand there until an armored ghost shoots a ground flame. Double jump the flame and the box will catch on fire and vanish. This, in turn, will drop you to the next level. Don't stand around though, run like heck to the right and stop and walk across the chain on the next screen. Drop to the floor and crawl through the tunnel. Push the button and backtrack two screens. Climb up the rocks and run to the left. Jump over the hole you fell in before and fall into the next. You got your gun back!!!

Blast all the enemies you encounter with your trusty gun and hit the floor switches to open the next two doors. Destroy the next set of enemies, then go up the ladder and confront the troublesome pink dude. In the next room, push the diamond back to the pink guy, then climb the ladder. Duck and go through the tunnel, but don't forget to kill the scumbag waiting for you. Hit the switch, then jump over to the ladder. Hit another switch and proceed on to the left. Here you will find the next diamond. Kick it down the hole then leave it be. Walk over and stand on the switch. From here, blast the diamond into the next room. Follow it back to the beginning.

Return to the top of this segment and you'll notice that a few more enemies have been thrown into the mix. Have the shadow below you open the first two doors, then on the next screen exterminate the armored ghosts. Go back one screen and climb the ladder. Kill all three batches of enemies, then hit the two switches and play the easy scale game. Now, follow this last rock piece down to the beginning and Mr. Pink.

This time, head left and drop down to the new entrance. Kill all the enemies, and don't forget about the one hiding under the ledge. Drop again, and get ready to sweat. This is where the game gets tricky (joke). Destroy all the enemies and dodge the evil one's fire attacks via the double jump. After three screens, you will find the last tiny shred of the magic rock.

Scene 8 – Darkness and Light

Are you afraid of the dark? This one screen is the last room in the game. All you have to do is swat away the evil that comes too close to Andy. Survive for long enough and your bravery will outlast the sinister scheme of the Master of Darkness. Now, get set to watch one of the best endings around. If you have 3D glasses, bring them out and watch the show!!!
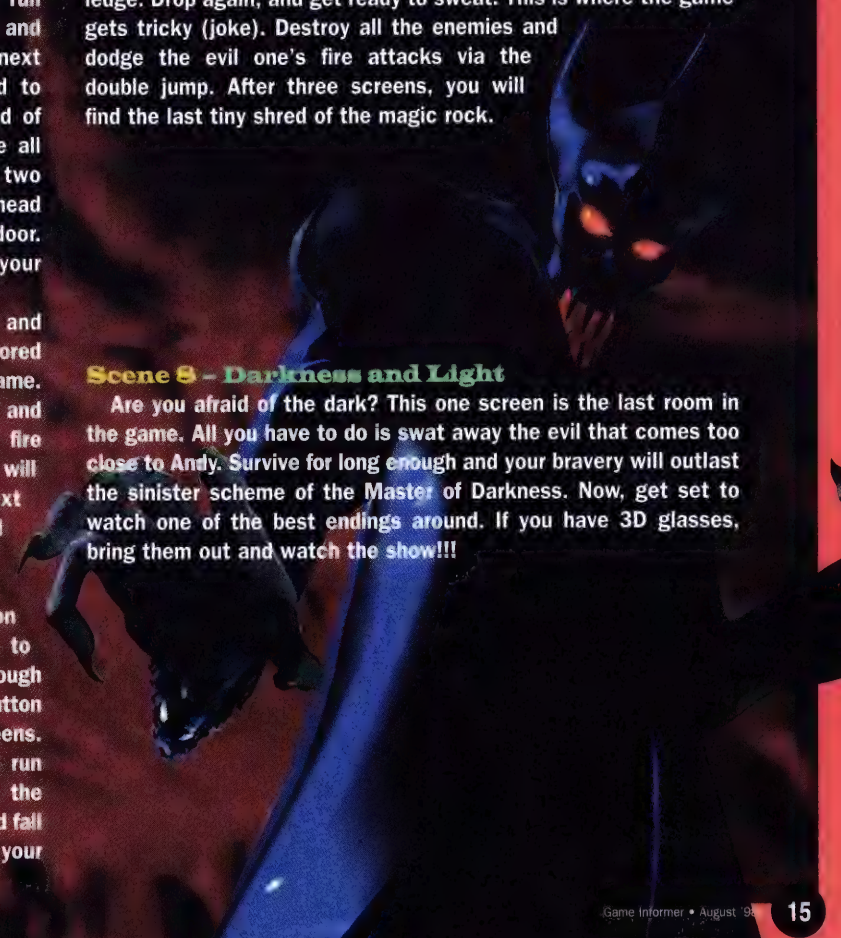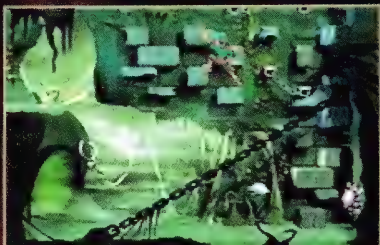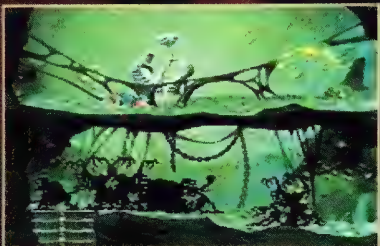
Behind-The-Scenes With Insomniac – The Creators of SPYRO THE DRAGON

Making a game is no easy task, and creating a hit game is a rare feat. But a hit game may just be lurking behind-the-scenes at Insomniac Games. The road from concept to store shelf is a long one, filled with many key players, stumbling blocks, and deadlines. But for the crew at Insomniac, the finish line is in sight. Spyro the Dragon is nearly complete. But it takes more than just desire and know-how to make games. It takes a special something...a karma...if you will, to take a game over the top. But there are also outside forces that affect Spyro's outcome, as you will learn as Game Informer takes you to the sleepless office of Insomniac and learns first-hand what it takes to make a game.

INTRODUCING SPYRO THE DRAGON

Spyro is a young mischievous dragon who loves to play hide and seek. He lives in the land of the Dragons and here life is good. But in time a strange being, known as Gnasty Gnorc, becomes quite jealous of the Dragons' power and treasure (that glistens oh so bright), and finds that he must master the dragons and capture the treasure for his own.

The only problem is, the day that Gnasty Gnorc strikes, is also the very same day our hero, Spyro, is doing a fantastic job of hiding. Or at least that's what he thought. For when he finally went to find his friends, he was horrified to discover that all the dragons in the land had been crystallized. Distraught, Spyro runs up to a crystallized elder dragon and, to his surprise, the dragon is instantly revived.

The elderly dragon offers his thanks to Spyro and then tells him that he must explore the five worlds of the Dragons and save the other 80 Crystal Dragons. But the road to freedom won't be easy, as Gnasty Gnorc's minions have taken over the land and are battling for control of the dragon family worlds. Spyro is the only hope that the dragons have for survival.

THE GAME

Insomniac's goal in Spyro the Dragon is to create a lush 3D world, filled with interesting characters and lots of fun action/platform gaming. It's obvious the team has achieved this, as Spyro features 34 worlds with over 100 characters to tangle with and about 80 Crystal Dragons to save. The goals in the game are simple: save all the Crystal Dragons, grab all the treasure you can find, recover the 12 lost dragon eggs, and defeat Gnasty Gnorc.

The road to Gnasty Gnorc will take you through five dragon family worlds (the Artisans, Peace Keepers, Magic Crafters, Beast Makers, and Dream Weavers) and then finally to Gnasty's World (for the showdown hodown). You arrive in the homeworld, which is basically a level that contains entrances to the other five zones. In the homeworld you are expected to save dragons, collect treasure, and battle enemies just like any other level. But from here you can also head to the three other levels, the boss level, and the flying Treasure Round.

Unlike some games, the boss levels in Spyro are not really much different than the standard levels, the only difference being (1) they're harder, and (2) there's a boss at the end to defeat. The Treasure Rounds are also somewhat unusual in that you can try them as many times as you like. In each Treasure Round there are four different goals for you to

complete (for example, destroy the trains, fly through the rings, etc.). Complete them and you are rewarded with treasure; complete all four tasks at once, and you are swimming in gems and have beaten the Round.

In each of these worlds Spyro can jump, glide, look, charge, supercharge, roll strafe, and breath fire. All these skills come naturally to Spyro except the supercharge. To execute the supercharge Spyro must find a hill that features arrows pointing down. Charge down the hill and Spyro accelerates into the supercharge. This is a very interesting skill since, to enter some places, Spyro must be running at full speed; but the problem is, the place you need to get to is on the other side of the world. This means you have to complete a series of jumps and maneuvers, all while charging at full speed, in order to conquer the puzzle.

Along the way Spyro will also encounter Thieves who hold the precious Dragon Eggs. To obtain the Egg, Spyro must catch these speedy little buggers in what basically comes down to a race. Early in the game catching these guys is fairly easy, but later in the game it takes perfect control.

Also, on each level the player will find keys to unlock treasure boxes, puzzles to solve that open doors, and, of course, the important Crystal Dragons. Finding the Dragons is similar to finding the Stars in Mario. The key to finding them is to explore each level, and discover the path that leads to

the goal. Finding some are as easy as walking down a hall, others will require nerves of steel and perfect execution. When you do free a Crystal Dragon, however, you will be greeted by an awesome talking dragon with lip-synched animation to give you hints.

As you can see, Spyro is a game about exploration. But unlike your typical adventure, each world is so lush, and filled with such amazing graphics, that they need to be seen to be believed. At one point, you start a level and you can see clear across to the other end of the world. So until you see it for yourself, trust us and start saving your pennies, because Spyro hits the streets in the beginning of September.

Seth Luisi, Michael John, Al Hastings, Ted Price, and Mark Cerny (from left to right) look just too excited for words after demonstrating Spyro!
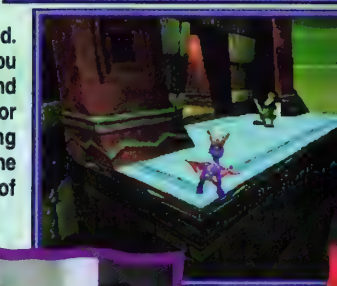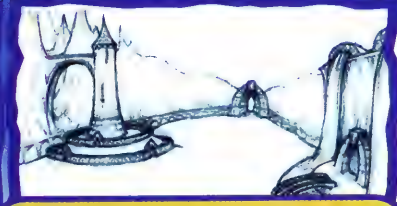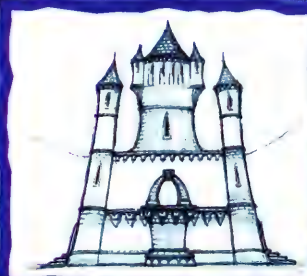
These early production sketches set the tone for Spyro's world.

Insomniac president Ted Price shows off Spyro.

A world according to Karma...the colored dots represent the location of enemies & treasure.

Artist Dan Johnson shows us a wireframe of one of Spyro's levels.

In about a week Brian Hastings can input all the AI for a level using his Karma toolset.

FROM PAPER TO PLAYSTATION

For those of you who are unaware, Spyro is not Insomniac's first game. In fact, before this project began back in January of '97, the company released a rather impressive first-person shooter game by the name of Disruptor. While the team enjoyed creating Disruptor, they were ready for a change of pace. Gone from their minds was the technology-filled future, they needed something different. Something fun, yet serious. Something brighter, but not cartoony. Heck, they knew what they wanted to do...they wanted to do a character-based action/platform game, but what character and how? was the real question.

Breakthrough. Craig Stitt, one of the artists on the team, mentions that he has always wanted to do a game featuring a dragon. The team agrees and Spyro is born. At the other end of the office Mark Cerny, an industry veteran who is best known for his work on Crash, sets up technology goals that engine designer Al Hastings must try to match. Seven months later, Al has not only met Mark's goals, but exceeded them. Insomniac has found a way.

And what a way it is. The program that Al creates is a fully 3D panoramic game engine on the PlayStation that (1) does not use fog to obscure the backgrounds or objects in the distance, (2) streams data from the disc to give the player seamless gameplay, (3) eliminates loading screens, (4) creates talking, living, breathing, artificially intelligent characters, (5) builds characters, landmarks, and objects in the distance that seemlessly go from gouroud-shaded, low-polygon-count models to texture-mapped, light-source shaded, exquisitely animated creatures, cathedrals, and gems (6) sprinkles the screen with beautiful particle effects, (7) displays polygon created skies, and (8) features music-filled levels alive with sound effects and voice. (Whew!) Now that's a game engine. Well, actually it's three, but that's another story.

A rare look at one of Mark Cerny's level designs.

TOWN SQUARE

Of course, even with its long list of powers, it's just a game engine. So the rest of the team needs to add in all the parts that turn Al's powerful engine into something special. Story, gameplay, music, sound effects, level design, art, attitude, camera angles, control, and design tools are just the beginning. These things still need to come together over the coming year. By now you have got to be saying to yourself, "this is a butt-load of work." Which, our loyal readers, is true. But Insomniac Games is just kicking into gear.

With engine in hand, the next move is production. Many of the game concepts and conceptual art were already completed by the team at this point, but Spyro himself was still incomplete. To create the main character, Insomniac called on Charles Zembillas to design Spyro and the other 80 Crystal Dragons in the game. In the video game world he is best known for designing the Crash character. In the real world, he is the head of the Animation Academy in Burbank, California and a teacher to animators everywhere.

With Spyro's design complete, the different parts of the game are set into motion. Mark Cerny and Michael John of Universal (with help from Alain – who we will get to later) start to design levels – old-fashioned style – on graph paper. Put a box here, place a certain type of enemy there. A slow and tedious process, but very important nonetheless.

From the level designs, the Insomniac artists can begin creating pre-production sketches, textures, and models. With six worlds and 34 levels, the decisions on art direction for each area are important as they create the contrast, the setting for each area, and in the end, give the game its overall feel. John Fiorito begins the process by creating sketches of the various elements found in the levels. Bridges, towers, lampposts, you name it. When he's finished, and the sketches approved, they are taken and wireframed.

The process of wireframing a level is unusual. First the artists take and scan in the graph paper version of the level into the computer. Then using Alias, artists such as Dan Johnson take the sketches and create wireframe models of the various objects in the environment on top of the original level design. After the entire level is wireframed, textures are created to give the objects the look and feel of the original sketches (of course they don't contain the same detail as the sketches, but they're darn close).
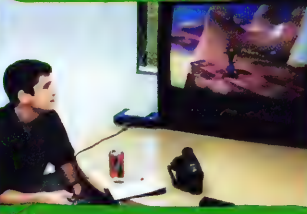
The only thing left to finish off each world is the sky. Enter Craig Stitt. Using Brian Hasting's Karma toolset, Craig creates what Insomniac calls Cycloramas. Basically, a Cyclorama is a big curved dome that covers the environment and puts the finishing touches on the fantasy world. The amazing thing about all the skies in Spyro is that, although they look like beautifully painted backdrops, they are actually very small gouroud-shaded polygons. Using this technique gives Spyro the advantage in speed, as well as memory, so that more textures can be used closer to the player's field of view.

With the environments complete, Alain Maindron steps up to the plate. He is responsible for creating and animating all the characters in Spyro. Alain took special care to make sure that all the characters in Spyro had an agenda over and above just killing Spyro. He wanted to create a world with wizards battling druids, soldiers running in fear...basically, he wanted anything and everything in the game. So much in fact, that many of his character concepts and animations actually affected the level designs, because in order to implement his ideas, the levels would need to be changed.

Now that all the production elements are in motion, these pieces need to be placed into the game. This is done through a toolset designed by Brian. His self-proclaimed Karma toolset was first used on Disruptor, but for Spyro the toolset needed to be reworked and upgraded to handle Spyro's advanced gaming engine. With Karma, Brian and the rest of the programming team can place all the objects, enemies, Crystal Dragons, 1-ups, and Spyro himself into the game. Also through this tool, Brian can, in about a week, give all the characters in the game the artificial intelligence (AI) routines and paths that are needed to give the game life. Karma, like most toolsets, uses a simple interface with menus and icons to make it easy to edit and tweak the game as gameplay dictates.

Speaking of gameplay, the main duty of programmer Matt Whiting is to tweak control systems and create the camera system that follows what you do onscreen. While it seems like a simple enough task, getting the camera to show what the gamer is supposed to see, while keeping the game playable, is very difficult. If the camera moves too fast, gamers will get sick...literally. If the camera moves too slow or controlling it is just a general pain in the butt, then the game isn't any fun.

At about this point in our story, the game is still far from finished. But it is important to keep in mind that all these elements are in eternal motion, at the same time, all the time. When the artists finish something in production, it is immediately given to the programmers who work the new stuff into the game. When the programmers aren't busy with stuff from

Some of our readers may not know who Stewart Copeland is, and to you we say "get a life!" In the 70's and 80's, Copeland was the drummer for the Police. As such, he became known as one of the greatest drummers in rock history. But that wasn't enough. In 1989 he went out and did the complete opposite of rock; he released an Opera – Holy Blood, Crescent Moon. Then he went on to work on over 30 movie soundtracks.

But now Copeland is widening his horizons, and adding video game soundtracks to his repertoire. Game Informer jumped at the opportunity to meet with Copeland, but we soon discovered that there is more to him than meets the eye. Join us, as we sit and speak with a music legend about video games and music.

GI: What brought you to video games as opposed to the other things you've done?

Stewart Copeland (SC): Well, I've been interested in video games for a while. I was talking to Ed Anunciado for a while about doing a Sega game because I was a big fan of Ecco. I was introduced to it by my kids. And we were talking for a long time, it seemed like a fun thing to do, but was never possible before because of what happened with that game. And that game was Bones...or something like that.

GI: Mr. Bones?

SC: Yeah. The problem was, by the time they made the game, they got carried away with the visuals and everything like that. And they started out saying, okay, we have this much space for music so let's get high quality music. But by the time they actually designed their game and used it all up for picture, there was not much room for music which didn't really warrant a budget to bring somebody like myself into it. But Michael [Spyro producer] held true to his [sly grin] commitment to high quality music and it was therefore possible. And this particular game looks like a cool game.

And that's the other thing about it, I guess I was easily impressed because the last game I played was the Sega game [laughs]. He brought me over a Sony PlayStation and I go, "Wow, what a great game." But actually I like some old ones, you know, like Crash Bandicoot and stuff. I think this is much better than Crash Bandicoot [looks at Mike and laughs]. Crash Bandicoot seems more like the Sega games than this one in terms of the type of action that it does.

GI: Have you been playing Spyro a lot?

SC: I played the s___ out of the game. One of my favorite things about this job is when I'm in there playing Spyro and Brian [son] comes in, I can shout at him, "Don't interrupt me while I'm working" [laughs]. And in fact, what happens is, I'm there, I write a piece of music, and I say, let's check it [the game] out. Fifteen minutes later, and I'm still just trying to get that jump.

GI: I know that feeling. So do you like working in video games so far?

SC: It's a blast. There's a lot of it. I'd say the

only drawback is the volume of it. But it hasn't worn off. I've done 34 tunes now, and I have another batch for next week, and then I have to do the special items – reward things and various bits. And other versions of the songs as well, so that when you're on a level, you beat all the bad guys, but now there's this one particular flying motion you're trying to get, one sort of task, and you're not surrounded by monsters anymore. So when the music finishes and it loads it up again, you get a different piece of music, which is the same riff, only a different attitude.

GI: As far as putting the thing together, are you doing the whole thing with keyboards? Are you using various instruments or just doing it all electronically?

SC: I'm doing it electronically, but the things that I'm using are very large samples of full orchestral sounds. It's basically the same stuff that I use in a full feature movie – full bandwidth samples of orchestras that are recorded in Salt Lake and stuff. I've got a whole collection of that stuff. But I haven't felt it necessary to bring players in just because the grooves are there.

GI: Obviously, you've played with The Police and done an opera and soundtracks. How do video games stack up against all of that?

SC: They're all different and I need a bouquet. I think everyone needs kind of a collection, an assortment of artistic enterprise to keep them fresh. That's what I like about film music, because I'll go from a sci-fi thriller to a romantic comedy to some period tragedy to some ethnic thing, and variety is very cool. This video game project stands out. The real difference is that I can write music unfettered by dialogue. It's different from writing a pop song, where you're really constricted. You gotta have a lyric on one subject. One subject [laughs]. It has to be three minutes long, it has to have a hook, it has to have this, you know. And within those limitations there's room for a lot of creativity. A lot of those pop musicians make a lot of great of music. And in fact those limitations cause talent to happen for some reason.

It's sort of like writing an ode, where you have a very strict format that you have to adhere to for it to be called an ode. A very strict rhythm, a very strict rhyming pattern, and everything like that. But within that straightjacket, somehow the artistic impact is heightened and the artistic inspiration of the creator is somehow intensified by those limitations. It's a strange anomaly.

Some day some psychologist will figure out why that is.

The same thing with pop music, within the constraints of that three minute song and the one subject you're allowed and the required guitar solo. You know, it has to go verse, chorus, verse, chorus, guitar solo, verse, chorus. No other format is acceptable. Within these tight restraints, for some reason you get great results.

And in film the constraints are very different, and in fact, more specific. The guy is looking at the girl, he says, "I love you darling," and she believes him and there's a gush, and there's supposed to be a surge of emotion, but we need to know that he's lying. So we need to say specifically that she's swept away and we want the audience to be swept away by the emotion of the moment, but we also need them to have an important plot point because he's lying. And the actor is being convincing, but there is no way the director can tell the audience that he is lying without having a little sign come up, so the music does that. The music has very, very specific and finely nuanced specificity in its mission to support the picture.

Here, with Spyro, there is none of that specificity. None of that one subject matter is allowed. There is none of that verse, chorus, verse, chorus. The specificity is that you have to stay within a range of emotion over 34 tunes [laughs]. Which is basically cheerful, under a little bit of threat, but this is good fun, but I'm feeling a little bit threatened, but I'm kind of motivated to keep at it, and there's a challenge, but I can beat it. So there is a specific emotion, I have actually found it to be really a lot of fun to just be writing music for music's sake without having to think of a g___damned lyric [laughs]. Not to mention a g___damned singer [laughs louder]. There're just kind of cheerful riffs. And actually, I haven't thought to myself, I had better keep it down to like one chord for ten-year-olds or anything like that. It's actually a pretty sophisticated approach to a ten-year-old mind. And I know that my kids respond to very complex things as long as something in there gets them.

The other reason why I've kind of gone complex is kids like it when they beat something. Like, the reason why my two-year-old watches Dumbo again and again and again is because she doesn't get it. And she gradually does get it with every exposure. I think with this music it's got to have something that gets their attention and hits the emotional

things the first time, but as it keeps going around there's something they didn't hear the first time. There's a logical sequence of events in the music. This little chord leads to that chord and the first time it goes past, hopefully they like it, but the 15th time it goes past, they know why they like it and they can now anticipate very complex musical maneuvers. I think that people like that. People like it when they get it. The mind is a problem solver, that's how these people (game developers) make their living is by puzzle solving. And the human mind has a natural instinct and there's a little dopamine that gets released every time you solve a problem. And I think musically, that's sort of a high concept.

GI: Are video games something you want to keep doing?

SC: Absolutely, I enjoyed the hell out of it. It's a different set of constraints and that's refreshing. All of the constraints that I am kind of itching to be rid of, for the moment, of pop music and film music, I'm free of. And I have a whole new set which I'm not bored with yet, that I'm not feeling up against yet. So I actually enjoyed the hell out of it. It's like making model airplanes.

GI: When did you start working on music for Spyro?

SC: February, that's when it was. I first met Michael John when he was limping on crutches. And it's good to see you up and around [laughs].

GI: So you've done 34 tracks in four months?

SC: Yeah. Well, by the end of this month I will have done 34 tracks plus 12 more alternate versions, four or five special items.

GI: So over 50 little diddies?

SC: Yeah. Well the other thing that's interesting, that I've discovered, is that creativity is not a utilization of existing material, that is an expendable resource. In other words, you don't run out of ideas.

> **"I think with this music it's got to have something that gets their attention and hits the emotional things the first time, but as it keeps going around there's something they didn't hear the first time."**

Music Matters

An Interview With Stewart Copeland

The more ideas you use, the more ideas you churn out, the more ideas you have. It's not a resource, it's a muscle. And I find that when I've got three movies on top of each other, and I've hardly got time to move, I get into automatic pilot. It's just like constant perpetual motion. I wake up, I go down, I'm back into it, I'm working 'til I drop, and I go home and I can't think, and I'm wondering if I'm desperate, and all this stuff like that. And then I deliver it and the smoke clears and I look back and it's my best work. In fact the harder you work creatively, the better your work. If you were to write, every day, 6,000 words, you'd find that after three weeks of that, instead of running out of ideas, you are smoking now. I'm convinced this must be true for everyone else. But I know that actually with this material, I feel I'm getting better and better at it. Instead of running out of ideas, and now I'm really scraping the barrel, I find the ideas are getting better and better and better. And that happens with all the films that I do. You know, I did a couple of films recently that had something like an hour of music and very little time to create it. And I rushed through it and I delivered it and I remember thinking, "this time I'm not going to get away with it." And then I remember them calling up and saying, "Unbelievable." It always seems to have been that way and it's, I think, an important fact of life. And not many people know this, but creation is exercise not um...um...what's the word I'm looking for? Mining, you're not mining, you're creating, you're planting.

GI: The video game bug is what you got.

SC: Yeah, yeah. And I wrote that, and thought, well s___, it's kind of downhill from here. Actually I'm looking forward to getting in and doing other versions, so there's more to do. But like I say, you don't run out of it, it regenerates. I guess it's like pruning trees or something like that. You cut off a branch and it grows back better.

GI: Do you sit down and watch Spyro and then write the music or do you sit around and work on a piece of music while thinking about Spyro and then go back and put it in and see how it works?

SC: A combination. The last two or three worlds, I have only seen a videotape. So the first ones I'd be on a level and be thinking the same way I'd score a scene. I look at the scene, the scene gives me an attitude, and the attitude gives me a rhythm, and the rhythm gives me a chord structure. And also I'd get an idea and go, oh that's cool, a bass line that goes...[beats on the table]. But then I'd get halfway into it and I'd think, "ah s___, where's this gonna go?" And then I'd look through. And when I'm halfway, I've got some idea. And then when it's a bit developed, then I'd sit through the levels and see where it goes. And then I'd tune it to that level from there on.

GI: So you're doing everything, writing it, recording it, and mixing it?

SC: Well I have an engineer. Jeff Seitz, my other half, we've been working together for 15 years. I write it, in fact I'm always [complaining], it takes me ten minutes to write and two days to print. Not quite, but it just seems that way. That's because the writing part is fun, then the minute I finish writing, and this applies to opera or any artistic endeavor, I get to the point where I hand it over and it's downhill from there. Then it's the marketing or, in the case of opera, you hear some orchestra murder it. Or in the case of a record it's great until you get the first review or, in the case of anything, creating is the s___ and it's downhill from there, whichever way [everyone laughs].

Actually Stravinsky made this point, where if somebody asked him, Mr. Stravinsky, what's your favorite part of writing a piece of music? Is it when you first hear the orchestra play it? Or is it the first time it plays before and audience and you can feel the audience getting off on it? Or is it the applause after it? And Stravinsky says, well the best part is when you're there writing it and you're trying to figure out how this note gets to that note and you go nuts for days trying to find it and you find that note. That's it. And then you find that note and as soon as you found that note, you put it on the score, it's downhill from there. Everything else is s___. Everything else is business, it's a hassle. It's finding that note, that thrill that you get from finding that key that opened the box which gets you to the next level. It's the same deal. You find that note which cures your musical problem or whatever. That's the fun part.

GI: Overall, what do you think of music in video games?

SC: Some good, some bad. Like Ecco for instance. Ecco is my template because I really loved that game. And the music was a big part of it. It's not my kind of music even, but it worked great with the game. And there's one that the kids play, this Batman game. Basically the soundtrack is Kill! Kill! Kill! Kill! Kill! And it's mostly pretty annoying as a matter of fact because, and I can appreciate why, they're stuck to those squeaky sounds. And it's tough, I mean those guys writing 34 tracks on a limited sound power. I have respect for those guys, the same way I have respect for the old Tom and Jerry cartoon composers.

GI: What kind of music do you like?

SC: Constantly varying. I'm very much into modern techno music. I still go back to my old ZZ Top albums before they got a drum box [laughs]. But right now I'm into like Critters Duggin. Finley Quay is my last great discovery. Mike and I share an appreciation for William Orbit, Portishead, Rage Against the Machine. In fact I've been real lucky. I can walk into Tower Records and buy records by sense of smell. You know, I'll pick something up, never heard of it [sniff, sniff]...yeah. And I have a very high batting average. I've discovered Take 6 that way and Rage Against the Machine. Two of my favorite bands.

GI: What is the smell that you smell that sets you off?

SC: Attitude. I think attitude is real crucial for me and it's a part of talent. But there's a lot of talent, but talent without attitude doesn't do it for me. And technique doesn't do anything for me at all, I don't give a s___ how fast a musician can wiggle their fingers. You know I've been a trained musician since I was like five-years-old, I can wiggle my fingers. I've got all that technique down and I understand how utterly worthless it is. I need it, I use it, because I couldn't express myself. You know, I couldn't demonstrate attitude without it, but it's not the thing. That isn't the s___. It's not the deal how fast a guitarist can wiggle his fingers and go up and down. It means nothing, utterly useless. If he does it with a certain amount of beauty, okay, you're halfway there. Attitude is the thing that makes it the deal, that's the X-factor.

production, they are fixing bugs, tweaking AI, and tightening gameplay.

The only thing left to complete in Spyro, besides all the painstaking work that all the skilled artists and programmers are doing, is to create the sound and music. The sound effects are all being handled by programmer Chris McNulty in conjunction with Mike Gollum of Universal Studios. And for the music, Insomniac went to who some would call one of the greatest musicians in the world, Stewart Copeland.

This tale of Spyro's creation is an interesting one that takes a talented group of individuals who not only need to get along, but need to become a cohesive group. And after Game Informer's visit to Insomniac it is easy to see that Spyro has been carefully taken care of from beginning to end...from paper to PlayStation.

The Insomniac Team (from left to right): Matt, Alain, Al, Craig, Oliver, John, Chuck, Jared, Keith, Ted, Dan, Chris, Alex

The Players

Insomniac Games

Ted Price, president – Besides handling the business side, Ted also acts as art director, wireframe creator, and special-effects animator.

Al Hastings, vice president, software – Al is a well-respected game engine designer who single-handedly created the gameplay engine for Spyro the Dragon.

Brain Hastings, vice president, technology – Brian designs the tools that make the creation of Spyro possible. Most notably the tool known as Karma.

Craig Stitt, artist – Craig spawned the idea of Spyro and also serves as a full-time artist creating the Cyclorama backdrops (i.e. skies), wireframes, and textures in Spyro.

Alain Maindron, animator – Alain almost single-handedly created all the animations in Spyro, and also contributed greatly to level design.

Chris McNulty, programmer – Primarily works on the sound effects with Universal Studios' Mike Gollum.

John Fiorito, artist – John's production design drawings helped create the unique art styles found in the various worlds of Spyro.

Matt Whiting, programmer – Designed the camera and control systems for Spyro.

Dan Johnson, artist – Uber wireframe creator.

Chuck Suong, artist – Hi-res artist who creates all the artwork used for Spyro including magazine covers and marketing pieces.

Jared Hardy, systems administrator – Combs over code to insure graphics quality (e.g. polygon dropout) and maintains network.

Alex Schaeffer, artist – Texture madman.

Oliver Wade, animator – A recent addition to the team, Oliver is creating all the animation for the Crystal Dragons.

Universal

Mark Cerny, president – Level design and analytical theory.

Michael John, producer – Level design and project management

Sony Computer Entertainment America

Seth Luisi, producer – The long arm of Sony and overall good guy.

Legend

◆ PlayStation	◆ SNES
◆ Nintendo 64	◆ Arcade
◆ Game Boy	◆ Game.com
◆ Game Boy Color	*** Not at E3
◈ Sega Saturn	

3DO
◆ Army Men 3D
◆ BattleTanx
◆ TOCA: Touring Car Championship
◆ Uprising X

Acclaim
◆ Brain Drain
◆ Bust-A-Move 2
◆ Constructor ***
◆ Extreme G 2
◆ Iggy's Reckin' Balls
◆ McGrath Supercross '98
◆ NBA Jam '99 ***
◆ NFL Quarterback Club '99
◆ NHL Breakaway '99 ***
◆ Re-Volt ***
◆ Shadowman ***
◆ Turok 2: Seeds of Evil
◆◈◆ WWF: War Zone ***

Accolade
◆ Big Air
◆ Hardball 6
◆ Redline ***
◆ StarCon
◆ Test Drive 5
◆ Test Drive: Off-Road 2

Activision
◆ Apocalypse
◆ Asteroids
◆ Nightmare Creatures
◆ Quake II ***
◆ T'ai-Fu
◆ Tenchu
◆ The Fifth Element
◆ Vigilante 8
◆ X-Men

ASCII
AirBoardin' USA
◆ Armored Core: Project Phantasma
◆ Backstreet Billiards
◆ Bass Landing ***
◆ Clock Tower II
◆ Hit Back
◆ Master of Monsters: Disciples of Gaia

Atlus
◆ Bomberman World
◆ Brigandine
◆ Kartia
Snowboard Kids II
◆ Tactics Ogre
◆ Trap Gunner

Bandai
◆ Tail Concerto

Capcom
◆ Capcom Generations 1942 Series
◆ Capcom Generations Ghosts & Goblins Series
◆ Capcom Generations Street Fighter 2 Collection
◆ Darkstalkers 3
Disney Puzzle ***
◆ Freestyle Boardin' '99
◆ Marvel Super Heroes Vs. Street Fighter
◆ Mega Man Legends
◆ Pocket Fighter
◆ Resident Evil 2 Dual Shock Edition ***
◆ Resident Evil Director's Cut Special Edition ***
◆ Rival Schools
◆ Robotech: Crystal Dreams
◈ Star Gladiators II

Crave
Caesar's Palace
Milo's Astro Lanes
◆ Redneck Rampage ***
◆ Shadow Madness
VR Pool 64

Cryo
◆ Roadkill
◆ Sportscar

Crystal Dynamics
◆ Akuji The Heartless
◆ Gex 3
◆ Legacy Of Kain: Soul Reaver
◆ Unholy War

EA
◆ Dungeon Keeper 2 ***
◆ Knockout Kings

E3 or Me2?

After playing tons of games and going to all the parties, *Game Informer* is back from the pageantry that is the Electronic Entertainment Expo (E3). E3 is the largest video game convention of the year, and as would be expected, everybody came out swinging. Sony came loaded with tons of titles, Nintendo showed off its "wow" titles, and Sega gave the American press its first glimpse of the future.

But there was more going on at E3 than the obvious: VM Labs courted third-party developers and showed its Project X chip for the first time; Square announced the November '98 release of *Final Fantasy VIII*; Sony showed its upcoming PDA, and (with a sleight-of-hand) reduced the PlayStation's price down to $129; Nintendo gave a behind closed doors glimpse of Rare's upcoming *GoldenEye* "sequel" *Perfect Dark*; and the list goes on and on.

But one of the big things that couldn't be missed at the show was the lack of imagination in third-party titles. As you walked around the show floor, you saw the "*Mario*" rip-off, the "*Resident Evil*" rip-off, even the "*PaRappa*" rip-off. But did this stop the show from being one of the most promising in years? No way.

For a complete list of "Games of the Show" and the "E3 Notables" be sure to check out the mini-previews scattered throughout the rest of the E3 section. But first, *Game Informer* breaks down the systems and takes a look at the games that control their futures.

Nintendo Powers On, While Third-Party Suffers

As is always the case, Nintendo's first-party titles are the cream of the crop. The focus of this year's E3 was *Zelda 64*, and with good reason. As the pieces of the *Zelda 64* puzzle fall into place, it becomes more and more clear that *Zelda 64* will be a revolutionary action/adventure title destined to change the face of gaming. But as is the case with most Nintendo games, expect *Zelda 64* to get delayed. This could affect Nintendo 64 sales in the long run, but *Game Informer* is guessing that Nintendo already knows of the delay and is planning a replacement.

Which is why Nintendo, for the first time in its history, showed a game behind closed doors. And what a game it is. The follow-up to *GoldenEye*, known as *Perfect Dark*, features the super agent of the future, Joanna Dark. With high-tech weaponry, faster, crisper graphics, and improved artificial intelligence, it could easily be said that *Perfect Dark* was the game of the show. Although *Perfect Dark* has been announced for a summer '99 release, *Game Informer* is beginning to believe that with the slip of *Zelda*, *Perfect Dark* will become Nintendo's holiday release. Of course, this is all speculation, but we have done our homework. Even Miyamoto seemed uncertain as to the release of *Zelda*, and Nintendo has a history of surprise holiday releases (*Diddy Kong Racing*).

Of course, the hidden title may not be *Perfect Dark*. Before the show, many a rumor stated that *Donkey Kong 64* would be unveiled. This did not happen; but it should be noted that Nintendo's booth featured a gigantic

EA's booth focused on the boxing game Knockout Kings

PERFECT DARK

POKÉMON

PSYGNOSIS

Electronic Ente

AirBoardin' USA (N64) – ASCII

Clock Tower II(PS) – ASCII

Freestyle Boardin' '99(PS) – Capcom
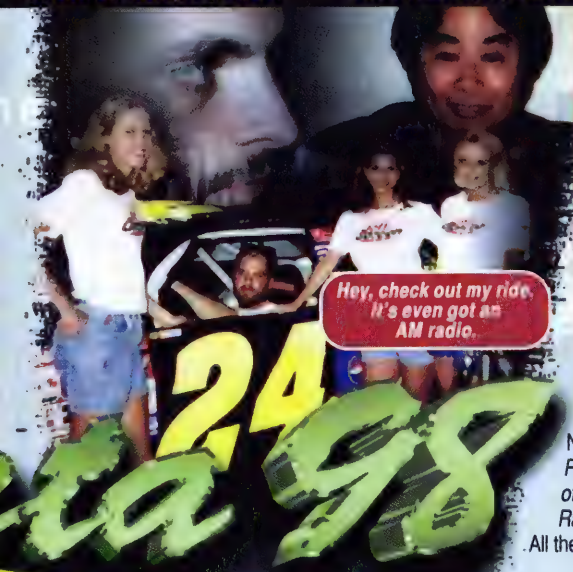
mechanized Donkey Kong that climbed out of the darkness and roared for attention. Why build a huge mechanical Donkey Kong when the game isn't complete? It's obvious. The game was going to be there, but was pulled for some unknown reason. Why? *Game Informer* is trying to find out.

Also on-hand at this year's E3 was the Game Boy Color. While not playable, Nintendo did have the screen up and running and it was impressive to say the least. Look for Game Boy Color to hit the streets on November 23 with an MSRP of $79.95. On the Game Boy front, Nintendo is planning a gigantic marketing campaign for *Pokemon*, its blockbuster Japanese title. In *Pokemon*, players try to become the ultimate monster trainer by capturing 150 monsters through exploration and trading with friends.

Other games to watch from Nintendo include Rare's *Jet Force Gemini* and Nintendo's *F-Zero X*, while on the third-party front, it seems Midways' *NFL Blitz* and *Rush 2: Extreme Racing USA*, Acclaim's *Quarterback Club '99* and *Turok 2: Seeds of Evil*, were the cream of the N64 crop. But we wouldn't count out Ubi Soft's *Rayman 2*, EA's *NHL 99*, LucasArts' *Rogue Squadron*, or Konami's *Castlevania 64*. All these games look outstanding.

Sony Draws First Blood – Continues Market Dominance

Sony started out this year's E3 with an early-morning press conference that was quite interesting. First off (now take this with a grain of salt kids, this is Sony speaking), the company threw out TRST numbers that showed the PlayStation running amok in America, selling over 10 million units (which amounts to one in every 10 households), and holding the top-selling console spot for nine straight months. Of course, everybody knows that Nintendo has lots of million-selling titles, but now PlayStation has 13 of them, and more on the way, as a whole new and improved crop of games prepares to come out of the gates.

But before we talk about games, Sony had a couple of hardware surprises to whet the appetite. The first announcement was about the new PDA. This handy little (and we do mean little) device will debut in Japan this holiday season, and in North America in spring '99 for $30. The PDA enables gamers to take the PlayStation gaming experience on the road – in a sense. Besides being a standard Memory Card and calendar, the heart of the PDA is its ability to download game software from PDA-compatible games. This should enable developers to create applications that would, for example, let the player take an RPG character from a game, nurture them on the PDA, and then reinsert the improved character back into the game. In theory, this on-the-go data can be put to use in any genre (be it sports, fighting, etc.), but the truly exciting part is that you can trade this information with your friends through a built-in infrared communicator. [For more info on the PDA check out GI News.]

Since everyone was already thinking about saving money, Sony then announced a new PlayStation with the Dual Shock Analog controller packed in. While the unit will continue to sell for $149.95, this move (which nobody caught at the conference) enabled retailers to drop the price of the PlayStation packed with the standard Digital Pad to $129.95. Nintendo eventually matched this price point (almost a week later) by giving retailers credit
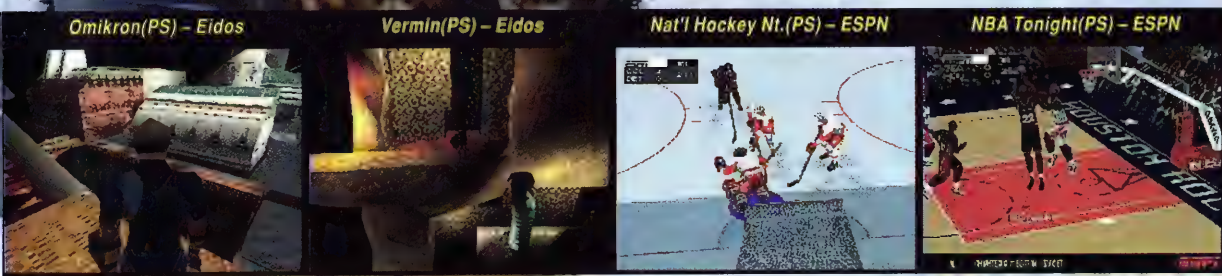

Hey, check out my ride, it's even got an AM radio.

GAME BOY COLOR

Gex always hangs with the best of company.

Sony's PDA
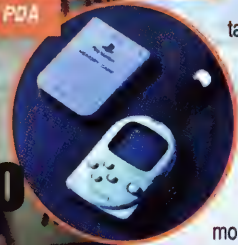
Entertainment Expo

Omikron(PS) – Eidos

Vermin(PS) – Eidos

Nat'l Hockey Nt.(PS) – ESPN

NBA Tonight(PS) – ESPN

◆ *L.A.P.D. 2100 A.D.*
◆ *Madden NFL 99*
◆ *Moto Racer 2*
◆ *NASCAR 99*
◆ *NBA Live 99* ***
◆ *NCAA Football 99*
◆ *NHL 99*
◆ *NHL 99* ***
◆ *Populous: In The Beginning* ***
◆ *Small Soldiers*
◆ *Tiger Woods 99* ***

Eidos
◆ *Fighting Force 2* ***
◆ *Fighting Force 64* ***
◆ *Ninja: Shadow of Darkness*
◆ *Omikron: The Nomad Soul* ***
◆ *Tomb Raider 3*
◆ *Vermin*

Electro Brain
Duel Heroes ***

ESPN Digital Games
◆ *National Hockey Night*
◆ *NBA Tonight*
◆ *X Games Pro Boarder*

Fox Interactive
◆ *Alien Resurrection*
College Hoops '99
◆ *Fox Sports Golf '99*
◆ *Fox Sports Hockey '99*
◆ *Fox Sports Soccer '99*
◆ *Fox Sports Tennis*
◆ *Motorhead*
◆ *N20: Nitrous Oxide*
◆ *Team Losi RC Racer*

Gremlin
◆ *Actua Golf 2*
◆ *Actua Ice Hockey*
◆ *Actua Soccer 2*
◆ *Actua Tennis*
Body Harvest
◆ *Motorhead*
◆ *Premier Manager 98*
◆ *Tanktics*

GT Interactive
◆ *Beavis & Butthead Do Hollywood*
◆ *Duke Nukem: Time To Kill*
Duke Nukem: Time To Kill ***
◆ *Invasion From Beyond* ***
◆ *Oddworld: Abe's Exoddus* ***
◆ *Rogue Trip*
◆ *Streak*

Hasbro
◆ *Battleship* ***
◆ *Centipede* ***
◆ *Glover*
◆ *Jeopardy!* ***
◆ *Life* ***
◆ *Wheel of Fortune* ***

Hot-B
◆ *Black Bass With Blue Marlin*

Hudson
Bomberman Hero

Interplay
◆ *Earthworm Jim 3D*
◆ *Giants* ***
◆ *Messiah* ***
◆ *Star Trek: Klingon Academy* ***
◆ *Virtual Pool 2* ***
◆ *VR Baseball 2000* ***
◆ *VR Football '99* ***
◆ *VR Hockey* ***
◆ *VR Sports Powerboat Racing 2* ***
◆ *Wild 9*

Jaleco
◆ *Dragon Seeds*

Kemco
Charlie's Blast Challenge ***
Knife Edge
Shadowgate 64 ***
Top Gear Overdrive ***

KOEI
◆ *Destrega*

Konami
◆ *Blades of Steel* ***
Castlevania 64
◆ *Contra Adventure*
Deadly Arts
◆ *G-Shock*
◆ *Hybrid Heaven* ***
◆ *International Superstar Soccer* ***
◆ *Metal Gear Solid*
◆ *NBA In The Zone '99* ***
◆ *Poy Poy 2*
◆ *Silent Hill*
◆◆ *Spawn* ***
◆ *Suikoden II* ***
Survivor Day One

Lucas Arts
Star Wars: Rogue Squadron

Tonic Trouble(N64) – Ubi Soft

Duke Nukem: Time To Kill(PS) – GT

Dragon Seeds(PS) – Jaleco

Hybrid Heaven(N64) – Konami

to cover the loss, but first blood goes to Sony. So get 'em while they're hot, because eventually, Sony will only distribute the Dual Shock PlayStation (and Nintendo's new price point will only last until September).

Now let's talk about the meat and potatoes – the games. As you may have already guessed, the PlayStation will sport hundreds of new games this fall...some good...some not so good. But the PlayStation will have a number of extremely hot titles, including Sony's own *Spyro the Dragon* [see pg. 16], which could arguably be the game of the show for PlayStation. Throw in *Crash Bandicoot 3* (which was shown without the new full 3D environments), Konami's *Metal Gear Solid*, Square's *FF VIII* (which will be available in the fall of '99), GT Interactive's *Abe's Exoddus* and *Rogue Trip*, Eidos' *Tomb Raider 3*, Crystal Dynamics' *Legacy of Kain: Soul Reaver* (which looks fantastic even in its early stages of development), and 989 Studios' *The Diabolical Adventures of Tobu*, *GameDay '99*, and *Rally Cross 2*, and it's obvious the PlayStation's software is approaching its peak in performance.

Now those games are no-brainers; however, there is a slew of other great other titles that won't be household names. Take *Bust-A-Groove* for example – a dance, hip-hop game? Yep, and it's fun too. And that's just the tip of the iceberg. While PlayStation gaming will take a little extra homework to cut through all the junk, you can rest assured that there are a lot of interesting and good titles coming out for the PlayStation besides just the blockbusters. Too many, in fact, to discuss here, so make sure you check out the E3 Notables and the games featuring the E3 logo throughout the rest of this month's magazine.

Sega Starts The Dreamcast

Some speculated that the Dreamcast would be unveiled at E3, but few knew that it would be shown only behind closed doors with a limited technology demo. Word on the streets is that developers and retailers were impressed with what Sega showed, but as one industry pundit put it, "it's easy to tell us what we want to hear, but difficult to actually do it." That statement, more than any other, sums up the Dreamcast's future.

First, what Sega said: Dreamcast will launch in Japan on November 20, with 5 to 7 titles. The U.S. launch, backed by a 100 million dollar marketing campaign, will occur in the fall of 1999 with 10 to 12 games at launch and close to 30 by the end of the year. Once again, no game titles have been announced, and only five third-parties (Acclaim, Midway, GT Interactive, Interplay, and Microprose) are officially on board. However, Sega did state that it is actively pursuing developers, and is only hindered by the number of development kits that it can produce, since, according to Sega, developer interest is very high.

One of the main selling points to developers is the fact that the Dreamcast will support Windows CE (making it easy for them to port PC games) AND a Sega API. This gives end users the option to choose whichever operating system they prefer, and since the operating systems are software-based, they will be easy to upgrade. Both operating systems will be set up to work with the Internet, as Sega is already establishing an online gaming service with its sister company SegaSoft Networks, Inc., the creators of Heat.net.

Of course, an operating system or network is only as good the processors it runs on. Obviously, the technical specifications of Dreamcast [See *GI News*] are impressive, but Sega went on to say the Dreamcast is 10x more powerful than the Nintendo 64 and 15x more powerful than the PlayStation. To prove that the Dreamcast had the goods under the hood, Sega's own "Technical Evangelist," Neal Robison, took Game Informer on a guided tour of some tech demos that were created and running on a development unit that operated at only "half the Dreamcast's power."

The demo began with a quick run through an overworld, then quickly moved on to smaller rooms that showed specific powers of the Dreamcast like animation, textures, and lighting effects. Neal stated that the Dreamcast could run up to 1024 x 1024 (if HDTV took off), but that all the demos shown were running 640 x 480. The demos were impressive, as most technical demos are, and Neal used a Saturn controller to maneuver about the rooms, evidence that the demo was running in real-time. The Dreamcast pushed tons of polys, textures, and lighting effects with ease. Pixelated textures became a thing of the past, particle effects were rampant, and it used lighting algorithms like they were child's play.

To further prove the Dreamcast's power, Neal showed us a demo of a shooter game that he and his team at Sega USA put together in 6 weeks (or so he said). Everything in the demo was rendered (on-the-fly according to Sega), and looked like an episode of *ReBoot*. Unfortunately, it was moving a little slow, but Sega was quick to point out that the system is only running at "half the Dreamcast's power."

Now, what Game Informer says: The shooter demo, which was supposed to be gameplay, in our opinion was just rendered CG footage, which isn't too surprising. Nintendo's tech demo for the N64 far exceeded anything it could actually do, as did the demo for the 3DO M2 (which never materialized). That's what tech demos are about. As far as the hoopla about the tech specs are concerned, we see the power that the Dreamcast has, but for us it just comes down to a question of whether Sega can put together games that people want to play (a lesson we all hope the company learned after its horrible showing with Saturn).

Expect to see the Dreamcast in fall of '99 packaged with the unit, a controller (which holds two VMSs), a power cable, and video cables. It has been confirmed that the modem will not be built-in, and that it will be a peripheral available at launch (as will be the case with Dreamcast's keyboard). The only piece of the puzzle that is unconfirmed, is whether the VMS will be packed-in, or available as a peripheral. *Game Informer* thinks the latter. But that's not so bad, since the word on the streets is that the Dreamcast will launch at a tantalizing $199.

Oh yeah, did we mention that *Shining Force 3* was there for Saturn?

PlayStation price drop...sort of.

Sega's VMS

Mmmm...Bacon...

The Dreamcast controller

Pov Pov 2(PS) – Konami

Tiny Tank(PS) – MGM

Tales of Destiny(PS) – Namco

Legend of the River King(N64) – Natsume

Rayman 2(N64) – Ubi Soft

E3 NOTABLES

Twelve Tales: Conker 64 – N64

Publisher: Nintendo

While it still features that annoying squirrel, it does seem that Conker has made some vast improvements, including a 4-player mode. But perhaps the biggest innovation in Conker, besides the beautiful 3D engine, is the ability to play two players simultaneously on the same screen. One person plays Conker doing all the legwork, while the other plays as his owl friend, handling all the shooting and bombing duties. Also unique to Conker is that you can play the game as either Conker, the action-based style, or as Berrie, whose adventure is more strategy-based as she has her monster friend do all the dirty work.
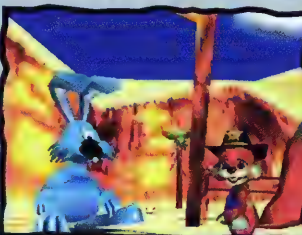
Perfect Dark – N64

Publisher: Nintendo

You are Joanna Dark. The year is 2023. And this is the game running on the second-generation GoldenEye engine. Heard enough? Well, there's more. Improved artificial intelligence gives the enemies emotions, such as morale and fear, as well as improved dodging and stalking techniques. Throw in better weapons, super-smooth graphics, Terminator-style target identifiers, more gadgets, and the ability to move objects like boxes, and you've got one kick-butt sequel. You even get to ride on a hoverbike and blast enemies. But perhaps the most memorable scene we've experienced is shoving an alien on a gurney down a hall and then picking off the enemies as they dodge. Killing never felt (or looked) so good.

I will kill everyone who doesn't sell flowers.

If Larry Flynt owned Eidos, this picture would be a whole lot better.

PUNCH !

Ones To Watch

Silhouette Mirage – PS-X
Tomorrow Never Dies – PS-X
Shadowman – N64
Dragon Seeds – PS-X
Xenogears – PS-X
Brave Fencer Musashi – PS-X
Castlevania 64 – N64
Rally Cross 2 – PS-X
Syphon Filter – PS-X
Tiny Tank – PS-X
The Diabolical Adventures of Tobu – PS-X
F-Zero X – N64
Tail Concerto – PS-X
L.A.P.D. 2100 A.D. – PS-X
Knockout Kings – PS-X
Rogue Trip – PS-X
GameDay '99 – PS-X

And the Winners are...

TUROK 2: SEEDS OF EVIL – N64
SPYRO THE DRAGON – PS-X
METAL GEAR SOLID – PS-X
PERFECT DARK – N64
THE LEGEND OF ZELDA: THE OCARINA OF TIME – N64
ABE'S EXODDUS – PS-X
CRASH BANDICOOT 3: WARPED – PS-X
TOMB RAIDER 3 – PS-X
LEGACY OF KAIN 2: SOUL REAVER – PS-X
NFL BLITZ – N64
FINAL FANTASY VIII – PS-X
QUARTERBACK CLUB '99 – N64
NHL 99 – N64
POKEMON – GB
WCW VS. NWO: REVENGE – N64
SOUL CALIBUR – ARCADE

Best of Show

THE ULTIMATE MAN-MADE CREATION
HAS BECOME THE ULTIMATE GENOCIDE MACHINE
AND ONLY ONE FORCE CAN STEM THE DEADLY TIDE

THUNDER FORCE V
Perfect System

WIN $10,000*
Contest Co-sponsors:

Gamers' Republic

Babbage's
software ETC

SPAZ
Twitch Games:
Nothing Else!

PlayStation

RATING PENDING
RP
ESRB

WORKING DESIGNS

Jet Force Gemini – N64

Publisher: Nintendo

This 3D action game features three heroes – Juno, Vela, and Lupus the Dog – that can be swapped at anytime, as you blast through hordes of aliens with an arsenal like no other. Two players can play on the same screen cooperatively in the Quest mode, or hammer out their differences in the four-player deathmatch mode.
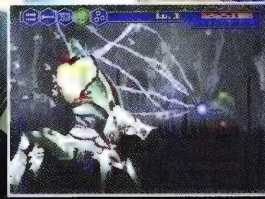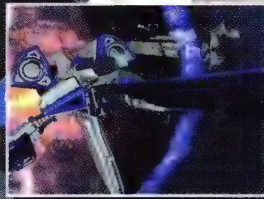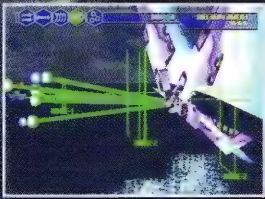
Where's Gabriel? Gabriel!

Tuff stuff, and ready to kill.
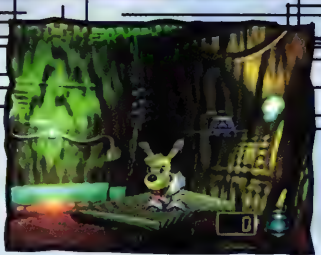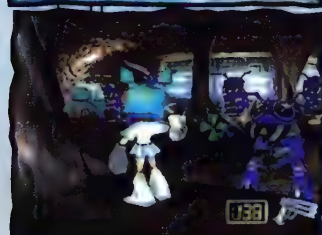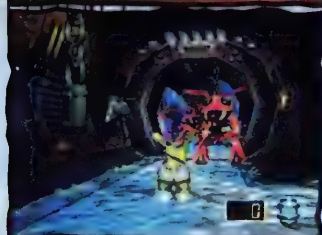
Rush 2: Extreme Racing USA – N64

Publisher: Midway

Instead of confining itself to San Francisco, Rush 2 will tour sights such as Manhattan, Seattle, Las Vegas, LA, and Hawaii. In all, there are 12 new tracks including two speedway loop tracks and two stunt tracks. Rush 2 will have eight new cars joining the original 11. Collision damage will be more severe and there will also be more secrets to unlock.

Brave Fencer Musashi – N64

Publisher: Square Soft

This game revives classic action/adventure swordfighting and spellcasting and adds great graphics and smooth, responsive gameplay. Learning the different special abilities is one of the most unique things about this new Square title. By pushing a shoulder button when you see an enemy, you can learn its attacks. Plus, when the game is published, it will come with a playable demo of Final Fantasy VIII.

Thrill Kill – PS-X

Publisher: Virgin

Thrill Kill is a gruesome four-player fighting game that resembles Tekken, but with an inferior fighting interface. Thrill Kill is not meant to be a typical fighter; rather, Virgin developed it for gory entertainment purposes only. People will undoubtedly enjoy the gross fatalities, and disgusting character and stage designs. However, graphical entertainment alone can only go so far.
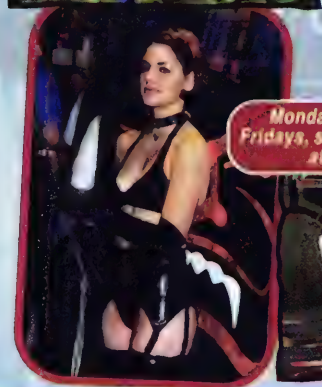
Mondays through Fridays, she's a criminal attorney
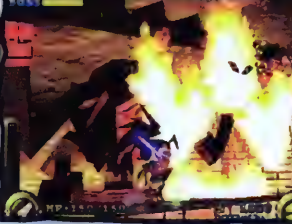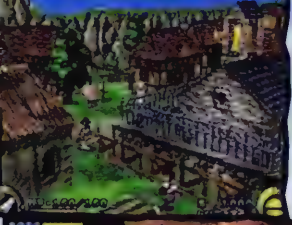
M.I.A.
MISSING IN ACTION

The No-Shows
We hate when games don't make the show, even more than we hate when horrible ones do. Here's the list of games, and peripherals, that were supposed to show, but didn't.

Resident Evil 3
Capcom is infamous for releasing sequels, and we thought for sure that RE3 would surface, but Capcom held back the urge to debut it at E3. To fill RE3's big shoes, several "new and improved" versions of Resident Evil: Director's Cut and Resident Evil 2 [see *GI News*] were shown. Capcom has confirmed that Resident Evil 3 is in development, but no official word has been released on when we may see it or when it is destined to hit the streets. If Capcom's track record holds true, then we should see a Resident Evil 2: Director's Cut before RE3.

Dreamcast
This powerful machine is coming out in Japan in November. Yet, no games were shown or announced, making us believe that the launch could be a rather unimpressive one in Japan. Either that, or all the games will be really, really short. Sega should have showed something to assure us, at the very least, that this machine actually plays games.

The Legend of Zelda: The Ocarina of Time
Zelda was at E3, but only in tiny portions. On the show floor we estimated that Nintendo showed off 1% of the game, making the remaining 99% a no-show. The 1% we saw was killer, but we know that there is even better stuff hidden away in that highly anticipated 99% which may or may not release this November.

989 Studios
Okay, they were at E3, but most of its big games were only shown on tape. Lame! Of these, we saw NFL GameDay '99, Rally Cross 2, Twisted Metal 3, and The Diabolical Adventures of Tobu only on videotape. All of these games looked promising, but at least let us play one level! Jeez! What? Does 989 want to be like Nintendo?
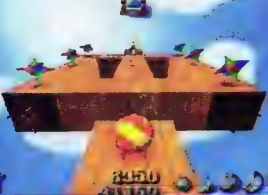
Kula World(PS) – Psygnosis | ODT(PS) – Psygnosis | Spice Girls(PS) – Psygnosis

Pokemon – Game Boy

Publisher: Nintendo

Finally, the Pocket Monsters are coming Stateside. In Pokemon you are on a quest to collect all 150 pocket monsters and become the world's greatest monster trainer. To unlock all the secrets of Pokemon you must: (1) conquer the elements of a classic RPG adventure, (2) raise virtual pets, and (3) battle and trade monsters with friends through the link cable. It's a phenomenon waiting to happen.

Vermin – PS-X

Publisher: Eidos

Eidos wants to revive Dig Dug-style gameplay with its title, Vermin. While it doesn't really look much like Dig Dug, the basic play mechanics are similar to the classic game. You control a vermin that must eat through biological cell walls to trap and destroy some poor soul's immune system. If you're successful, you cause a plague.

Eidos sponsored a fight to the death for an exclusive date with Lara.

GI's Jon Storm takes Tomb 3 through the paces.

Silent Hill – PS-X

Publisher: Konami

Silent Hill is an action/thriller, or more appropriately stated, a Resident Evil rip-off. You will encounter tons of monsters to waste, puzzles to solve, and an intriguing storyline. So far the game seems pretty entertaining, and we'll keep you informed on this title.

So, all you ladies out there, is she a natural red? or is it fake?

Jackie Chan Stuntmaster – PS-X

Publisher: Midway

This game has many things going for it. Although still early, the control is fairly responsive and the graphics are crisp. Picking up the different items and whacking enemies, along with other signature moves, make this one a stand-out. Plus, it's got Jackie Chan.

Donkey Kong 64
Kong was supposed to be there, but Nintendo pulled out on the debut at the last second. Too bad it couldn't get a refund on the big Donkey Kong display that greeted gamers. Anyway, the last we heard is that Kong is supposedly going to release next holiday season. This is probably a good thing, since Nintendo already has Banjo and Conker releasing this year. If Nintendo released three platformers in one year, it might actually give Sony a run for its money. But come on, that's soooo unlike Nintendo.

Jet Force Gemini
On its website, Rareware debuted this N64 shooter a week before the show, but failed to present it. Rare did have a good explanation though. If there is not one level that is completely done, then a game will not be shown. And this was the case with Jet Force Gemini. We saw it on video for about ten seconds, and it looked really nice, but we're still sour that we didn't actually get some hands-on.

WarHawk 2
Deep within Sony, a sequel to SingleTrac's underrated combat simulator has been in the works for quite some time now, but it was still too far from completion to be shown at E3. From what we've heard, it looks amazing, spectacular, and drastically different than the first. Since the original masterpiece did so miserably on the retail shelves, WarHawk 2 will be released under a different name.

64DD
We now know that the DD stands for – Dead and Deader. Say good-bye to the DD because the chance of it being released in the States is sinking faster than the Titanic did. If you are still a naysayer, then listen up and get your head checked. Both Super Mario RPG 2 and Earthbound 64 are no longer DD projects; but rather, regular N64 games that will probably be released late in '99. Yep, we said '99, and "late" at that. So that means that the DD won't be released until 2000. Hmmm. Yeah, it's DeaD.

Quarterback Club '99 – N64

Publisher: Acclaim

If you thought '98 looked good, just wait till you see '99. Using the same engine as All-Star Baseball '99, QBC '99 takes N64 football into the stratosphere. The players are revamped, the animation is revamped, the AI is revamped (hopefully) – heck, everything is 10 times better. While this game was unplayable at the show, the graphics were enough to blow us away – it looks just like the real deal, and no, we are not kidding.

Gex 3 – PS-X

Publisher: Crystal Dynamics

Crystal Dynamics is wasting very little time with its sequel to Enter the Gecko. Because of this, though, the gameplay looks almost identical, with very little graphical or play enhancements. New additions are, of course, hilarious costumes, and the ability to ride animals like a crocodile and donkey. Crystal hopes to release this product in early '99 for the PlayStation.
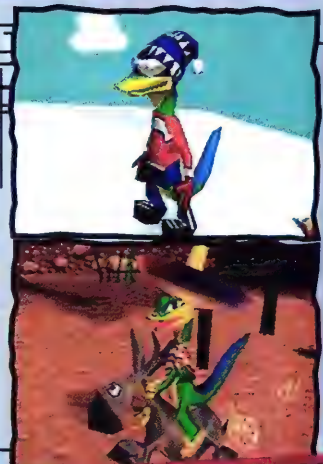
Test Drive 5 – PS-X

Publisher: Accolade

The new Test Drive, due out in September, will have hi-res graphics, 28 cars (like a '68 Mustang and '96 Camaro), and 18 tracks (plus one hidden). In addition to the Link mode, Test Drive 5 will finally use a split-screen for two-player races, where you can choose to race as a cop. Test Drive 5 is dual shock compatible and contains many shortcuts.
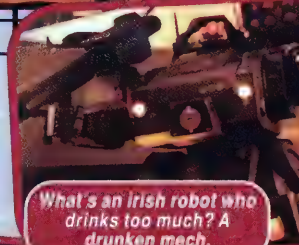
What's an irish robot who drinks too much? A drunken mech.

Spyro oh Spyro...Where for art thou Spyro?

Blast Radius – PS-X

Publisher: Psygnosis

You could practically call this Colony Wars 2.5. With tons of missions, nine ships to pilot, huge explosions that will make your eyes pop out, and 13 different weapons, this game kicks. It has superb control. Plus, there's link-up options and deathmatch arenas for the hardcores out there. Blast Radius is one grade-A shooter.
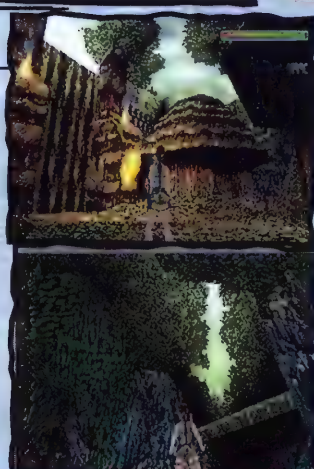
Tomb Raider 3 – PS-X

Publisher: Eidos

Tomb Raider 3 is not just a Tomb 2 upgrade with hi-resolution graphics. There is more to this game than meets the eye. The levels are filled with indigenous life. Tigers and other enemies hide in the tall grass and wait to pounce on you when you'd least expect it. Plus, there are more vehicles in this thing than you can shake a stick at. Oh yeah, and Lara has new moves and weapons as well. Don't wet your bed sheets in anticipation of this one.

GI takes a ride in Sony's stretch Humvee.
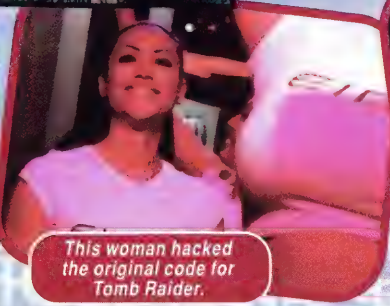
This woman hacked the original code for Tomb Raider.

Motorcycle mama won't you lay it down.
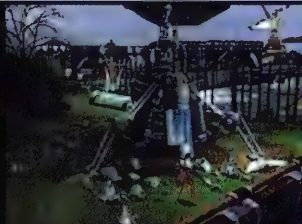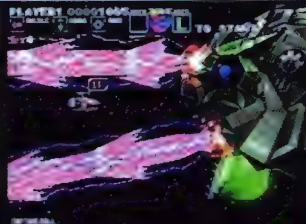
Dead Unity(PS) – THQ G.Darius(PS) –THQ Rugrats(PS) – THQ

Thunderforce V – PS-X

Publisher: Working Designs

Thunderforce is an old-school side-scrolling shooter. If you're unfamiliar with the series, Thunderforce features numerous levels, intense shooting, and weapons galore. Awesome 2D graphics, more insane action, and huge bosses are just some of the additions to Thunderforce V.

Game magazine, or rag-tag criminal consortium?

Metal Gear Solid – PS-X

Publisher: Konami

Metal Gear was way ahead of its time when it was released. Its time is now. Play as Solid Snake and infiltrate a hostile Alaskan military compound. Being Duke Nukem does not work: you have to be sneaky and deceptive. This may be the Game Of The Year. It's that good and then some. Heck, Sony even let the cigarettes remain in the game, so it has to be good.

Rogue Trip – PS-X

Publisher: GT Interactive

What can we say? The developers at SingleTrac are back in action with 12 zany vehicles in 12 zany locales. It's got tight control, and it features a cajun babe (oh, yeah). Nobody can do vehicular combat quite like these fellas. They have it down to a science.
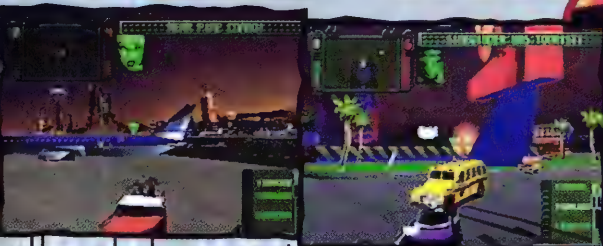
When Fox is out of town, Raccoon Reiner stands in.

Legacy of Kain: Soul Reaver – PS-X

Publisher: Crystal Dynamics

Legacy of Kain enters the realm of 3D gaming in this sequel. The control is on the right track, and the graphics and storyline are dark, gruesome, and cool. But, the gameplay is where this title truly shines. Thrusting Raziel's spear through an enemy's chest, and then slamming the enemy to the ground, is just plain fun.
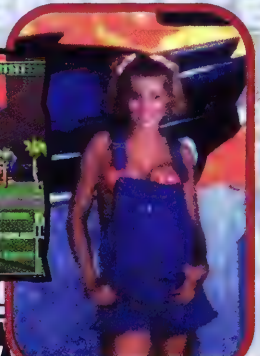
The girl next door. Actually, we wish she lived next door!
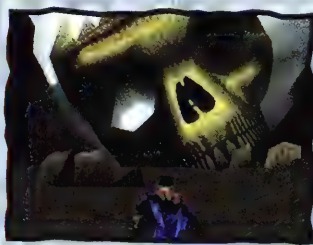
Crash Bandicoot 3: Warped– PS-X

Publisher: Sony

When we first saw Crash 3 it was more like Crash 2.5 since the brand-new 3D environments were being kept under wraps. But in the new unseen 3D locales, Crash rides a Jetski (that allegedly looks as cool as Wave Race 64), a motorcycle, and gets to fly in some vintage WWI aircraft when he goes head-to-head with the Red Baron. There are also new artifacts to collect and some new weapons like a bazooka that Crash uses to shoot chickens.
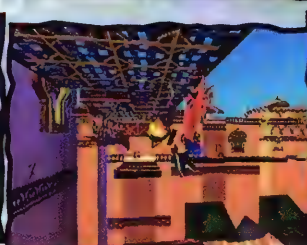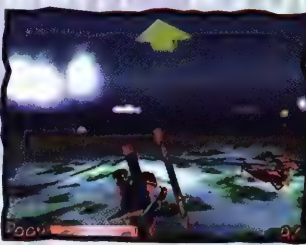
G I N E W S

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

Top Ten Things Needed at E3

10 *Moving walkways.*
9 *Shopping carts for all that worthless free crap.*
8 *Wider moving walkways to accommodate shopping carts.*
7 *Daily nap time.*
6 *A really big blown fuse.*
5 *Coffee fountains.*
4 *All nude models (tastefully done).*
3 *A huge wait staff providing free grub (press only).*
2 *La-Z-Boys for daily nap time.*
1 *Poolside booths (Game Informer only).*

Sony & Nintendo Wage Mini Price War

Sony Computer Entertainment America (SCEA) and **Nintendo of America (NOA)** "temporarily" dropped the prices of the **PlayStation** and **Nintendo 64** to $129.95.

The pricing changes unfolded at the **E3** in Atlanta with SCEA announcing the new PlayStation, packed with a **Dual Shock** controller, would sell for $149. SCEA was a little crafty with its announcement at a pre-E3 press conference, as the company assumed members of the gaming press would catch on to the fact that the old PS-X configuration (packed with a standard controller) would likely be cheaper. The gears in the brains of the press (including *Game Informer*) began to work on the opening day of E3 and the news quickly spread that SCEA would offer retailers a rebate on existing supplies of PS-Xs packed with a standard controller. The rebate would knock the retail price down to $129.95. Everyone rushed to see if NOA would follow.

NOA had previously been quoted as saying it would match any of its competitors' price drops within 24 hours, but the SCEA tactics confused NOA. One NOA official was even quoted as saying, "They [SCEA] tricked us." Everyone waited and NOA finally announced a retailer rebate of its own, reducing the price of the Nintendo 64 temporarily to $129.95.

Each company stated that the new price would be valid until September, but *Game Informer* believes that the $129.95 price tag will stick farther into the fall, or until another price drop is announced as the Nintendo 64 has already slid to $100 in Japan.

Nintendo Announces Internal Development

Nintendo has announced the creation of its first internal game development group in Redmond, WA called **Nintendo Software Technology Corporation**. Involved in this internal development process are some of the biggest names in the gaming industry. As already known, **Rare** and **Left Field Productions** are involved, but there are other significant players. **Activision**, **Blue Planet**, **Blizzard Entertainment**, **Capcom**, **Core Design, Ltd.**, **Crystal Dynamics**, and **Psygnosis** are all a part of this huge move by Nintendo in an effort to further increase, and solidify its position in this round of the Hardware Wars.

"Our agreements with these world-class developers and publishers occur simultaneously with aggressive strengthening of our own ability to develop games internally," says **Howard Lincoln**, chairman of Nintendo of America. "These strategic moves guarantee that consumers will continue to be able to play the best video games for years to come."

This move is a major one for Nintendo, because it is the first time the company is opening its internal development doors to outsiders. Many will agree that this is a move long overdue, considering the average third-party **Nintendo 64** title is far less entertaining and even less "sellable" than the average N64 first-party title. Now, with Nintendo right there to assist developers, it can consistently get better third-party games and more unique, entertaining titles out the door.

Sony Announces PDA, Price and Release Set

Sony has announced the eagerly anticipated **Personal Digital Assistant**, or **PDA**. With an anticipated price point of $30, this item will double as a memory card, a calendar/clock/alarm, and a small **Tamagotchi**-like gaming unit.

Probably the most interesting concept for this item, however, is its ability to communicate to other **PS-X** PDAs via infrared technology. Just point and shoot. Other infrared interaction with TVs, etc. could be possible in the future.

Examples of game applications include the enhancement of RPG characters while on the road, swapping of game items without needing the game, real-life sims could be greatly enhanced using the internal clock (if it's 9:00 PM, the game plays as if it's 9:00 PM in the game), and other far-reaching prospects. There will be over 12 titles that support the PDA at launch, and many more are on the way.

Sony claims that programming for this unit is fairly easy, which should bring plenty of third-party support. Look for the Sony PDA to launch next spring.

Sega Dreamcast: The Real Story

At **E3**, *Game Informer* got a chance to take a look at the newest console to enter the foray: **Sega's Dreamcast**. The most notable aspect of the Dreamcast is the **Visual Memory System**, or **VMS** for short. The VMS is a data storage device that doubles as a small gaming system and a PDA, allowing portability of games and continued play on the go. Suggested uses include the leveling-up of RPG characters, **Tamagotchi**-style time-lapse gaming, bringing data to use in Sega arcade machines, and other ideas. The controller will be the VMS house when attached to the Dreamcast, and each controller can hold two VMS cards. When plugged into the controller, the VMS is used as a small screen to input such things as sports plays. This seemingly minimal upside will offer much more independence in gaming, since your cheating friend can't see what's going on at all. The VMS will release in Japan on July 14.

Dreamcast Specs

Right now it seems that the new Dreamcast is poised to make a big splash, with super-fast calculating abilities and high polygon counts. Let's go over the specs of each portion of the system.

Dreamcast CPU – Hitachi SH4

Features
- Clock Speed: 200 MHz
- MIPS: 360
- FLOPS: 1.4 GigaFLOPS

Highlights

1. The SH4 CPU calculates Floating Point Operations Per Second (FLOPS) – the key element in building 3D graphics – and integers simultaneously, creating spectacular 3D graphics at rates which surpass current high-end PCs.

2. SH4 boasts 1.4 billion Floating Point Operations Per Second.

3. The SH4 CPU, coupled with the Dreamcast DMA bus technology, allows for the highest graphics transfer rate possible, accelerating the transfer of code from the CPU to the graphics engine for realistic, graphically rich video games.

4. The Dreamcast console system CPU is a dedicated component designed to concentrate on graphics creation and speed.

Dreamcast GPU – NEC/VideoLogic's PowerVR Second-Generation Graphics Chip

Features
- Triangle/Quad Engine
- Real-Time Lighting, Fog Effects
- Super Sampling, Anti-Aliasing
- Specular Highlighting
- Texture Filtering
- Bump Mapping
- Perspective Corrosion
- Alpha Blending
- ARGB Gouraud Shading
- MIP Mapping: Point, Bilinear, Tri-linear, Anisotropic
- Polygons Per Second: 3 Million

Highlights

1. Dreamcast's graphic performance surpasses any other gaming platform, for the most dynamic 3D images and the fastest graphics and gameplay.

2. Dreamcast can produce 200 mega-pixels per second for fast, crisp, full color images.

3. Dreamcast features a new Digital Video Encoder which enhances and adapts the high-quality graphics the system produces to be seen on standard NTSC televisions.

4. The chipset was optimized by NEC, VideoLogic, and Sega, specifically for the Dreamcast system to work hand-in-hand with the Hitachi SH4 CPU and its high speed graphics bus to deliver total system performance.

5. Modifier Volume Technology, never before used on a console, allows for dramatic real-life 3D lighting effects.

6. Dreamcast supports DirectDraw and Direct 3D APIs, along with Sega's 3D game library, to provide a familiar design environment for game developers.

7. PowerVR second-generation technology supports industry standard design tools, including Alias, SoftImage, and 3D Studio Max.

8. Bump mapping allows for true-life textures such as grass and asphalt.

9. Tri-linear and anisotropic filtering allows crisp, sharp images across a depth of field.

Dreamcast Audio – Yamaha RISC CPU and Digital Sound Processor

Features
- 64 Channel Studio-Quality Sound
- Reverb
- Delay
- Surround Sound
- True 3D Sound
- Audio Capacity: 64 Channels
- Dedicated Memory: 2 MB

Highlights

1. Dreamcast's sound system is supported by memory dedicated just for audio so game developers don't have to steal memory from other components or compromise sound quality.

2. Dreamcast is capable of CD-quality, studio-produced audio features such as reverb, delay, surround sound, and true 3D audio.

3. Unlike other console systems, the Dreamcast audio chipset is a dedicated component, taking audio tasks away from the CPU, allowing it to concentrate on graphics and the overall speed of the system.

4. The Yamaha chipset has been optimized for seamless integration with other Dreamcast components for exceptional total system performance.

Dreamcast Dual Operating System – Microsoft Windows CE/Direct X Suite, Sega API

Highlights

1. Dreamcast is the first to allow developers to leverage their knowledge of console and PC game design, giving consumers the best games from the most experienced console and PC publishers.

2. Sega's API includes graphics, audio, CD-ROM system, and peripheral control providing console-centric developers superlative tools for publishing new Dreamcast games.

3. Game makers can leverage Microsoft's global resources in developer support when creating a game for Dreamcast.

4. Key system tasks enhanced by Windows CE and Direct X include:
- Support for Input Devices
- Advanced Sound Properties
- Expanded Memory Capabilities
- CD File Management
- Networking Capabilities

5. Windows CE supports standard Internet protocols, Winsock, and Direct Play API to allow online gaming and Web browsing.

6. Windows CE modular architecture means OS components and Direct X services can be eliminated if not required, or replaced by developers of Sega libraries.

7. Windows CE software development kit is built around the Microsoft Visual Studio Development System Version 5.0 and refined visual C++ development system-based tools.

GI NEWS

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

Daytona 2 To Use VMS Data

Daytona 2 will be hitting arcades shortly in Japan. While this was expected, it was a surprise to hear plans for a slot at each set of controls for **Sega's** new **VMS** card. Japanese gamers will be able to customize their cars and data on the VMS, then bring it to the arcades to race with.

SNK Announces Dreamcast-Compatible Neo Geo Pocket

SNK recently announced plans to release a 16-bit monochrome handheld called the **Neo Geo Pocket**. The system will feature many of the same features as the **VMS**, but expanded, and will have its own library of games. The system is expected to be available around October in Japan and will be coming out sometime next year in the United States.

Rare Reveals Conker's Pocket Tales

Rare Co., Ltd. announced an upcoming handheld version of **Twelve Tales: Conker 64**, called **Conker's Pocket Tales**. The most interesting thing about this game is the RPG concepts being incorporated into the game. The game will probably be released on the **Game Boy** shortly after _Conker 64_ in October.

Capcom's Surprise N64 Title Revealed

Capcom is currently working on a **Tetris**-like game with **Disney** characters. This isn't the first time Capcom has used Disney characters, so if you're an _SF_ or _RE_ nut, then don't freak out. This is a revival from Capcom's past. We believe that this mysterious game may be something like **Super Puzzle Fighter II Turbo**, but with Donald and Mickey in place of Ken and Ryu. It should be interesting to see what Capcom does with the license after this game.

Five Developers Announced For Dreamcast

Sega announced five third-party developers with games underway. The five companies are **Acclaim**, **Midway**, **Microprose**, **GT Interactive**, and **Interplay**. So...what games could they be making??? Hmmmm...

Yuji Says, "Sonic First"

In an impromptu discussion with **Sonic** creator **Yuji Naka** at the Dreamcast unveiling, _GI_ asked him about the future. Specifically, we asked him if the first game we were to see from him would be **Nights 2**. Mr. Naka quickly responded, "No, no. _Sonic_ first. Then, maybe, _Nights 2_." Sounds like his ducks are in a row.

Capcom Announces Two Shocking New Resident Evil Games

Fans of **Capcom's** _Resident Evil_ take note because there are enhanced versions of _Resident Evil Director's Cut_ and _Resident Evil 2_ on the way, complete with **Dual Shock** compatibility and more. Like Capcom games of old, these titles will tentatively carry the "Special Edition" (SE) moniker. They are scheduled to release in October.

Resident Evil Director's Cut "SE" will be a two-disc set with the first disc containing the original _Director's Cut_ game with a new musical score and Dual Shock compatibility. The second disc contains secret data that opens secret characters, weapons, and locations for both the original _Resident Evil_ and _Resident Evil 2_. In other words, if you spent hours trying to get Tofu in _RE2_, you'll find the data on this disc.

The other game, **Resident Evil 2 "SE"** will obviously have both the Leon and Claire discs with Dual Shock features, but it will have new modes as well. An "Easy" mode will start the player with the unlimited rocket launcher, while the "Extreme Battle" mode will be a timed game with limited ammo and tons of enemies.

Welcome back again (and again) to the world of survival horror.

Sony & Konami Team To Promote Metal Gear Solid

Konami of America and **Sony Computer Entertainment America (SCEA)** announced that they will form a strategic alliance to market and advertise Konami's upcoming **Metal Gear Solid** for **PlayStation**. With creative help from **Chiat-Day**, SCEA's advertising agency of record, the companies will develop a multi-million dollar advertising campaign that includes both television and print. _Metal Gear Solid_ is scheduled to release for PlayStation in late October.

"We are pleased to continue our tradition of strategic marketing support for key titles with this partnership," said **Phil Harrison**, vice president, third-party relations and R&D, SCEA. "It's a benchmark title that breaks the mold for interactive entertainment and it's only on PlayStation."

Recently, SCEA formed a similar alliance with **Namco** for the launch of **Tekken 3**.
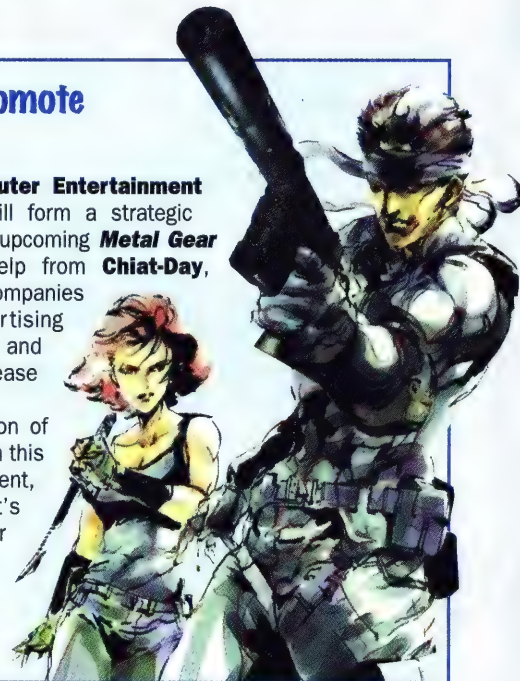
Sony Becomes Stronger at Capcom's Expense

Sony Computer Entertainment, Inc. (SCEI) inked a deal with **Whoopee Camp Co.** to create a new development studio, **Deep Space Co.** Whoopee Camp released its first **PlayStation** title, **Ore TOMBA!**, in Japan a few months ago. Whoopee is headed by **Tokura Fujiwara**, former home development head for **Capcom** where he developed such classic games as **Ghosts & Goblins**. Fujiwara will take the role as executive producer at Deep Space while retaining his duties as president of Whoopee Camp.
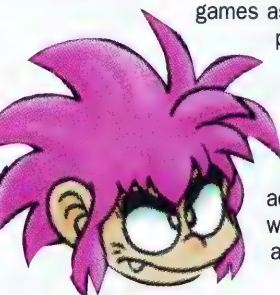
Although SCEI has funded the independence of many of its internal software companies, Deep Space will be the first external corporation supported by Sony. Deep Space will immediately start working on some new, genre-breaking adventure game. **Sony Computer Entertainment America** will publish Whoopee Camp's **Tomba!** in July. **Tomba! 2** should appear in Japan in the next 6 to 9 months.

Prepare for the Pokemon Invasion!!!

Nintendo of America plans to unleash one of the biggest marketing juggernauts in video game history in the United States this fall. It's called **Pokemon**, and its popularity in Japan has spawned thousands of toys, the number one kids' show in Japan, and over 8 million copies of *Pokemon* software sold in the first month. Nintendo has made an enormous fortune on this game, and plans to use some of its earnings to push the cultural phenomenon on children in the United States. You might recall the "seizures" incident involving the cartoon in Japan, where many were hospitalized. Yup, this is the same *Pokemon*, but the particular show that had the dangerous animation will be edited for release in the United States. A good thing, too, since the show will be aired in all 40 of the major TV markets (that's 86% of the nation's viewing audience).

For the U.S. launch, Nintendo is readying everything it's got. The TV show, the **Game Boy** game (two of them, red and blue, with different monsters) on September 28, a **Nintendo 64** game, tons of toys and dolls, and even a **Pokemon Pikachu** – a minigame that features the star of Pokemon, a little monster called Pikachu. Based on how you treat Pikachu, he will love you, dislike you, or anything in between. You can buy items for Pikachu, which makes him happy, and he has various activities like brushing his teeth, eating, playing, and other things. Plus, parents will be much happier with Pikachu than with **Tamagotchi**, since you can turn the sound off, and he does not require constant attention. Plus, he never dies. Look for this pocket sized Pikachu on November 2.

So parents, especially, get ready for the *Pokemon* invasion. If you have young children, rush out immediately and get as much of the stuff as you can, because it WILL be what they want for Christmas. (If Nintendo has any influence on your children, that is.)

First Look: Fighting Force 64

Fighting Force 64

Fighting Force on the **PS-X** was plagued with tons of loading time and we can only assume that the cartridge version for the **N64** will do away with most of that nonsense. *Fighting Force*, developed by **Core** for **Eidos**, is not your typical fighting game in the sense that you must cruise through seven different levels, instead of being confined to an arena. As one of four selectable characters, you have the option of exploring the 3D levels by yourself or with a friend. The characters have 40 to 50 moves, plus each has unique special moves. But the game does not end with hand-to-hand combat. There are weapons like knives, guns, and rocket launchers. *Fighting Force 64* will be coming out on September 15.

Nintendo Acquires Rights to Top-Selling PC Game

Real-time strategy games are perhaps the most popular genre on the **PC**. Sometime next year, **Nintendo** will bring **Blizzard Entertainment's** fast-paced, addictive *StarCraft* to the **Nintendo 64**.

In *StarCraft*, players have to explore 30 heart-thumping missions of intergalactic war as the Terrans, Protoss, and Zergs. Once you defeat all of these pernicious aliens and humans, you'll become supreme dictator over all of the universe. The fun doesn't stop here though, as Nintendo intends to include original levels to explore and new modes of play for N64 owners.

While these additions sound cool, one question bugging *GI* is whether Nintendo will also incorporate Internet play. After all, being able to compete against dozens of other people is part of the reason the game is so much fun. Could *StarCraft* use the long-lost modem cartridge that **Seta** designed for its Mah Jong game? Guess we'll just have to wait and see. Stay tuned.

VIDEO GAME TRIVIA

1. What is the clock speed for the Sega Dreamcast CPU?

2. How many units did Pokemon Pikachu sell in its first 31 days in Japan?

3. How big is the processor for Sony's new PDA?

4. What new system did Nintendo unveil at the 1995 Winter Consumer Electronics Show in Las Vegas, Nevada?

5. What reference book does GI rely on heavily for its Trivia questions?

[Answers on the bottom of page 35]
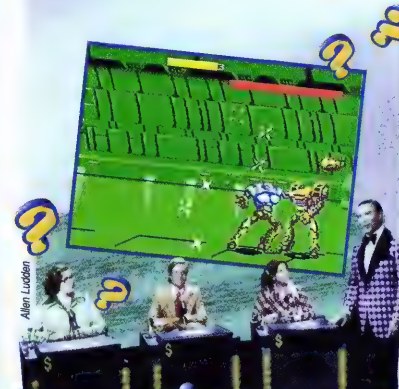
Name That Game!

This action/fighting game, designed and developed by Novotrade for Sega, allowed you to build your own character by using different torso, leg, and arm combinations. In all, there were 216 different combinations. Some of the weapons featured were flamethrowers and steel-ripping hyper saws. You could also steal the weapons of destroyed enemies. What game is it?

[Answer on the bottom of page 35]

G I N E W S

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

Data File:

▶ The remaining three *Final Fantasy VII* toys (Red XIII, Sephiroth, and Vincent) have shipped to retailers and should be available now. Unlike the first offering (Cloud, Barrett, Tifa, and Aeris), these toys will be sold individually and not in a boxed set. **Bandai** also mentioned that it is trying to secure the rights for the upcoming *Final Fantasy VIII* toys.

▶ **Nintendo's** upcoming **Nintendo 64** golf game, *Waialae Country Club*, features a virtual replica of the Hawaiian course of the same name. Waialae is now the site of the **PGA Tour's** *Sony Classic* tournament in February. Oops!

▶ **SISA**, America's number three software publisher for the **PS-X**, has altered its name to **989 Studios** as a symbol of its increasing independence.

989, the number of its street address in Foster City, CA, will handle all marketing of its products while the sales and distribution will still be conducted by **Sony Computer Entertainment America**.

▶ **Konami** has acquired the rights to develop **Game Boy** and **Game Boy Color** games based on Todd McFarlane's comic book creation *Spawn*. The standard Game Boy version is due this winter and look for the Game Boy Color game next spring.

Capcom also garnered the rights to *Spawn* for an upcoming arcade game due in late 1999. The game is said to be a fighting game that allows four cabinets to link together, opening up some unique two-on-two or three-on-one battles. Expect to see existing *Spawn* characters, plus a few new creatures designed exclusively for the game. A home version based on this game will likely follow in 2000 for the **Dreamcast**, **Nintendo 64**, and an unnamed **future Sony console**.

The Wait Will Be Long for Bond on PS-X

From the amount of email *Game Informer* receives, we know that **MGM Interactive's** *Tomorrow Never Dies* is a very anticipated **PlayStation** title, but the anticipation may grow to anguish as the first Bond game for PlayStation is not scheduled to arrive until April 1999.

Tomorrow Never Dies developer, **Black Ops**, and MGM obviously know the importance of this title, so a little extra time is needed to include everything in the game. More on this title will obviously be surfacing in the coming months. Until then, enjoy some fresh new screens.

Tomorrow Never Dies
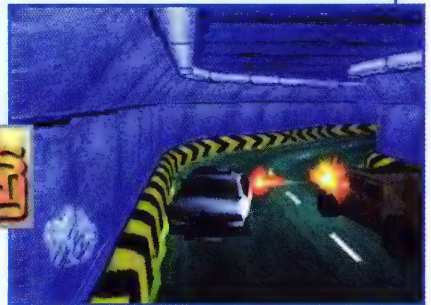
Tomorrow Never Dies
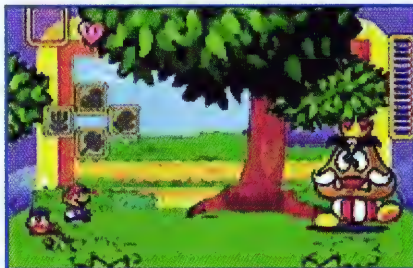
Super Mario RPG

Earthbound 2

Super Mario RPG 2 & Earthbound 2 Confirmed for Cartridge

Two of **Nintendo's** titles originally scheduled for the **Disk Drive Nintendo 64 (DD64)**, *Super Mario RPG 2* and *Earthbound 2*, have been confirmed for cartridge release next year.

During the Q&A session at Nintendo's **E3** press conference, **Nintendo of America** president **Howard Lincoln** volleyed answers to endless questions about the appearance of the 64DD. Lincoln stated that the DD64 would not appear until there was sufficient quality software to launch it. As another two titles switch from the DD64 format to cartridge, the known list of DD64 titles continues to dwindle – as do the hopes of ever seeing the DD64 hardware.

Legacy of Kain: Soul Reaver Delayed???

The sequel to **Legacy of Kain** looks fantastic, but gamers are more than likely going to have to wait to play it. A source within **Crystal Dynamics** told the *Game Informer* editorial staff that Crystal doesn't want to deal with the holiday season and would rather wait until early next year for release, basically the same time frame that *Gex: Enter the Gecko* fell into this year. In closing, the source said, "What! We get an extra few months to work on the game? Boy that sucks!"

If this is true, we respect Crystal D for its decision, and hope it makes Kain an even better title, but we still want to play it real bad. Real bad.

Legacy of Kain: Soul Reaver's Raziel

New Releases

RELEASE DATE	TITLE	PUBLISHER	SYSTEM
July			
07.27.98	F1 World Grand Prix	Nintendo	N64
07.27.98	Waialae Country Club	Nintendo	N64
07.28.98	WWF: War Zone	Acclaim	N64
07.28.98	Spice World	Psygnosis	PS-X
07.31.98	Tonic Trouble	Ubi Soft	N64
August			
08.01.98	Battleship	Hasbro	PS-X
08.03.98	Command & Conquer: Retaliation	Westwood	PS-X
08.03.98	Silhouette Mirage	Working Designs	PS-X
08.07.98	NCAA Football 99	Electronic Arts	PS-X
08.11.98	Iggy's Reckin' Balls	Acclaim	N64
08.11.98	Sentinel Returns	Psygnosis	PS-X
08.18.98	Eliminator	Psygnosis	PS-X
08.24.98	S.C.A.R.S.	Ubi Soft	PS-X
08.24.98	Tales of Destiny	Namco	PS-X
08.25.98	Deadly Arts: GASP	Konami	N64
08.25.98	Flying Dragon	Natsume	N64
08.25.98	GEX: Enter the Gecko	Midway	N64
08.25.98	Int'l Superstar Soccer '98	Konami	N64
08.25.98	Madden NFL 99	Electronic Arts	N64
08.25.98	NFL QBC '99	Acclaim	N64
08.25.98	Blast Radius	Psygnosis	PS-X
08.25.98	Brunswick Bowling	THQ	PS-X
08.25.98	C-The Contra Adventure	Konami	PS-X
08.25.98	Cardinal Syn	Sony	PS-X
08.25.98	Hardball 6	Accolade	PS-X
08.25.98	LUNAR: Silver Star Story	Working Designs	PS-X
08.25.98	Poy Poy 2	Konami	PS-X
08.31.98	Bomberman Hero	Nintendo	N64
08.31.98	Heart of Darkness	Interplay	PS-X
September			
09.01.98	Madden NFL 99	Electronic Arts	PS-X
09.01.98	NFL GameDay '99	Sony	PS-X
09.08.98	Roscoe McQueen	Psygnosis	PS-X
09.08.98	Spyro The Dragon	Sony	PS-X
09.15.98	Fighting Force 2	Eidos	PS-X
09.15.98	Kula World	Psygnosis	PS-X
09.15.98	Mega Man Legends	Capcom	PS-X
09.15.98	Ninja	Eidos	PS-X
09.22.98	Tecmo's Deception II	Tecmo	PS-X
09.25.98	WCW/NWO Revenge	THQ	N64
09.25.98	Devil Dice	THQ	PS-X
09.25.98	G. Darius	THQ	PS-X
09.25.98	Monster Rancher 2	Tecmo	PS-X
09.25.98	The Fifth Element	Activision	PS-X
09.25.98	Tiger Woods 99	Electronic Arts	PS-X
09.25.98	Trap Gunner	Atlus	PS-X
09.28.98	Pokemon	Nintendo	GB
09.28.98	Bomberman Hero	Nintendo	N64
09.28.98	Cruis'n World	Nintendo	N64
09.28.98	Duke Nukem: Time to Kill	GT Interactive	PS-X
09.29.98	NFL Blitz	Midway	N64
09.29.98	NFL Blitz	Midway	PS-X
09.29.98	Wild 9	Interplay	PS-X
09.30.98	Buck Bumble	Ubi Soft	N64
09.30.98	NHL 99	Electronic Arts	N64
09.30.98	NHL 99	Electronic Arts	PS-X
09.30.98	Shadow Gunner-Robot Wars	Ubi Soft	PS-X

[All dates subject to change. Call your local retailer for more details.]

Bomberman Hero

Buck Bumble

Command & Conquer: Retaliation

LUNAR: Silver Star Story

Trap Gunner
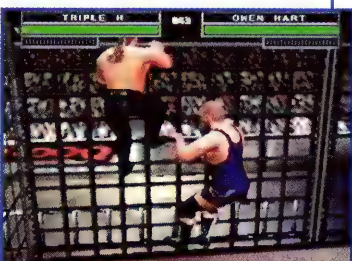
WWF: War Zone

Video Game Trivia Answers:
1. 200 MHz
2. 8 million
3. 32-Bit
4. Virtual Boy
5. Phoenix: The Rise & Fall of Videogames by Leonard Herman

Name That Game Answer:
Cyborg Justice

INTERNATIONAL SUPERSTAR SOCCER '98

Rise to the Occasion

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Endorsed by Carlos Valderrama; 6 Modes; 9 Stadiums; 54 National Teams; 5 Difficulty Levels; Create Player; Through Passing; Commentary by the BBC's Tony Gubba
- **Replay Value:** High
- **Created by:** Konami Computer Entertainment Osaka for Konami Sports
- **Available:** August 16 for Nintendo 64

Bottom Line: 9

Use a header to score.

What a save!! Now the fans won't have to shoot him.

Say your prayers.

You can adjust direction and loft.

Medics get ready to load up the dead.

Arguing with the refs never helps.

"Stop it you moron, we're on the same team."

Although the Japanese are well versed in Sushi, Sumo, and Bonsai gardening, they have never been known for proficiency in soccer. But when you take a look at Konami's International Superstar Soccer '98 (ISS), you may think this sport is as much of a religion in Japan as it is in places like Brazil, Italy, and the U.K.

Except for the World Cup license, ISS has almost everything a serious soccer fan could want. In all, there are six modes including an International Cup tournament that lets you play against teams from all over the world. Another mode that has been popping up in many different sports games is the Scenario mode. Can you lead Uruguay past Peru, even though you trail by one goal and the "Ace" has been ejected? Or can you, as Portugal, protect a one-goal lead from the powerful German team as they are about to throw the ball deep inside your territory with only a few minutes to go? Clear all the 16 scenarios and you will undoubtedly unlock something special.

Even if you don't care for soccer, there is still much to like about ISS. First and foremost, the control is superb. Sprinting down the field is smooth and simple. And once you master the control configuration, you will soon execute through passes, headers, and give-and-goes with the greatest of ease. ISS also looks spectacular. The detailed crowds chant and holler as they proudly display their nation's flags. Plus, there are all sorts of cut-scenes that help unfold the drama on the field. After a goal, players celebrate with hugs and noogies. After a foul call, players frantically jump up and down in disbelief before the ref eventually pulls out a yellow card. And once in a while, after a serious injury, you just might see a couple of medics march onto the field to carry the wounded off in a stretcher.

Easily one of the best sports games available on the N64, ISS is a fantastic experience that has something for soccer fanatics, as well as those who think soccer is about as exciting as synchronized swimming. Check out the reviews of ISS, and then go buy yourself a copy of this gem.

ANDY	
THE GAME HOMBRE	
Concept	7.75
Graphics	9
Sound	9
Playability	9.5
Entertainment	9
8.75 OVERALL	

"Konami proves once again that it really knows how to do soccer. ISS '98 is still the best soccer you can buy. Period. Of course, it still needs a license. Which unfortunately, is a big problem. The most noticeable addition to ISS '98 is the improved animation. The players lobby with the refs, and even get in the faces of the other team when they think somebody was overly aggressive on a slide tackle. The playcontrol is pretty much the same, but has been slightly tweaked, and the auto player change is now only an option. If you like soccer, ISS '98 is still **one of the best sports games on the Nintendo 64.** I can't wait to see what Konami can do with hockey."

PAUL	
THE GAME PROFESSOR	
Concept	9.5
Graphics	9.5
Sound	8.5
Playability	9.5
Entertainment	9
9.25 OVERALL	

"The only thing that this game doesn't have going for it is the real players, but you can change every name if you take the time. The player create is much improved as are the endless wealth of roster options. Another welcome addition is the scenarios, but my only complaint is that there is not enough of them. Like last year's version, the playcontrol is superb, but the computer seems far more intelligent. You must stay on your toes to keep your formations and strategies in check. Again, **the attention to details is amazing. Players' movements and gestures are realistic and even hilarious.** Forget about EA Sports' soccer games, ISS '98 is where it's at for fans of the game."

JON	
THE GREEDY GAMER	
Concept	8.5
Graphics	9
Sound	9
Playability	9.25
Entertainment	8.25
8.75 OVERALL	

"Last year's ISS 64 really broke the mold in soccer games. This new update is practically the same game. Small additions and improvements complete the package, but honestly, if you own the original, there's no need to buy this one. The graphics are smoother, but the basic control of building, through passes, and one button give-and-goes is all the same. There is still a problem with switching defensemen, which some people don't like, but overall ISS '98 is very well balanced. The lack of a pro license once again hurts Konami, and I think it's time for Konami to shell out the big bucks, because for true fans, editing players is a huge pain in the butt. **It's a great game, but too close to last year.**"

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Game Design By Shigeru Miyamoto; Multiple Weapons Including a Staff, Bomb, & Boomerang; Horse Riding; Character-to-Character Interaction; Real-Time Cut-Scenes; Weather Effects; Unique Combat Interface
- **Created by:** Nintendo
- **Available:** November 23 for Nintendo 64

70% Complete

THE LEGEND OF ZELDA
OCARINA OF TIME

Time Does Matter
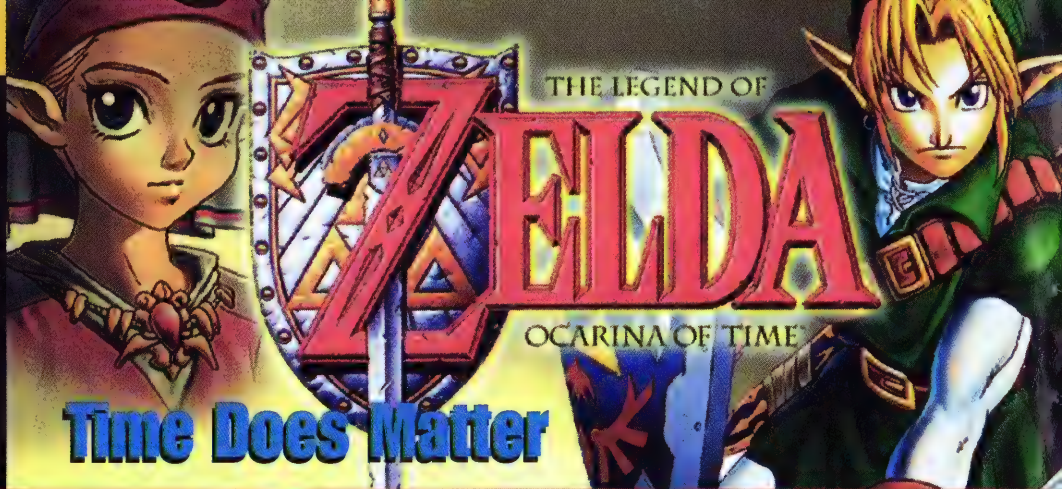
We hold nothing against Shigeru Miyamoto or his products, but we pray to the gaming gods that he can finish The Legend of Zelda: The Ocarina of Time before the end of the year. Nintendo of America says that Zelda will be released on November 23, and no later. We would love to believe this, but Nintendo's recent track-record, and some valuable information gathered at E3, make us believe that even December 31 may not be a foreseeable release date.

Game Informer had the rare opportunity to sit down with Miyamoto and talk Zelda for well over an hour. He's a brilliant designer, producer, and visionary that wants to make the best game possible (like any other individual in the industry). Miyamoto is probably the only person in the industry who can honestly say that he has as much time as he wants to finish any given product. If something is out of place or doesn't look just right, then it's back to the drawing board. Miyamoto is picky, almost too picky when it comes to Zelda. During our session, Miyamoto pointed out that the game was still far from complete. He said that the E3 burn featured 70% of the game, but none of the 70% was actually finished. Someone at Nintendo has to tell this guy that time does matter, especially when it comes to the U.S. audience. How long have we waited for this game? Three years. Three long years.

But if it does come out on November 23, and let's hope it does, then be prepared to enter a different kind of gaming experience. This Legend of Zelda plays quite differently than any Zelda before it. For the purists out there, Zelda 64's gameplay will more than

likely aggravate, as will the new 3D setting. But really...it couldn't have been done any better. It's something that you'll have to accept.

All of the original qualities of Zelda have returned and are revamped for the better. Dungeon exploring features tons of tricky puzzles and feats to overcome. A good example that Miyamoto showed us was set in the first cavern. Link needed to find a way up to a higher platform, but there was nothing to jump on, or anything in the cavern that appeared to be useful. So Miyamoto pulled up his inventory and whipped out the slingshot. Using the slingshot brings up a first-person mode. In this mode, Miyamoto looked around the cavern and pinpointed a ladder hanging from the ceiling. He aimed carefully, and fired off a shot that hit a bolt that was securing the ladder to the ceiling. The bolt broke and the ladder dropped down. Miyamoto then climbed up the ladder to the platform. We were amazed. And if all of the puzzles and tricks in the game are this impressive and well hidden, then be prepared to spend a lot of gameplay time on this product.

The bosses were equally impressive. They ranged from a huge serpent jumping in and out of a lava bed, to huge rock creatures that made Link look like a mere ant in comparison. One of the interesting gameplay features includes the Rumble Pak, and is actually similar to the water glass in the Jurassic Park movie. When a big creature is approaching, players will be warned by the Rumble Pak. As it approaches, the vibrations of the Pak will increase, telling you to quickly flee.

The Legend of Zelda: The Ocarina of Time will more than likely blow your socks off when it is released. It has the classic feel, more platforming, and even more RPG traits (like talking to characters and returning to towns to gather more clues). Let's hope that Nintendo can be trusted when November comes rolling around, otherwise it better have Perfect Dark ready to quench our N64 appetite.

TUROK
SEEDS OF EVIL

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

75% Complete

Look out GoldenEye, here comes 4-player Turok.

IF all goes as planned, then we only have another three months or so to wait until the sequel to Turok is released, a time when the big question of whether or not it blows GoldenEye out of the water is finally answered. In our opinion, the first Turok came very close to topping GoldenEye. Turok changed the way we looked at shooters. It removed the overused corridor/hallway level designs and, by setting players in enormous real-world environments, broadened our perceptions of first-person gameplay. We're sure that you'd all agree that Turok featured some of the most innovative and effective heavy weapons around. In comparison to GoldenEye, Turok did lack in the gameplay department. GoldenEye simply crushed Turok with variety in missions. This year, though, developer Iguana has reinvented the play in Turok 2 and promises that it will dwarf both Turok and GoldenEye.

At E3, we actually had a lengthy hands-on with Turok 2, and we were amazed with what has been implemented thus far. Our two biggest complaints are no longer an issue. The enemies don't regenerate after being killed. Instead, the enemy bodies fall to the ground and stay there "dead as a doornail" until the end of a level. And secondly, and this is a big secondly, a 4-player deathmatch mode has been implemented allowing everyone to get into the action (even as a raptor). We don't have any details on this mode yet, but we're sure that Iguana will load it up with tons of multiplayer maps, and different choices similar to those we fell in love with in GoldenEye.

Turok 2 is also home to new weapons ranging from a hand-to-hand talon, to a rocket launcher that fires out sidewinder missiles (and just wait until you see the effects Iguana has in store for this weapon). One new weapon is a mine gun – it shoots out timed charges that sit idle on the ground and then explode after a few seconds. If you time a shot correctly, and an enemy is in the right position at the right time, you'll blow its legs completely off. There are also a few swimming-only weapons like a harpoon gun. The most impressive weapon we witnessed was the returning Tek Bow. It works the same as in the original Turok, but is now equipped with a sniper scope that allows you to zoom in...zoom WAY in. Unlike GoldenEye, sniping will actually play a big role in taking down enemies. Some of the creatures in the game are protected by armor. The only way to kill them is to zoom way in and snipe them between the eyes. If you are just a little off, the arrow will either bounce off, or stick into the helmet or armor.

All of the enemies in the game are much more ferocious now and look ten times better. You will not be able to outrun a raptor. If it sees you, then you better hope that you're ready to kill it, or you'll have some serious problems. The raptors continue to thrash on your body at lightning speeds until you die. There is no escape. But if you can take them down efficiently, and without taking on too much damage, then you will be rewarded well. The new death animations are very impressive. Streams of blood gush out for head shots, and if you hit in a nerve, its body will fall to the ground and shake furiously for a few seconds until the heart stops beating.

The big question that still remains is gameplay, and we think you'll be quite surprised with what is in store. As in GoldenEye, Turok 2 features tons of missions for each level, and get this, some missions require returning to other levels for completion. Each level features several warp chambers. The chambers must be activated by a switch hidden somewhere on the level, and will take you to special areas in that level and other levels. We also saw a level that involves saving a lost child, and another that has you hunting for a bunch of switches to turn on beacon lights.

Turok 2: Seeds of Evil did more than enough to impress us at E3. Its graphics range from awesome particle effects for fire, to tiny details like fire tracks being left by a walking fire beast. The bosses look amazing and are very innovative, especially the boss that is an entirely sentient room that breathes in and out, spitting enemies from its orifices. Right now, this game looks like it has everything, but the question as to how well it will all come together in the end must remain unanswered until we do our review in October.
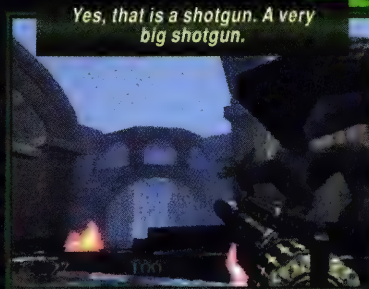
Yes, that is a shotgun. A very big shotgun.
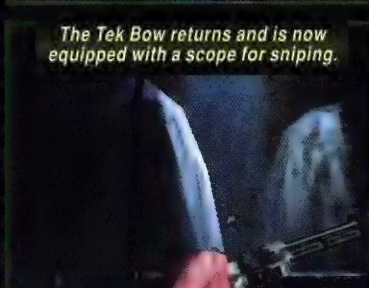
The Tek Bow returns and is now equipped with a scope for sniping.
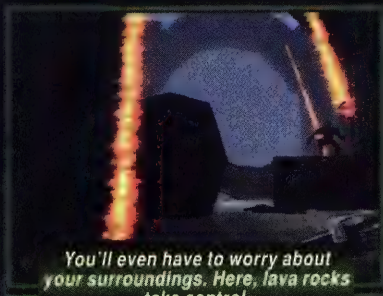
You'll even have to worry about your surroundings. Here, lava rocks take control.

Talk about in-your-face excitement!
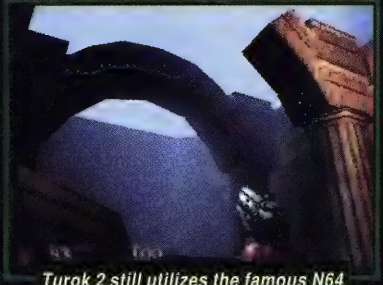
Turok 2 still utilizes the famous N64 fog effects, but now for realism, not hiding pop.
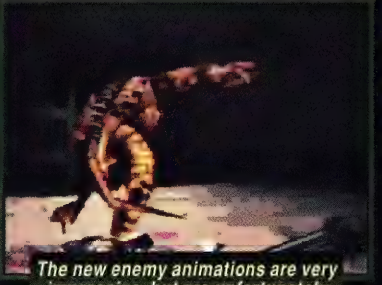
The new enemy animations are very impressive, but are unfortunately also very deadly.
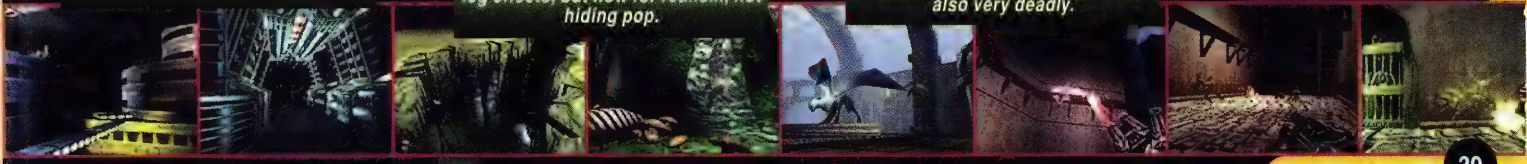
- **Size:** 96 Megabit
- **Style:** 1-Player Shooter
- **Special Features:** Auto Lock-On Targeting; 5 Ships (A, V, X, Y-Wings & Speeders); Intelligent Enemy AI for Group Formations; Ground Troops; Tracer Fire; Various Mission Objectives
- **Created by:** LucasArts
- **Available:** Fall for Nintendo 64

60% Complete

E3 NOTABLE

STAR WARS
ROGUE SQUADRON

Red Leader Standing By

T o the lean and mean Star Wars fan, Rogue Squadron won't make too much sense. As we all know, Wedge Antilles is the leader of this prestigious squad, but LucasArts decided to change the ranks for a more universal appeal. Thus, players will assume the identity of Luke "I'm An Overused Character" Skywalker. Is this a strange turn of events or what? LucasArts wasn't afraid to place Dash "I'm A Lame Character" Rendar as the Rebel of choice in Shadows of the Empire, yet Luke HAS to be a part of this non-character-based game. We're sure Luke is one of the best pilots in the Rebellion, but don't you think he has more pressing matters to attend to?

But who cares, right? This is Star Wars, and when you first lock an AT-AT in your sights, you'll forget about the misleading story and poor choice of pilots. The basic premise of this flight/combat sim is based on the first level of Shadows of the Empire, what many claim to be the best and only significant part of that game. Basically, LucasArts said, "What happens if you fly over that hill?" and BAM! Star Wars: Rogue Squadron was born. Each level in this long awaited title is massive in size and features much more action than any in Shadows. There will be mission objectives to complete like search and destroy, reconnaissance, rescue, and so on. The graphics have also been enhanced and include real-time lighting and special effects. These enhancements are especially noticeable in the smoke effects, engine glow, and tracer fire. Plus, when you shoot your lasers, you will actually see the glow from your shot streaming across the ground.

Rogue Squadron made its debut at this year's E3 and was a major disappointment. The gameplay just wasn't there. It was basically like Shadows, but with larger levels. Whether LucasArts didn't want to show its hand is unknown, but we hope this is the case, and the game is actually further along than we saw. But with the bad, there was also some good. The five different vehicles are very interesting to say the least. Each, as it should be, has different abilities. The X-Wing is the standard vehicle in this title, while the other ships play the more significant roles. The A-Wing is used for quick maneuvering and tight canyon runs. The Speeder is used for low-flying battles. The highly acclaimed Y-Wing has the most firepower, and the new V-Wing will more than likely turn out to be the best for all of these scenarios, but probably won't be accessible until the end of the game.

LucasArts has kept this title a secret for quite some time, and we're sure Star Wars fanatics are very enthusiastic about its coming, but we're holding our breath and hoping that at some point in the near future it jumps over Shadows in concept and gameplay. Where are the so called "Squadron" tactics? ■

There it is! The V-Wing fighter. Someday it will be replaced by the H-Wing.

In the distance, various lighting techniques are shown.

It's not in yet, but LucasArts plans to include a sophisticated targeting system.

Multiple camera views and cinematic cut-scenes are all part of the package.

After being demoted, Wedge heads for the hills.

After heading to the hills, Wedge feels the need to shoot some cave walls.

NFL BLITZ

Arcade Action Comes Home

A new breed of video football is on the way, and the leader of this new movement is Midway, or more specifically, Blitz. This new breed features fewer players on the field, and no rules of conduct. Both EA and Sony will have their own versions of no-holds-barred NFL action, but Midway pioneered this frenzied concept in the arcades. Encouraging late hits and featuring amazing physical feats, Blitz epitomizes quality arcade-style gaming – fast action and tons of fun.

After being spoiled by the arcade version of Blitz, many of us at GI were skeptical as to whether Midway would be able to pull off a successful port to the N64. Our worries are now over. Despite the fact that the version we played is still early, we are confident that fans of the arcade version will not be disappointed. The look of the players and fields are intact and the speed of the players sprinting up and down the field is as fast as ever. The frontend is also intact. You can enter codes before kickoff and all of the personal records like QB rating, sacks, interceptions, etc. can be kept on display for bragging rights.

If you are unfamiliar with Blitz, it's a 7-on-7 contest featuring all of the NFL teams. The smaller lineups help open up the field, resulting in a lot of big plays. Therefore, you need not worry about the 10 yards necessary for a first down, since 10-yard pass plays are a dime a dozen in this league. The control is quite simple. Hike the ball, and point the joystick in the direction of the receiver until he has been highlighted. Then, press the pass button and hope your receiver can survive the crushing blows that will follow.

Blitz for the N64 has a couple of additions that the arcade version does not. First, there is the Game Editor that allows you to customize gameplay to your liking. Second, is the new Season mode that lets you compete in an entire season of NFL mayhem as your favorite pro team.

With other games like All-Star Baseball, NBA Courtside, and International Superstar Soccer, the N64 sports library is finally showing signs of life, and Blitz will be a definite contributor. Even if you consider yourself a hardcore sim football fan, the new Season mode, fast pace, and responsive control of Blitz should be pleasing.
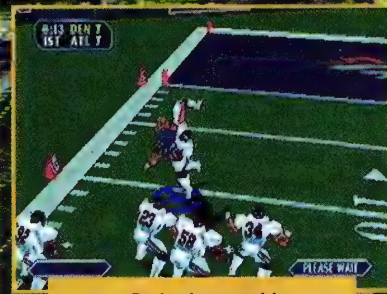

Touchdown!!

Another amazing catch by C.C.

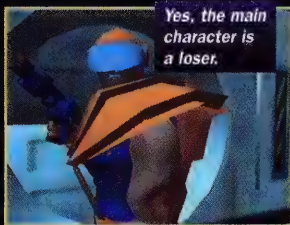Body slam, ouch!

Hitting out of bounds is strongly encouraged.

Get ready for impact.

Nice route.

Yes, the main character is a loser.

- **Size:** 64 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3 Save Slots; Rumble Pak Compatible; Multiple Camera Options; Character Interaction; World Exploring; Interesting Combat Interface; Vehicles
- **Created by:** DMA Design for Midway Home Entertainment
- **Available:** 4th Quarter for Nintendo 64

60% Complete

Take cover! The green-blooded aliens approach!

THE THREE-YEAR ALIEN HUNGER
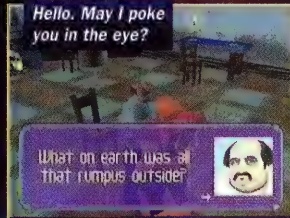
Hello. May I poke you in the eye?

What on earth was all that rumpus outside?

Take cover! The flaming aliens approach!

KABOOM!

You can jump into any vehicle and tool around.

If you've been saving pennies for this product, then you must be quite ticked by now, but we can assure you that Body Harvest will be coming out by the end of the year. This was one of the first games announced for the Nintendo 64 (like Zelda), but somehow or another it slid way out of release range and hovered at the edge of extinction.

When it finally appeared, we expected some sort of shooter game, but Body Harvest really surprised us. It's more of an action/adventure title than anything else. When you first start, you'll be placed smack dab in the middle of a massive world that is completely open for exploration. As you journey, you can converse with village folk, triggering key events that link the non-linear gameplay aspect with some sort of story. Most of the triggers are mission-based, but sometimes it appears that time plays a factor as well. On one mission, we were sent to investigate strange occurrences at a military base, but before we made it to our destination, an alien invasion was in full swing at a city all the way across the map. And of course, our assistance was needed. Doh!

Body Harvest does keep you on your toes with the mission aspect, but not quite as much as with the combat scenarios. At any time during gameplay, an alien invasion can commence. For this, you will have to be prepared. They don't teleport down one by one. They come in parties of between five and ten. When they land on Earthen soil, it's up to you to blast them to pieces. For the most part, you will be equipped with a standard laser blaster, but upgrades and other weapons like machine guns are available. The combat scenes are easy to navigate and come filled with wonderful blood effects.

The NWO seeks revenge.

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player "Sports"
- **Special Features:** 4-Player Battle Royal & All-Out War; Special Seasonal Events; Belts; Over 80 Wrestlers (40 From WCW); Crowd-Supplied Weapons
- **Created by:** Asmik for THQ
- **Available:** September for Nintendo 64
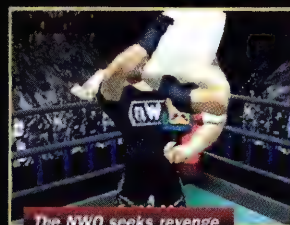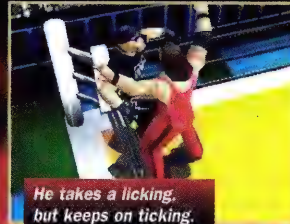
90% Complete

He takes a licking, but keeps on ticking.

Time To Get Yours
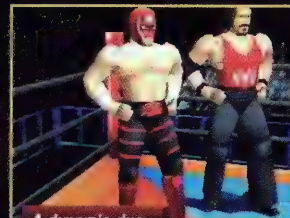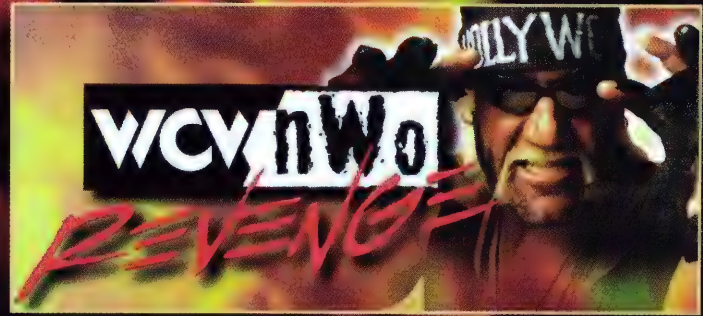
A dynamic duo.
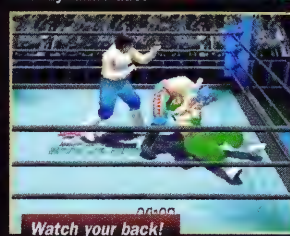
Watch your back!
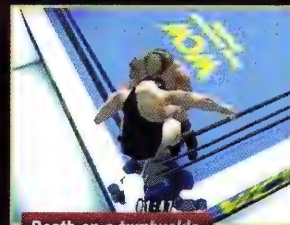
Death on a turnbuckle.
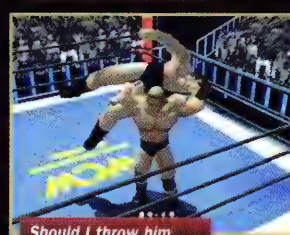
Should I throw him now? or wait till later?

Have you been stabbed in the back? Abandoned in the ring as a swarm of black-clad behemoths pummel you into submission with an arsenal of tables, chairs, and clubs? If this has happened to you, or to your favorite grappler, then it's time to get yours!

Revenge is at the heart of WCW wrestling, and every week, a match is set up which pits former partners as foes. THQ's latest N64 offering, referred to simply as "Revenge," lets you control more than 80 wrestlers in the quest for vengeance. Granted, only 40 or so are from the WCW or NWO, but the hottest Japanese wrestlers are also included for those who follow the sport on more than one continent.

Just like in last year's World Tour, players perform a series of grapples and holds, plus limb and joint attacks. The 4-player death-match also returns, but this time with an option for all-out war. Players choose teams of up to 10 wrestlers, and as one is defeated, another runs out into the ring to take his place. The last man standing wins.

If you find yourself losing a match, but you're popular enough, you can call on the fans for some help. Plead with them, and your supporters just might hand you a weapon. These instruments of death include: briefcases, trashcans, chains, pipes, chairs, tables, and bats. With the Edit Wrestler feature, you can migrate wrestlers between organizations, and the instant replay feature lets you celebrate a sound defeat. Been betrayed lately? This September, you can get your revenge!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 11 Boats; 6 Tracks; Power-Ups; Dual Shock Compatible; Horizontal & Vertical Split-Screen; Hi-Res Graphics; 5 Gameplay Modes; 3 Difficulty Levels; Memory Card Save
- **Replay Value:** Moderately High
- **Created by:** Sony Computer Entertainment Europe for SCEA
- **Available:** Now for PlayStation

Bottom Line: 8.5

TURBOPROP RACING

If you are bored with all the racing games that put you on one motionless track after another, Sony's Turbo Prop Racing could be just the game to wet your whistle. Instead of lifeless concrete, raging rivers and powerful waves mark the path to the finish line.

The first thing you will notice about Turbo Prop is the hi-res graphic display. The backgrounds and boats look sharp, and once the current starts to gain momentum, the water effects become solid too. The water not only looks good, it feels good too. You'll want to turn your boat one way, but the river will push you in another direction, spinning your boat 180 degrees. You might want to blame it on poor control, but then you'll remember, "Hey, I'm on a friggin' river." And that's part of the beauty of this game – mastering the control of your boat amidst the turbulent chaos of whitewater. Once you get the hang of steering, try racing in first-person, but make sure you have a bucket nearby, it gets very bouncy.

To help you beat the rest of the 16-boat field are different power-ups. In addition to turbos, there are red power-ups that cancel out your turbos. If you hit three red power-ups in a row without acquiring a turbo, your boat will shut down for about two seconds. Then, there are blue clock power-ups that freeze the clock for five seconds. Lastly, if you collect five gold power-ups, you get a chance to upgrade your boat.

Turbo Prop also has some nice multiplayer features. The horizontal split-screen has no noticeable slowdown and you can see far enough to line up the next turn. There are also three multiplayer modes: Championship (also for one-player), Multiplayer, and Tournament (which allows three to five players to compete).
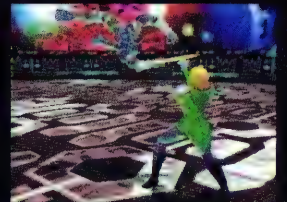
Certainly, water-based racing games are hard to come by these days. N64 owners have Wave Race 64 and PlayStation owners were forced to settle for Powerboat Racing. So, it seems a game like Turbo Prop, with crisp graphics and powerful water physics, could find a nice niche in the densely-packed racing genre.

Fight for control.

Tracks can also be raced at night.

Ride up the falls.

The split-screen really hauls.

Ride the lava in Hawaii.

The narrows can be tricky.

Catch some air.

You Are Entering Bass-O-Matic Waters

ANDY
THE GAME HOMBRE

Concept	8
Graphics	9
Sound	8.25
Playability	8.5
Entertainment	8

8.25
OVERALL

"Turbo Prop rocks! While I will have to admit that it is too easy, the game is still fun to play. You fight the waves the entire race, and computer opponents are constantly banging into you trying to knock you off course. While there are a couple of kinks in the textures, overall the graphics are superb. I especially like the jumps and wipeouts. Fans of Wipeout XL and Jet Moto should check this game out, as it is a definite mix between the two and **the racing is always by the seat of your pants.** Sure, this game should have had more tracks, but I forgive it. The two-player racing is a blast and the graphics are phenomenal."

PAUL
THE GAME PROFESSOR

Concept	8.75
Graphics	8
Sound	8
Playability	8
Entertainment	8.5

8
OVERALL

"I won't mention names, but that other boat racing game was horrible so I had low expectations for Turbo Prop. I am extremely surprised because this is **a challenging, and well done racing game.** While the graphics aren't exceptional (the draw-in on the waves is very noticeable), the physics model is very cool. Fighting the current and wavy bumps makes for frustrating fun. Even though this game comes off a lot like Jet Moto with boats, racing fans will be surprised with the quality of action found in this game. Give it a try because there are a ton of inferior racing games out there."

REINER
THE RAGING GAMER

Concept	9
Graphics	9.25
Sound	9
Playability	8.75
Entertainment	9.25

9
OVERALL

"In my opinion, **this is the most exciting racer since Wipeout XL and Jet Moto 2.** It's not as large or as beautiful as Gran Turismo, but it does one thing that the almighty GT lacks. It delivers the sensation of competition. In Gran Turismo very seldom did I bite my nails or panic that I just blew a race. In Turbo Prop I couldn't stop sweating. You not only have to worry about beating 15 well-trained CPU opponents, but also fighting waves and currents that try to steer you into the walls. The graphics are sharp (especially the water effects) and the gameplay is tight, but I would have liked to see the vehicle configure options similar to those in GT. But really, I can't complain when a game like this delivers so much within the racing itself."
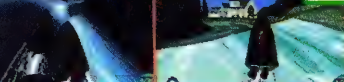
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 5-on-5 Gameplay; Full NFL & NFLPA Licenses; Endzone Dances; Special Moves; Trash Talking; Play As Any Position; Injuries; High-Resolution Presentation
- **Replay Value:** Moderate
- **Created by:** 989 Studios
- **Available:** Now for PlayStation

Bottom Line: 6.5

XTREME FOOTBALL FOR EVERYDAY PLAYERS

In the quest for sports excellence, Sony's sports division is branching out in new directions. During prior articles, we drew comparisons between Xtreme and Midway's Blitz. Now that we've been able to thoroughly playtest Xtreme, we can maintain that although both concepts are very similar, the games are immensely different in terms of gameplay.

Fans of the GameDay series should recognize Xtreme not as a Blitz-clone, but as GameDay's sister-game. The sound, the stadiums, the play select screens, everything is lifted straight out of GameDay. Even the playcontrol is profoundly similar, and GameDay veterans will be able to step right into Xtreme without losing so much as a step.

However, Xtreme differs from GameDay when it comes to player models. The players in Xtreme are huge, with vibrant muscle structure, flying helmets, and tons o' polygons. Each player is made up of over 400 polygons, and the results are nothing short of excellent. The game environment is very sharp and clean, thanks to a high-resolution look, and the players have tons of celebrations and taunts to fit the occasion.

The pounding gets very hard, and often, a lightning flash, accompanied by a thunderclap, lets your opponent know the meaning of the word "hit." The Season mode operates as one would expect, with options to create and sign players, set up a draft, or trade players between teams. The actual plays are much fewer in number than GameDay, with only a few select running plays (a sweep, counter, trap, and gut run). The passing plays cover some good territory, with many options to pass over and under defenses.

It must once again be said, however, that the game plays very much like GameDay. Spinning or juking, or diving for tackles, and holding down L2 while you do a "super jump" is just like Game Day, except that you dive farther and jump higher. Midway's Blitz is struggling to make it on PlayStation, and Sony's Xtreme will probably be the best option for arcade-style football. But, as always, let's lend an ear to the wise football reviewers of GI.

JON
THE GREEDY GAMER

Concept	7
Graphics	9
Sound	6.5
Playability	7.5
Entertainment	6

7.25
OVERALL

"This game doesn't make a lot of sense to me. It's almost exactly like GameDay, but 5-on-5. I keep hearing how 'It's not like GameDay, it's really not,' but Xtreme is just some harder hits and fire under the feet. Big deal. GameDay's entertainment blows away Xtreme, and there's no reason to own both. As a huge fan of Midway's Blitz, I don't even draw a comparison between Blitz and Xtreme, because Blitz is fun, Xtreme is boring. **The concept of 5-on-5 limits you offensively and defensively, and the sound is lame.** I probably won't play this game again. You could rent Xtreme for one weekend and get your entire fill. **The graphics are great, but that's it.**"

PAUL
THE GAME PROFESSOR

Concept	6
Graphics	8.75
Sound	6
Playability	9
Entertainment	5

7
OVERALL

"There is a lot to like about this game. It has the players, sweet animation, deadly hits, and the playcontrol is tight. Yet, there is still the stigma around this game that cannot be shaken – it is GameDay with five guys. **In the wide open arcade style that this game is trying to present, there is not enough of the razzle-dazzle.** Where's the WR screen pass? Or the double reverse? There's not any of that crazy playmaking ability that would have made this game far more enjoyable. The losing the helmet and the torn jersey animation can only go so far, same with the fairly lame trash talking. **Sony should have just added a 5-on-5 option to GameDay.**"

REINER
THE RAGING GAMER

Concept	4
Graphics	8.5
Sound	4.5
Playability	7.25
Entertainment	3.75

5.5
OVERALL

"I'm going to avoid Xtreme and continue to get Blitzed in the arcades until the next batch of football games is released. I don't know what Sony was thinking. The 5-on-5 concept is a great idea, but the gameplay needs much more than the standard football dynamics to be entertaining. If I was the producer on this project, every player would have a machine gun, and random power-ups like flying and 10-inch cleats would be spread across the field. **Xtreme is a fairly decent 2-player game, but last year's GameDay and Madden are still 10 times more exciting.** If you want arcade-like football action, then break out the Genesis and play Mutant League, or wait and see how well Blitz turns out for the PlayStation and Nintendo 64."

The passing interface is identical to GameDay.

Fire signifies that turbo is pressed.

It's lonely in the endzone.

Back! Back I say!

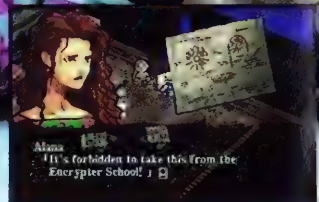Fans will be grateful for this option.

45

PlayStation
Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Strategy/Role-Playing Game
- **Special Features:** Save Anytime; Instant Battle Restart; 2-Player Duel & Card Trading; Weapon & Phantom Creation; Character Designs by Yoshitaka Amano
- **Replay Value:** Moderate
- **Created by:** Atlus
- **Available:** Now for Sony PlayStation

Bottom Line: 8.5

KARTIA
THE WORD OF FATE

PHANTOM OF THE PLAYSTATION

Alana
「It's forbidden to take this from the Encrypter School!」

trategy games are few in number but timely in release, and each is heartily engulfed by the squad of geekdom. This genre is usually the most complex in rules and technique, creating frustration for first-time console users, and ultimately, those with little patience. The strategy genre is ruled by pen and paper players, middle-aged single men, and non-athletic teens. The number of players are few but proud. Games such as X-COM, Final Fantasy Tactics, and Command & Conquer are still played religiously and are considered the pinnacle of real-time and turn-based PlayStation strategy games. Now, it's time to add another to the list – Kartia.

Atlus has kept this game hidden in the shadows away from any kind of attention. Why? We don't know. Kartia is a solid game in every respect. Plus, it will lure in the hardcore Final Fantasy fans by the box art alone. All of the character designs and artwork are done by Yoshitaka Amano, whose most recognized work is in Final Fantasy II and III. The gameplay is also very similar to Final Fantasy Tactics. Kartia doesn't really get into the promotion of character classes or anything like that, but rather, focuses on the ability to create weapons and phantom allies on the fly. If you are losing a battle, then create a phantom to help out. Heck, create two or three if you like. But be warned. The computer is very smart and will counter your tactics by developing its own powerful team.

Another unique feature is the ability to play 2-player games. We all wanted to play Tactics head-to-head, but Square didn't implement this feature. Kartia has it though, and it goes much deeper than just combat. The items that you find or create can also be traded with friends. Swap your weapons for strange power-ups and gear. It's fun, but very dangerous. Don't hand out your best weapons though, or your buddy may just use them to defeat you.

Kartia is just as impressive as a 1-player game as it is two. The story and plot are excellent. At first, the story is like any other RPG, but then it quickly changes into a mystery with intelligent writing and interesting characters. The battles are also very nice in design. The basic parameters of gameplay are identical to those in other strategy games. First, position your character. Then, attack, cast a spell, or create a phantom. Move on to your next character, then when finished with your team, turn the dice over to the CPU. It's neccessary to think, as hasty play will more than likely kill you.

Kartia features two different characters with two completely different quests to play through. Both are quite long and come loaded with some great story material and combat scenarios.

Grouping the enemies, then launching a massive spell attack, is one of the best techniques.

Duran
「What Misty told us was true, 」
Misty
「Thank you...
For giving me a chance. 」
The story will keep you hooked and in suspense

Turn 03
Ground
Target will change by Omake
Move or die.

The overall look is very comparable to Final Fantasy Tactics.

Common Miles
HP
33

24
HP
Shadow Miles

If you win battles in the arena you will be rewarded with items and secrets.

ANDY
THE GAME HOMBRE
Concept	8
Graphics	8.5
Sound	8
Playability	8.5
Entertainment	8.75

8.25 OVERALL

"Fans of Shining Force rejoice! Kartia is here to quench the thirst of strategy/RPGers everywhere. While **I don't like Kartia as much as Final Fantasy Tactics**, it is the next best thing to come down the pipe. The game engine is quick, with easy to follow menus and more than adequate graphics and animation. But one of the best parts of Kartia is the multiple quests...so **to understand the whole story you need to play the game twice – awesome!** The battles are also very entertaining since you can create various phantoms to build up your legions of warriors. This, of course, is the heart of Kartia, and with all the fodder onscreen, the battles last quite a while. Plus, there's a 2-player Vs. mode. Watch for this one!"

JON
THE GREEDY GAMER
Concept	8.25
Graphics	7.5
Sound	8
Playability	9
Entertainment	8.75

8.25 OVERALL

"Kartia does a lot of things differently: you can create weapons and armor mid-battle; you can move, equip, and attack in a single turn; you can save mid-battle; you can alter the landscape with spells; everyone has 100 hit points only; and you can create phantoms to help in your attack. With all this variety, battles are very entertaining. Gone is the MP system, in its place is the unique arrangement of Kartia texts for spellcasting. **RPG fans will love Kartia, but fans of FF Tactics will note that Kartia lacks challenge.** The game is fun, not frustrating. Battles are fairly easy, there are no random encounters or the necessity to level up, and Kartia text is easy to come by. But **the story is great and the characters are cool. Definitely check it out.**"

REINER
THE RAGING GAMER
Concept	9.5
Graphics	8.25
Sound	8
Playability	9.25
Entertainment	9

8.75 OVERALL

"Kartia is a fascinating release that boasts a steady mix of storytelling and gameplay. **Kartia also dives into the innovation pool by introducing the ability to create allies and weapons.** This aspect of the game is very cool, but I would have liked to reuse the characters I created. Having them limited to one combat scenario is weak. The only problem I see with this title is the difficulty. It never really challenges you to use formations or planned tactics. Any strategy usually works. The overall experience in Kartia is magnificent though. You can challenge a friend and trade items in the 2-player duel, play two completely different quests (both are lengthy), and unlock all sorts of secrets in the arena. **RPG and strategy nuts MUST check this game out.**"

- **Size:** Unknown (Possibly 4 or 5 CD-ROMs)
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Improved FMV; New Americanized Look; Real-Time Facial Expressions; Dramatic Storyline; New Summon Spells, Characters, & Weapons; More Science Fiction Themes
- **Created by:** Square Soft for Square Electronic Arts
- **Available:** Spring '99 for PlayStation (November 20, 1998 in Japan)

40% Complete

FINAL FANTASY VIII
ファイナルファンタジーVIII

Laguna Loire

We could easily turn this article into a muscle-bound propaganda machine with rumors on wheels, but if you've been reading us, then you'll know we're better than that. Yes, it is fun to hypothesize about what this RPG could contain, but why stir up false commotion? Instead, we'll give you the straight-up facts and try to keep this article as short as possible so that we can show as much of the game as we can.

Right now, there's not too much substantial information concerning gameplay, and we probably won't have anything too noteworthy on this subject until the demo is released in Japan with Brave Fencer Musashi. But we did see a lengthy video at E3 that showed off the new look and drastically improved gameplay graphics, as well as the FMV cut-scenes. It appears that Square is striving for realism this time around. The character models look more "Americanized" and no longer have the manga-like eyes and facial features. The character models are all very impressive and look very much like those in Parasite Eve. One interesting addition that we noticed was the facial expressions during gameplay. All throughout the game the characters' emotions will play a big role, and you'll actually be able to see what they are feeling by looking at their faces.

Only two characters have been revealed so far. The main character is Squall Leonhart. Squall is just a pup and is probably in his late teens. He has short brown hair, a nasty scar between his eyes, and it appears that his weapon of choice is an impressive gun/sword combo known as the Gunblade. The second character is Laguna Loire. Laguna looks slightly older than Squall. He has long black hair and green eyes.

A few battle scenes were shown (and man, do they look amazing). There is no difference in size between the characters in walking or combat scenarios. The lighting and graphical effects in combat are far more impressive than those in VII. Just wait until you see the special moves and Summon attacks! They'll blow your socks off! Whether Materia will return is unknown, and how the combat chemistry will work is an even bigger mystery. Square didn't show off everything in VII until the product released. The same approach will probably be used with VIII.

The one crucial element that Square really hyped was the plot. Final Fantasy VIII is going to sweep you off your feet by placing you deep within a dynamic love story with major plot twists and bends. Square promises to keep you hooked from the opening scene. At first we were a little wary of this, but we have faith in Square's ability to keep it genuine and not campy. Final Fantasy has always had the perfect marriage of gameplay and story. We predict the same from VIII.

GUNBLADE

Squall Leonhart
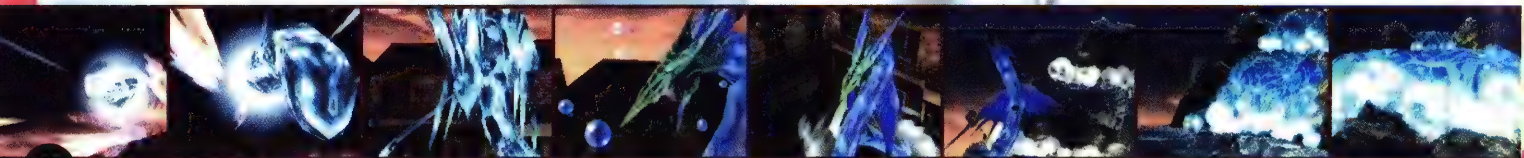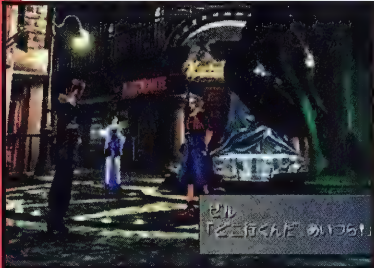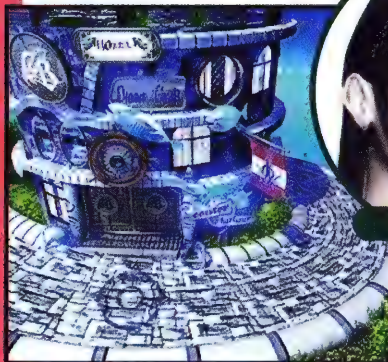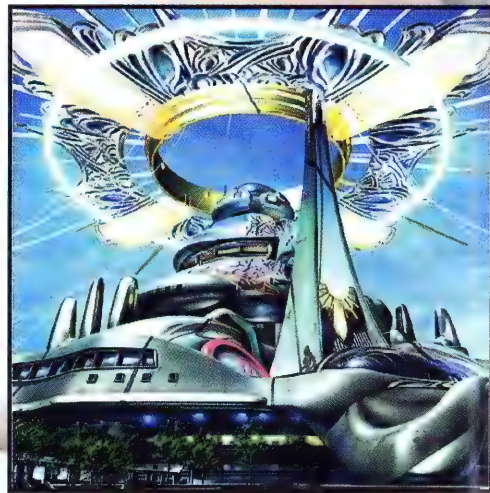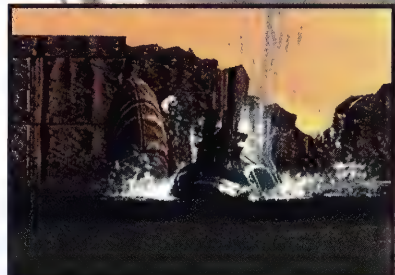
SILHOUETTE MIRAGE

A Japanese Dr. Jekyll & Ms. Hyde

That's right, the intense 2D action game, Silhouette Mirage, is coming to the PlayStation. If you don't already know, Silhouette Mirage and some other games – Lunar: The Silver Star Story and Thunderforce V – were originally developed for the Saturn, but because of Working Designs' fallout with Sega, and the Saturn's death, the company is now publishing these awesome titles for everyone's favorite 2D-impaired machine.

Which is good news since Silhouette Mirage is stellar. It was developed by Treasure, creator of such action classics as Gunstar Heroes, Dynamite Heddy, and Guardian Heroes. In Silhouette Mirage, you play as a cute little sorceress with two personalities: Silhouette and Mirage. She obtained her alter ego by a strange occurrence that split all living creatures into two beings. However, Silhouette Mirage remained together, thus she can take advantage of both egos simultaneously. Because nearly everyone else split into separate people, you must discover the reason for this unfortunate happening, and fix it.

Since each ego can only destroy its own type, you have to constantly toggle between the two; this, in addition to the hordes of enemies you'll perpetually encounter, make for a tough game. In particular, the evil bosses, that also have alter egos, will not only impress you, but will make you wonder how to defeat them – they're pretty tough.

To waste all of the baddies, Treasure has provided each ego with a unique weapon that you can power up, special attacks for intense action, and other moves such as dashing, throwing, punching, and blocking. Don't worry though, this is not a one-hit wonder, you get a lifebar!

As you watch all the hectic action, you'll notice that Treasure has included great graphics and FMV scenes. Silhouette Mirage has tons of parallax scrolling, and is one of the fastest, most colorful 2D titles on any system. Also, the FMV scenes are drawn in anime style, which helps convey the story more convincingly.

Although Working Designs still has a month to complete this game, there were a few noticeable differences between the Saturn and PS-X versions: the PS-X version loads a bit longer, and is missing a few frames of animation. But, despite these minor flaws, everything else appears intact.

If you see this one on the shelves, don't let Silhouette Mirage's cute appearance fool you. This title is definitely hardcore. ■
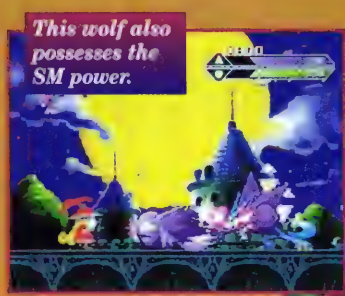
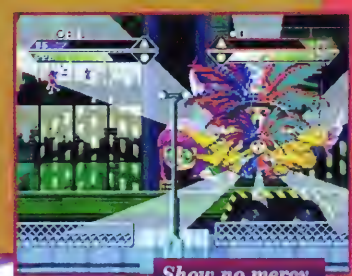*This gun even scares Dirty Harry!*

Watch out for those guns!

Don't be fooled. He's not a friendly fish.

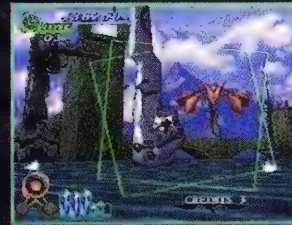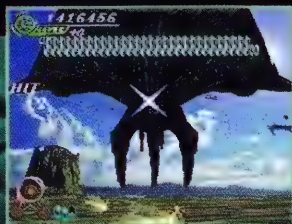*Remember, it's not a cartoon.*

This wolf also possesses the SM power.

Show no mercy.

Go kick some buttocks!

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 6 Acts; GunCon Compatible; Animated Cut Scenes; No Weapon Reloading; Continue Game; Classical Music Score
- **Replay Value:** Moderately Low
- **Created by:** Alfa System/SCEI for Working Designs
- **Available:** Now for PlayStation

Bottom Line: 8.25

	ANDY	REINER	JON
Concept:	8	7.75	8.25
Graphics:	8.5	8.25	8.5
Sound:	9	8.75	9
Playability:	8.5	8.5	8
Entertainment:	8.25	7	8
Overall:	8.5	8	8.25

ELEMENTAL GEARBOLT

Andy, The Game Hombre

"Elemental Gearbolt is just a great gun game (even though it's short). The anime cut-scenes are awesome, the game engine is super smooth with lots to shoot, and the music is fantastic."

Reiner, The Raging Gamer

"Elemental is short (six levels), but is loaded with tons of secrets, great anime cinemas, and a thumping soundtrack. It is also one of the few games that actually delivers some sort of distance shooting."

Jon, The Greedy Gamer

"Yeah! Elemental hits you in all the right spots. It's got a cool story (the first time through), the music is awesome, and the graphics are really cool. It's not very long, but check it out."

The Art of Shooting

Fortunately, reviews in our At-a-Glance section don't have a name attributed to them. Otherwise, the person who scored Judge Dredd an 8.25 would be even more embarrassed than he already is. Dredd is not a bad shooter, but Elemental Gearbolt is lightyears ahead in level design and artistic inspiration.

The story and the game begin with an animated sequence, manga style. After the mood is set, it's time to blast some stuff to high heaven. Enemies come at you from all sides, plus you will want to be on the lookout for hidden power-ups and secret paths. The backdrops depict settings from vast desert plains to huge open lakes surrounded by mammoth mountains and modern castles. After each "act" is cleared, you are given another animated cut-scene to enjoy. But visual stimulation is not all. Elemental Gearbolt also has a wonderful classical/new age music score that sets an eerie mood throughout the game.

Plus, Gearbolt incorporates a unique Trade Off scoring system. After each act, a screen pops up displaying all the points earned for that act. With the Trade Off system, you get to decide how these points are spent. If you are playing a two-player game, you will probably want to put all, or most of those points towards your score. Or if you want more powerful weapons, you can use those point values to advance your level and life gauge.

The only thing wrong with Elemental Gearbolt is that it's very short – the six acts go by rather quickly. For more insight into this shooter, check out the reviewers' scores and comments.

The movies in MediEvil are beautiful.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Gothic Setting With Skeleton Hero; Full 3D Gameplay; CG Movies; Dark Humor; Dual Shock Compatible
- **Created by:** Sony Computer Entertainment Europe for SCEA
- **Available:** Halloween 1998 for PlayStation

75% Complete

Surrounded! Aarghh!

SKELETON SLAY THY NEIGHBOR

MEDiEViL

It's the Great Pumpkin Daniel Fortesque.

Eerie scenes predominate.

Climb, ye skeleton.
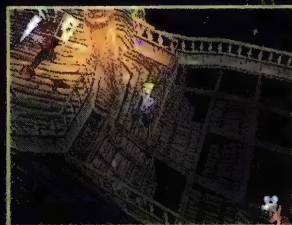
The Medieval era may have been a time when knowledge, science, and the pursuit of truth became buried under an oppressive feudal system dominated by a corrupt Catholic church. But Sony's newest 3D thriller, MediEvil, really doesn't have much to do with the actual middle ages. Instead of Spanish Inquisitors, Papal Pardons, and the plague, this game is a dark adventure, starring a skeleton, full of gothic humor, fiendish puzzles, and tentacle pumpkins.

Yes, we said tentacle pumpkins, and a lot of other wacky enemies too, even living scarecrows. The hero, Sir Daniel Fortesque, has reassembled his dusty bones and risen from the grave. Why? To avenge the evil sorcerer Zarok, who's obsessed with transforming the world into a state of eternal darkness. Hey, if Montgomery Burns can try to block out the sun, anyone can!

MediEvil has been in development for quite some time. The original design has gone through many revisions, but now it's ready to come Stateside. Sony has really emphasized MediEvil's unique CG movies. Referred to as "big screen quality," these movies are the latest addition to the game, and set a tone of dark, but sophisticated humor.

Sir Daniel wields weapons no self-respecting skeleton would be left without, including broadswords, daggers, crossbows, lightning rods, a chicken drumstick, and even his disembodied left arm. MediEvil has improved greatly in the past months, and it's coming to a graveyard near you this Halloween.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 10 Motion-Captured Dancers (Plus 4 Hidden); Dance Styles Include Hip-Hop, Breakdancing, Jazz, Capoeira, & Others; Special Attacks & Evasive Maneuvers; Secret Moves
- **Created by:** Avex Trax/Enix for 989 Studios
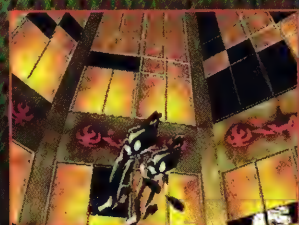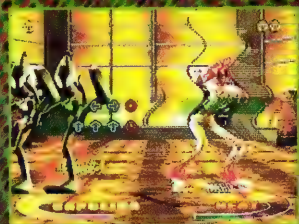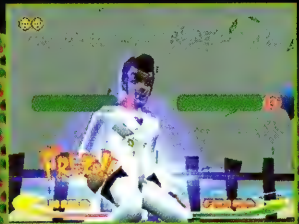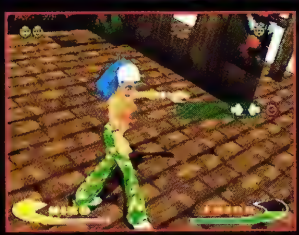- **Available:** Fall for PlayStation

90% Complete

Do The Pork Chop! Do The Pork Chop!

Move over PaRappa, there's a new flava' in town. Bust A Groove takes the concept behind PaRappa and puts a whole new spin on things. Where PaRappa was all about rappin', Bust A Groove is all about dancin'. And there's a lot of dancin'. Play as one of 14 characters, each with a certain style. Representin' the dance culture, multiple musical and dancing styles are included. From disco to breakdancing, even capoeira, you'll never get tired of the different types of dancing you can get into. There's even a robot that...uh, does the robot.

All of the characters in Bust A Groove were created using motion-capture technology, so the animation of the characters is as fluid as currently possible. There's Heat, a House raver who dances with multiple styles; Frida, a shuffle dancer; Strike, a gangsta hip-hop dancer; Gas-O, a breakdancer, and others.

But what's really tight about this game is the way the dancers compete. By inputting a certain series of moves, the dancers get into action. You win by doing the moves successively, building the momentum of your dance, until you freeze. You can slow the momentum of the other dancer by attacking them directly. Beware, however, as the other dancer can attack as well. Learning to dodge is the key to busting the dope kicks.

So, to wrap up, Bust A Groove will appeal to fans of PaRappa as well as other people interested in dancing and music that have not yet stepped into the realm of gaming. This was really noticeable at E3: while there were only two terminals with the game running, they were constantly surrounded by people (most notably females) wanting a crack at the game. Check it out when it hits Stateside.

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player "Sports"
- **Special Features:** More Than 30 Wrestlers (16 From WCW); Create-A-Wrestler; Belts; Entrances & Theme Music; Based on Toukon Retsuden 3
- **Created by:** Tomy for THQ
- **Available:** Fall for PlayStation

70% Complete

The Next Best Thing To Being There
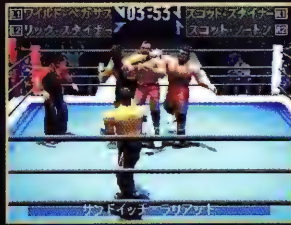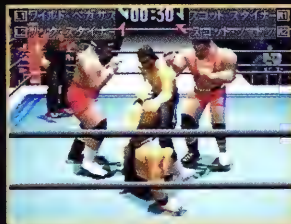
Anyone who says that wrestling isn't a "professional" sport, need only look at the May 18 edition of WCW Nitro. The NHL's Eastern Conference Final game #6 was pushed back a day, to accommodate Nitro's claim to the MCI Center. Just another example of wrestling's current domination within prime-time sports programming.

For true fans, there's only one thing better than watching wrestling on TV, and that's actually attending a match. Crowd hysteria, controversy, treachery, and deceit – these are what make a wrestling match the greatest sports spectacle on earth. THQ has once again embarked on a quest to reproduce the WCW in its entirety. From theme-songed entrances, to weapons and ring-outs, WCW/NWO Live packs pretty much everything a wresting fan could want.

Forget about the disappointing WCW Nitro, because Live returns to the system of grapples and holds. Much like WCW Vs. The World for PlayStation, an opponent must be worked into submission. Each of the 16 WCW wrestlers performs authentic holds and special attacks, and enters the ring accompanied by theme music, taunts, and celebrations.

WCW/NWO Live also sports the most advanced Create-A-Wrestler mode around. Players can choose individual moves, rants, body types, agility, height, weight, even tattoos. Plus, there is a 4-player Battle Royal, so you can pound on all of your friends. The WCW is back baby! Yeah!

"By the power of Greyskull!"
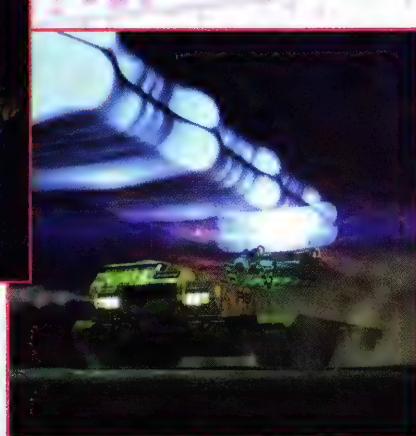
C&C's awesome disruptor tank.

E3 Overload

My first Expo was an unbelievable experience: play games all day, party all night, and rarely sleep. There were about 4 million PC titles at E3, so I couldn't see everything, but I got help from some of the other GI faithful, including Erik the PC Jedi, who was reunited with his old GI buddies for a week of E3 madness. Below are some games that I will definitely be checking out when their time comes. Look for more next month.

Thief: The Dark Project – Looking Glass Studios – Oct. '98

Thief is first-person, but far from a shooter. Stealth plays a huge part in this game and it may turn out that, on the hardest difficulty, you can't kill anyone if you want to complete a level. As a thief, you must tiptoe around guards and eavesdrop on conversations. Plus, if you kill or knock out a guard, you must throw him over your shoulder and place him in a dark corner so the body won't be discovered.

Homeworld – Sierra – Winter '98

Homeworld was one of the more original and innovative PC games at the show. From newcomer Relic Entertainment, it's a real-time strategy adventure in deep 3D space. You begin lightyears from your original home, equipped with a mothership that is capable of building a fleet for your journey home. The ship designs are awesome and the camera fully rotates and zooms for in-your-face close-ups or distant galactic overviews. Homeworld also features resource and research management, self-adjusting flight formations, 100 kinds of ships, and three races of hostile pirates.
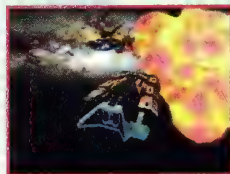
Swords & Sorcery – Virgin – Oct. '98

Origin had Ultima Ascension on display, but I was more enthralled with S&S. The game's creator, David Bradley (the Wizardry series), told me S&S is everything he wanted to accomplish in an RPG. In 3D, S&S has tons of character classes, 70 monster types, 9 levels of wizard and priest spells, and anywhere from 40 to 60 skills to learn. Your group can hold up to six characters that can be split up to perform different tasks.


Daikatana – ION Storm – Oct. '98

Primarily thought of as a first-person shooter, Daikatana can be played in the third-person too. The game is divided into four time periods, and each has its own exclusive weapons and enemies. Your character can also build up attack speed, power, and level rating. You will have two other characters of different abilities helping you out, but they pretty much control themselves. Lastly, ammo power-ups are body parts.


Heretic II – Activision – Fall/Winter '98

Following Duke's lead in Time To Kill, Heretic is now a third-person adventure. Fortunately, Heretic II was situated right across from the GI booth so we all got to see plenty of it. Corvus returns in a quest to save his people from a mind-altering plague and the game has great new outdoor environments, along with some mind-blowing effects every time our hero casts one of his powerful spells.
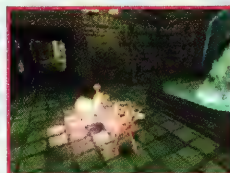
Requiem: Wrath of the Fallen – 3DO – Sept. '98

Requiem is a first-person shooter with an interesting twist. The story is loosely based on Milton's Paradise Lost and includes weapons of Biblical proportions. For instance, you can turn enemies into pillars of salt and boil their blood. You can also possess the body of an enemy (even in multiplayer) for a limited time. Unlike many games in this genre, you must talk to other characters in the game to figure out some of the puzzles. Also, sometimes if you kill the wrong person, God delivers his wrath, and snuffs out your pathetic life.
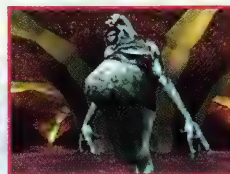
Command & Conquer: Tiberian Sun – Westwood – Oct. '98

I got to see this game a few months ago at Westwood and I was simply blown away. The new mecha units, night missions, and instruments of destruction (like the meteor shower and ion storm) have me all aflutter with anticipation. Although C&C 2 is sticking with the two-sided approach, there will still be many hours of gameplay. The original was great and you can bet Westwood is making this one to be twice as good.

Half-Life – Sierra – Summer/Fall '98

The graphics look great, blah, blah, blah. In addition, Half-Life tries to be more realistic by leaving out random floating power-ups. Anything you find will be in a logical place; first aid kits can be found mounted on walls and ammo and weapons lay near fallen enemies. The game is also enhanced with intelligent enemies (something every game claims to have) that attempt to flank you once they discover your presence. The attention to detail reveals the tubes and circuitry inside a television when it is shot up.

SimCity 3000 – EA – Oct./Nov. '98

In addition to killer graphics, you will be able to design your own buildings and exchange them on the internet. Also, if you want to erect famous landmarks in your urban creation, like the Empire State Building, go crazy. In SimCity 3000 you have to overcome disaster scenarios, enter power struggles with neighboring cities, and consider presentations from citizen petitioners. Plus, if you want to take a break from your mayoral duties, you can try running the police and fire departments.
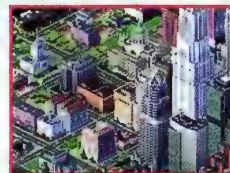
Radikal Bikers – Pizza Delivery, Spanish Style

From Gaelco and Atari comes a new kind of racer for the arcades. Radikal Bikers pits you as a pizza delivery person trying to reach the finish line before your rival pizza shack. Choose from four different characters (two men and two women) to race on three circuits consisting of four races each. Players must use shortcuts and power-ups to get the jump on their opponent. Many of the power-ups are in hard-to-reach places, so players must use their skills to launch off of cars and other obstacles to reach the good ones. Check out this new twist on the racing genre, in your arcades right now.

Soul Calibur – The Sequel to Soul Blade

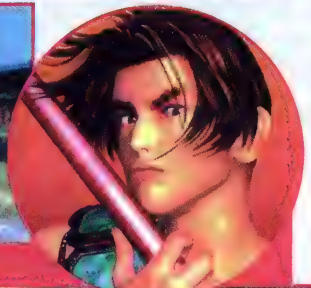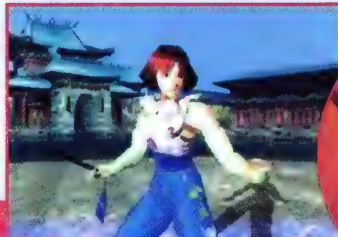If you are one of the many fans of the great Namco fighter Soul Blade, then get ready for a treat. Although we did show a few pictures previously of this new fighter, the name of the game was unknown. But now it has a name. Called Soul Calibur, this game moves oh so smoothly and the control is excellent. Namco had a few cabinets running at E3 and, to say the least, it was incredible. We had a hard time pulling ourselves away from the machine. Combos are much more open-ended now, and the side-step is easy to do, so the game is much more three-dimensional in terms of movement. Namco has really pushed its System 12 board, with huge lighting effects, fluid animation, and tons of characters. New characters to the series include Kilik, Nightmare, Maxi, Xiang Hua, and Astraroth. The returning characters so far include Mitsurugi, Sophitia, Taki, and Voldo. This game should be in the arcades now, so go out there and do some fighting!

Panic Park

Another new arcade game from Namco is titled Panic Park. One or two players join together to ride on a rail and jump over obstacles, push enemies into objects such as cacti, and collect numerous items. The game consists of 25 stages; however, only five stages are played in one sitting. This allows the game to be somewhat unique each time you play. This, Namco hopes, will add replay value and thrills to the game. Panic Park should be available now in a 50" deluxe cabinet. Check your local, big arcade for this fun ride.
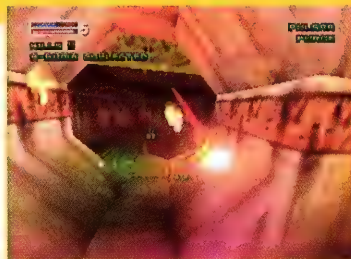
Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 4-Player Deathmatch on 8 Levels; 15 Single-Player Missions; Missile Cam; Traps & Puzzles; 3D Map
- **Replay Value:** Moderate
- **Created by:** Iguana U.K. for Acclaim Entertainment
- **Available:** Now for Nintendo 64

Bottom Line:

8

Forsaken 64

Forget about story. Forsaken knows exactly what it is – a first-person shooter – and it succeeds beautifully. This game hits the ground running and never slows down. It's tons of action, along with the smoothest playcontrol around. Yes, Forsaken's an almost exact replica of Descent, but we like Descent, and we like Forsaken too. The controller config is set up nicely, and every button and pad on the controller is employed. If you absolutely have to have story and items, like in GoldenEye or Turok, you might not like Forsaken. But for straight-up action, it's just the ticket.
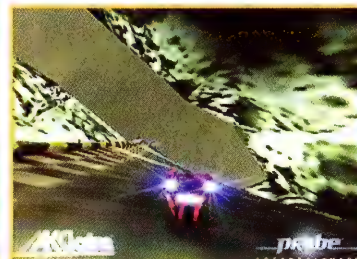
Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** All New Characters; 16 New Vehicles; Improved Graphics; Powerslides; 36 Tracks; Battle Mode; More Weapons; Sonic Boom Effects
- **Created by:** Probe for Acclaim Entertainment
- **Available:** November for Nintendo 64

50% Complete

Extreme-G 2

Extreme-G 2 incorporates some new additions that make it a worthy sequel. Probe has included new bikes, weapons, tracks, and a Battle mode that lends the gameplay greater depth, and a fresh feel. Also, adding powerslides elicits a more realistic racing interface, and helps prevent your bike from bouncing around the track and getting lost (as often occurred in Extreme-G). Extreme-G 2 has also undergone some cosmetic enhancements to improve gameplay. Probe is eliminatng many of the hazy backgrounds (which just hid pop-up) to increase visibility; and, if you breach the sound barrier (750 mph), you'll hear a sonic boom! Cool!

Preview

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Reproduction of the Famous Hawaiian Course; Create Custom Golfers; 6 Game Modes Including Tournament, Stroke, & Skins Play; Rumble Pak Compatible; Battery Backup
- **Created by:** T&E Soft for Nintendo
- **Available:** Now for Nintendo 64

99% Complete

Waialae Country Club

A prerequisite to any good system is a golf game. So why does it take Nintendo two years to release such a title in the United States? Who knows, but Waialae Country Club should be releasing as we speak. Perennial developer T&E Soft, makers of golf games on the Saturn and even the Virtual Boy, has re-created a 64-bit version of the popular SNES game. Like many of T&E's past developments, expect photo-realistic golfers and an authentic reproduction of the Waialae course that, ironically, is the site of the Sony Classic – an early stop on the 1999 PGA Tour. We know many N64 owners have been craving a golf game and while T&E might have been more successful with its Augusta license, we can't wait to get on the N64 links.
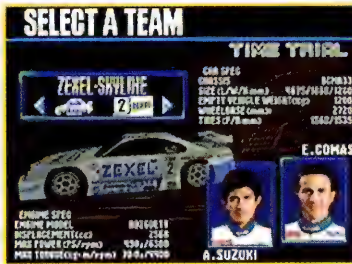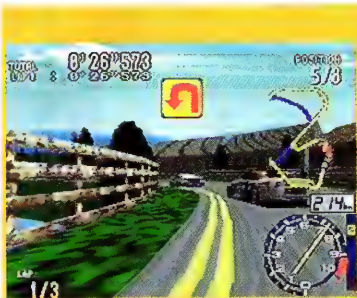
GT 64: Championship Edition

Ocean has been keeping the review cart of GT 64 out of our reach, and because of this, we couldn't bring you an honest review of the product. But we can give hints, and that's just what we'll do here. GT 64's graphic presentation is very similar to San Francisco Rush; however, the racing is much tamer. There are no jumps or crashes, so the thrills in this title are produced through straight-up racing and not much more. There is a total of three tracks, each with two variations and a slew of different cars (14). This won't be the next big racer for the Nintendo 64, but it may find a small following with fans of NASCAR and circuit racing. GT 64 has the potential to score a high seven, but will probably end up closer to a low seven.

Nintendo 64
Preview

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 14 Cars; 3 Tracks With 2 Variations Each; Car Configuring; Weather Effects; 3 Gameplay Modes (Championship, Time Trial, Battle); Rumble & Controller Pak Compatible; Pitting
- **Created by:** Imagineer for Ocean
- **Available:** Now for Nintendo 64

### 99% Complete

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Castlevania 64

It's just a matter of time before Konami continues its long-running series on the Nintendo 64, and that time is drawing near. At E3, Castlevania 64 was shown in a playable form, and the developers at Konami are shooting for a December release. Although there will be four playable characters to choose from when the game is complete, we concentrated on the new Belmont named "Schneider." To any fan of Castlevania, the Belmont name is as synonymous with the game as the classic whip. Through a fairly ingenious targeting system, Schneider can aim his whip in virtually any direction to wipe out the undead infesting Dracula's castle. After a very impressive 2D showing on the PlayStation, gamers have high hopes for the new 3D Nintendo incarnation.

Nintendo 64
Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 4 Playable Characters; Difficulty Changes Depending On Night & Day; 3rd-Person Perspective; Classic Gaming Versus Dracula; Whips, Knives, & Axes
- **Created by:** Konami Computer Entertainment Kobe for Konami of America
- **Available:** December for Nintendo 64

50% Complete
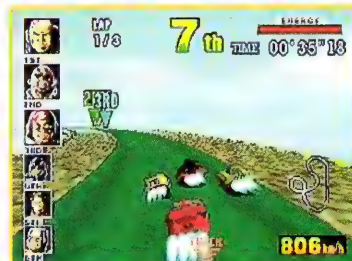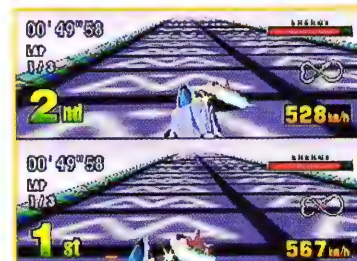
F-Zero X

Nintendo is finally releasing a sequel to its ground-breaking F-Zero, dubbed F-Zero X. The graphics look nice, the tracks are original, the control is flawless, and watching 30 cars onscreen is exciting; however, the game isn't nearly as exhilarating as the original. First, the game plays exactly like its predecessor. While this isn't necessarily bad, the game just feels old, and quickly becomes slightly boring. Second, although Nintendo boasts about the hovercrafts reaching speeds of 1,000 KM/H, and the speedometer indeed indicates this, the space-like backgrounds don't provide any point of reference. Therefore, you never really feel as if you're traveling very fast. Maybe GI is being too picky, but shouldn't we expect more from Miyamoto, the world's first video game Hall of Famer?

Nintendo 64
Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Rumble Pak Compatible; High Framerate (60 FPS); 30 Different Hovercrafts; 30 Tracks; Game Design by Shigeru Miyamoto
- **Created by:** Nintendo
- **Available:** October 26 for Nintendo 64

80% Complete

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters (Korben & Leeloo); 4 Worlds Containing 12 Levels; Nightmare Creatures' 3D Engine; Platforming Elements
- **Created by:** Kalisto for Activision
- **Available:** September for PlayStation

75% Complete

The Fifth Element

From the makers of Nightmare Creatures, The Fifth Element uses the same, yet "enhanced," 3D engine. As admirers of Nightmare Creatures, we were curious to see how this movie adaptation would play. If you play this game for a while, it can grow on you, but it won't dazzle you right away. The control is cumbersome and the beginning character, Korben, is dull compared to the acrobatic and powerful Leeloo. The two characters have unique abilities, but enemies adapt depending upon who they face. For Korben they'll have guns and for Leeloo the same enemies suddenly become blackbelts. Hmmm. But the level designs are nice and there is plenty of action, including platforming elements like jumping, climbing, and swinging.
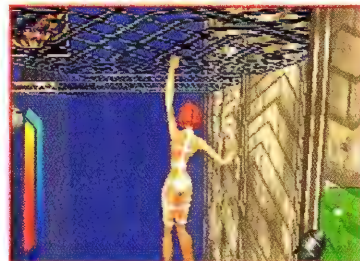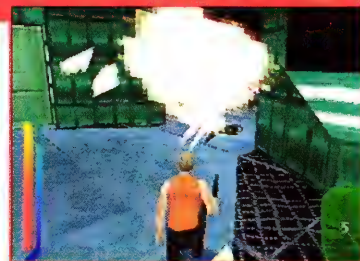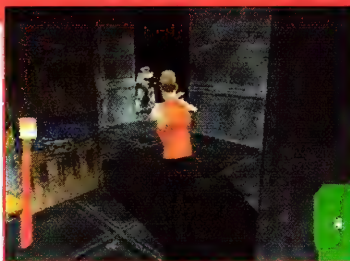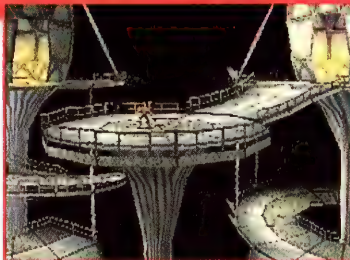
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Set Traps; Deploy Troops; Lots of Shooting & Destruction; Based on the Movie; Over 15 Levels of Gameplay (Plus 5 More in 1-Player Mode)
- **Created by:** DreamWorks Interactive for Electronic Arts
- **Available:** Fall 1998 for PlayStation

30% Complete

Small Soldiers

Big things come in small packages, and that's what Small Soldiers is all about. Based on the summer movie of the same name, Small Soldiers puts you in the middle of a war that's going on right under your nose. Play as the Gorgonites, the ugly hero toys, who are doing battle with the ferocious Commando Elite in 15 separate missions. During the battles you can deploy troops, attack, and set traps. There is a split-screen mode for two players, which allows for head-to-head battling. Ten weapons are included to destroy your opponent, ranging from homing missiles to short-range guns.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Multiple Endings; Many Dangers To Overcome Such as Depletion of Oxygen, Hungry Sea Creatures, & Other Adversaries; Historical Plot Based on Missing WWII Craft
- **Created by:** Konami Computer Entertainment Tokyo for Konami of America
- **Available:** Fall 1998 for PlayStation

50% Complete

G Shock

Have you ever wanted to be the next Jacques Cousteau? Well Konami is offering you the closest thing to the real deal in G Shock, a new underwater action/adventure. Players take on the role of Jean Cave, a 31-year-old oceanographer. The goal of the game is to figure out the mysteries of the sunken WWII vessel, the Matilda, which has been the focus of numerous failed explorations. Along the way, you will encounter characters to interact with, as well as many baddies, human and otherwise, wanting to impede your excavation. With multiple endings and countless artifacts and treasures to uncover, this game should offer some promise when it comes to North America later this year.
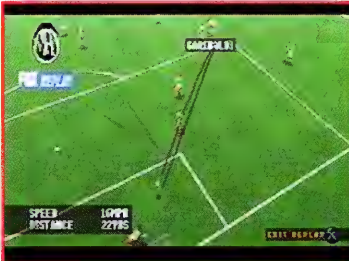
Fox Sports Soccer '99

When we picked up this game, we didn't expect much. After a few games, however, our expectations were surpassed. This is one of the better soccer games out there. It's easy, the animation is great, and the speed is faster than other soccer games. The gameplay does have minor flaws though. The biggest problem is the corner kicks. On a shot, the goalie either stops the ball, or the shot misses completely. In about 20 games, there were only three or four corners. But apart from this, the rest of the game rocks, especially the spanish commentary. So for all spanish-speaking soccer fans out there, this is the game to get. You'll feel like you're watching the weekly matches on Galavision.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (4-Player Via Multitap)
- **Special Features:** Multiple Camera Angles; 128 Teams; Play-By-Play in English & Spanish; Fluid Animation; Full Stat Tracking
- **Replay Value:** Moderately High
- **Created by:** Gremlin for Fox Interactive
- **Available:** Now for PlayStation

Bottom Line:
7.25
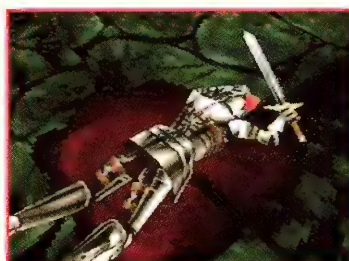
Tecmo's Deception II

Tecmo's Deception II, referred to last month as Castle Deception, is the sequel to the original Tecmo's Deception. Those familiar with the first game know it takes a different approach. Sure, you encounter bloodthirsty enemies, but you won't kill them with swords, guns, or tanks. In Deception II, you must set traps and spring them upon unwitting enemies (sometimes very unwitting). Up to three traps can be used at once and at any time. Some traps work better when used in conjunction with another. For instance, placing a beartrap in front of an attack wall makes it much easier (and entertaining) to get the wall to connect with your enemy and launch him or her across the room.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Trap Setting; Turn Captives Into Loyal Assassins; Command Your Enemies; 3D Environments; Dual Shock Compatible; Non-Linear Story
- **Created by:** Tecmo
- **Available:** September for PlayStation

75% Complete

Croc 2

We all knew that Croc would return this holiday season (since it said so in the back of the first game's manual), but we never expected a surprise quite like this one. All of the Gobbos in Croc 2 feature a different design, and don't freak out or anything, but they are adorned in level-specific garb. Now, what could top this? Croc 2's gameplay has also been enhanced, and there will not be as many tiny level segments that have to load and load. Croc's animation looks the same (which is okay), but the enemies and platforming have much greater detail and depth. Does Croc 2 have enough to dance with Crash "I Kicked Your Rear Last Year" Bandicoot?

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Larger Levels; Level-Specific Gobbo Designs; Same Great Croc Animation & Moves; Trickier Puzzles; Swimming & Racing Stages
- **Created by:** Argonaut Software, Ltd. for Fox Interactive
- **Available:** December for Sony PlayStation

40% Complete

One Liners

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Killer Soundtrack Plays During Races; Steal Weapons From Enemies; 4 Classes of Bikes; Purchase Better Bikes; Various Attacks
- **Replay Value:** Moderate
- **Created by:** Electronic Arts
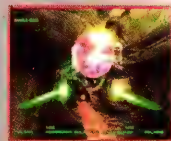- **Available:** Now for PlayStation

Bottom Line:
7.75

Road Rash 3D

Road Rash 3D ain't a bad game, but considering how stoked we were for a real 32-bit version, the game comes out as a disappointment. It's fun, but that's about it. Below the surface of nice graphics and cool music is a game with very little imagination. As the courses get longer and longer, nothing really seems to change, and you're racing through the same set of buildings and pastures again and again. The combat really isn't the focus, good racing is much more important. Plus, EA didn't deliver on the promise of storyline. The cut-scenes and bike gangs seem merely thrown in, and don't serve any real purpose.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 16 Characters Plus Secret Characters; Super Special Moves; Beautiful Character & Stage Designs; Everybody's Dead!
- **Created by:** Capcom
- **Available:** September for PlayStation

60% Complete

Darkstalkers 3

If you bought the original Darkstalkers for the PlayStation, and missed the second one because you didn't own a Saturn, then tough luck with the third, you should purchase a Saturn and the Darkstalkers 3 import. Seriously though, if you played Darkstalkers 3 on the Saturn, or in the arcades, the PS-X version is currently missing frames of animation, and the slow gameplay is annoying. Besides these setbacks, Capcom has faithfully reproduced the fighting interface and the control; all of the special moves, supers, and chain combos are easily executed. Also, with 16 well-designed monsters to choose from, including four new ones, Darkstalkers 3 offers deep gameplay that will occupy you until Marvel Vs. Street Fighter.

Saturn Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Voice Navigation System; Camera Panning; 5 Playable Characters (3 Hidden); Analog Compatible; A-Life System
- **Replay Value:** Moderately High
- **Created by:** Sonic Team for Sega Enterprises
- **Available:** Now for Saturn

Bottom Line:
7.25

Burning Rangers

Yuji Naka came oh so close to having to find a new job after he failed to deliver a Saturn Sonic, but we believe Burning Rangers saved his neck (or at least granted him one more chance). This isn't the best game around, but it will entertain most Saturn owners. Extinguishing fires should be more of a hassle than a joy, but somehow or another this game makes it quick, painless, and a blast. The controls are fluid, the environments are detailed nicely (with nice lighting on the side), but the Voice Navigation System almost destroyed this game. The annoying voices are always there and take away the sensation of exploring and figuring things out on your own. This is an okay release, but nothing spectacular.

Forsaken – PlayStation
Bottom Line: 8

First-person shooters are a lacking breed on the PS-X, but this Descent clone does a pretty good job of filling the gap. The graphics are sharp and smooth, and depending on which of the 15 bikes you choose, you can move fairly fast.

Mortal Kombat 4 – PlayStation
Bottom Line: 7.75

The PlayStation MK4 looks graphically inferior to the N64 version, but it sports superior control, better zooming effects, and great voice-overs. Too bad there's more competition on PS-X.
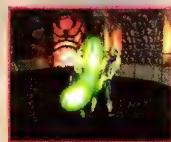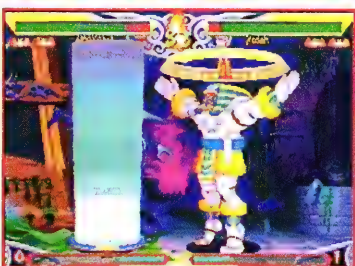
Bust-A-Move 2 – Arcade Edition – Nintendo 64
Bottom Line: 8

It's the same as the PS-X and SNES version, but it's also one of the best puzzle games for the N64. Get this one, puzzle fans.

Legend of the River King – Game Boy
Bottom Line: 7

Although the story is a bit cheesy, and the game begins slowly, the fighting and fishing interfaces are original. Just give this first-ever fishing/RPG a chance, you'll have a blast.
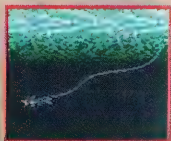
Bottom of the 9th '99 – PlayStation
Bottom Line: 8

Although BOT 9th is loaded with many of the same options as MLB '99, and more, the graphics and the gameplay can't compete with MLB. Nevertheless, BOT 9th '99 is still a good baseball game.

International Superstar Soccer Pro '98 – PlayStation
Bottom Line: 8.5

ISS Soccer for the PS-X is nearly as good as the N64 version. Both games feature all of the same options and great gameplay. However, the graphics and animation look inferior on the PS-X, and the N64 ISS Soccer includes more humor.

Fox Sports Golf '99 – PlayStation
Bottom Line: 4.5

Slice this game into the creek and stick with Hot Shots.

This PTP will not give you all of the answers, but it does provide vital information for solving some of the tougher puzzles.

Basic Training

➤ **Use Your Weapon** – Use your weapon to stun enemies, then jump on them and toss. This makes it much easier to defeat the common enemies.

➤ **Use The 100 Year Old Man** – After you acquire the 100 Year Old Bell in the chest at the beginning of the game, use it anytime you need to return to the Old Man's Hut. He will refill your health and it can be used infinitely.

➤ **Touch Everything** – This is the only way you will discover some of your tasks, and it's the only way to get 100%.

➤ **Attack Everything** – By defeating enemies you get more AP, which opens more AP Boxes. Constantly build your AP.

➤ **Save Fequently** – If you don't, you'll run into spots where you will be stuck and then die, only to have to redo all of the work you have already accomplished.

➤ **Take Notes** – Many instructions are never repeated. Although you do get the tasks listed in your menu, sometimes they are too vague to be of any help.

➤ **Use The Shrooms** – In certain parts of the game, mushrooms affect Tomba in different ways. Experiment when talking to people.

➤ **Avoid The Masakari Traps** – Although easy enough to do, if you get caught, you are in for a real headache.

The Toughies

➤ **Peach Flower Gas** – In the first area, one of the harder tasks to
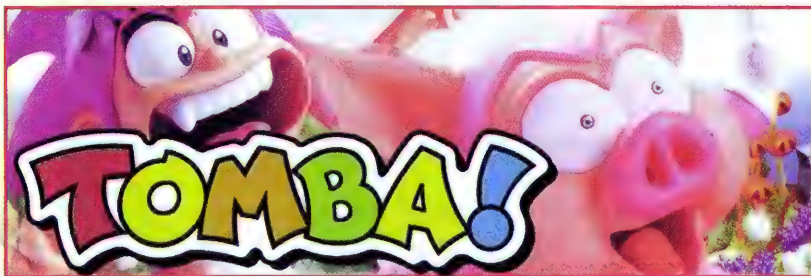
accomplish is the Peach Flower Gas. Just sucker one of the pigs into going under a giant peach and jump on it. The pig will shrink. Grab the pig and you get the points.

➤ **Save The Dwarves** – There are seven dwarves. Two are on the screen just left of the Dwarf Village, two more are on the next screen to the left, two more are near the Watch Tower, and the final one is above the Wobbly Wharf.

➤ **Something's Cookin'?** – Touch the fire, then get the Bucket (in a chest at Wobbly Wharf). Collect water drops at the Watch Tower to put out the fire. Later, give the bucket to the worried woman in the Dwarf Village to get a goodie.

➤ **Lost And Found** – The first crystal ball is located to the left of the Watch Tower in the air. The second is on the Wobbly Wharf and the third is next to the Leaf Slider in Charity Square.

Finding the Pig Bags

There are seven pig bags. The Blue Pig Bag is with the Dwarf Elder. The Green Pig Bag is in a 1000 Year Old Chest at the entrance to the Lava Caves. The Pink Pig Bag is behind the door with the large keyhole in the Haunted Mansion. The Navy Pig Bag is in a 1000 Year Old Chest next to the Old Tree. The Orange Pig Bag is in the 1000 Year Old Chest in Central Park. The Yellow Pig Bag is in a 10000 Year Old Chest in the Trick Village. The Red Pig Bag is on Stormy Mountain behind a door with a big keyhole.

Finding the Pig Gates

The Blue Pig Gate is in the 1000000 Year Old Man's Room. The Green Pig Gate is behind the Smiling Door at the Haunted Mansion. The Pink Pig Gate is above the entrance to the Lava Cave (inside). The Navy Pig Gate is in a door at the base of the Haunted Mansion. The Orange Pig Gate is left of the gate to the Ancient Civilization. The Yellow Pig Gate is in the Clock Tower in the Ancient Civilization. The Red Pig Gate is in Charity Square.

The Important Items

Here is a list of the most important items and where they can be found.

➤ **Wood Boomerang** - In a 100 Year Old Chest above the ground to the right of the hut leading to the Wobbly Wharf.

➤ **Jumping Pants** – In a 100 Year Old Chest at the bottom of the Watch Tower.

➤ **1000 Year Old Bell** – In a chest at the top of the Mushroom Forest.

➤ **Iron Boomerang** – In a 1000000 Year Old Chest on Stormy Mountain.

➤ **Dashing Pants** – In a 10000 Year Old Chest left of the gate to the Ancient Civilization. Look next to the tree.

➤ **Funga Drum** – In the very first 100 Year Old Tree.

➤ **Grapple** – In a 1000 Year Old Chest at the right of Stormy Mountain.

List of Items

Here is a list of every item that you will come across at one point or another. Use this as a checklist to ensure that you have done everything.

|				
100 Year Old Key	Blue Powder	Funky Parasol	Laughing Mushroom	Rise And Shine Powder
100 Year Old Bell	Bomb	Furious Tornado	Leaf Butterflies (30)	Sacred Fish
1000 Year Old Bell	Broken Vase	Gold Medal	Magic Mirror	Seaweed
1000 Year Old Key	Bucket	Golden Candy	Math Beads	Silver Medal
10000 Year Old Bell	Bucket Of Wine	Grapple	Mermaid's Necklace	Silver Powder
10000 Year Old Key	Bunk Flowers	GrappleJack	Mermaid's Shell	Slice Of Cheese (10)
1000000 Year Old Bell	Cold Medicine	Healing Mushroom	Mighty Fish Food	Tear Bottle
1000000 Year Old Key	Charity Wings	Jewel Of Fire	Molasses	Telescope
Baked Yam	Crying Mushroom	Jewel Of Water	Mysterious Mushroom	Thief's Wire
Bananas	Crystal Balls (3)	Jewel Of Wind	Ordinary Mushroom	Torch
Big Key	Dirty Mirror	Jumping Pants	Pipe	Vitality Max +1
Biting Plant Flower	Flower Seeds	Knowledge Fruit	Psychic Fish	Wood Boomerang
Blackjack	Funga Drum	Large Lunch Box	Raft	Weed Killer

Bust-A-Move 2 – Nintendo 64

Unlock Extra Levels – At the Title Screen press the **Left Button, Up,** the **Right Button,** then **Down.** If entered correctly, a tiny green guy will appear in the lower right-hand corner of the screen. Now, simply select the Another World option to challenge these extra levels.

Level Skip – During gameplay simultaneously press the **Left** and **Right** Buttons, **A,** and **Z** to zap to the next stage.

Change Character Colors – At the Game Select screen press **Z, Left Button, Right Button,** and **A** to change your dino's color.

"The VidMan"
Uptown, MN
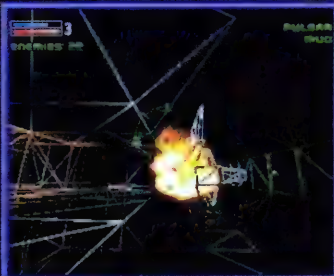
Forsaken 64 – Nintendo 64

Enter all of these codes at the Press Start screen.

Unlimited Nitro – **B, B, Right Button, Up, Left, Down, Up C, Left C**

Trip Mode – **A, Right Button, Left, Right, Down, Up C, Left C, Down C**

Wire Frame Mode – **Left Button, Left Button, Right Button, Z, Left, Right, Up C, Right C**

Horror Mode – **Z, Down, Up C, Left C, Left C, Left C, Left C, Down C**

"Tiny"
Bigasstin, FL

Major League Baseball Featuring Ken Griffey, Jr. – Nintendo 64

View Fireworks – Go to the Stadium Select screen and press **Z** to bring up the View Stadium mode. Press the **Right Button** and **Z** together to blast off a few fireworks.

Title Screen Gimmick – At the Title Screen, hold **Z** to stop the ball's rotation. At this point (with **Z** still held), use the analog controller to move the ball.

Unlock Bonus Teams – At the main menu highlight Exhibition, then simultaneously press all four **C** Buttons until you hear a bell. After this step is entered, bring up the Team Select menu and you will find two new teams (Nintendo and Angel Studios) available.

View Ending – Enter Exhibition mode and choose the teams. Now, repeatedly tap **Left C, Right C, Up C,** and **Down C** at the Stadium Select screen. You'll hear a bell when this code is entered correctly. From here hit **Z** to watch the ending.

Easy Hitting – While batting, if you hold **B,** your batting cursor will zoom over to where the ball will be thrown. As soon as it moves, let go and take a cut.

No Cursors – While pitching, move your pitching cursor out of the hitting cursor and hold the **Z Button.** Now, press any **C Button** to look over at a base. At this point, release **Z** followed by the **C Button.** This will bring you back to the pitching/batting screen, but now, there will be no cursors, and the CPU will not be able to hit the ball.

Traitors – On any road game, smack a home run, then wait for the dugout pan shot and press **A** to change your uniform color to that of the opposition. Traitors!

"Z-Poly The Dingbat"
*Austin, TX*

Blitz – Arcade

Enter all of these codes at the Name Entry screen. Note: These codes only work on version 1.21.

Raiden – RAIDEN 3691
Shinnok – SHINOK 8337
Robotron – BRAIN 1111
Skull – SKULL 1111
Demon – THUG 1111
Headless – CARLTN 1111
Mark Turmell – TURMEL 0322
John Root – ROOT 6000
Sal Divita – SAL 0201
Jason Skiles – JASON 3141
Jennifer Hedrick – JENIFR 3333
Dan Thompson – DANIEL 0604
Jeff Johnson – JAPPLE 6660
Luis Mangubat – LUIS 3333
Vanstroke – VAN 1234
Dan Forden – FORDEN 1111
Jim Gentile – GENTIL 1111
Mike Lynch – MIKE 3333

Enter all of these codes at the Match-Up screen.

Power-Up Blockers – **3-1-2-Left**
Power-Up Speed – **4-0-4-Left**
Power-Up Defense – **4-2-1-Up**
Power-Up Teammates – **2-3-3-Up**
Big Head Mode – **2-0-0-Right**
Team Big Heads – **2-0-3-Right**
Huge Heads – **0-4-0-Up**
Team Big Players – **1-4-1-Right**
Tiny Players – **3-1-0-Right**
Show Field Goal % – **0-0-1-Down**
Tournament Mode – **1-1-1-Down**
Smart CPU Opponent – **3-1-4-Down**
No CPU Assist – **0-1-2-Down**
Show More Field – **0-2-1-Right**
Infinite Turbo – **5-1-4-Up**
Fast Passes – **2-5-0-Left**
Super Field Goals – **1-2-3-Left**
Super Blitzing – **0-4-5-Up**

"The Rhino"
Toledo, OH
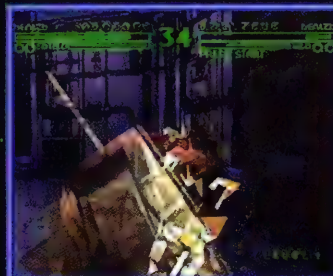
Bio FREAKS – Nintendo 64

New View – During gameplay hold **Left** and press **Start** to change the view. Hold **Down** and press **Start** to return the view to normal.
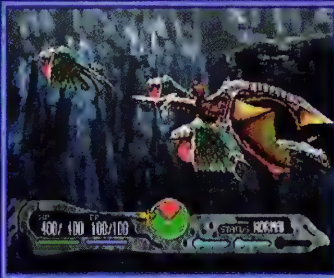
"Virtua Gap Boy '98"
Phoenix, AZ

All-Star Baseball '99 – Nintendo 64

Enter these codes at the Cheat Menu.
2D Players – PRPPAPLYR
Big Head Mode – GOTHELIUM

Sinister Sidney
Red Falls, KY
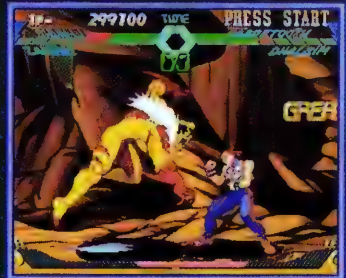
Panzer Dragoon Saga – Saturn

Unlock Light Wing – First, collect all twelve D-Unit parts along with the Dragon Bible. After you collect the final D-unit piece, your dragon will morph into the Light Wing.

Unlock Solowing Dragon – Go to Georgius and use your dragon's lasers on the four pyramid structures surrounding the Shellcoof. Enter the gigantic ship and follow the silver. Now, fly through eight gates and veer off at the Relief room. Search the Dragon Crest on the wall to find the Baby Dragon. From here, fly to the Forest of Zoah and enter into the area below the forest. Inside the structure all you have to do is destroy the two lion statues to receive the Solowing Dragon (from the first Panzer game).

Box Game – This hidden game is located to the South on the World Map and is unlocked through beating Sestren and the game.

There is a secret area to the South on the World Map called the Box Game. In this area you will find three new areas as well (Ancient Valley, Dermot's Ranch, and Fleet on the Lake). The Ancient Valley is a race. Dermot's Ranch allows you to control a baby dragon and interact with other dragons. And the Fleet on the Lake is basically target practice.

Carl Madensay
Chicago, IL

Burning Rangers – Saturn

Enter all of these codes at the Password screen.
Sound Test – NAVIXXTEST
Big Landman on Mission 1 – 3BIG2BPLCK
Big Landman on Mission 2 – VZ5BIG5PGW

Lead Phoenix on Mission 1 – GS4LEAD2ZU
Lead Phoenix on Mission 3 – 2LEAD6DHUY
Chris Parton on Mission 1 – DH5CHRIS5H
Iria Klein on Mission 2 – HTL2IRIA5O

"The Human Torch"
New York, NY

CODE OF THE MONTH

Hot Shots Golf – PlayStation

Note: This code only works on controller 2 with no Memory Card present.

All Characters and Courses – At the Title Screen (with the Hot Shots logo bouncing in) hold **L1, L2, R1, R2**, then press **Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left.**

"Virtua Gap Boy '98"
Phoenix, AZ

Need For Speed III: Hot Pursuit – PlayStation

Gum Ball Police – Choose Redrock Ridge as your course, then before the game loads, press **Down, R1, L2** to change the green Landrovers into Gum Ball Police.
Crown Victorias – Choose Rocky Pass as your course, then before the game loads press **Right, R1, L2** to change the blue and white Jeeps into Crown Victorias. To access this code on The Summit course hit **Down, R1, L2.**

Adam Scherzer
Webville, COM

World Cup '98 – Nintendo 64

Scoring Noises – After a goal is scored press **A, B, Left C,** or **Down C** to access different crowd noises.

Jason Ballhugger
San Jose, CA

X-Men Vs. Street Fighter EX Edition – PlayStation

Unlock Alpha Chun-Li – Highlight Chun-Li and hold **Select** for at least five seconds, then press ✖.
Unlock Akuma – Highlight any character on the top row, then press **Up** to bring up Akuma's hidden box.
Unlock Apocalypse – First, beat the game with a Difficulty setting of five or higher. Now, enter the Versus mode and highlight Akuma. From here hold **Select** for at least five seconds, then press any **punch button.** Doing this correctly will bring up Apocalypse's image.
Longer Beatings – By pressing **Start** immediately after winning a round, you'll have a few seconds of extra time to thrash on your fallen adversary.

"The Rhino"
Toledo, OH

Nuclear Strike – PlayStation

The Hidden Face – To see The Giant Face, start a new game. Now, position your arrow above your home base (use the map). Fly directly north of your home base about a 1/2 an inch. When you check the map, the bottom of the arrow should be covering half the top of the blinking green box (the box represents your home base). Now look at the grass, there's a big face in it.

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

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
Chopper Attack
Mission: Impossible
Mortal Kombat 4
Quest 64
Wetrix

PlayStation
Cardinal Syn
Elemental Gearbolt
Granstream Saga
Jersey Devil
NFL Xtreme
Tomba!
VR Baseball '99

Game Boy
Harvest Moon
Legend of the River King

Arcade
Street Fighter Alpha 3
Street Fighter EX 2

Send Secret Access Requests To:
Access & Allies • Game Informer Magazine
10120 W. 76th St • Eden Prairie, MN 55344

E-Mail: access_allies@gameinformer.com

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Send Game Informer Your Passwords and Codes and Win!

Send in your codes and passwords, and if we print them you'll be entered in the Game Informer/ASCIIWARE Secret Access Contest. The Grand Prize is an ASCIIWARE product of your choice.

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

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

Send To:
Secret Access
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail:
secretaccess@gameinformer.com

Bio FREAKS – PlayStation

Clonus Opponents – At the Character Select screen, hold Select while picking an opponent.
New View – During a match hold **L2** and **R2** and press **Away** to change the view. Hold **L2** and **R2**, then press **Down** to return the view to normal.

Little Orphan Doug
Tiner, NM

Einhander – PlayStation

Unlock Earthen Fighter – Unlock 15 or more secrets and defeat the game under any difficulty level.
Unlock Moon Fighter – Beat the game with the difficulty set to hard and without continuing more than two times to unlock this killer ship.
Unlock Gallery – Beat the game with a High Ranking to access the Gallery option from the Main Menu.

"The Human Torch"
New York, NY

Vigilante 8 – PlayStation

Enter this code at the Password screen.
Bonus Characters and Levels – WMNNWLHTSCUCLH

"The Rhino"
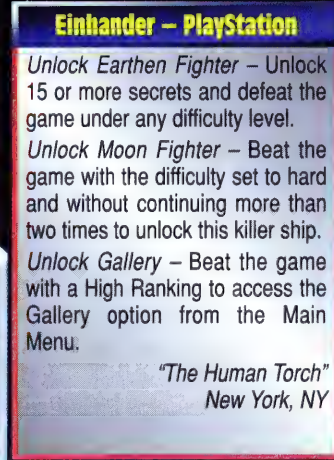*Toledo, OH*

Gran Turismo – PlayStation

Unlock GT Hi-Fi Mode – This graphic-intensive mode can be unlocked by three different means. You can simply beat all four GT League Cups, beat all of the Special Cups, or defeat every obstacle in Arcade mode.
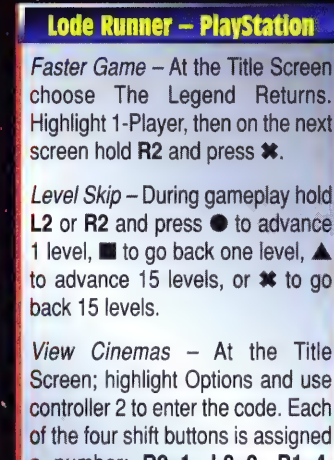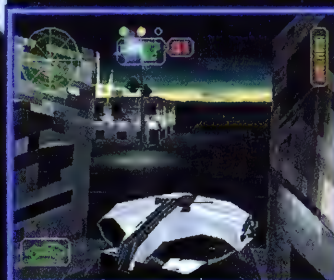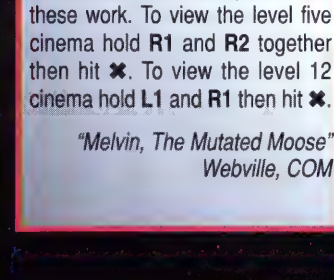
Lilly Lobinheimer
Detroit, MI

Lode Runner – PlayStation

Faster Game – At the Title Screen choose The Legend Returns. Highlight 1-Player, then on the next screen hold **R2** and press ✖.

Level Skip – During gameplay hold **L2** or **R2** and press ● to advance 1 level, ■ to go back one level, ▲ to advance 15 levels, or ✖ to go back 15 levels.

View Cinemas – At the Title Screen; highlight Options and use controller 2 to enter the code. Each of the four shift buttons is assigned a number: **R2=1, L2=2, R1=4, L1=8.** Here's an example of how these work. To view the level five cinema hold **R1** and **R2** together then hit ✖. To view the level 12 cinema hold **L1** and **R1** then hit ✖.

"Melvin, The Mutated Moose"
Webville, COM

Blasto – PlayStation

Alternate Costumes – At the Title Screen quickly tap **Up, Up, Down, ✖, ▲, ●** to bring up a Costume Menu.

"The Rhino"
Toledo, OH

Theme Hospital – PlayStation

Neat and Tidy – When your hospital becomes full or dirty, save, then reload. Doing this will give you a fresh start. All of the garbage and patients will be gone!

Enter all of these codes at the Password screen.

Level 2 –
✖, ●, ■, ▲, ▲, ●, ■, ✖
Level 3 –
●, ●, ▲, ■, ✖, ▲, ●, ▲
Level 4 –
■, ▲, ●, ■, ✖, ✖, ▲, ●
Level 5 –
●, ▲, ■, ●, ✖, ▲, ●, ■
Level 6 –
■, ▲, ■, ●, ✖, ■, ✖, ●
Level 7 –
■, ▲, ▲, ●, ✖, ■, ▲, ●
Level 8 –
✖, ▲, ■, ●, ▲, ●, ■, ✖
Level 9 –
▲, ■, ✖, ▲, ●, ✖, ▲, ■
Level 10 –
●, ■, ✖, ▲, ■, ✖, ●, ■
Level 11 –
▲, ●, ■, ●, ▲, ■, ●, ✖
Level 12 –
●, ■, ✖, ✖, ■, ●, ■, ▲

Himman Boyson
Los Angeles, CA

Turbo Prop Racing – PlayStation

Enter all of these codes at the Name Entry screen. Note: _ = Space.
View FMVs – _STR
Unlimited Turbos – RUSH
All Standard Boats – _BOA
Hurricane Boat – HURR
Duck Mode – _QAK
All Day Courses – _DAY
All Night Courses – _NIT
All Mirror Courses – RRIM
Fractal Tracks – FRAC
Always Win – WINR
Porsche Mode – BXTR (Requires save from Porsche Challenge)

"The VidMan"
Uptown, MN
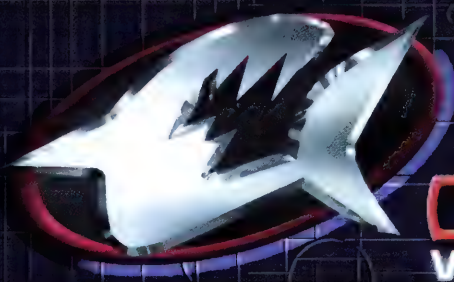
GAMESHARK
VIDEO GAME ENHANCER

Atari Collection Volume 2 – PlayStation

Millipede

Infinite Lives –
8016782a 0203

Paperboy

Infinite Papers –
801e2540 000a

Infinite Lives –
801e2388 0002

Crystal Castles

Infinite Lives –
80170f8a 0002

Marble Madness

Infinite Time –
80133c7c 0063

Road Blasters

Infinite Fuel –
8014fa10 00db

Infinite Special Weapon Ammo –
8014f47c 0019

Infinite Armor –
8014f4c4 0041

Start With Extra Weapons –
8014f594 000f

Blasto – PlayStation

Full Power Blast-o-matic –
d000e22a 00f
800cd434 0002

Breath of Fire III – PlayStation

Rei Quick Level Gain –
d0144c02 0000
80144c02 00f0

Ryu Quick Level Gain –
d0144972 0000
80144972 00f0

Teepo Quick Level Gain –
d0144b5e 0000
80144b5e 00f0

Nina Quick Level Gain –
d0144a16 0000
80144a16 00f0

Momo Quick Level Gain –
d0144ca6 0000
80144ca6 00f0

Peco Quick Level Gain –
d0144d4a 0000
80144d4a 00f0

Garr Quick Level Gain –
d0144aba 0000
80144aba 00f0

Diablo – PlayStation

Warrior Quick Level Gain –
d00047ac 0000
800d937a 5fff

Rogue Quick Level Gain –
d00047ac 0000
800d937a 4fff

Forsaken – PlayStation

Infinite Shields –
80086284 1000

Infinite Hull –
80086286 1000

Infinite Pulsar –
8008628c 8000

Infinite Mug –
800862d6 0507

Gran Turismo – PlayStation

Start On 2nd Lap (Arcade Mode) –
d00b68b0 0000
800b68b0 0002

For the codes below, hit Start and Select together to unlock whatever it may be that you seek.

Extra Cash –
d009aace 0009
8009b866 00ff

B License –
d009aace 0009

8009e3b4 0303
d009aace 0009
8009e3b6 0303
d009aace 0009
8009e3b8 0303
d009aace 0009
8009e3ba 0303

A License –
d009aace 0009
8009e3bc 0303
d009aace 0009
8009e3be 0303
d009aace 0009
8009e3c0 0303
d009aace 0009
8009e3c2 0303

International License –
d009aace 0009
8009e3c4 0303
d009aace 0009
8009e3c6 0303
d009aace 0009
8009e3c8 0303
d009aace 0009
8009e3ca 0303

Hot Shots Golf – PlayStation

Quick Level Up –
80101f44 ffff

1080 Degree Snowboarding – Nintendo 64

Infinite Lives –
8026b1cb 0003

Enable All Levels –
81255088 00ff

WCW vs. the NWO: World Tour – Nintendo 64

Note: There are two versions of this game on the market. This code works for v1.1.

Extra Characters –
80060695 00ff

Way of the Warrior – 3DO

Level Warp
Enter these codes on the Names screen.
Garden Stage – TAJ MAHAL, JANUARY 1, 1901
Turbo World – SPEED, AUGUST 8, 1980
Alley Fight – TUGAWAR, APRIL 16, 1964
Psychedelic Caves – PARANOID, MAY 5, 1975

Nobunaga's a Johnny Cage Wannabe
To see a cool Nobunaga, who's wearing sunglasses on the Rematch screen, use only buttons A and C during the last round to beat your opponent.

Play as the Bosses
At the Names screen, enter these names and birthdays:
Kull – A Gavin, Jun 11 1970
High Abbott – J Rubin, Jan 6 1970
Now go to the character-select screen. The boss characters appear in invisible boxes in the lower right-hand corner.

Playable Hidden Characters
In the Versus mode, enter these hidden characters' names and birthdays:
Gulab Jamun – Gulab, February 29, 1900
Major Trouble – Bad Boy, February 4, 1908
Voodoo – Evil, June 6, 1966
Black Dragon – Wyvern, March 9, 1927

Space Game
Tired of trying to figure out the warrior's way? Take a break with this cool Space Game. Playing the hidden space game is much easier to do with two people. At the character select screen, pick a character on Controller Two and simultaneously press and hold down A, B, and C, while holding Down-Toward on the directional pad. Then press II while continuing to hold down all the buttons. On Controller One, simultaneously press and hold Buttons L and R, Up-Away on the directional pad, and press II. The screen will vanish, and a spaceship appears. Player One must press II again to join in the game.

Ys BOOK I & 2 – TG16CD

Start with Extra Gold and Experience
To start the game with 99,999 experience points and 65,535 gold, enter the password "Q2eb/bbbCFjj/jjhghgh/ghghg/hghghgh/gh ghghg/yQyQy/QyQyQyQ/yQyQzPz/PzA."

Blazing Lazers – TG16

Debug Mode
At the title screen, hold SELECT and toggle the direction pad Left and Right rapidly. You will know it worked when the screen shows only planets. Now press Button I, Button II, then press Select 21 times. A tone will confirm the code.

Extra Lives and Bombs
When you get to the first boss, don't shoot him. If you can dodge enough bullets he will leave and reward you with 16 lives and 36 bombs!

Invincibility
If you suck, and are continually blazed, just enter this code:
While on the Debug Mode screen, hold the d-pad DOWN and LEFT. The system will restart and you'll be invincible.

Level Select
Enter Debug Mode, then choose any level between 00 and 09. To fight only the bosses, choose any level between 00 and 0C, except 07, then hold SELECT and press RUN.

Tempest 2000 – Jaguar

Put down those Cliff's notes, no cheating on the Shakespeare quiz! Oh! Sorry, I forgot this was the game. I guess it's OK to look at GI's notes.

Cheat Mode
Before using the following codes you'll need to activate Cheat Mode. To do so, press 1 + 4 +7 + A at the main menu.

Enable Rotary Controller
To use a rotary controller, go to the Game Option menu and press Pause on both controllers.

Invisible Web
Start any Tempest Plus game and hold Option until you get to the rainbow levels. The web will be invisible during the rainbow levels only.

Level Skip
To skip to the next level, press Option while playing.

Rotate Web
While selecting a web, you can change its rotation by pressing Up or Down to change the level and pressing Left or Right to change the rotation.

Warp Bonus Round
To enable the Warp Bonus Round, press 6 while playing.

Defender – Atari 2600

Credits
Get to the 25th wave, and capture a humanoid. Fly to the 25th line of resolution (the height your ship starts from) and any remaining enemies will change to "BP", Bob Polaro.

Infinite Lives
Fry until the game starts (automatically) with only bombers on the screen. You get killed, but don't lose lives.

Playing Tip
If a Baiter is chasing you, position yourself so it is above you, screech to a halt and it will "land" on you.

Pitfall – Atari 2600

Jumping Harry
Use the stock Atari joystick, climb to the top of a ladder, and pound straight down on the joystick (slap flat down like you're trying to "impale" your palm.) Harry will jump straight up...and fall back down. Nothing useful, just interesting.

Ninja Harry
Frying can sometimes produce "ninja" Harry, dressed in black. Pressing the button makes him drop from trees. There's only one screen however.

classic codes

Castlevania: Bloodlines

Genesis

Availability: Uncommon
Replay Value: Moderately Low
Similar Games: Castlevania IV (SNES), Castlevania X (SNES), Castlevania Series (NES, GB), Strider (SG)
Created by: Konami
Access Tip: Last level using John Morris:
Key: **0** = space, **1** = eagle, **2** = axe, **3** = magic ball
Row 1) **2 0 0 0**, Row 2) **3 1 0 1**, Row 3) **2 1 0 3**, Row 4) **1 2 0 0**
Overall: 7.5

Although Bloodlines isn't the most enjoyable Castlevania game, Konami incorporates many unique ideas into this version. For example, the final stage's upside-down room, and split-screen area, distorting your character's position, are original and cool. Konami also includes two characters to choose from in Bloodlines: John Morris, a whip expert, and Eric Lacarde, a master with the Alcarde spear. The characteristic haunting music of Castlevania sets the atmosphere, while you return Dracula's undead minions to Hell. Although the graphics don't appear spectacular, the dull colors suit the mood of Bloodlines well. The major problem with this version is its length. With only six stages – equal to about two hours – you're just getting started when the game ends. If you've never played Bloodlines, and love Konami's vampire series, definitely check this one out.

SNES

Mortal Kombat II

Availability: Common
Replay Value: High
Similar Games: Mortal Kombat Series (GB, SG, SNES, PS, SS), Time Killers (SG), Way of the Warrior (3DO)
**Created by:** Midway
Access Tip: Double Fatality Time!!! At the Character Select screen, press Up, Up, Left, Up, Down + Select.
Overall: 8

Feeling a little bored with fantasy in your video games? Well, how about taking a retrospective trip with some of the coolest mortals? Hands down, MKII provides the best gameplay in the series. Unlike the other MKs, MKII has the most open-ended fighting interface; that is, players can create their own combos, instead of being restricted to a pre-programmed combo system as in MKIII. Since the control in MKII is flawless, constructing combos is no problem. With 12 characters each programmed with two fatalities, stage fatalities, tons of special moves, and hidden characters, MKII not only offers deep gameplay for the expert, but hours of entertainment for the novice. Although the digitized characters and stages are grainy, the cart's music and sound really demonstrate the SNES's capabilities. The weak computer AI is the only major problem with MKII; once you learn the basic fight pattern, the game offers no challenge, even on Very Hard. For fighting freaks, try playing MKIV after MKII, then you'll understand what we mean.

This is your game.

EXTENDED TIME
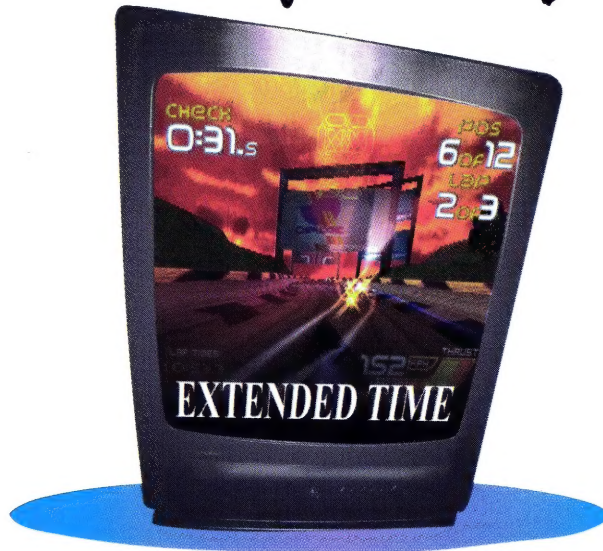
This is your game on the blink.

GAME OVER

ANY QUESTIONS?

Dust and dirt can damage your game system. The result? Poor picture quality, fuzzy sound and slow or "buggy" game play. Cleaning your system and games regularly will maintain high quality gaming and ensure a longer product life. Player's Edge cleaning kits will keep you and your system in the game.

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• GAME BOY® • GAME GEAR™ • MULTIMEDIA & GAME CDs

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