

IT'S ALL-OUT WAR:  
GAMEDAY '99  
Vs.  
MADDEN 99  
Pg. 20

# Game Informer

MAGAZINE



## SPYRO THE DRAGON

Duke Nukem: Time To Kill • Darkstalkers 3 • Devil Dice • NCAA GameBreaker '99  
Rally Cross 2 • Cool Boarders 3 • NASCAR 99 • Mega Man Legends • Parasite Eve

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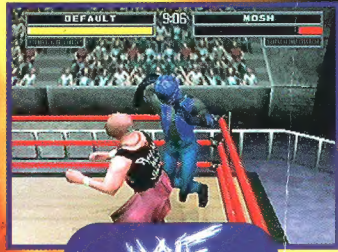
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F-ZERO X



Dead in the Water

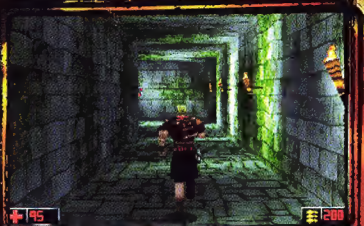


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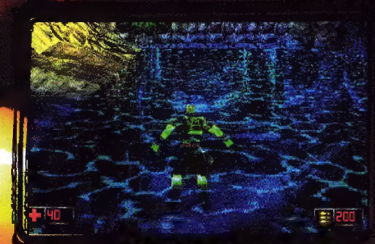


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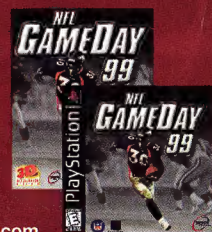
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# H

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TACKLES, JUKED ONE CORNER AND BLEW  
THE NUMBERS OFF THE FREE SAFETY.  
C'MON, LET THE GUY DANCE.**

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# NFL GAMEDAY 99



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## Features

**14 Cover Story: Spyro The Dragon**  
Crash Bandicoot has been Sony's favorite child two years running, but little Mr. Purple Power proves there's a new kid on the block. Spyro The Dragon, from Insomniac Games, is simply breathtaking, with more colors than even Crayola could imagine. But how's the gameplay? Game Informer rips Spyro apart, and gives you all the goods on this surefire PlayStation smash.

Pg 14

**20 Feature: GameDay Vs. Madden**  
If you thought that professional sports spawned bitter rivalries, just wait until you dig beneath the surface of video game football. Game Informer sits down with the producers of NFL GameDay '99 and Madden NFL 99 to see who can shout the loudest. Which game will win the deadly battle over PlayStation football? Read on and find out.



## Departments

**8 Letter from the Editor**  
This Is a Call.

**12 Dear Game Informer**  
GI readers from across the globe interact with Game Informer.

**13 Envelope Art**  
You can't win if you don't enter GI's Monthly Envelope Art Contest.

**24 GI News**  
Sony speaks on PlayStation 2, the sequel to Banjo-Kazooie, the largest memory card in the world, and tons-o-fun with name that game, trivia, and GI's top tens.

**60 Game Informer PC**  
Bergren's second and final E3 Overload packs previews galore including Drakan, Max Payne, and X-COM: Alliance.

**61 Arcade Brigade**  
Reviews of Hyperdrive, Harley Davidson & L.A. Riders, plus a look at Vapor TRX.

**67 Mini PTP**  
Game Informer lists all the items and secrets in Mega Man Legends.

**68 Secret Access**  
Tips from our readers and the infamous Game Shark Swap Shop, plus every GoldenEye code in existence.

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



Pg 8



Pg 12



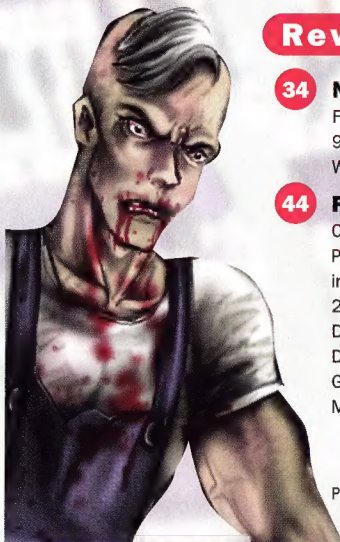
Pg 73



Pg 24



Pg 25



Pg 52

## Reviews & Previews

**34 Nintendo 64**  
F-Zero X, WWF War Zone, NFL Blitz, Madden NFL 99, Bomberman Hero, Fighting Force 64, O.D.T., Wipeout 64

**44 PlayStation**  
C: The Contra Adventure, Mega Man Legends, Parasite Eve, Pocket Fighter, Knockout Kings, Dead in the Water, Duke Nukem: Time To Kill, LAPD 2100 AD, Thrill Kill, Colony Wars: Vengeance, Devil Dice, NCAA Football 99, G. Darius, Thunderforce V, Darkstalkers 3, Assault, NHL Face Off '99, NCAA GameBreaker '99, Cool Boarders 3, Rally Cross 2, MediEvil, The Diabolical Adventures of Tobu

## At a Glance

**62 Nintendo 64**  
Perfect Dark, F1 World Grand Prix, Waiialae Country Club, Flying Dragon, Deadly Arts, Iggy's Reckin' Balls

**PlayStation**  
Generations: Street Fighter 2 Collection, Masters of Monsters, Spice Girls, Kula World, International Rally Championship, Crime Killer, NASCAR 99, Moto Racer 2, Rosco McQueen, WarGames: DEFCON 1, adidas Power Soccer '98, Grand Theft Auto

**Saturn**  
Shining Force III

**Game Boy**  
Game Boy Camera

Pg 52



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# PURPLE DRAGON - THEMED CULTS SPRINGING UP AROUND THE GLOBE.

*Disgruntled sheep seeks damages.  
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## UFO OR SPYRO?



Unidentified  
purple object seen  
gliding over L.A.



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## This Is a Call

BY ANDREW McNAMARA



Game	Page #
ActRaiser 2	72
adidas Power Soccer '98	66
Assault	56
Bombberman Hero	42
C: The Contra Adventure	44
Colony Wars: Vengeance	63
Conflict of Nations	60
Cool Boarders 3	58
Crime Killers	63
Darkstalkers 3	56
Dead in the Water	49
Deadly Arts	66
Duel: The Mage Wars	60
Devil Dice	54
Diablo II	60
Diabolical Adv. of Tobu	59
Drakan	60
Duke Nukem Forever	60
Duke Nukem: Time To Kill	50
F-Zero X	34
F1 World Grand Prix	62
Fighting Force 64	42
Flying Dragon	63
G. Darius	55
GameDay '99	20
Generations: SF II Collection	65
Grand Theft Auto	66
Grim Fandango	60
Gunstar Heroes	72
Harley Davidson & L.A. Riders	61
Hyperdrive	61
Iggy's Reckin' Balls	62
International Rally Champ.	66
Knockout Kings	48
Kula World	64
LAPD 2100 AD	51
Madden 99	12, 40
Masters of Monsters	63
Max Payne	60
MediEvil	59
Mega Man Legends	45, 67
Moto Racer 2	66
NASCAR 99	64
NCAA Football '99	54
NCAA GameBreaker '99	57
NFL Blitz	38
NHL Face Off '99	57
O.D.T.	43
Off Road Challenge	66
Parasite Eve	46
Perfect Dark	62
Pocket Fighter	47
Rally Cross 2	58
Roscoe McQueen	65
Shining Force III	66
Spice World	64
Spyro The Dragon	14
Thrill Kill	52
Thunderforce V	55
Total Annihilation: Kingdoms	60
Vapor TRX	61
Waialae Country Club	66
WarGames: DEFCOIN 1	65
Wipeout 64	43
WWF War Zone	35
X-Com: Alliance	60

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**T**his is a call to all video gamers who have a brain. Last month, we ran an article about Sega's Dreamcast that featured opinions from Game Informer concerning what we thought about the demo and the system as it was shown at E3. To our dismay, Sega-addicts from across the globe went haywire. Saying that we don't know what we are talking about, Sega's doing this, Sega's doing that, this other person said this, and you're wrong. You know what I have to say about it - get over it.

While I certainly understand and appreciate the affection these gamers show towards their system and video gaming, I want to make it clear to you and to all our readers that Game Informer is here to be a voice in video gaming. We are not going to recite the marketing spiel, or rewrite the press release. Game Informer is NOT going to do that, and I personally don't believe that is what you want either.

What happened to the days when gamers wanted to read a magazine that made a stand?

A magazine that said what it thought, and stood by it. Let me tell ya, I am extremely disappointed in my fellow gamers when I read a piece of mail that rips on GI just because we said what we thought (tell us why you agree or disagree, don't just say we're stupid). Do you want a video game magazine that says everything is fine and dandy? If you do, then why even read a video game magazine, you've already made up your mind that everything is great and nothing is ever amiss.

So here is my plea and I will only say it once. Read Game Informer because you want to hear what the experts have to say and accept it for what is - an opinion - or just don't read it. I play video games because it is a passion of mine that I feel is important. Join us, and enjoy the world of video games and let us be your guide, or leave us and go read some other magazine that regurgitates the public relations line. I have no time for mindless gamers.



The Royal Gamers (from left): Princess Andy, Prince Paul, Queen Mother Jon, Queen Robert, Crown Prince Bergren, Princess Reiner

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

"Lately, I've been traveling, checking out the latest from a number of developers, which has brought me to an interesting conclusion. I think the only people more warped than video game editors are developers. We are similar in a lot of ways (the dark office, the action figures, the horrible diets), but these guys take it a step further since they sit and work on this one game, or level in some cases, day in and day out for a year. Truly sad and pathetic, but honorable nonetheless."

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

"I have had some month, seeking out as much Dreamcast info as I can. And although it is not in the news, we found out that Sonic is making his way to the new Sega powerhouse very soon, in a new title called Sonic Adventure. Anyways, I have been playing Breath of Fire III and more Panzer Dragon Saga. Besides that, I have merely been toiling in the workload my GI peers place upon me. So until next time, keep the gaming spirit alive, and HAIL BRAK!"

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

"After Paul touted the Mac last month, his entire drive completely hosed, and he's spent the last week using countless undelete programs. Hilarious. Anybody worried about the Y2K bug? I've been converting my checks into gold bullion and burying it around the Twin Cities. When everything all crashes down, I'll live in a tent, generate electricity with rainwater, burn other game mags for heat, and play FF VII and VIII all day, every day, till I can't play no more."

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

"I think the computer gods are angry with me. Last month, I proclaimed the virtues of Apple computers and soon after that my computer crashed - big time! I don't think it's Apple's fault, but I'll chalk it up to bad karma. I've been playing a lot of football and preparing to review both GameDay and Madden next month. This is definitely my favorite time of the year because soon after the football games hit, the hockey and basketball games are on the shelves. Vikings Rule."

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

"Nintendo is the Rebellion of video games, and Sony is the Empire. Right now, Sony is flying around with its PlayStation Death Star, shooting down consoles. First, planet Saturn. Next, planet Nintendo. Nintendo's last hope lies within the hands of one jedi - Link and his game Zelda. Will it ship in time to stop the oncoming PlayStation assault? If Nintendo misses Christmas with Zelda, then I foresee a great disturbance in the Force until planet Dreamcast is colonized."

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

"Sometimes fate deals a hand that takes you out of action for a while. Everything's fine and then suddenly you're on the bench, sittin' one out for Rudy, waiting for the old lady to bring home the bacon, waiting on the 4:05 to Borningville, whatever you want to call it, it sucks. In my case, it's a broken collar bone. I can't play basketball for a while, but I've enough strength and flexibility to play vids as much as I want. In fact, it's the perfect excuse...uh...I mean great physical therapy."

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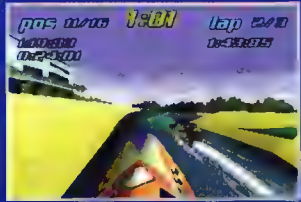
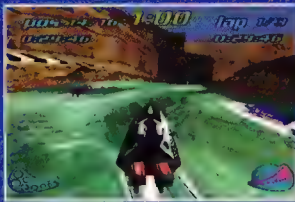
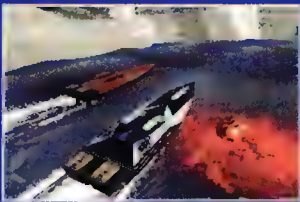
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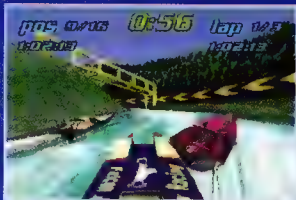
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### GI Uncerths 'A' Resident Evil 3 Plot



I think that Capcom should make another Resident Evil game. I think they should forget about continuing the series with the Redfields and Weskers and focus on new characters with new backgrounds. Here's my story of RE3. The year is 2010. Michael Jacob, a military specialist is sent up to the Mir Space Station because of some disturbance. Someone has brought up the virus. All of the scientists and astronauts are zombies. Jacob must destroy all the fruity-@\$\$ ZOMBIES AND GET DA HELL OUTTA THERE!

Mark Tordik

A change in the story would be cool, but your version may not work since the Mir is approximately the same size as the Oscar Meyer Wiener Car. Actually, two Wiener Cars and a Volkswagen Bug to be exact. The weightless aspect would be great, but the entire game couldn't last more than 20 minutes unless you had a ton of cut-scenes. Don't get us wrong, it's a creative stretch, but you can't sucker kids into buying a game that is shorter than Andy's...well. Like you, we have an idea that we hope Capcom will consider. Our game is called RE3: Smells Like Teen Barry. That's right! The story is an epic waiting to be written.

Picture this. It's the 1970s and Barry has hooked up with a bad crowd (his

parents don't approve). The game starts out with Barry being semi-rebellious. You know, picking on kids and spray painting bridges. But then halfway through the game, Barry and friends get way into drugs. They experiment with everything, and eventually, one of the kids stumbles upon something called the G-Drug (what we know as the G-Virus). All of Barry's friends do it and turn into zombies. Thankfully, Barry was having his stomach pumped and couldn't try this new drug. Now, he has to take out his friends and save his parents. Sound cool? GI Note: Drugs are really bad. And so is killing friends.

(Extra Note: Barry would never do drugs, he's too cool.)

### The Dreaded Question - With Witty Answer

I know everybody writes you numbered questions, and I am going to also.

1. My friend got me March Madness '98. I think it is a really good game but no magazines (except GI) talk about it. It was never rated in your top ten list. How come nobody likes it?

2. I bought a PlayStation in July and I really like it. But in your last issue you mentioned Sega's new system which will be released in fall '99. Should I buy more PlayStation games or save up for Sega's Dreamcast?

3. I have heard in many magazines that Nintendo is coming out with Color Game Boy. Will every game old and new work in color?

Ben  
Via the Internet

1. We didn't put it in our Top Ten List simply because you like the game and we don't like you. Nothing personal, you're just kind of dorky (kidding).

2. Doh! The dreaded question! Well...Benny-oh-boy...You have two choices. (A) Buy new games and live happily, or (B) Sit with a wad of cash in your pocket for another year and stare at a pile of rocks. You decide.

3. Yes, every game will work, but all the older games won't utilize the full color range (they will look like a game on Super Game Boy).

### FF VII = Generic Characters???

I would like to take a moment to comment on role-playing games. FFVII is a very good game. While not as plot driven as FF III, if a game has a good plot, superb animation and special attacks, and gives the gamer a desire to play all the way through, then why complain about it?

The thing that I'm concerned with is the lack of character differential. ALL the characters in FF VII (and FF Tactics) can steal, use magic, throw items, etc. I can still remember having to form battle strategies in FF II because all of my characters couldn't do the exact same thing. Differences in characters' skills allow the player to get more into the characters' mind (to role-play them). For example, when identifying Cecil (FF II), I think of a knight with minimal

healing skills doing his best with swordplay in fighting for a noble cause. But when I think of Yuffie, I identify her with a goofy-looking ninja that uses a boomerang. Do you see the difference?

I hope that Square continues to make superb RPGs and that maybe in FF VIII they "specialize" characters a bit more. (A note in the June 1998 GI suggests that this might be true.)

Thanks for your time and continue producing an unbiased, insightful magazine.

Bill Leidy  
Via the Internet

We read you loud and clear, and we agree totally. Square has always had some of the best characters around, but FF VII lacked character personality in many ways.

### Final Fantasy VIII

Hey, I'd just like to say that I love the mag! I have a few questions about FFVII and the upcoming FFVIII.

1. Is it true that the Japanese version of FFVII had a way to get Aeris back after she died, but was scrapped in the American version?

2. Is it true that a non-playable demo of FF VIII will be included in Square's upcoming Parasite Eve?

3. Do you know how many playable characters will be in FFVIII?

4. Will there be any returning characters?

Sean  
Via the Internet

1. No, that rumor is as false as a bullhead is disgusting. Saving Aeris wasn't in either version.

2. Yes. A non-playable demo will be packed with Parasite Eve and a playable with Xenogears. And just to fix a booboo in our last issue, FF VIII will be coming out in September '99 (you can thank Jon for that spring mistake. Doh!).

3. The rumor is 30. But we don't believe it. Square likes to keep the numbers quite small, allowing for more time to develop characters.

4. Like we said before, we think that a Final Fantasy is the "Final" adventure for a character. Who knows though. Cloud has already been in three games (FFVII, Ehrgeiz, FFT).

### The Saturn is Dead

First off I'd like to say I love your mag and that I've been a subscriber for almost 3 years now. With the brown-nosing out of the way I have some comments. I have noticed a lack of Saturn games at any retailer or video rental stores. With games like Panzer Dragoon Saga and Burning Rangers out, it's upsetting that hardcore Saturn fans might not have a chance to enjoy these games just because the retail stores carry little or no Saturn games. I own all of the next generation systems and I play my Saturn more than any of them. I feel it is just the superior system and I am sure I'm not the only one who feels this way so my question is where are all the games? The Saturn is the oldest of all the next gen systems. It may not be #1 but it has a good

installation base. Good enough to warrant retailers to stock Saturn games so people like me can enjoy games on the system we rank #1.

Russell Connie

Thanks for the rabble rousing speech Russell. Retailers don't carry Saturn games, because no one will buy the games. Really, Sega sent out only 5,000 copies of Burning Rangers and Panzer Dragoon Saga, yet, you can still find these games on the shelves. Strange, huh? Your number one machine can't even sell 5000 games right now. That's



why retailers don't carry the products, and even moreso the reason why Sega won't be making more games for the Saturn after Shining Force III. The Saturn is dying fast, if not dead already. It's a great machine, but now a classic and not part of the current console war.

### Praise The Games, Brother!

I LOVE VIDEO GAMES!! and so does my brain. I was just wondering if there's anyone else out there like me, I work pushing carts 8 hours a day then go and blow my whole pay check on VIDEO GAMES. I don't like to talk to that many people because I usually end up talking about lima beans...I mean VIDEO GAMES, then I get the feeling that they think I'm some kind of nerd or something. I love Korn, Tool, Slayer and many more metal bands but if I bring that up I'm a freak. I get D's and F's in school and my parents blame it on VIDEO... well you know. There's a better

chance of Sony going out of business then there is for me to get a girl. When I was young I was picked on a lot and Nintendo helped me get over it. I can safely say VIDEO GAMES saved my life because I might have done in with my own life from being depressed.

P.S.: I can also say that you guys at Game Informer saved my life too by having the GREATEST VIDEO GAME MAGAZINE EVER!!!

Eric Weineht  
Via the Internet

Sob! We love you, man! (Where's that Kleenex?) Keep playing and...Sob!...don't worry, Capcom has the Get The Girl statues in its Fighter's Edge catalog. Sob! Go get 'em tiger!!!

## Now Hiring Final Fantasy Characters

1. In the FF series why are the characters always changing? After every world saving adventure does the character fall over dead with a hernia or does the Summoner have a memory relapse and go into a coma because of her knowing too many spells?

2. When is Turok 2 coming out? It was supposed to come out in August but in your new releases it is not there. What about Tomorrow Never Dies?

3. Is it just me or are there too many freakin' Mortal Kombat games out there? I mean yeah they started the fighting genre but that is all, the blood is so fake I laugh and think who is throwing the tomatoes? I would like to put a hole in all of the producing team's head that makes all of this garbage. I love gore, and blood is good, but that is all Mortal Kombat is based on. Am I alone in these thoughts?

Afterthought. Also concerning Mr. Eriksen in the July '98 issue about Tobal they might have a better grappling system but Tekken is the most realistic,

has better moves, better graphics, features the only Force Ball and Force Mode, and comes out with about 5 more characters each game! We are not on Crossfire, but sit down!

Your mag rules etc.

Expect to hear from me again.

E.C.

Via the Internet

1. We believe that Final Fantasy means that it is a "Final" adventure for that specific era or band of characters. To strengthen this point we've heard that Cloud is studying art at Harvard, and Celes is flipping burgers at the Burger King on University and 27th.

2. Turok 2 is coming in late October/early November. Tomorrow Never Dies comes out in the second quarter of '99.

3. Hey! Back off, bub! Mortal Kombat may not be very realistic, but it's the closest unrealistic trying to be realistic thing you'll ever see!

Afterthought. Touché! You're actually going to argue that Force Ball makes that game better than Tobal 2? Good luck, and prepare to be assaulted.

## The Hidden Wonder

Wzup guys. I just noticed something about your mag...there's information on the back of one of your subscription things in the May-June '98 issue. It's called a "Training Card." This is the first time I can remember seeing that. It says it's number 36. Is this issue the first time you've done this?

Thomson Tat  
San Jose, CA

Is this the first? Nope. There are now 39 in total. We can see why you haven't seen them before. Really, who likes looking at subscription cards? Anyway, if you're an arcade junkie and really ticked because Secret Access doesn't cover too much arcade stuff, then look at the subscription cards for a Training Card. They usually have all the moves and codes for the best coin-op games. This is yet another hidden wonder buried within our information-packed magazine.

## Random Numbered Questions...and Booty!!!

I think you guys are doing a great job on the magazine. I look forward to receiving it in the mail every month. I gotta few questions for you men at Game Informer. Okay, here we go:

1. What were you thinking, giving All-Star Baseball an 8.75 on Playability? I found this game's controls to be very tight and hard to maneuver. And this turned me off to the game. Am I the only one who thinks that graphics don't make the game. It's like a happy meal. You get it for the food and the toy is a nice touch.

2. Am I the only one who thinks that the new Dreamcast looks a lot like a cross between PlayStation and N64? What's up with that?

3. Will GameDay be worth it or will it be a repeat of last year's game?

4. Don't you think it's time for a boxing game for PlayStation? I can't wait!!!!!!

Kevin Wright  
Upper Darbey, PA

1. As with many games, the unfinished version is better than the final product. We had no problems whatsoever with the reviewable burn Acclaim sent us, but the boxed copy has bugs galore. This kind of thing happens rarely, but when it does, we point it out (like we are right now). By the way, nice happy meal reference.

2. Yes it does. And if Sega was smart it would call the system the StationPlay.

3. Why did you ask that question? You know the story that usually applies to sports games! [roll tape] The developer has less than a year to make a new game and updates are usually the max in new features, unless a new engine is being developed. [end of tape] It's way too early to tell how GameDay will be, but we do have a great first look in this month's feature [pg 20]. So check it out!

4. Yes!!! It would be booty! [Look at page 48.]



Tekken wouldn't be complete without a sparkly green Yoshi.



Unknown Fridley, MN  
Wow! We wouldn't mind being her parasite for a day!



Megan Taylor  
Columbia, MO  
Am I sexy, no?  
Do you want to touch my cloak, no?

Shauna Clarke  
Mt. Vernon, NY

We're not quite sure what's going on here, but it looks like Morrigan choked on Demitri's homemade chicken. Now the heimlich.



Eden Prairie, MN 55324  
Game Informer  
1011 N. W. 72nd AVE #5534

Chris Williams  
Germantown, MD

Here are two characters from Final Fantasy VII: Too Much Sugar Edition.



Mark Lovette  
Ft. Worth, TX

As Leon hunts, a zombie gives him the finger.





Like fire is bad. Okay.



Score!!!



Keep on truckin' young Spyro.

"Not only are the graphics in Spyro phenomenal, the gameplay is rock solid as well. I can just pick this game up and cruise around without any real purpose and enjoy myself - check out the scenery, listen to the incredible music, find some treasure. **Certainly, Spyro is one of the best, if not the best, platformer on the PlayStation.** Unfortunately, the game will be a tad easy for seasoned veterans, but let me tell ya, you should check out this game anyway. It is truly amazing. The worlds are pretty big, and the puzzles are a blast to figure out. If you own a PlayStation, play this game."

**ANDY**

THE GAME NUMBIE

Concept

9

Graphics

9.75

Sound

9.75

Playability

9.5

Entertainment

9

**9.5**

OVERALL

"Spyro starts like a walk in the park, but soon shows that it's one challenging platformer. **The graphics are pretty spectacular, especially the animation and the camera work.** I didn't have to battle with the camera buttons to see where I was going very often. Couple that with some smooth playcontrol and there is little doubt that this is one of the best platform games to grace the PS-X to date. I still haven't seen a lot of the upcoming Crash game, but Spyro is definitely going to give the orange guy a run for his money this fall. Which game comes out on top is still up in the air. Serious action/platform players could likely beat this game in a weekend, but it is well worth it. Others will get tons of time out of this phenomenal game."

**PAUL**

THE GAME PROFESSOR

Concept

9

Graphics

9.5

Sound

9.5

Playability

9

Entertainment

9

**9.25**

OVERALL

"From start to finish, this rookie platformer is finely polished and highly stylized. Spyro the Dragon speaks its own language in how playcontrol techniques and basic gameplay procedures are presented, making the overall experience quite different than anything you've seen before on the PlayStation (or any other console). **Spyro doesn't feature as much tricky platforming as Crash or Gex, but this game challenges you in so many other unique ways.** To accompany the unique design, Spyro has three key features in place: (1) The gameplay is tight, tighter than you'd ever imagine; (2) The camera is never a problem; and (3) It never gets dull. Insomniac did a phenomenal job keeping the game jagged and topsy-turvy. You never know what to expect next."

**REINER**

THE RAGING GAMER

Concept

9.5

Graphics

9.75

Sound

9

Playability

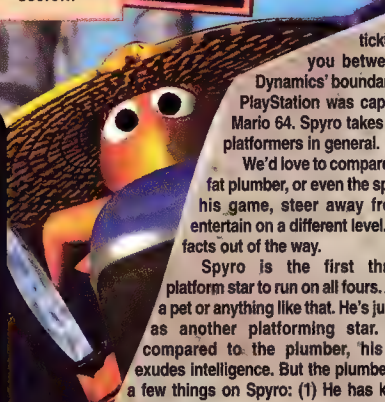
9.5

Entertainment

9.25

**9.5**

OVERALL



The fabled dragons that live by the sea are now causing a ruckus on your PlayStation. In *Spyro the Dragon*, developer Insomniac Games has woven together a three-dimensional action/platform extravaganza that tickles your funny bone with wacky cartoon antics and pokes you between the eyes with fast and ferocious gameplay. Crystal Dynamics' boundary-breaking platformer, *Gex: Enter the Gecko*, proved that the PlayStation was capable of producing 3D action/platform epics like Nintendo's *Mario 64*. *Spyro* takes this genre to the next level, and rewrites the textbook for all platformers in general.

We'd love to compare *Spyro* to the muscle-bound orange rodent, the fat plumber, or even the spastic blue hog, but we can't. *Spyro*, and his game, steer away from mainstream madness and entertain on a different level. First, we'll get the stupid facts out of the way.

*Spyro* is the first three-dimensional platform star to run on all fours. And no, he's not a pet or anything like that. He's just as intelligent as another platforming star. Heck, when compared to the plumber, his personality exudes intelligence. But the plumber does have a few things on *Spyro*: (1) He has killer burns, and (2) He's old enough to not be annoying. You see, *Spyro's* young. Really young, especially when you compare him to his ancient elders and Dragon parents. So is *Spyro* annoying? In some ways, yes. When you play the game, he doesn't make a peep. But when he confronts the Crystal Dragons, he occasionally talks, and even though he has the voice of Carlos Alazquez (a.k.a. - the Taco Bell dog), you can't help but grit your teeth and turn your head away from the screen. As long as he stays silent, which he does for most of the game, we think he's pretty cool overall. He's colorful. Abrasive. Breathes fire. And he has a funky mohawk.

*Spyro* is also the first 3D platform star to have an onscreen sidekick that acts exclusively as a shield. Sure, Banjo has Kazooie in his backpack. But does Kazooie sacrifice herself to protect Banjo each and every time? No. *Spyro's* faithful dragonfly partner, Sparx, does more than you'd ever expect. Because of *Spyro*, Sparx will not take on any damage in the game (unless he falls or drowns). Sparx is basically *Spyro's* hit point meter and nothing else. When *Spyro* should take on a hit, Sparx jumps in the way and takes one for him. Now, if only Robin or Nightwing would do something like this for the great Bat, then that comic might go somewhere.

Now, to the nitty gritty. We're sure you'd agree that the main flaw in most 3D platformers usually has something to do with the camera system. Either it doesn't let you see far enough, or it's just too fussy while playing. In *Spyro*, you don't even need to mess with the camera, unless you want to look around with the Spyrocam and investigate the nearby surroundings. Really though, this 3D engine is superb. It moves exceptionally fast, and it has few problems with clipping or faulty camera work. In fact, you will barely ever have to spin the camera buttons



Hmmm. I can hear it squealing, but I still can't see the hamster's head.



Save a Crystal Dragon and he will give you some useful playing tips.





# SPYRO THE DRAGON

## PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** True 3D Gameplay; Over 30 Stages; Flying Bonus Levels; Soundtrack by Former Police Drummer Stewart Copeland; Carlos Alazarcqui as Voice of Spyro; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Insomniac Games/Universal for SCEA
- **Available:** September 9 for PlayStation

**Bottom Line:** 9.5

to line up a jump  
— the game does this for  
you 99% of the time.

Along with the great camera system comes amazing level designs. All of the levels in this game feature some kind of wicked design that is usually very roller coaster-like. Here's a good example. In World 2—Peace Keepers—there is a level called Ice Caverns. This level is completely circular, but there's nothing in the middle, and all of the action is on the outskirts. First, you run around the side. Then, you launch across the middle. And then, all hell breaks loose. Before you know it you're zooming all over the place, landing on tiny ledges surrounded by pitfalls, and unlocking secret tunnels and caverns that hold a highly coveted Gem or two. All of the levels in Spyro (except the first few) start out tame, but usually explode halfway through and blow your socks off with unforeseen events and countless tasks.

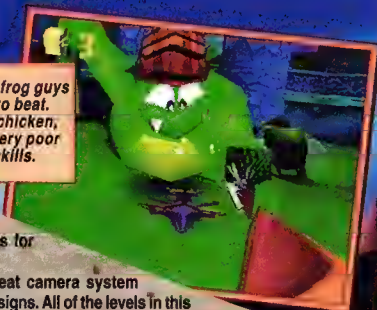
The gameplay is also very solid. Spyro doesn't have a ton of moves, but the moves he has are all well balanced and well used. Really, how often did you use the bellyflop in Crash? Twice in six hours? Case in point, you don't need a thousand moves in a game. It's absurd. Thus, Spyro has only five key maneuvers: (1) Jumping (you should all know what this is used for), (2) Running (this allows Spyro to cruise across the massive worlds), (3) In conjunction with running and/or jumping, Spyro can perform a headbutt to take out enemies, (4) Fire Breathing (yep, Spyro may be young, but he can puff smoke with the best of them), and (5) Gliding (after jumping, Spyro can glide great distances). Spyro also has a roll-strafe, but it's pretty worthless since you never have to use it.

With these moves, you perform some of the most amazing feats known to man and woman (and child and dragon). Imagine soaring across a massive acidic swamp after gaining insane speeds on three ramps, then launching and hitting the glide button at the critical second. Or how about tangling with a huge metal boss that appears to have no weakness. You breathe fire on him, but he simply lights up, and your headbutt only dents him. What do you do? Think quick or die.

As with every other game in recent memory, Spyro has secrets galore. On each level he will have to find a certain amount of Gems and Crystal Dragons to achieve the coveted status of "Perfect." The Gems are basically like the boxes in Crash, except in Spyro, there are tons more. Some levels even have you finding over 1000 Gems! Wow! Next come the Dragons—Spyro's Elders. If you free them from their crystal shell, they pop out (with superb animation), and tell Spyro a trick or two. To unlock these secrets, SCEA and Insomniac have created a perfect blend of exploration and tricky platforming to keep you perplexed for hours.

Just from the screens, you can probably tell that Spyro is an amazing looking game. But the pictures don't say enough. The animation in this game is outstanding and some of the best to grace the 3D platform scene. Even if you don't think you'll buy this game, rent it and see what we're raving about.

These large frog guys are easy to beat. Tastes like chicken, and have very poor social skills.



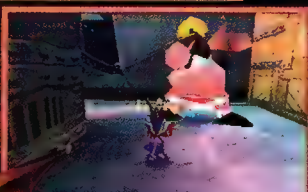
### BURNING ON A PURPLE RING OF FIRE



Flying is only available in the bonus levels.



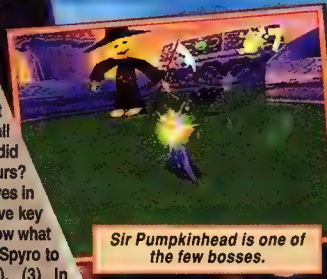
Doesn't it look like a cross between a bantha, dewback, and tauntaun?



Spyro is all about style. Even the enemies' boxers are in fashion.



Where have we seen two moons before?



Sir Pumpkinhead is one of the few bosses.





# SPYRO



### Study The Design

Spyro's foes come in all sorts of different shapes and sizes. The larger enemies cannot be killed with a headbutt. You'll need to use fire on them. Plus, if an enemy has some kind of shielding (silver in color) you'll need to ram them. The fire will just heat them up a little.

### The Bug Has Landed

Spyro's life is not based on his own hit points, but those of a firefly. Shoot the wildlife on each level to unlock a firefly, or extra firefly hit point. Keep an eye on the bug's color to know how you are doing on health.

### One More For The Purple Guy

Spyro is a good Dragon, but sometimes he needs a little extra boost. When you need to get a free life, return to a previously conquered level, and the enemies that originally threw out Gems will now toss Life Orbs. Collect enough of these and you'll receive a free life.

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



**BLUE GEM**  
5 Treasure



**GOLD GEM**  
10 Treasure



**GREEN GEM**  
2 Treasure



**PURPLE GEM**  
25 Treasure



**RED GEM**  
1 Treasure



**CRYSTAL DRAGON**

**LEVEL GATE**



**KEY**

**DRAGON EGG**



**LOCK BOX**

**UNBREAKABLE BOX**



**LEVEL EXIT**

## WORLD 1 ARTISANS

This land is mostly harmless, but there are a few bandits and thugs around who want to cause trouble. Who do the village folk call in to cleanse this problem? The little purple dragon known as the Spyrinator.

### HOME (100 TREASURE - 4 DRAGONS)

Look how happy Spyro is! Yes boys and girls, this is the easiest segment of Spyro's gargantuan adventure. In the Artisans Home, Spyro will have complete freedom to stretch his legs and attain full gallop. Don't worry about the enemies. A simple poke with Spyro's horns will take 'em out. In addition to this, all the of treasure is right out in the open. Basically, practice all of your moves, and be sure to master the jumping techniques. This is also a good area to return to for free guys. The goons with bags will drop five Life Orbs each.



Jump across these platforms in order to open up the Flying Gate.

- 1 - This wise dragon is directly in front of you.
- 2 - This somewhat lazy critter is also easy to find. Simply jump off the bridge and head to the left. You'll find him in front of the waterfall.
- 3 - He is hidden at the end of the blue-tinted tunnel.
- 4 - This massive beast is sitting idle in front of the large dragon head (boss)

warp). You'll find this area to the right of the bridge and through a narrow corridor.

**Stone Hill Gate** - Right out in the prairie next to some tulips is where you'll find this Gate.

**Dark Hollow Gate** - This Gate is tucked out of sight within the mini shrub-labyrinth.

**Town Square Gate** - Look through the blue-tinted tunnel and on top of the tower to find this Gate.

**Boss Gate** - This one is hidden within the large dragon head statue. Beat the first three levels before heading here.

**Flying Gate** - Where could it be? Ha ha! It's hidden within the waterfall. Simply hop on all the platforms until they change color from purple to yellow. Then, a super secret gate will lower revealing the Flying Gate.

**Peace Keepers Balloon** - From the very beginning of the world, jump off the platform and run straight forward through the brown-tinted tunnel. Around the bend this wacky flight attendant awaits.

### LEVEL 1 - STONE HILL (200 TREASURE - 4 DRAGONS)

This time, don't expect the enemies to run away from you, but toward you. Don't worry, Spyro's ramming techniques are still far greater than that of a ram or wizard. As with the Home segment, look everywhere for Treasure. Be sure to explore the castle on the level perimeter thoroughly. Before you know it, you will have a whopping total of 200 Treasure.

**1 & EXIT** - Enter the tunnel with the two towers and massive brick structure above it. On the other side the Dragon awaits.

**Key** - From the first Dragon, jump over the balcony and onto the beach. Proceed to the right and enter the cave. The key for the Locked Box awaits inside.



Leap over this fence and you'll find the Key in a cave.

**2 &** - In the first large area jump down into the well and you'll find this Dragon in a corner.

**3** - In the second large area ascend the tower and grab the Dragon from the top.

**Dragon Egg** - From the third Dragon jump, glide over to the level perimeter, and look for a strange man in a blue getup. Chase him and ram him in the rear to capture the Egg.

**4** - Locate the tunnel closest to the well and enter it. Inside you will find Gems galore and the last Dragon on this level.

### LEVEL 2 - DARK HOLLOW (100 TREASURE - 3 DRAGONS)

Things are starting to get a little tricky for the purple Dragon with the most. On this level, Spyro will no longer be permitted to headbutt all of the enemies. He'll also need to blast them with fire. All of the large enemies need to be burned, and if an enemy is being protected by armor, you will not be able to blast it with flames.

**Box** - At the very beginning of this level ascend the pillars and you'll find this box on the topmost point.

**1** - From the Locked Box, jump to the left and glide out onto the plateau. Blast the large baddie and set your Dragon friend free.

**2 & EXIT** - Climb up the stairs and veer to the left.

The Dragon will be right in front of you, with the Level Exit tucked safely behind it.

**3 & Key** - From the beginning, cut to the right as soon as you can. Descend the stairs and blast the large enemies you encounter with your fiery charm. Hop across a couple of platforms and this Dragon is as free as a bird. Drop down one platform and you'll find the Key.



Don't forget to collect the Gems around these platforms.

### LEVEL 3 - TOWN SQUARE (200 TREASURE - 4 DRAGONS)

This level is chock full of surprises. The enemies are fairly easy to defeat, especially with Spyro's fire. The secrets are not easy to find though. Most of the Treasure is hidden within the corners, and a lot of jumping and gliding is required to get the Dragons.

**1** - This Dragon is a piece of cake. Simply climb the series of platforms to the right, and he's waiting on top.

**2** - This one is cake as well. From the first Dragon, glide over to the new area, then ascend a set of platforms, and glide over to another area holding this Dragon.



You gotta love the Dragon/Level Exit combo meal.

**3 & EXIT** - This little Dragon is located next to the fountain. To get to the fountain simply climb up the only pink staircase on this level. The Exit is two steps to the left.

**Egg** - All right. Here's a mind bender. From the top of the pink staircase, hop onto the small green platform. Angle out and jump and glide. Swing yourself over to the right and you should land on a new grassy area. Jump up on the ledge in front of you and you should run right into the Thief and Egg.

**4** - After chasing the Thief, jump and glide out onto a plush platform complete with its own tower. At the tower, jump out and glide over to the fourth Dragon.

## BOSS (100 TREASURE - 1 DRAGON)

This stage is loaded with sinister baddies. Shoot the dogs with fire and either evade or shoot them again before they jump on you. The boss is the Pumpkin guy. Simply shoot him with fire to take him down. Make sure you check all of the corners for Treasure on this level.

**1** - This Dragon is located right out in the open on the hunting trail.



At the building structure jump out the window to find some Gems.

## FLYING

You'll need to do this level in the exact order that we state, otherwise you won't amount to squat. First, dip down and enter the cave. Destroy all of the Chests then fly out and head over to the Arches. (Note: If a train is coming as you fly by, then take it out.) Now, fly through two of the Arches, then take a quick detour and destroy all of the Planes. From here zoom to the Arches and finish them off. Now, quickly locate and destroy all of the Boxes on the Trains and this tricky bonus level is complete.

## WORLD 2 PEACE KEEPERS

Some job the Peace Keepers are doing, huh? What the heck! This World is out of control! Go get 'em Spyro. Overcome the odds and deliver Peace to this World of torment and fear.

## HOME (200 TREASURE - 3 DRAGONS)

Hey! This place is kind of like Tootoone. However, the Jawas have been replaced by little Lego men. If you let the yellow men escape your nasty habit of killing, then they will dive safely under a tent. Use your fire to destroy the tent, and the little yellow guys

will surrender and let you know what they think of your actions by mooning you with their little yellow rears. As for Treasure? Use Spyro's head to move the cannon next to the unbreakable boxes and use his fire to ignite the wick. Aim and shoot, and the booty in the chests is yours. You'll also need to use the cannon to destroy a rock blocking your path.



Move the cannon, then fire at the Unbreakable Box.

**1** - If you miss this Dragon then you are an oaf. He's right in front of you.

**2** - This Dragon is way out there. Run past the little yellow dudes and you will eventually come across this Dragon off to the left.

**3 & Egg & Key** - Pass by the Boss Gate and the Dragon, Key, and Thief are located in a little alcove to the left.

**Exit** - Jump up on the bridge connecting the end and beginning of the level and jump out over the tar pit and into the doorway.

**Dry Canyon Gate** - From the beginning, simply walk around the corner and this Gate awaits.

**Cliff Town Gate** - After you pass by the first two cannons you will run right into this pretty pink Gate.

**Joe Cavern Gate** - This Gate is located near the second Dragon and just to the right of the Balloon.

**Boss Gate** - This Gate is next to the unbreakable boxes.

**Flying Gate** - Use the cannon to destroy the rock with a target on it. Hop up the new platforms and this Gate awaits.

**Magic Crafters Balloon** - You'll find this Balloon next to the second Dragon. Look behind it for a free life!

## LEVEL 4 - DRY CANYON (300 TREASURE - 4 DRAGONS)

This level seems rather large, but it's not. It's just contorted into weird ramps and structures. Explore it thoroughly and you'll have no problems finding 100% of the Treasure.

**Egg** - Enter the tiny crack in the wall to the left and you'll find the Egg Thief caressing his pink prize.

**1** - Just walk around the corner and you'll see this Dragon up on a cliff.

**2** - Continue walking on the lower portion of this level, then ascend the stairs. The Dragon is to the left. Note: Here Spyro learns that he is born to glide.

**3** - From the second Dragon, glide out to the platform on the left. Then, glide again to the right. And again to the left. You'll eventually travel through a tunnel that leads to a house holding the third Dragon.

**4 & Key** - From the second Dragon, glide out onto the platform on the left. But don't glide to the right like you did before. This time, glide to the left and hug the canyon wall. You'll land on a ramp that leads to the fourth Dragon and the only Key.

**EXIT** - At the large (and we mean large) circular castle structure, this warp awaits at the center.

**Exit** - On the backside of this level (near several bird throwers) you will see a platform way out in the middle of nothingness. Jump up on the castle nearby and from the topmost point soar over to a rock stairway. Again, from the topmost point soar over to the platform holding the locked box.



Jump, then hit glide at the perfect time to make this platform.

## LEVEL 5 - CLIFF TOWN (400 TREASURE - 3 DRAGONS)

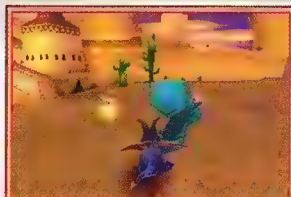
Shoot the kettles to unearth a good portion of the Treasure. Most of the Treasure is, in fact, easy to find. Don't forget to search behind the building you started in! To get to this area simply glide over from the hill near the third Dragon.

**1** - Run across the second bridge and he's sitting a few steps to the left.

**2** - Ascend the large building at the end of the level and this Dragon is waiting all the way at the top.

**Exit** - To break this supposedly Unbreakable box, do this. Go to the very top of the largest building (by the second Dragon), and jump off. Angle your jump at the series of smaller buildings below, and if you look closely you'll see a firecracker strapped to one of the buildings. When you fly by apply a little fire, and the unbreakable box (which happens to be located near the second Dragon as well) will explode revealing its gut-wrenching surprise.

**3** - From the second Dragon, launch across the river of tar and over into the desert. Run around the corner and up



Bump this Thief in the rear and he'll cough up the Egg.

the hill. The third Dragon awaits on a cliff. You can also get to this Dragon by taking the particle stream on the left-hand side near the beginning.

**Egg** - From the first Dragon, approach the building to the right. The evil, nasty, sinister Thief awaits.

**EXIT** - At the very top of the largest building on this level, there is a path that leads even higher and over to the Level Exit.

## LEVEL 6 - ICE CAVERN (400 TREASURE - 5 DRAGONS)

Aghh! Another 400 Treasure level!!!! Don't worry though, most of the Treasure is placed in easy to find places. Plus, a lot of the Gems have a value of 5 or higher. Don't forget to snag the free lives from the platform next to the building by the Level Exit. Also note, most of the baddies here are easy. Don't be intimidated by their taunts or appearances. Spyro's a tough cookie, and he'd never be taken down by a snowball chucker.



Hop on the platforms surrounding this entrance to get inside.

**1** - Walk around the corner to the left and you'll come snout to snout with this Dragon.

**2** - Enter the building structure and you'll find this one next to the balcony.

**Key** - Walk out onto the balcony next to Dragon 2 and jump out toward the small ice structure. Here you will find the Key.

**3** - From the Key, jump out onto the tiny path and ascend it. Veer to the left and enter the cave. A Dragon is waiting.

**4 & EXIT** - Exit the cave holding Dragon 3 and continue up the path to the top of the plateau, where the fourth Dragon and Level Exit reside.

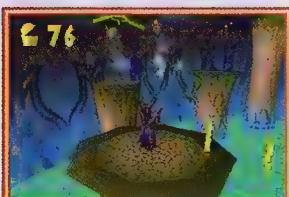
**5** - Enter the ice cavern and follow the path to this Dragon.

**6** - Following this strategy should bring you back to the second Dragon's locale. Jump up onto the other platforms then across the window exit to find the Locked Box.

### BOSS (300 TREASURE - 1 DRAGON)

What? Can it be? It is! There are suicidal enemies in this game! Well, maybe not. But look out for the enemies that are thrown at you against their will. When you come to the second particle stream (the one next to the tower), look out to the horizon to find a Gem worth 25. To take down the boss, try to blast him with fire in the arse. He should scream like a baby if you get in a good shot.

**7** - Take the first particle stream up to the next level and then jump back out to the Key on a tiny platform.



Stand on the ends of these platforms and spit fire to kill the baddies.

**1** - Take the first particle stream up to the next level, then simply walk forward to the mobster-like Dragon.

**EXIT** & **8** - From the last boss, cross over the last bridge to the Level Exit, then jump down to the platform below which holds this priceless Box.

### FLYING

This Flying segment is a little more straightforward than the last one. Fly through the Rings, then break the Chests. Now, head down to the Arches, then finish off the Lights.

### WORLD 3 MAGIC CRAFTERS

We don't see no stinkin' magic here, man! This World is where the game starts to get a little on the difficult side. You'll need highly honed abilities; otherwise, you'll be a worthless purple dragon.

### HOME (200 TREASURE - 3 DRAGONS)

Those chanting wizards are a real pain in the dragon rear. Simply use the lost art of ramming your head into their gut to remove their menace. The rest of this Home stage should be easy, even for a little dragon.

**9** - After jumping a few puddles you will come to a crossroads. In the middle stands a Thief with a nicely polished Dragon Egg. Hint: He runs to the left.

**1** - At the crossroads, cut to the right to get to the first Dragon.

**2** - There's another stinking Thief on this level! And he's holding (and coveting, we might add) a Dragon Egg! Simply run up the hill past the Alpine Cliffs Gate and chase him for awhile. Didn't catch him did ya? Now, walk up the path to the left and get the running power. Now, chase him. Got 'im!

**2** - Remember the second Thief chase? If so, then you might have run into the second Dragon. He's on top of the hill which grants super speed.

**3** - After the running segment, enter the cave. In here, locate the room with the purple tint. The Dragon is inside.

**4** - After saving the third Dragon, exit out into the daylight and you'll see this Box next to a moving wall. To destroy it, return to the running segment and run through the cave and into the Box. KABLAM!!!

**5** - Go behind the Wizard Peak Gate and destroy the box across the pond. Look at the wall and you will see an entrance. In here the Key awaits.

**6** - This one is kind of a pain to find. Go back near the beginning (where the chanting wizards are) and look out across the gap. You'll see a cave up and to the right. Get as high as you can, then leap. You'll make it.

**Alpine Cliffs Gate** - Run out of the building (toward the first Dragon) and cut to the left. Veer to the left again and you'll be at this Gate.

**High Caves Gate** - This Gate is right next to the second Dragon.

**Wizard Peak Gate** - From the Unbreakable Box, walk around the corner and you'll bump your nose on this Gate.

**Boss Gate & Beast Makers Balloon** - From the Unbreakable Box, drop down to the path on the right. Jump across the water, and the Gate and Balloon await.

**Flying Gate** - Hmmm. This Gate is right next to the third Dragon.



Ram these guys, otherwise they will cause you tons of grief.

### LEVEL 7 - ALPINE CLIFFS (300 TREASURE - 4 DRAGONS)

The only section on this level that you may find yourself biting nails on is the Fireworks Boxes. You know where they are, and you

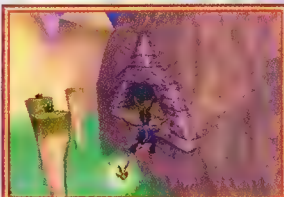
know what a pain they are to get in one swoop. Don't give up. It can be done!

**1** - Run up the moving stairway and the first Dragon is right behind the archway.

**2** - This larger-than-you critter is located in the waterfall segment. Time your jump carefully, and you'll almost land on him.

**3 & EXIT** - Start from the locale of the second Dragon, then run up the path to the right. Wham! Bam! Thank you ma'am!

**4 & 5** - From the third Dragon, turn around and launch across to the cave on the other side of the lake. Free the Dragon, then chase down the thief holding an incubated version of one of your Dragon friends.



This is a big jump, but it is possible.

### LEVEL 8 - HIGH CAVES (400 TREASURE - 3 DRAGONS)

Mental Note: Avoid the Bugs!!! Avoid the Bugs!!! Stay a good ways away from these critters, because unlike you, they are invincible. Invincible, that is, until you get your hands on the Love Fire. Yep, at the top of the bugs' home, Spyro will be kissed by a fairy, adding a zesty love to his fire. Now, go shoot those vermin!



With the Love Fire, Spyro can kill bugs.

**1** - Run through two bug rooms and he'll be sitting pretty on a ledge.

**2 & EXIT** - Use the Super Dash Ramp and launch into the gray cave on the left. This Dragon is sitting right next to the Level Exit.

**3** - Go back to the beginning, and this time around, head over to the left. At the top of the climb you will find Dragon number 3.

**4** - Go across the bridge featuring the funky pattern (to the right of the speed ramp), and jump into the right alcove that also features a funky look. Here you will run into your main nemesis - the Thief and his unlawfully adopted Egg son.

**2** - You gotta be kiddin'!!! Okay, go to the speed ramp and jump out to the lush pasture in front of you. Go up to the hill and whammo! There he is, standing next to a tiny pond. And guess what? You have to chase him around it. Good luck catching him and his stolen goods.

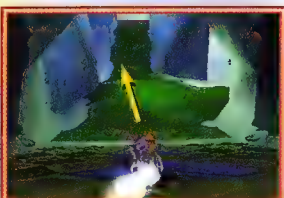
### LEVEL 9 - WIZARD PEAK (400 TREASURE - 3 DRAGONS)

Hitting the big jumps on this level is a tricky task, but it can be done if patience is applied. Toward the end of the level you will have to make some HUGE jumps by means of a nearby Ramp or two. That's right, go back up and apply the speed of two Ramps in conjunction to make the jumps. There are two jumps like this.

**1** - When you start this level, you will begin in a huge structure. When you launch off the ramp, cut to the left and you'll run into the first Dragon right in front of the Super Dash Ramp.

**2** - At the foot of one of the Ramps you will find an Unbreakable Box next to a pond. Use a Ramp to take it out.

**3** - From the Unbreakable Box, traverse a few more meters and you'll find this Dragon all by his lonesome.



Combine the velocity of two ramps to make this jump.

**4** - From the second Dragon, ascend the small stack of nearby platforms and run around the pool until you catch him and his stolen yolk.

**3 & EXIT** - From the Thief, maneuver yourself up one platform and you'll find the third Dragon and Exit surrounded by blue wizards.

**2** - This little stinker is hidden behind the wall of one of the double Ramp jumps. Knock him off the edge and take his creamy stolen goods.

### BOSS (300 TREASURE - 1 DRAGON)

Headbutt the enemies on the path, then zap the wind boss with fire. Doing this will make him open the door below. Enter it and go through the next two rooms and you'll come to the outdoors again. Run to the right and fight the boss again. Ignite him again, then jump over to the next section. Here you will fight him for the third and final time. Good luck. And may the fire be with you...always.

**1** - This little sucka is located through the door and on the bridge after you appear outside again. Go to the left to find him.

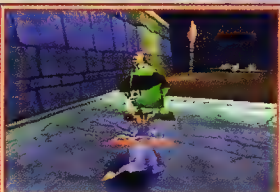
**EXIT** - Defeat the boss for the last time and the exit is a few more steps up the mountain.

## FLYING

First, fly through the Rings, and then five arches. Now, cut back to the left a little and snag the Chest behind you. Then, hit the next few in line. When the planes come, take a few out, then go back to shooting the Chests. Duck down to the Arches, then follow the planes. Whatever you do, don't go for the Arch on the outskirts. Follow the planes and you'll hit everything else you need. Even that pesky Arch.

## WORLD 4 BEAST MAKERS

Beast Wars! No, sorry. Wrong concept. This World is difficult. Plain and simple. Make sure you have at least three or four extra lives under your belt before you enter each new level.



Don't be impatient when dealing with these electric goons.

## HOME (300 TREASURE - 2 DRAGONS)

All of the Treasure on this level is in clumps. Heck, most of it is in the Locked Box. Avoid the new nasties and have a blast in this odd swampland.

**1** - Run around the corner to the right, past the two electrician killers, and you'll find him sitting in front of the Terrace Village Gate.

**2** - First, find the Misty Bog Gate, then jump to the right to find this Dragon.

**3** - Go to the large tree and head across the brick path on the right. The Locked Box is right against the wall.

**4** - The Key to the Locked Box is in the civilian area past the large tree. Ascend the temple and jump out to the Key when it is in sight.

**5** - **Terrace Village Gate** - From the beginning, run around the corner to the right and you'll run head over heels into this flashy green Gate.

**6** - **Misty Bog Gate** - Jump across the log bridge and veer to the right. The Gate is on the next piece of solid ground.

**7** - **Tree Tops Gate** - Jump past the log bridge and across the swamp to the left. Sooner or later you will come across a gigantic tree. The Tree Tops Gate is located near the far roots.

**8** - **Boss Gate** - In the civilian section past the tree, pass by the three shock dudes and this Gate is right around the corner.

**9** - **Flying Gate** - Jump into the well next to the second Dragon and prepare to participate in a grand ol' Flying adventure.

**10** - **Dream Weavers Balloon** - This one is a few feet away from the Boss Gate.

## LEVEL 10 - TERRACE VILLAGE (400 TREASURE - 2 DRAGONS)

This level is a platforming nightmare. Actually, it isn't too bad once you get your timing down. Look everywhere, and don't forget to ignite the rockets after each time you die (that is, if you haven't collected the Treasure from that particular Unbreakable Box yet).



After you die, make sure you reignite the rockets for the boxes you missed.

**1** - This guy is located right out in the open within the doorway of the second civilian structure you can enter.

**2** - At the shock enemies, look to the left and you will see the Unbreakable Box. To the right is the solution (the rocket).

**3** - You won't actually see the box until it explodes. What you'll find is the rocket used to destroy it. This precious item is stuck in the ground behind the shock enemies. Ignite it and watch the show.

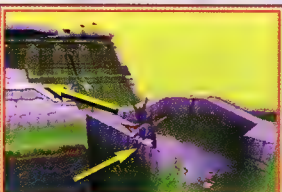
**4** - At the end of the shock madness, this Dragon awaits.

**5** - This Exit is hidden away within a little hut after the second shock madness exercise. Hint: Keep going up.

**6** - This baby is located at the end of the tricky rooftop jumps.

## MISTY BOG (500 TREASURE - 4 DRAGONS)

Look out for the plants! They'll kill you if you aren't quick enough on the fire button. Here's one of the better kept secrets that you may miss. At the Level Exit, jump up on



From the Level Exit, launch over to this platform, then to the stairway.

the right pillar and glide out to the small structure. From here, jump up on top of the temple and grab the loot.

**1** - At the second patch of killer plants look on top of the tree stumps. You should see a Dragon waving and saying hi. Then again, it could just be your imagination after trying to collect 500 pieces of Treasure.

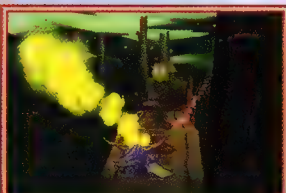
**2** - From the dock, jump out to the left. Cross over the tree stumps and enter the tree temple. Just past the room with all the enemies the second Dragon awaits.

**3** - Jump out onto the dock and hop up on the tree trunks. Now, jump into the largest of the trunks and the second Dragon is hidden within.

**4** & **EXIT** - Continue on the concrete path from the second Dragon, and you'll find the third a few enemies later and up on the stairs to the right. The Exit is a head turn away.

## TREE TOPS (500 TREASURE - 3 DRAGONS)

Memorizing the paths on this level will ensure a clean sweep of all the Treasure. For once, the Thieves help out. Follow them to figure out the Ramp linking system.



Follow the Thieves to reach areas you didn't even know existed.

**1** - **Red Thief** - This one doesn't have an Egg. Hmmm. When you see his yellow hide chase him across the Speed Ramps and up onto the highest platform. Nail him and you'll receive a Purple Gem.

**2** - When you first start this level, look through all the windows you can. One will lead to the Key.

**3** - Go right from the Key and you'll come to a Stone Hinge structure. Launch across the trees and you should land on top of the Dragon.

**4** - Use the charging power produced from the second Speed Ramp to destroy this Box.

**5** & **6** - From the start of the level, stay on the path and jump across to the next tree (where the red Thief is). Down a ways you will find a Locked Box and the first Dragon a stairway higher.

**7** - Use the Speed Ramp after the second Dragon to launch to the next tree and smash the Unbreakable Box.

**8** - The second Speed Ramp will take you right to the Level Exit.

**9** & **10** - **Green Thief** - This little bugger shows up right at the beginning. Follow him across all of the Speed Ramps and he'll bring you to the third Dragon.



When the pillars are green, apply your horns.

## BOSS (400 TREASURE - 1 DRAGON)

When you come to the boss, destroy the stands in front of him to make him flee. Make sure the stands are green and not red. Otherwise, you'll get zapped.

**1** - Simply follow the path and the Dragon will be right in your path.

**2** - **EXIT** - You'll find this escape at the end of the level (past the second boss confrontation).

**3** - After beating the boss, go back into the arena where you had the second battle and ascend the platforms on the left. Here you will find the Locked Box.

**4** - Look to the swamp river separating the level for this hidden Key. The opening is off to the right.

## FLYING

This is complete mayhem. The Boats are the hardest of targets, but luckily, there are plenty of paths in which this level can be completed. Study this stage a little and you'll come up with a strategy to beat it.



Destroying the boats first isn't a bad tactic at all.

## THE GUIDE STRIKES BACK?

Hey, we're taking off for a month or two to go relax on the beach. If all goes as planned, we'll have the second and final part next month, but don't moan if it turns out to be two months from now. Those coconut drinks are addictive, and oh so tasty!

**D**eveloping a sports game is a serious matter. Developing a football game is outright war. Last year, two football games held the #2 and #3 spots in overall sales on the PlayStation – Sony's GameDay '98 and EA Sports' Madden 98. Combined, the two games sold in excess of 2 million copies in four months. When Sony and EA Sports get ready to release football games there is always talk about new features, plenty of buzzwords to decipher, and a heck of a lot of game to analyze. To preview this annual sports battle, Game Informer questioned EA Sports' Scott Orr and 989 Studios' (formerly Sony Interactive) Kelly Ryan about their upcoming games. Both of them know plenty about video football, and their football credentials both date back to the days of the Sega Genesis.

Currently EA Sports vice president and executive producer of Madden 99, Scot Orr was an original designer of the first Madden game on Genesis and has led the way in Madden production ever since. Kelly Ryan, after beginning his career at Sega Sports, joined Sony Interactive around the time of the PlayStation's launch and has been involved with virtually every sports title Sony has produced. Ryan's claim to fame with us will always be as the inventor of Icon Passing, but he currently is producer of GameDay '99 and 989 Studios' director of sports product development.

Join us, as we speak with two of the top development brains in the business regarding their soon to be released PlayStation football titles.

## 6 Questions: (and one silly one)

# Madden 99 Vs. GameDay '99

GAME INFORMER ASKS EA SPORTS AND SONY ABOUT THE UPCOMING FOOTBALL SEASON



As this series has progressed, what has been the key factor to its success?

989  
Sports

**Kelly Ryan:** Each year we have the best looking, tightest playing football simulation on the market. We achieve that by not resting on our laurels. When we completed GameDay '98

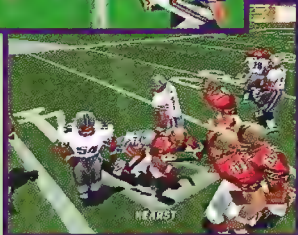
we took a short vacation and then got right to work on GameDay '99. The process of exploration and discovery never ends. There is always a better way to do something and we spend 12 months a year trying to find it.

We also make a commitment to bring the best football experience to our consumers every year. Last year our consumers numbered around 1.5 million. That's a lot of people to please and we will not let them down. The '99 version of GameDay will be a classic.



**Scott Orr:** The hallmark of the Madden series has always been great gameplay. Pure and simple, that is what we believe a game must have in order for it to be a winner. If a game looks great, but plays terrible, then it will be a disappointment to the customer. The sad thing is that if a game just looks great it can make an immediate impression on a potential customer and the looks alone might even generate a sale. But once that game is put to the real test, with your friends or against the computer over a length of time, the truth will come out. Gameplay is what gives a football game staying power. It's what makes you want to go back and play it again and again. That is John Madden Football. It is the ultimate judge when it comes time to talk trash and see who is the best at video game football.

Without a doubt the key factor to our success and the one thing that we are most proud of is our gameplay. Gameplay is the reason Madden football has sold over 11 million units over the life of the franchise. People know that if they want to play a great game of football they just need to pick up Madden.



■ Border = GameDay '99  
■ Border = Madden 99

#2

What was the major developmental goal for this year?

**Ryan:** We are building a total three-dimensional gameplay experience. And it's not just about buzzwords. It's real technical achievements that enhance the gameplay experience. Collision detection is done at the node level, for each and every node. We don't just use a box that is vaguely the size of a player to check for collisions. We actually know if a receiver's hands have touched the ball and we use that to determine if a catch is made. From what I saw at E3, our competition's players don't even have hands.

Three-dimensional gameplay is not just polygonal models and node level collision detection. We are working on three-dimensional AI as well. Gone are the days where you just point the camera at a player and view a celebration animation. Our players are now thinking between plays as well as during plays. If someone was involved in a big collision, during the play he may adjust his helmet or rearrange his thigh pads after the play. Someone loses his footing he may tie his shoe after the play is over. The players are going about their business doing things, and it's not just aping for the camera. They do stuff whether the camera is looking at them or not. Of course, we have worked with NFL players to upgrade our gameplay AI as well this year and that includes such three-dimensional activities as floating into zones, read and react scraping, and head tracking.

**Orr:** For the first time Madden on the PlayStation will have hi-res polygon graphics running at 30 FPS. This technology has been in development for over two years and is specifically designed to push the hardware to its limits. I think the results speak for themselves when you see the game. It looks great, and as always, it plays the best.



#3

We're sure you've received many comments from gamers and the press regarding last year's version. What was the overriding complaint? What was the overriding praise?



**Ryan:** From our focus groups the one thing that consumers wanted added to NFL GameDay '99 is a TV-style presentation. This year we have world class sportscasters Dick Enberg and Phil Simms providing the play-by-play and color commentary. We worked really hard to go where others haven't gone regarding depth of the implementation, and we are excited about how much Enberg and Simms are bringing to the NFL GameDay video game experience.

What many gamers and press really appreciated about GameDay was how close it is to the real NFL. Especially running the football, with the jukes, spins, high steps, shoulder charges, and stiff arms, people found all the tools used by an NFL running back to run the pigskin. What made running the football so exciting, aside from faking out the opponent with a quick juke or powering over him with a jolting shoulder charge, was the fact that our game is very strong as a real football simulation. Meaning, if a user picked a prime running back like Barry Sanders they would have no problem rushing for a hundred yards a game. Our AI has always been a strong point among the gameplaying public. In GameDay, just as in real football, you can't keep running the same play over and over for big gains. Especially in the All-Pro and Hall of Fame difficulty, the user has to learn how to mix it up on offense and defense. This year, we have made big adjustments to our AI to make it even better. We have totally rewritten our Zone logic, blocking AI, and scraping routines. Jason Sehorn of the New York Giants and Hardy Nickerson of the Tampa Bay Buccaneers really helped out with the defensive AI. Nickerson in particular had a real understanding of the programming process and was able to communicate to our engineers the intricacies of playing NFL defense on a more technical level.

**Orr:** The biggest complaint last year was that our sprite graphics looked dated compared to GameDay's poly graphics. We made that decision based on gameplay. As I said earlier, we will not compromise gameplay for anything. While GameDay looked better last year in some people's eyes, the artificial intelligence in Madden was widely recognized as the best. This year we were able to create high-res poly graphics that did not compromise gameplay. In fact, the game plays much better than last year, even with the addition of the poly graphics, so I like our chances going into this football season. I am confident that people will really enjoy Madden this year both visually and from a gameplay standpoint.

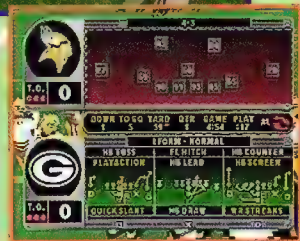


**How do you weigh the pass versus the run? The NFL passes much more than it runs, yet some players prefer to run 3 out of every 4 downs. How do you leave the gameplay so open-ended and up to the user?**

**Ryan:** Our playbooks are very deep and offer a variety of formations, both pass and run, to please any gamer whether they run the ball 50 times a game or five. Our play diagrams this year should be the best ever for a football game. They are colorful and huge, detailing the movements of every player. These new play calling screens are very helpful in running the ball as the user can clearly see the blocking assignments of his line as well as the ball carrier's intended route. With these highly detailed diagrams, awesome special moves and a player model that looks and runs like a real NFL back, we've brought back the run as a realistic, yet fun aspect of video football games. By the way, this year's motion capture running back is all-pro Fullback Mike Alstott who also drew up some plays for us including his signature play, "Rhino."

**Orr:** Each team has custom play calling artificial intelligence and playbooks based on what they do in the NFL. When playing the computer, teams that run a lot in the real NFL will run more in Madden. The opposite holds true for teams that like to air it out. When you play head-to-head against a friend you have the power to run or pass more, based on the style of play you like and the quality of players on your team. I would recommend you run the ball more than you pass when you play with Detroit because Barry Sanders is such an incredible player. Barry actually helped us with this year's game and came into the office to work with the development team. The juke move in this year's game is tailor-made for a back like Barry, because he can leave a defender tackling nothing but air.

When playing the computer, a gamer really has to play smart because I guarantee that the computer will exploit bonehead decisions. You have to play smart in order to win.

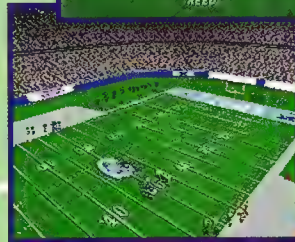


**In your mind what was the biggest addition to this version's already long list of features?**

**Ryan:** Our three-dimensional gameplay. Last year we set the standard for graphics in a football game by going polygonal, which gave GameDay an actual feel of being on the football field. Not only did we have the best gameplay "feel" or "control," but you could actually read the holes in the line and run through them unlike any other football game has been able to deliver. This year, our player model has been completely revamped from his helmet down to his cleats. We are using more than double the polygon count of each player from last year. NFL GameDay '99 not only looks great, it runs at a silky smooth 30 frames per second. This delivers a fast and furious gameplay experience that will be far beyond what any other football game will be able to deliver.

**Orr:** The biggest new feature in this year's game is the graphics. This will be obvious to anybody that picks up the game. It looks great! After that, the biggest new feature is our one-button mode. This game style lets a casual gamer pick up the game and immediately start enjoying it and having success against either the computer or against hardcore human players. What the one-button mode does is make many of the decisions for you. For example, when you are running with Barry Sanders you just hit one button when you get close to a defender and the game decides whether Barry should juke, spin, hurdle, stiff arm, or do whatever is necessary at that time and place. It is even possible to play against another person and have the less experienced gamer, like a dad for instance, use the one-button mode while the more experienced player can use the normal mode with full functionality at his fingertips. If you know the game well and want total control over what is happening on the field, you wouldn't want to use one-button mode. But if you are new to Madden football and don't want to take a long time to learn what all the buttons do you can use one-button mode and enjoy it right away.

Also, franchise mode is something we are very excited about. It allows you to take a team through multiple seasons while dealing with salary caps, player retirements, free agents, and so forth. You can even be fired if you do a horrible job managing your team!



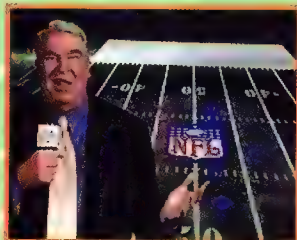




**Like the real gridiron game, developing an interactive football title seems to be a very competitive endeavor. What would you say makes your game stand out this season?**

**Ryan:** GameDay '99 will stand out because it is strong in every area that a football game should be. GameDay is a level above, from the new Enberg/Simms audio, to the jumbo playbooks, to three-dimensional gameplay, to the largest statistical data base ever done in any sports game on any platform, and I'm including PC coaching simulations in that comparison as well.

Our graphics are drop dead gorgeous. It's just professional to have the very best graphics in a football simulation every year and we always do. But even by our standards this game is a real looker. I'm surprised the competition is actually planning to ship what they showed at E3 this year. I understand that this is their first year of developing a polygonal football on the PlayStation, but I still can't believe how choppy it was that late into development. We always run at 30 frames per second because anything less is just not a satisfactory gameplay experience. It wouldn't be professional to sell the consumers something that didn't look, feel, and play tight.



**Orri:** Realism is always the factor that separates Madden football from the pack. Madden is always a fun game to play, but it's also realistic to what actually happens in the NFL. Those two factors, realism and fun, are not always easy to put together in the same game. Making a game fun to play can sometimes take the developers away from what is actually possible out on the field, so we are constantly reminding ourselves to stay true to real life. That is the way John Madden insists that it be, and that is how we build the game. At our first meeting with John Madden over ten years ago he stressed that the game must be realistic if he is to be associated with it. We originally presented him with a game design that was seven on seven players, and Madden wouldn't even consider working with us on the game until we got the game to be 11 on 11 players. He said that was the way the real NFL was, so that's the way his game was going to be. We never lose sight of that vision. Madden reviews the game many times during the development process, and if something doesn't look realistic he lets us know about it, loud and clear. He gives us so much insight as to what actually happens on the field that we have a huge competitive advantage every year over our competition.



**Obviously, the Minnesota Vikings are the best team in the NFL. What are you doing in this game to insure their dominance?**

**Ryan:** Accurate attribute assignments are actually implemented into the gameplay. If somebody tries to play man coverage on Reed, Moss, and Carter they're going to get burned. You will actually see the separation that Carter gets from an average defensive back when he tails off into his fade route. If Reed gets behind the defense in GameDay, it's just like the NFL, they're not going to catch him.

**Orri:** You've obviously been talking to Rich Hilleman! He was the producer and my co-designer on the first Madden Genesis and SNES games. Rich is a huge Vikings fan.

Actually I think the Vikes have an exciting team with a lot of talent. They have a combination of veterans who have been around the league, and young talent like Randy Moss that will pump new life into the team. Minnesota could be a very dangerous team come playoff time.

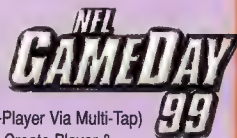
As far as making them a dominant team in Madden, we will of course accurately reflect their players' skills in the game, and their playbooks, so if you know the team well you can exploit the knowledge you have to make the team better. If you are huge fan of the Vikes you can play the role of general manager in our Franchise mode and build them up over many seasons to become the best team in the league. Good luck!



**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)

**Special Features:** Create Player & Customize Rosters; Play Editor With Team-Specific PlayBooks; Franchise Mode; Fantasy Draft; Commentary by John Madden & Pat Summerall; Dual Shock & Analog Compatible; Memory Card Required for Season

**Created by:** Tiburon Entertainment for EA Sports  
**Available:** September 1 for PlayStation  
**80% Complete**



**Size:** 1 CD-ROM  
**Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)

**Special Features:** Create Player & Customize Rosters; Fantasy Draft Mode; Custom Season; Adjustable AI & Game Speed Levels; Total Control Passing With Receiver Option Routes; Commentary by Dick Enberg & Phil Simms; Dual Shock & Analog Compatible; Memory Card Required for Season

**Created by:** RedZone Interactive for 989 Studios  
**Available:** September 1 for PlayStation  
**80% Complete**

## The Developers

### Tiburon Entertainment

This Florida-based studio opened in 1994 and has a long relationship with EA Sports including the SNES development of Madden 96. Soon after, Tiburon began work on the PlayStation Madden series and is responsible for Madden 97 and 98, as well as Madden 64.



### RedZone Interactive

A new name in the development circle, but an old crew of GameDay veterans, RedZone is actually a 989 Studios spin-off. This San Diego-based studio was formed by members of the original GameDay design team and is headed by Chris Whaley who was producer and co-designer on the past three GameDay titles.



## Game Informer's Top Ten

### Editors' Top Ten Games for September

- 10 Panzer Dragoon Saga - SS
- 9 Breath of Fire III - PS-X
- 8 Monster Rancher - PS-X
- 7 Int'l Superstar Soccer '98 - N64
- 6 Final Fantasy VII - PS-X
- 5 Hot Shots Golf - PS-X
- 4 Mega Man Legends - PS-X
- 3 Banjo-Kazooie - N64
- 2 Gran Turismo - PS-X
- 1 Spyro the Dragon - PS-X

### Readers' Top Ten Games for September

- 10 Panzer Dragoon Saga - SS
- 9 MLB '99 - PS-X
- 8 Resident Evil 2 - PS-X
- 7 Final Fantasy VII - PS-X
- 6 Mortal Kombat 4 - N64
- 5 WCW vs. NWO: World Tour - N64
- 4 Gex: Enter the Gecko - PS-X
- 3 Tekken 3 - PS-X
- 2 Banjo-Kazooie - N64
- 1 Gran Turismo - PS-X

### Top Ten Things Not To Do at the Boss's Beach Party

- 10 Arrive late, and the minute you get there throw all the food on the floor.
- 9 Ask where they keep the good food and beer.
- 8 Double dip.
- 7 Complain about the lack of service.
- 6 Shoot off fireworks inside the house.
- 5 Allow your dog to use the beach as a personal toilet.
- 4 Hold your family reunion.
- 3 Bring a guest who stole \$8,000 from the company.
- 2 Drive home in his/her Mercedes 500 SL.
- 1 Sleep over on the couch, but first tell him/her what you'd like for breakfast.

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

Game Informer Magazine  
Attn: Top Ten  
10120 West 76th Street  
Eden Prairie, MN 55344

Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!



## Sony Spills The Beans on PlayStation 2

In the June 15 issue of *Business Week* an article explored **Sony** and its future. Since the **PlayStation** accounts for 10% of the company's profits and 22.5% of its working capital, the article included information about the future of video games, and Sony's place within it.

According to Ken Kutaragi, CEO of SCEA, the **PlayStation 2** is well under development. "We are working on plans for a next-generation machine, but I can't say more." Kutaragi should have told that to Teruhisa Tokunaka, president of Sony Computer Entertainment, who says that DVD is the medium currently being entertained for the PlayStation 2's data storage. Tokunaka has been doing the rounds with companies, asking them to develop for PlayStation 2.

It appears the system may not be too far away. In fact, Tokunaka visited some Osaka-based Japanese developers (**Capcom**, or **Konami**, perhaps?) a whole month before **Sega** approached the same developers to drum up support for the **Dreamcast**.

But this still does not answer the burning question of "when?" Well, don't expect the advance notice Sega gave for its Dreamcast. The industry, according to *Business Week*, thinks that Sony will simply wait until PS-X sales slow, and then unleash the new system on an unsuspecting public, rather than wait for a good opening. If PS-X sales are poor this year, expect the Dreamcast to have some fresh competition from PlayStation 2, perhaps as early as the year 2000.

## Square's Ehrgeiz Coming to PlayStation...In Japan at Least

**Square's** arcade fighter, **Ehrgeiz**, is coming to **PlayStation**. Unfortunately, a representative from **Square/Electronic Arts** confirmed that, at this time, Square/EA has "no plans" to release Ehrgeiz for the U.S. PlayStation. Too bad, because the game really kicks, and includes popular characters Cloud and Tifa from **Final Fantasy VII**.

This would be yet another instance of a great Square game not making it to the States. Other recent examples include **Tobal 2**, and the **Final Fantasy IV** and **V** remakes for PlayStation. Square/EA did not say the game will "never" be brought over, so there is still hope.



## Banjo-Kazooie Announces Sequel

*Game Informer* discovered these pictures at the end of **Banjo-Kazooie**. To reveal them, you will need to complete the game with a perfect score: 100 Puzzle Pieces & 900 Music Notes. Mumbo Jumbo says these shots are from the next game, **Banjo-Tooie**. However, the footage you see is clearly from the first game, only with a few variations, like the ice wall, once removed, revealing access to the key. Will these levels be repeated in **Banjo-Tooie**? Maybe, but there is also the possibility that a save being transported on the Controller Pak from Banjo-Tooie to Banjo-Kazooie could open these unreachable places. Rare has stated that this sequel will be out in '99. More details to follow shortly.



## Sega's Name Not on Dreamcast

**Sega Enterprises Ltd.** president, Shoichiro Irimajiri, told **E-Map's Sega Saturn Magazine** that indeed, the Sega logo and name will not appear on the **Dreamcast** system. According to the U.K.-based magazine, Irimajiri stated, "We have been working on the brand issue for 18 months. We conducted market research and found that the Sega name is very strong with the hardcore game users, but for the light gamer it's not a well known brand name and in some cases creates negative feelings. So this time we decided that the brand name of the platform will be the major brand name for the consumer business. So Dreamcast is the name of the platform and we will focus on that. When it comes to software titles, the Sega name is a much more important brand."

An interesting position for Sega to take on its Dreamcast. Rarely does the producer of the system not attach its name to the title. But as Mr. Irimajiri pointed out, in Sega's case, this might be a logical approach. Remember, the hardcores keep gaming alive through lean times, but the Joe Publics create the boom times like today.



## More News on Crash Bandicoot Fantastic Plastic

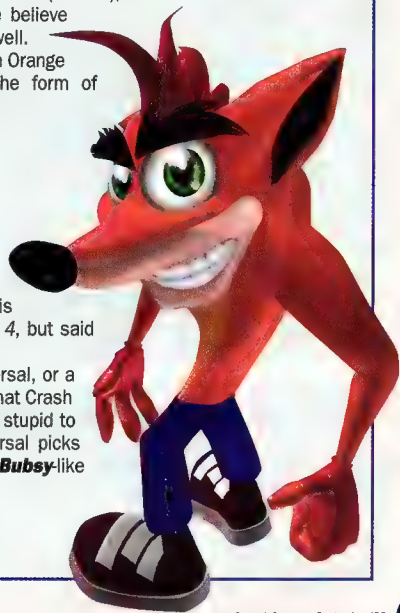
Can an orange marsupial toy really be collectable? No, it cannot be! Oh, gaming goodness! It is possible! And from what we hear, collectors will have their first shot at picking up the initial orange bandicoot collectable very soon. According to someone who thinks he is cool, and seems to be reliable 99% of the time, we hear that the first wave of **Crash** toys will ship before Christmas. Better yet, the toys will launch before the release of **Crash 3**, which happens to be in November. Late October? Possibly.

We have also heard that three different versions of Crash are in the works (which should mean that one will be released with each wave). The three versions are Crash with jetpack (wave 1), Crash with jetboard (wave 2), and Crash holding Sonic and Mario's head (kidding). We don't know what the third toy is, but we believe that it will either be (1) Crash on a warthog (yes!!!), (2) Crash on a snowbeaver (yes!!! yes!!!), or (3) Crash riding some new vehicle from Crash 3 (it better be like a snowbeaver...yes!!! yes!!! yes!!!). The other figures are Tiny, N. Gin (possibly with large mecha), Cortex (wave 1), Coco the underage babe, and the Komodo Brothers. We believe that Roo, N. Brio, and Tawna are in the works as well. Save those pennies boys and girls, because Crash "I'm Orange For No Reason" Bandicoot is coming to town in the form of fantastic plastic.

## Coming Soon: Crash Bandicoot 4

**Universal Interactive** issued a press release that hypes the upcoming **Crash Bandicoot** toy line. At the bottom of the release there is mention that **Crash Bandicoot 3: Warped** and **Crash Bandicoot 4** are coming soon. Hmmm. *Crash 4* coming soon, eh? With this in mind we instantly dialed up a **Naughty Dog** contact on the Bat Phone and asked if this rumor was true. Naughty Dog knew about the press release, and the fact that it said *Crash 4*, but said that it would not be making *Crash Bandicoot 4*. An even bigger hmmm.

So, Naughty Dog is not working on *Crash 4*. Then who is? Obviously someone within Universal, or a separate company under contract. Naughty Dog's contract ends with *Crash 3*, so it's obvious that *Crash 4* won't be born from the original parent, but rather, from a foster parent. Universal would be stupid to quit making *Crash Bandicoot* games after Naughty Dog leaves. Let's just hope that Universal picks a developer equal to, or greater in power, than Naughty Dog. Otherwise, we could have a **Bussy**-like disaster on our hands.



## Parasite Eve Pack-in Announced

Square Soft's *Parasite Eve* will include a playable demo of the RPG *Xenogears* when it releases in September. Also on the demo will be movies of *Final Fantasy VIII*, *Brave Fencer Musashi*, and *Bushido Blade 2*.

## InterAct Wins Awards at Sony Meeting

InterAct, best known for its GameShark, has won two awards at SCEA's annual PlayStation Licensee Meeting. The peripheral company won: (1) Best Selling Licensed Peripheral for the Piranha Pad, and (2) Consumers' Choice Award for the V3 Racing Wheel. Congratulations to InterAct for the awards, but we still wouldn't touch its memory cards with a 10-foot pole.

## Acclaim Talks Up All-Star Baseball 2000

While still early in development, Acclaim Entertainment is starting to talk about the sequel to *All-Star Baseball '99*. Tentatively titled *All-Star Baseball 2000*, the game designers have been busy putting together upgrades for the new game. Using the same engine as this year's edition, *ASB 2000* will feature a number of interesting and realistic additions, including: arguments among players, coaches, and umpires; multigame suspensions; player ejections; mound charging; rainouts; broken bats; bats flying from batters' hands; and different-sized strike zones corresponding to an umpire's profile.

## Quake Toys, Come and Get 'Em

Early next year, ReSaurus, the makers of *Duke Nukem* and *Crash Bandicoot* toys, will release the initial series of *Quake* toys. The first line is rumored to include characters from both *Quake* games. Hopefully, these toys will be the same scale as the *Duke* series already available. What a beautiful sight! Duke killing *Quake* critters! We love ReSaurus!

## Quake II Coming to PlayStation

The headline for this story says it all. But first-person fanatics shouldn't turn to the next story just yet. *Quake II* was huge on the PC, not only because it was a great 1-player game, but multiplayer as well. The chance of this version having multiplayer is slim, unless Activision incorporates a split-screen mode or linkplay (which it should). But this experience will more than likely pale in comparison to the PC. So, expect Activision to improve upon the 1-player game by adding exclusive levels and possibly new weapons and enemies. We predict that this shooter will release in '99, but there is a slim chance it could come out late this year.

## Eidos Comments, "No Comment"

Eidos released a "comment on business developments" surrounding its possible acquisition opportunities. Although Eidos said, like many companies, it is investigating a possible acquisition, it had nothing to announce at this time. For the last several weeks, Eidos has been linked with the impending purchase of *Virgin Interactive*. "A number of possible acquisitions are being considered by Eidos and if any of these are successful, Eidos' shareholders will be informed," stated the release.

Eidos stock rose over 10% on its "non-announcement."

## New Game Boy Color Titles Announced

The *Game Boy Color* is quickly becoming the console of desire, and new developers keep jumping out of the woodwork, promising bigger and better titles for this highly anticipated pocket filler. Acclaim will bring *Turok 2* to the Game Boy Color later this year, along with *NBA Jam '99*. Both of these games are expected to take full advantage of the 56-color mode. However, there are no details as to what these games will be like. Will *Turok* be like the *N64* game, or a follow-up to the *Game Boy* version? Also, is *NBA Jam* going to be 5-on-5 like the new *N64* game, or a traditional 2-on-2? As always, we hope to have these answers very soon.

Kemco is also bringing four new games to the smallest machine in the industry. *Top Gear Pocket* [cheesy name] is expected to tear it up later this year, and believe it or not, *Deja Vu* will also be turning some heads with *Deja Vu 2: Ace Harding*. Joining those in Kemco's Color Game Boy lineup are *Shadowgate Classic* and *Bugs Bunny Crazy Castle 3*.

Lastly, Crystal Dynamics will bring *Gex: Enter the Gecko* to the Game Boy Color in time for the holidays.

All of these titles are expected to release on, or around, the Game Boy Color's release on November 23.



## Trouble in South Park

Game Informer has learned that Acclaim is experiencing difficulties with its *South Park* license. Acclaim originally planned to produce two different games with the license: a *Beavis and Butthead*-style adventure, and a death-match fighting game.

Unfortunately, Acclaim is having problems with an 8-year-old *South Park* gang running around with weaponry. Apparently, *South Park*'s creators aren't prepared to condone 8-years olds who run around and kill each other.

But isn't that what the show is all about? As a matter of fact, in episode 103 - *Volcano* - the kids are taken hunting for the Scuzzebutt with Patrick Duffy for a leg. Hey, if they can use guns to hunt down Scuzzebutt, then we say let them fire at will.



## A New Trend in TV Shows?

If you love video games, get ready for this fall's television series lineup. A live-action *MK* series, dubbed *Mortal Kombat: Crusades*, will debut, continuing the exciting combat from the movies and video game series. We have very few details concerning the actors and actresses; however, we do know that each episode will be an hour in length and the plot will be based around the adventures of Kung Lao. *MK: Crusades* is the first joint venture between industry giants Warner Brothers and New Line Cinema.



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HAS BECOME THE ULTIMATE GENOCIDE MACHINE  
AND ONLY ONE FORCE CAN STEM THE DEADLY TIDE

# THUNDER FORCE V

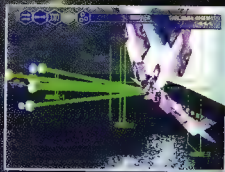
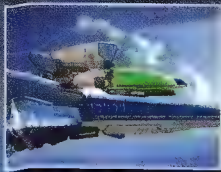
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## EA Sports Signs Antoine Walker

Antoine Walker, the all-star rookie from the **Boston Celtics**, has been signed by **EA Sports** to represent **NBA Live 99**. He joins the ranks of fellow all-stars Tim Duncan, Tim Hardaway, and Mitch Richmond. The main reason EA chose Walker? According to Walker himself, "The **NBA Live 98** product was so incredible that I actually worked it into my pre-game ritual this last season. I am really looking forward to bringing some new ideas to the table about how to make the game even better next year."

And Chip Lange, VP of sports marketing for EA, had great things to say as well. "[Walker] is a young and charismatic NBA player who is also a long-time computer and video game player. His input will be invaluable for the **NBA Live 99** product line."  
**NBA Live 99** is scheduled to hit the **PlayStation** and **N64** in November.



## Pocket Kitty Coming to Japan

Are you a fan of the **Hello Kitty** toys? Well, there's a new toy coming out that is basically the **Pokemon Pikachu** with the Hello Kitty character in it. It is designed by **Nintendo**, so it isn't some cheap ripoff. But it is still basically the same thing. Here's a picture, and take a look around when the Pokemon goods start hitting the shelves this September. You just might find this little **Pocket Kitty**.

## EA Pressures Game Counterfeiters

**EA**, with the help of Turkish authorities, captured a shipment of over \$300,000 (about 800 games) worth of illegally copied games entering Turkey from Malaysia. Most of the discs were titles such as **World Cup 98**.

EA lost nearly \$300 million last year due to counterfeiting, which is a considerable percentage of the industry's \$3.2 billion counterfeiting loss. To reduce counterfeiting, EA will continue to monitor exports from Malaysia and Asia. However, imprisoning the people for internationally transporting illegal games serves little purpose in ending counterfeiting. These people just move the games, they don't copy them. To really stop the problem, the governments of the countries where counterfeiting occurs must help. However, in some instances EA doesn't request help because it can't. In China, and some other surrounding countries, copying software is legal. EA can only seize these professed criminals if they export games to countries where counterfeiting is illegal, which was the case in Turkey.

GI isn't just reporting this story because it's industry related. We want to send a message to everyone that purchases copied games, or copies them. PLEASE STOP! People argue that video games are too expensive. One reason vids are expensive is because companies must increase prices to balance their losses from counterfeiting. Furthermore, you, as a consumer, are being cheated. Many of these illegal games are of poor quality; sometimes intros, text, and endings contain numerous errors.



## Capcom Returns to the Magical Kingdom

**Capcom**, the video game developer who invented the "update," is returning to its roots and the Magic Kingdom. Two new titles, **Tetris Grand Master** and **Magical Tetris Challenge Featuring Mickey Mouse**, are scheduled to hit arcades later this year in Japan. And if you've seen the August issue of *Game Informer*, then you know that we broke the story on *Magical Tetris* heading home to the **Nintendo 64**, which is in fact Capcom's first Nintendo 64 venture. It is also Capcom's first **Disney**-related title since the good ol' 16-bit days. *Magical Tetris* features many of the somewhat likable Disney characters such as Mickey, Donald, Goofy, Minnie, and possibly even Pluto. Don't expect to see this title on the Nintendo 64 until next year. As for the arcade? Both of these games are still in question, and possibly may not make it to the States.

Capcom also announced and unveiled a new robot fighting game called **Choko Senki Kikaoh** (translates to **Super Steel Battles**). This game should hit Japanese arcades soon.



## Game Informer's Site O' The Month



**Raving Toy Maniac**  
<http://www.toymania.com>

If you're into action-figures (as some of us really are), then you'll have to stop by and see the **Raving Toy Maniac** for the latest in collectibles.

## VIDEO GAME



- 1 The president of Sony Computer Entertainment, Teruhisa Tokunaka, said the medium for data storage (format) used in the top secret PlayStation 2 will be what?
- 2 What publisher, after recently losing the World Championship Wrestling license, recently acquired the World Wrestling Federation license beginning late 1997?
- 3 What does Capcom stand for?
- 4 What is the new name for Sony Interactive Studios America?
- 5 What parent company of Activision was the first to publish third-party software? Hint: It filed for Chapter 11 in 1992.

[Answers on the bottom of page 32]



## Name That Game

This college basketball game was published in 1994 by Time Warner Interactive. In addition to exhibition and tournament games, this cartridge also included a 2-on-2 Slamfest game. Most notably, however, this game featured one of the most annoying personalities to ever grace basketball (and it wasn't Bill Walton). What game is it?

[Answer on the bottom of page 32]

In A World Enslaved By Ghosts Of The Past,  
Twisted Egos Bend To The Whims Of Insanity,  
Unleashing All That Is Forbidden.

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## Data File:

► **Crystal Dynamics** announced an agreement with **Creative Licensing Corporation** to create toys for games such as **Gex** and **Legacy of Kain**. The agreement basically allows Creative Licensing Corporation to find toy manufacturers for Crystal D's hot properties. It has been successful in the past with efforts for **Wing Commander**, **The Terminator**, and **Primal Rage**.

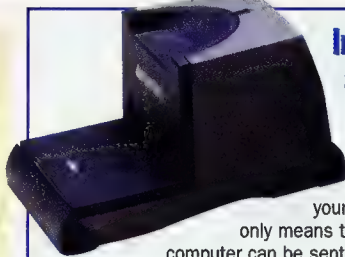
► **Game Informer** has learned that **LucasArts** is preparing games based around the new **Star Wars** prequel movie. What systems they will land on, and what style of game they will be, is still unknown at this time. But we do know that a lightsaber or two will be in at least one of these products.

► A **Sega of America** spokesperson told **Game Informer** that the U.S. version of the **Dreamcast** will not include an internal modem. The Japanese Dreamcast, releasing on November 20, will feature an internal modem, but Sega of America will provide an external modem when the Dreamcast is launched in North America next fall. Sega has yet to determine whether the modem will come packaged with the system or be sold separately.

► **EA Sports** is still working on an arcade-style football title along the lines of **NFL Blitz**. While EA is still tight-lipped about this **PlayStation** game and its release, **Game Informer** has learned that the working title is **Air It Out Extreme**.

► **Crave** completed a deal with **Activision** to bring the classic games **BattleZone** and **Asteroids** to the **Nintendo 64**. The deal is so new that Crave has not even begun development on these two games. Crave previously released the classic update **Robotron 64** for the N64 last year.

A Crave Entertainment representative could not confirm a solid release date, but stated that the games could appear on shelves in the 3rd or 4th quarter of next year.



## InterAct Developing a Revolutionary Peripheral

**InterAct** will release a new peripheral that allows people to save data from an **N64** or **PlayStation** memory card to a **PC**. This unit is called the **DexDrive** and it works much like a zip drive. You attach your memory card to the DexDrive, then remove data from your memory card and move it onto the computer's memory. This not only means that gamers just need one memory card, but the data saved on your computer can be sent to friends, and anyone else via email.

Although nothing's official yet, InterAct has allegedly talked with big developers about utilizing the DexDrive to download new levels, characters, update sports statistics, teams, etc. An ongoing **Final Fantasy** drama, or additional characters in a fighting game, would be awesome.

We'll just have to wait to see if these revolutionary possibilities emerge. InterAct plans to release the DexDrive sometime in the fourth quarter for \$39.99.

## Want a \$100 N64? Go to Japan

**Nintendo** has decided to drop the price of the **Nintendo 64** in Japan. The price of the console has now gone down to 14,000 yen, about \$100 at current exchange rates. However, the price of the Nintendo 64 will remain at \$129 in the States, until September, when it will return (maybe) to its \$149 price point. The \$100 price point is an effort to get more of the machines out in Japan, where the N64 is trailing the **Saturn** and **PlayStation** by a wide margin. How can Nintendo afford to do this? Well, between the huge sales of the **Pokemon** franchise, its **Game Boy** profits, and the smashing success of the N64 in the United States and Europe, Nintendo has more than enough cash to float the drop. Some are even hinting at further price drops later this year as the **Dreamcast's** release looms on the horizon. Stay tuned.



## THQ Swears Allegiance to the WWF

After recently losing the **World Championship Wrestling (WCW)** license to **Electronic Arts, THQ**, in a joint venture with **JAKKS Pacific**, will reenter the ring, but this time for the **World Wrestling Federation (WWF)**. After THQ pumps out as many WCW games as it can before EA takes over the WCW license, THQ and JAKKS will enter into a 10-year worldwide exclusive agreement with the WWF, to make games on all platforms beginning mid-November, 1999.

Both JAKKS, makers of WWF action figures, and THQ will be involved with managing and marketing the branding of the WWF game line. But THQ alone will oversee product development and sales. Plans are to publish at least two WWF games per year during the term of the license, with the first games scheduled for late fourth-quarter '99 releases.



This could turn out to be a huge move on THQ's part since a majority of its software sales last year centered around its WCW wrestling titles. In fact, when it was announced that THQ lost the WCW license, its stock went down \$8 per share, about 24% of its value at that time. And now that the word is out on THQ's acquisition of the WWF license, the stock's value has risen approximately 10%.

**Acclaim**, as you may know, has held the WWF license for several years. Acclaim will still be able to develop new WWF games through most of 1999 and its next title slated for release is **WWF: War Zone**. In addition to **War Zone**, Acclaim says it will release at least one more WWF game before the license expires, possibly more. And even though Acclaim will lose the WWF license in 1999, it still plans to make wrestling games in some form.







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PlayStation

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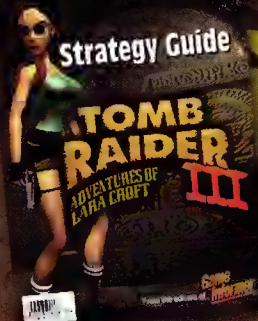
OFFICIAL MEMBERSHIP POSTER

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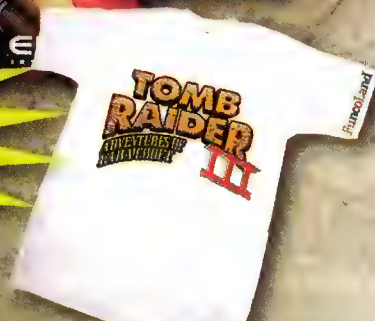
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## New Releases

RELEASE DATE	TITLE	PUBLISHER	SYSTEM
<b>August</b>			
8/24/98	Tales of Destiny	Namco	PS-X
8/25/98	Flying Dragon	Natsume	N64
8/25/98	GEX: Enter the Gecko	Midway	N64
8/25/98	Blast Radius	Psygnosis	PS-X
8/25/98	Brunswick Bowling	THQ	PS-X
8/25/98	Cardinal Syn	Sony	PS-X
8/25/98	Command & Conquer Red Alert: Retaliation	Virgin	PS-X
8/25/98	Destruction Derby 2 (Greatest Hits)	Psygnosis	PS-X
8/25/98	Devil Dice	THQ	PS-X
8/25/98	G. Darius	THQ	PS-X
8/25/98	Hardball '99	Accolade	PS-X
8/25/98	Silhouette Mirage	Working Designs	PS-X
8/25/98	Team Losi RC Racer	Fox Interactive	PS-X
8/25/98	Trap Gunner	Atlus	PS-X
8/31/98	Donkey Kong Land 2	Nintendo	GB
8/31/98	Street Fighter 2	Nintendo	N64
8/31/98	Bombberman Hero	Nintendo	GB
<b>September</b>			
09/1/98	Fifth Element	Activision	PS-X
9/1/98	Madden NFL 99	Electronic Arts	PS-X
9/1/98	NFL GameDay '99	Sony	PS-X
9/3/98	Poy Poy 2	Konami	PS-X
9/8/98	Int'l Superstar Soccer '98	Konami	N64
9/8/98	Moto Racer 2	Electronic Arts	PS-X
9/8/98	Rosco McQueen	Psygnosis	PS-X
9/8/98	Spyro The Dragon	Sony	PS-X
9/15/98	Kula World	Psygnosis	PS-X
9/15/98	Mega Man Legends	Capcom	PS-X
9/15/98	Ninja	Eidos	PS-X
9/15/98	Parasite Eve	Square Soft	PS-X
9/15/98	SCARS	Ubi Soft	PS-X
9/20/98	Tecmo's Deception 2	Tecmo	PS-X
9/22/98	Madden NFL 99	Electronic Arts	N64
9/22/98	NASCAR 99	Electronic Arts	N64
9/22/98	NFL Quarterback Club '99	Acclaim	N64
9/22/98	Activision Classics	Activision	PS-X
9/22/98	Fox Sports Hockey '99	Fox Interactive	PS-X
9/22/98	LAPD 2100 AD	Electronic Arts	PS-X
9/22/98	NHL 99	Electronic Arts	PS-X
9/23/98	Deadly Arts: GASP	Konami	N64
9/25/98	WCW/NWO Revenge	THQ	N64
9/25/98	Bombberman World	Atlus	PS-X
9/25/98	Duke Nukem: Time to Kill	GT Interactive	PS-X
9/25/98	Heart of Darkness	Interplay	PS-X
9/25/98	LUNAR: Silver Star Story	Working Designs	PS-X
9/25/98	Masters of Monsters	ASCII	PS-X
9/25/98	Motorhead	Fox Interactive	PS-X
9/25/98	NASCAR 99	Electronic Arts	PS-X
9/25/98	Wild 9	Interplay	PS-X
9/28/98	Pokemon	Nintendo	GB
9/28/98	Cruis'n World	Nintendo	N64
9/29/98	NFL Blitz	Midway	N64
9/29/98	Billiards	Activision	PS-X
9/29/98	NFL Blitz	Midway	PS-X
9/29/98	Pool Hustler	Activision	PS-X
9/29/98	Tenchu	Activision	PS-X
9/29/98	Test Drive 5	Accolade	PS-X
9/30/98	Buck Bumble	Ubi Soft	N64
9/30/98	Shadow Gunner-Robot Wars	Ubi Soft	PS-X

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



Motorhead



NFL Quarterback Club '99



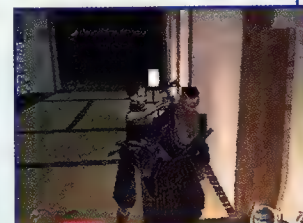
Pokemon



SCARS



Tales of Destiny



Tenchu

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### Video Game Trivia Answers:

1. DVD
2. THQ
3. It comes from the first game it ever made, CAPTAIN COMMANDO.
4. 989 Studios
5. Mediagenic

### Name That Game Answer:

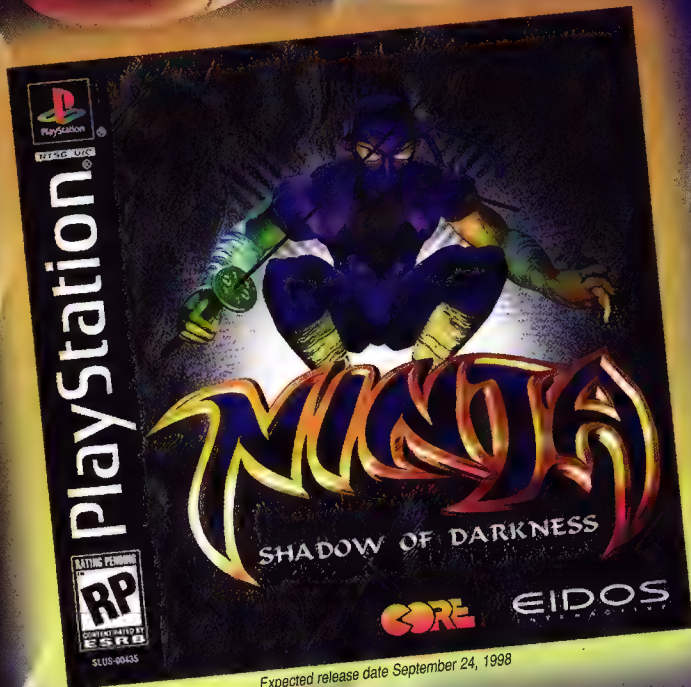
Dick Vitale's "Awesome Baby!"  
 College Hoops

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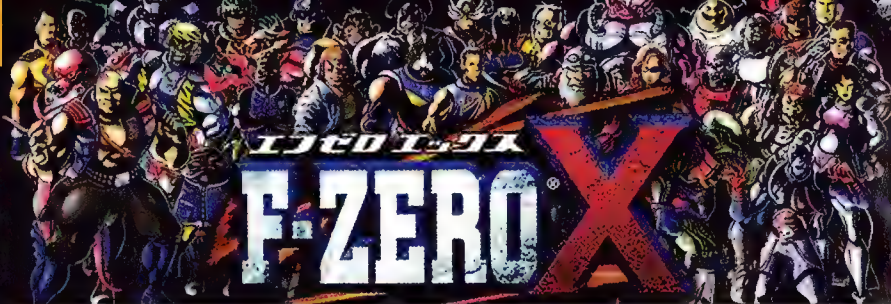
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# Nintendo 64 Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 30 Racing Craft; 30 Courses; Internal Battery Save; 4 Racing Views; 4 Difficulty Settings; 5 Modes (GP Race, Time Attack, Vs. Battle, Death Race, & Practice); Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Nintendo
- **Available:** August 31 for Nintendo 64

**Bottom Line:** **8**



## NINTENDO'S CLASSIC HAS RETURNED

**T**o loyal Nintendo followers, the appearance of F-Zero on the Nintendo 64 is about as predictable as Mario 64. The SNES version of F-Zero, released very early in the SNES's career, had gained huge popularity amongst players. Indeed, F-Zero is a popular brand name for Nintendo, and like many of its franchises, Nintendo has taken its sweet time with this prestigious N64 game, F-Zero X.

Just like Mario and Mario Kart, Nintendo's other 16 to 64-bit crossovers, F-Zero X adds extra dimension to the classic predecessor. The SNES version had fantastic control and speed, but had very little when it came to jumps and terrain. F-Zero X is a roller coaster ride with spectacular corkscrews, plunges, and loop-to-loops. Throw in some massive jumps, speed boosts, and numerous pitfalls, and you're in for 30 insanely designed racing tracks. Plus, there are 30 different vehicles on the course at one time with no noticeable slowdown. And with a huge number of vehicles, you had better believe that you'll have to earn the chance to drive them all.

Earning all the cars brings us to the bread and butter of F-Zero X — the single-player game called the GP Race mode. This mode consists of 5 different circuits (only 3 are immediately available) with 6 tracks in each. Running on a points system, a player earns points by placing in each of the six races for that circuit. The game awards 100 points for placing first, 93 for second, and so on. At the end of the six races, the only spot that is acceptable is first place. This will complete the stage and once that is done, just keep increasing the difficulty for additional cars.

Racing takes another form when a few more controllers are plugged in. The choice of vehicles and tracks is still determined by what is opened in the GP mode, but competing against friends very easily turns into a war. Through the use of the side thruster brakes, a player can actually attack opponents by knocking them off the course or wearing down their energy supplies. It's not always a goal to take the opponent out, but the results can be very enjoyable.

F-Zero X joins a plethora of racing titles for the N64, but will its name alone carry it to the pinnacle of racing greatness on the N64? Leave it to the crack staff of GI reviewers to cut through the hype and give it to you straight.

**ANDY**  
THE GAME HOMBRE

Concept **8**

Graphics **7.75**

Sound **7.5**

Playability **8**

Entertainment **8.5**

**8**

OVERALL

"While not that impressive graphically, F-Zero X is a lot more fun than I originally thought. Basically, what it comes down to is the fact that the courses are just whacked out and a blast to master. Plus, the large field of vehicles makes for some interesting races, as well as massive pile-ups in the corners. However, this game does have some problems. As the difficulty goes up, the computer players start to go faster than you could possibly go, as they don't lose speed when they hit other vehicles or the wall. **If you loved the SNES classic, you should definitely check this game out,** as it brings a fair amount to the table. Is it a groundbreaking racer for the N64? I think not."

**PAUL**  
THE GAME PROFESSOR

Concept **9**

Graphics **8.75**

Sound **8**

Playability **9.25**

Entertainment **8**

**8.5**

OVERALL

"Whoa! A Nintendo sequel without 64 tagged on the end. **F-Zero X moves at breakneck speeds, has superb control, and outrageous courses.** Like most of Nintendo's games, this one will challenge you for a long time. There is plenty to master and unlock. It is definitely more challenging than Mario Kart, but it still comes off as dated. The graphics are adequate and sometimes incredible, but the overall look is definitely cheesy. Most of the experienced Nintendo-heads (me included) will get a lot from the game, but on the other hand the quantity of racing games that Nintendo 64 has is ridiculous. I can forgive them for redning a classic, but I was expecting a whole lot more."

**JON**  
THE GREEDY GAMER

Concept **7**

Graphics **8.25**

Sound **7.75**

Playability **9**

Entertainment **7**

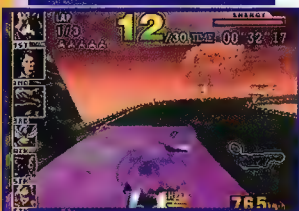
**7.75**

OVERALL

"F-Zero is one of those racers where the lead is constantly switching hands. You will start to hate your 'rival' so much, that sometimes you'll scream in frustration after a last-second mistake puts you in 2nd place. It's balanced perfectly for challenge. But the truth is, I just don't care. Diddy Kong and Mario Kart did the same thing. F-Zero is fast, fast, fast, the graphics are very smooth, and the control is excellent, but **I need another N64 racer like I need a rare disease.** It should have been out two years ago when the system launched. Not now. Plus, the ships just aren't that cool, and I lost interest in trying to unlock them all. Rent this game to check it out, but don't bother with a purchase."



Check out that massive pack of craft ahead.



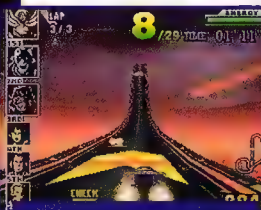
Mmmm...energy.



Out of my way!



If your energy bar bottoms out, you'll go down in a blaze of glory.



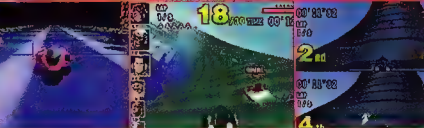
Hit the yellow boost and set up for the big jump.



The rainbow track is a Miyamoto signature.



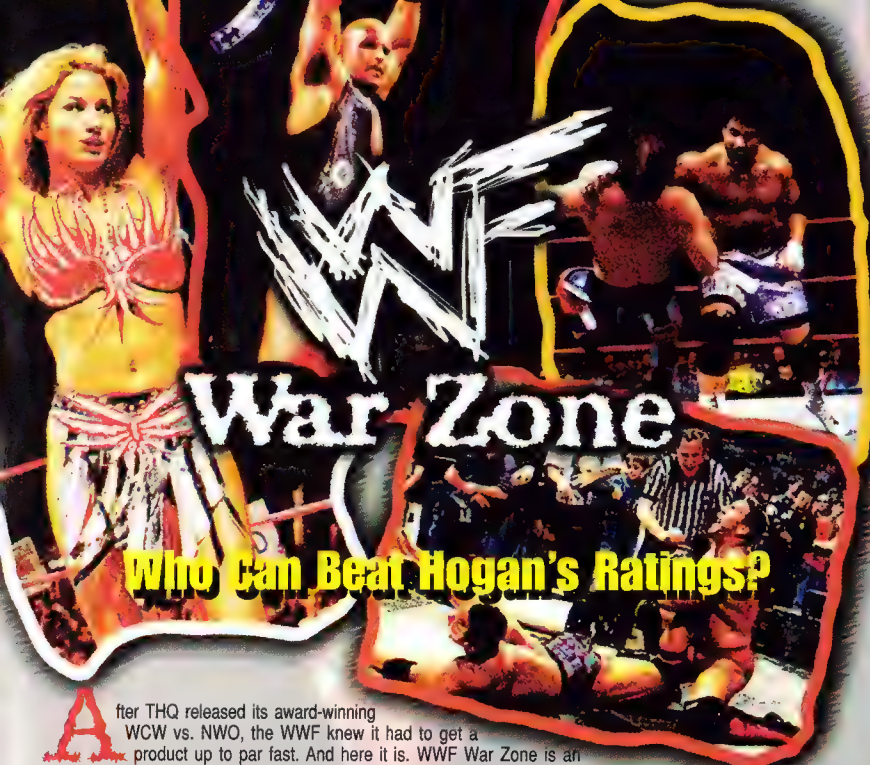
4-Player racing at its finest.



# Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player "Sports"
- **Special Features:** Huge Create Wrestler Option; 13 Real WWF Stars Including Steve Austin & Bret Hart; 7 Different Match Types Including Challenge, Royal Rumble, Tag Team, Weapons, & The Steel Cage; Full Color Commentary by McMahon & Ross
- **Created by:** Iguana West for Acclaim
- **Available:** Now for Nintendo 64

**85% Complete**



## Who Can Beat Hogan's Ratings?

After THQ released its award-winning WCW vs. NWO, the WWF knew it had to get a product up to par fast. And here it is. WWF War Zone is an expansive wrestler, with more than enough to make the hairs on the ends of the faithful Raw watchers out there stand up in delight. It does everything that WCW/NWO does, and better. Create wrestler? Why, you can choose from five different character sizes, plus gender, skin color, body hair, and countless articles of clothing including eye patches, masks, gloves, jewelry, etc. If you like the style, but not the color, don't worry – you can change the color of most clothing simply by tweaking the palette.

But the heart and soul of any game lies in its gameplay, and War Zone is solid in that area. There are so many moves available to each character that it could be a book in itself. There are certain moves for any scenario, from the opponent lying on the ground face-down, to the standard grapple. There aren't combos exactly, but once you get on a roll, it's hard for the opponent to stop you. Then, after you have gotten him worn down, you can execute your secret move. If you want to practice the moves without worrying about the other guy kicking your tail, you can head over to Training mode where there is a gimp standing by, just waiting to feel your wrath.

Then, there are the matches. You can choose from a multitude of options, including the Challenge, where you go after the Intercontinental and World Heavyweight belts, while developing grudges with other characters. The grudge matches are a blast, because you get to beat down on an opponent as much as you like in a Cage or a Weapons match. However, the grudge is not easily forgotten (as any wrestling fan will tell you), so it could continue on for multiple matches. The Cage and Weapons matches are self-explanatory, but there's more: The Royal Rumble, where 12 men enter the ring, but only one remains; The Tomado, an all-out 2-on-2 battle for supremacy; and finally the Gauntlet, where you must face six opponents in a row with only one lifebar. In all modes but the Challenge, you can gain attribute points to add to your created player.

Then there's the fluff. At ringside, providing color commentary for every match, are Vince McMahon and 'Cowboy' Jim Ross. They always seem to know what to say, as do the wrestlers. When fighting, wrestlers will taunt and tease, shout and sneer, depending on the situation of the match. Winning the belts also comes with its share of fluff – your wrestler graces the covers of magazines, and full WWF-style introductions take place.

So now the wrestling wars begin. We have seen the wars break out in other "sports" games, but not in wrestling. And although WCW/NWO has the leg up on WWF War Zone, expect that to be contested very shortly, as WWF War Zone is a worthy contender.



# EPISODE LXIV

"HAS ANYONE SEEN FOX MULDER'S SISTER?"



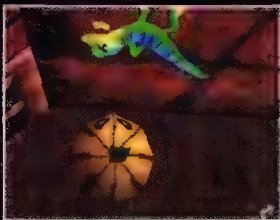
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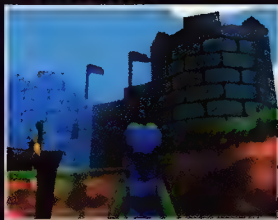
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Compatible



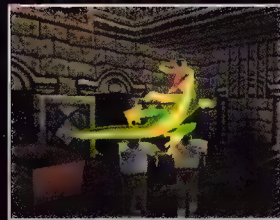
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# Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** Insane Plays; 7-on-7 Football; Play Editor; All of Your Favorite NFL Teams & Stars; Entertaining Commentary; NBA Jam-Style Presentation
- **Created by:** Midway Home Entertainment
- **Available:** September 30 for Nintendo 64

85% Complete

## IS THAT LEGAL?



Every once in a while a new arcade game comes out and stops traffic. You're walking by, and you hear something really crazy pop out of the machine that catches your attention; or there's a crowd around the game, which inevitably draws a bigger crowd. Although those days have dwindled to few and far between (thanks to high-powered consoles), they still happen. And the arcades that have picked up NFL Blitz are experiencing those kinds of days again. Blitz has brought people out in droves to see what all the fuss is about, and most will plunk a few quarters in, and become addicted to it like a bad habit.

For those of you who live under a rock, or have merely avoided the arcades in the past few months, NFL Blitz is one of the hottest arcade games around. Featuring all of the NFL teams and their greatest stars, NFL Blitz is basically a football version of NBA Jam. Crazy plays, wrestling-style tackles, late hits, and 40-yard passes are the norm in this completely abnormal game. Midway had a simple theory behind Blitz: make it fun. If it is entertaining and it has to do with football, it's in here. Lateral passes, flea-flickers, all-out blitzing, stiff arms, jukes, and some of the most crushing sacks to ever grace a TV screen are all here in one insane package.

With all of the extras, you would think that Midway has forgotten the essence of football. But instead, as was done so successfully with NBA Jam, it



A little extra punishment for the receiver.



You can create any kind of play you want.

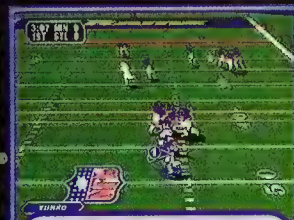
enhances the essence, and makes it accessible to all those people out there who never understood why the sport is so exciting. How does Midway do this? By making those things larger than life, while downplaying the tedious aspects. Huge, painful-looking hits occur every play. Forty-yard passes are more common than fourth downs. Extra points after the touchdown are handed out like candy. And interceptions are frequent.

Now, for those of you already addicted to this wonderful game, here are some things you will be excited about. The home version of Blitz features a play editor where you call all the shots. Choose from one of four formations and then assign pass routes to every available receiver. At each pivot point, you can decide whether the receiver jukes, turbos, or spins to get free. This all makes for some great entertainment, as you can create plays that would never work in real life, but kick serious tail in the game. You can only access one page of saved plays in a match, but that's nine plays – a good enough complement to the 18 default plays already available to you.

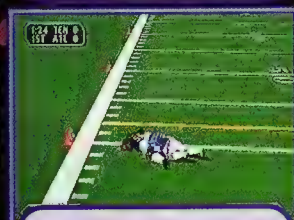
So there it is. The savior of the arcades. The bringer of good cheer and fellowship to the die-hard fanatics and armchair QBs around the world. The winner of Best Arcade Game of 1997 as chosen by us – Game Informer Magazine – and a must-buy for football junkies and gamers alike. NFL Blitz is set to invade your N64 and PS-X later this month.



Now that has got to hurt.



There's an open man!



He nearly got away.



Now is that blatant advertising, or what?



Being a QB is not always glamorous.



A celebration is in order.

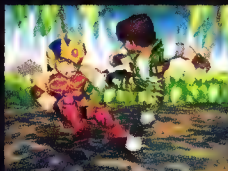




**“Customize your fighter.  
Save data. Visit a friend.  
Inflict maximum  
punishment. Smile.”**

This is different. Get ready for the only customizable fighting game with two different modes of play — in the same cart! Choose the anime-style “super deformed” character mode, and chase after 200 rare and powerful items while pulverizing your opponents. Equip your character for maximum effect. Save this data in your Controller Pak™. Punish your friends in the privacy of their own homes! Or opt for the “Virtual Mode,” and choose between a classic — and lightning fast — 2D mode, or brawl in a fully 3D environment. Gain ranks as you improve — you’ll also be presented with tips on how to become even better. Discover combos, counters and special moves! Nurture your character until it turns into a lethal weapon!

Rumble Pak™  
compatible



Super deformed mode. Collect all 200 items to build the most powerful fighting machine ever!



Virtual mode. Choose between classic 2D fighting or brawl in a fully 3D environment.



# FLYING DRAGON



Serious Fun™  
**NATSUME**

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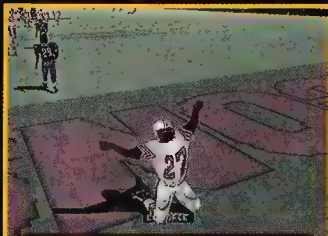
# Nintendo 64 Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Commentary by Madden & Summerall; Over 100 Teams including All Madden, All-Time Stats Leaders, All 80's, & Others; Franchise Mode; Create Player; Trade & Sign Free Agents Under a Salary Cap; Play Editor
- **Created by:** Tiburon for EA Sports
- **Available:** September for Nintendo 64

90% Complete



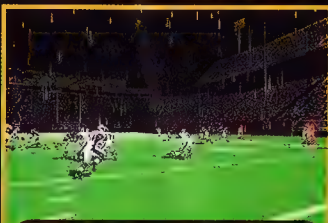
Decent punt blocking by the Falcons.



Party Time!



Here comes the tape.



The rain's coming down pretty hard.

## Watch That Salary Cap!

**T**he wars of video football are taking place once again. Yup, it's that time of year, and companies are scrambling to take the lead under one of the most vicious categories in gaming. Many agree that a machine is only as good as its sports games, and when different companies release competitive football titles, sparks are going to fly.

Madden loyalists had a hard year in '97, with an average showing on the PlayStation and a good, but non-licensed game on the N64. This time, however, things are going to be different. EA Sports has made Madden for the PS-X polygonal, and the N64 version will have a license. And wait until you see the mileage that players will get out of the license.

With over 100 teams, this game is loaded. There are all of the current teams, as well as every great team of the past. The '84 49ers. The '71 Cowboys. The '86 Bears. They're all here. But the insanity doesn't stop there. There's a team that consists of the all-time stats leaders, multiple All-Madden teams, and even a team composed of the equipment managers from previous championship teams. Sound crazy? You don't know the half of it.

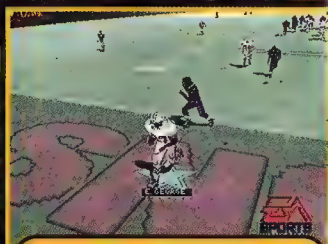
As always, there's a front office where you can create players, sign free agents, and trade players. But you have to stay under the salary cap, and you can negotiate. In addition to this, you can create an entire playbook with plays that you create, or you can combine plays from different playbooks to get the same result. Either way, you have an even larger hand in how the games turn out with the killer play editor. After you have created the play, you can practice the play to see if it needs tweaking.

But all of the goodies in the world mean squat without good gameplay, right? Well, let's just say EA Sports is on the right track. The runners have tons of moves to choose from, including leaps to jump over downed men, jukes, and shoulder hits. When they are getting off-balance, players put one hand down to keep on their feet.

The most entertaining part of this year's Madden, however, is the hitting. The bone-crunching, jaw-dropping, hip-popping hits are here. Tons of animation for hits, including the flip over the shoulder, the shoestring tackle, and the wrap-up and bury are all here. You can drive players back a few yards, or, while running the ball, you can railroad an unsuspecting linebacker with the touch of a button.

There you have it. The first shot of this year's video game football wars has been fired, and many more are yet to come. The only question is, who will emerge victorious - Madden or Favre?

# MADDEN 99



Eddie George outruns the D.



Del Greco lets it fly.



The Vikings are behind, but that's OK.



AAAH! MY KNEE!

This is your game.



This is your game on the blink.



ANY QUESTIONS?

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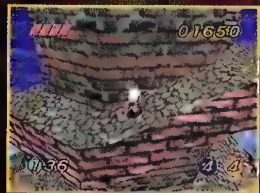
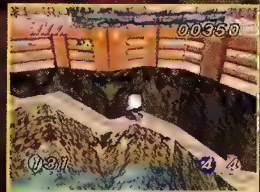
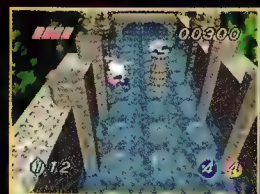
PLAYER'S  
**EDGE**

# Nintendo 64 Preview

- **Size:** 64 Megabit
- **Style:** 1 Player Action/Platform
- **Special Features:** 6 Worlds Featuring 4 Levels With 4-10 Stages; 4 Special Attachments (Submarine, Chopper, Board, & Glider); Tons of Puzzle & Shooting Elements; Wacky Bomberman Style
- **Created by:** Hudson for Nintendo
- **Available:** September 28 for Nintendo 64

80% Complete

## The Bomber Gets Down



Bomberman Hero creates an entertaining world that puts the player squarely in the shoes of our favorite bomb-chucking hero. All the classic Bomberman moves are here, including multiple bombs, larger explosions, and the ability to kick and throw bombs across the screen. To give Bomberman more platforming elements, Hudson decided to add a jump to his basic set of skills. Besides using his own two feet, Bomberman can also swim with the help of a submarine attachment, and fly using either a chopper head or a pair of wings strapped to his back. He even gets in on the Gen-X craze of boarding with a deck that can cross any terrain and unleash a special attack. Instead of making these attachments mere power-ups, Hudson created special levels with each item in mind.

But all this doesn't make a great platformer. No, there must be someone to save and items to collect. And this game has both. You must save a Princess from certain doom against an evil villain that threatens the entire solar system. The villain is searching for four disks that contain information needed to launch a most powerful weapon. Along the way you will find many items that are collectable, including gems and little blue spheres. Collect all of these items and you will be rewarded with a number of secrets. And that's only one way to find secrets. Another way is by scoring a certain number of points on each level.

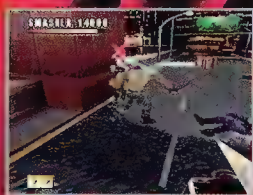
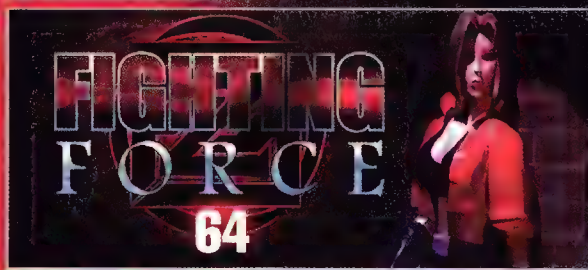
Although Bomberman purists will moan, this game is still very cool. There is no 4-player mode for everyone to do battle, but perhaps that's one of the secrets we haven't unlocked yet. Nonetheless, platform fans will definitely have a great time with this interesting twist on a classic.

# Nintendo 64 Preview

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** Lots of Weapons; 25 Stages Through 7 Levels; Choose From 4 Different Characters; Enemies Have Advanced Learning Curves
- **Created by:** Core Design for Eidos
- **Available:** 4th Quarter 1998 for Nintendo 64.

80% Complete

## Eidos' First N64 Development



While street brawlers are nothing new, the time has come for this genre to be renewed with vigor. And Core knows it, especially on the "me too" Nintendo 64. With Fighting Force, Core has attempted to bring the feel of old-school brawlers into the third dimension, and gives N64 owners something new to look at. Although we think that the PlayStation version of this game was mediocre at best, we are always willing to offer a second chance to a great idea.

If you are unfamiliar with the game, here's a run down. Basically, it's a 3D version of classic beat-em-ups, similar to Streets Of Rage and Final Fight from the 16-bit era. There are four characters to choose from (two guys and two gals) for 2-player brawling action. Players take to the streets and can grab just about anything not anchored to the ground and use it. They can even knock items off of fixed objects, like ripping tires off of cars to use as bludgeoning tools. And then there are the weapons like the bazooka, the handgun, and the machine gun that all pay off in the form of an explosion, or maybe a small squirt of blood.

We haven't played the game yet, and Eidos has made no mention of any new features. However, tweaking of the controls, a few more enemies, and the lack of this type of game on the N64 could make Fighting Force 64 a winner. Check future issues of GI to see the results, and keep your fingers crossed.

# Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3rd-Person Perspective; 4 Playable Characters; Multiple Weapons & Magic Spells; RPG-Like Weapon Systems; Hand-To-Hand Combat; Interactive Environments
- **Created by:** Psygnosis
- **Available:** 1st Quarter '99, for Nintendo 64

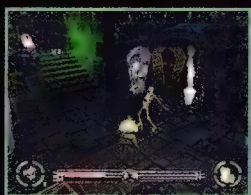
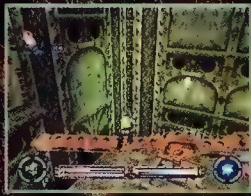
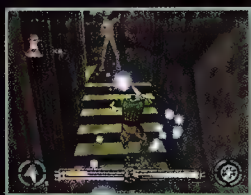
**30% Complete**

## Va' Down With O.D.T.?

A welcome addition to the influx of platformers and racers that are starting to plague the N64 is Psygnosis' 3D action/adventure O.D.T. This game puts you in the role of one of four playable characters on a quest to repair your downed vessel and recover a mystical green pearl that will save the world. Under development at Psygnosis Paris, Game Informer had the chance to see the initial work being done on Psygnosis' second announced N64 title.

O.D.T.'s development team is actually taking much of the code for the PlayStation and PC development and adapting it to Nintendo's premier machine. That means many hours of testing and optimizing the game to fit the parameters of the N64. The basics for the game's structure will remain intact [see GI, May '98] with detailed motion-captured animations that feature over 250 separate moves. Eight distinct worlds with numerous subquests, puzzles, and nasty enemies will provide plenty of action and intrigue. But O.D.T. is not just an action game. The designers have added RPG elements that require a player to allocate power to various weapons. By collecting power crystals, weapons can reach 10 different levels of destruction. This system changes as different characters are played, and each one has different abilities and powers. Along with the weapons, there are also magical spells to learn and acquire.

Watch for O.D.T. next spring. It will be easy to pick out since it will be one of the few N64 games without cars or cute characters.

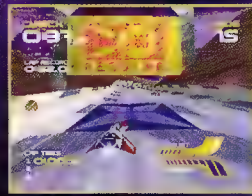
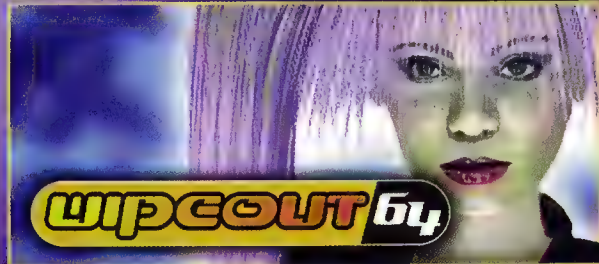
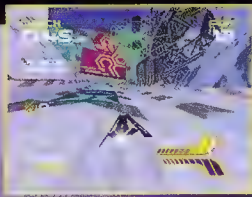
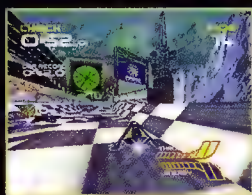


# Preview

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing/Action
- **Special Features:** 6 Main Tracks Plus 1 Hidden; 5 New Weapons; 1-Player Challenge Mode; 5 Racing Teams With Team-Specific Weapons; Rumble Pak Compatible
- **Created by:** Psygnosis
- **Available:** November for Nintendo 64.

**75% Complete**

## The Psygnosis Hit Goes 64-Bit



Psygnosis will jump platforms again and enter the Nintendo 64 development fray with its upcoming release of Wipeout 64. In 1994, the company launched its first Wipeout game on the PlayStation and the popularity of this futuristic racing title soon made way for a sequel, Wipeout XL. Wipeout 64 takes the best of the last two games and packs a whole lot more.

For those unfamiliar with Wipeout, the game mixes standard racing with elements of flight and tons of weapons. A player must keep his or her hovercraft trimmed to the terrain to attain optimal speed while also attacking and defending against the 15 other ships on the course. But that is only one of the modes in Wipeout 64. In the 1-player Challenge mode (new to the series), a racer can choose three challenges: Race, Weapon, and Time. The Race Challenge is the attack/defend/speed scenario described above. The Weapon Challenge is an all-out war where racing takes a back seat to destruction. Speaking of weapons, in addition to the various power-ups located on the tracks, each of the five racing teams has a special implement of war at its disposal. Some add firepower, while others add to defense — one even cloaks your ship for stealth racing. Finally, Time Challenge is for the purist who wants to get the fastest lap time. No gun, just speed. In each of the challenges, a player wins bronze, silver, or gold on each of the six courses to complete the challenge. A special award is given to the master racer who takes the gold in every category.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 7 Different Weapons; Health Bar; Witty "Duke Nukem-Style" Sayings in Third-Person Levels; Dual Shock & Analog Compatible; Memory Card Required
- **Replay Value:** Moderate
- **Created by:** Appaloosa Interactive for Konami
- **Available:** Now for PlayStation

## Bottom Line:

# 6

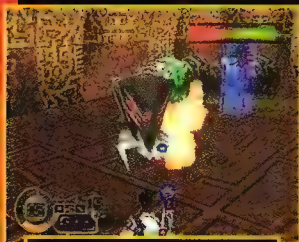
Contra is a name that is not only synonymous with action, but with gaming itself. It's been in the arcades, and on the NES, Super NES, Genesis, Game Boy, and the PlayStation. But ever since the last version of the game on the PlayStation, Contra has been getting a bad rap. The overhead view used in *Contra: Legacy of War* was not only sacrilege, but brought little of the Contra that we know and love to the table.

Now we have *C: The Contra Adventure*, a game that Konami promised would bring back that ol' Contra flavor. And bring it back it does. The first level of *C* features old school, side-scrolling, running, jumping, machine gun blazing action. And the level has all the classic Contra fare including hanging from piping, jumping fire pits, and lots of mid-bosses.

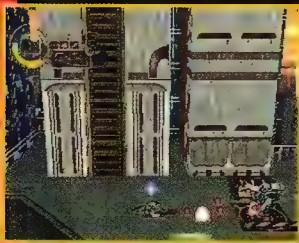
Now for something completely different. On level 2 the game whisks you away from Contra of old and takes you to a new 3D third-person shooter. In this mode the player can strafe and aim the weapons up and down, which, when you come down to it, is a lot like the third-person on the original Contra for the NES. (Needless to say, Game Informer was excited about the possibilities of this game being an updated version of the game that started it all.) Throughout the level there are switches to flip and a mid-boss and final boss to conquer. Cool, we can do this. Actually it's a lot of fun. But we thought our payoff for beating this level would be a return to the classic style; unfortunately, we were wrong.

Hello overhead perspective. That's right, it's *Legacy of War* all over again. (Note to Konami: Stop giving this game to Appaloosa – they don't get it!) Now we don't know about you, but at this point we are still thinking that after we beat this level (which isn't that exciting), Konami is going to give us back the goods. But it just keeps going back and forth between the third-person and overhead modes.

Now don't get us wrong, there are some cool things that happen during these levels including an awesome fight with a fountain snake. Actually, if the game would have gone back and forth between the third-person mode and the side-scrolling stuff, this game would have been awesome. The weapons, like the missile launcher and shrapnel gun, and the enemies, are just sweet. Unfortunately, the game wallows in its own self-pity, like the old guy who decides he wants to be hip so he starts wearing big pants and pierces his nose. It just never works, he always looks like a dork. And just as he should stay in his generation, Contra should stick to its 2D roots. Enough said.



Anyone here call for an exterminator?



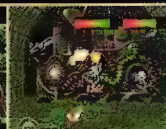
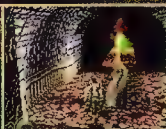
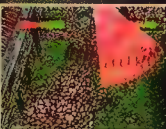
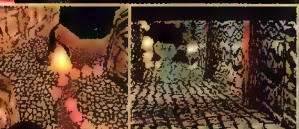
The overhead mode is graphically unimpressive.



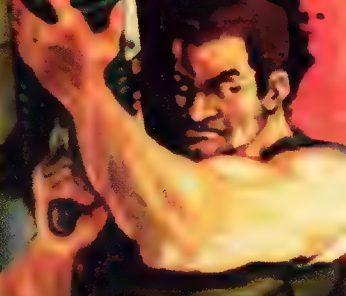
Later, the game gives you a series of jumps to complete from a difficult camera angle. Fun!



This snake is one of the best bosses in the game.



# THE CONTRA ADVENTURE



## Konami Pulls the Old Bait and Switch

### ANDY

THE GAME HOMBRE

Concept

5

Graphics

7.75

Sound

7

Playability

7

Entertainment

2

**5.75**

OVERALL

"After the first level, I was ready to sing the praises of Contra. It was just awesome – it had me screaming at my TV and slamming my desk in frustration. My excitement continued into the next level as well, as the new third-person mode is cool. But after the second level the game just doesn't seem to go anywhere. Repetition city. Which after an hour or two, left me feeling like I just got ripped off. That Konami had fooled me. **They teased me into believing that this game was going to be totally old school, and instead it ended up being totally like school** – boring. Rent this game to check out the first level, but definitely don't buy it."

### PAUL

THE GAME PROFESSOR

Concept

8.75

Graphics

8.5

Sound

8.75

Playability

9

Entertainment

8

**8.5**

OVERALL

"Contra on the NES ranks as one of my all-time favorites so I've seen the five or so sequels on various platforms. The previous PlayStation game didn't deserve the Contra name, but this version is pretty solid. The first level starts just the way it should – classic side-scrolling shooter. And after that level, a cool 3D shooting section awaits. Although this 3D section mixes great graphics and truly classic elements, it lasts for way too long. What happened to more side-scrolling? **If you prize Contra, this is a must.** Other commando action gamers should give it a look."

### REINER

THE RAGING GAMER

Concept

1.5

Graphics

4.5

Sound

5.25

Playability

2.75

Entertainment

3.75

**3.5**

OVERALL

"I'd love to whip out a little classic Contra action on whoever designed this game. **What a disappointment!** First they excite you with a level that is something like the original Contra, but not really (what's with the health?), then they take the 40 bucks you spent on the game and shove it up your rear with lame 3D levels featuring clunky control. After level seven of 3D lameness I was ready to throw *C* into my nasty porcelain bowl and add a thick coat of brown paint to it. We all screamed at *Legacy of War*, and you'll do it again with *C: The Lame Adventure*. I give this game two thumbs down, and two other fingers up. Konami has failed for the second time straight with 32-bit Contra."

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 3D Environments; Character Interaction & Item Shops; Weapon & Armor Upgrades; Real-Time Combat; Power-Ups & Cut-Scenes; Auto-Targeting; Memory Card Save; Strafing, Hanging, Evasive Roll, Kicking; Secrets & Puzzles
- **Replay Value:** Moderate
- **Created by:** Capcom
- **Available:** September for PlayStation

**Bottom Line:** **8.5**



## Neo Shmeo, Nova Shmova

"Alright, so the name is incredibly lame. But believe it or not, Mega Man Legends is a pretty cool game. While I certainly wouldn't put it in the class of a Mario 64 (I know, different system), the 3D engine is solid and the shooting and exploration is a lot of fun. The real-time cut-scenes are also a bonus with lots of hilariously bad voice-overs (the monkey dance is my favorite). But perhaps the best of part of the game is the endless stream of baddies that Mega Man must face. For Mega Man fans this game is a gimme, but action fans in general should at least rent this one."

### ANDY THE GAME HOMER

**Concept**  
8.75

**Graphics**  
8.75

**Sound**  
8

**Playability**  
8.25

**Entertainment**  
8.5

**8.5**

OVERALL

"This game is cool. Mega Man junkies will be very pleased with the story, and that the rules and concepts of the Mega Man universe have stayed intact. But Legends also incorporates a lot of RPG elements, including tons of townsfolk and dialogue, and it's all totally bizarre. You'll talk to painters, newscasters, delinquents, and lego-man enemies. You can buy health, collect Buster upgrades, and kick tin cans in the middle of a mall. I liked that Capcom added all the voice-overs. Cheesy yes (of course, it's Capcom), but very cool. The graphics are plain, but the combat is excellent and the character designs are top-notch. I recommend this adventure, especially to anyone who's snubbed Mega Man in the past."

### JON THE GREEDY GAMER

**Concept**  
9

**Graphics**  
8.25

**Sound**  
8

**Playability**  
9

**Entertainment**  
9

**8.75**

OVERALL

"This game is definitely worthy of attention, but I certainly hope this isn't the direction that Mega Man is taking from now on. Legends is in many ways similar to classic Mega Man, but misses the creative flair in level designs. The quest aspect is interesting and features nice real-time cut-scenes and RPG elements; however, several aspects could have been implemented much better. For starters, the character voice-overs are way too high-strung, and the music is just plain boring. This is an admirable attempt by Capcom to expand on the Mega Man universe. It has plenty of shooting, intuitive control, and an interesting and hilarious plot, but it lacks the feistiness of the classics. It's a fun game nonetheless, but Mega Man fans may be seriously disappointed."

### REINER THE RAGING GAMER

**Concept**  
8.75

**Graphics**  
8.5

**Sound**  
6.75

**Playability**  
9

**Entertainment**  
9

**8.5**

OVERALL

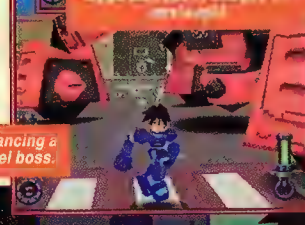


Mega Man has been a staple in the Capcom catalog for more than 10 years. The boy in blue has appeared in so many titles that we're starting to think he has the same agent as Sylvester Stallone. In the past, however, Mega Man has not been able to display Sly's range. Where Sly has won the hearts of millions in classic films like *Stop! Or My Mom Will Shoot*, *Over The Top*, and *Rhinestone*, Mega Man has been cast in the same type of game over and over again: 2D shooter. Recently though, Mega Man has been studying the art of "method gaming" and demonstrates some new abilities in his latest adventure, *Mega Man Legends*.

For the first time, Mega Man strays into the realm of adventure and role-playing. Teaming up with his good friend Roll and her crazy grandfather, the trio is on a quest to find the Hidden Legacy treasure before a group of evil pirates beat them to it. Myths surround the treasure, and it is said to contain immeasurable wealth, but unfortunately no one knows for sure if the legends are true. To find out, Mega Man must travel throughout a new gigantic 3D world, interacting with townsfolk, researching new technologies, upgrading weapons and armor, and visiting item shops to spend his hard-earned money.

But don't think for a minute that *Legends* doesn't contain any action. There is plenty of shooting to be had as Mega Man squares off in real-time against numerous enemies, including some huge and challenging bosses. Hats off to Capcom for keeping the smooth control of past Mega Man titles, and transferring it to *Legends'* new 3D environments, so that fighting evil-doers is a real pleasure. While blasting away, Mega Man can strafe, jump, perform evasive rolls, leap to the side, and kick. There are also different weapons for Mega Man to use. In addition to the standard arm blaster, Mega Man can obtain mine throwers, rocket launchers, power-drills, spread blasters, and more.

*Legends* presents a good blend of different styles. There is plenty of shoot-em-up action for fans of traditional Mega Man titles, as well as a solid story and adventure to leave players wanting more. Plus, the new 3D world is huge, easy to navigate, and visually pleasing. Capcom did just about everything it could to satisfy old Mega Man fans, while at the same time attracting a new audience.



# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Packaged With a Demo of Xenogears & an FF VIII Movie; Beautiful CG Movies; Customizable Weapons & Armor; Interesting Story; Memory Card Required; Dual Shock & Analog Compatible
- **Replay Value:** Low
- **Created by:** Square Soft
- **Available:** September for PlayStation

**Bottom Line: 7.75**

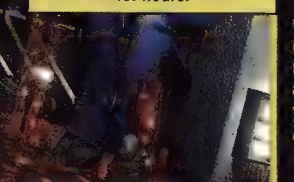
### Choose your weapon!



"Stop this carriage or I'll blow you another hole."



You can stare into those eyes for hours.



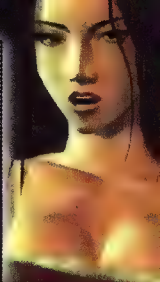
Excuse me sir, but I think you're leaking.



The reflection in the mirror is an awesome effect.



Aya crawls around on all fours to uncover the secrets of Parasite Eve.



**P**arasite Eve is like a day in science class. Well...not really, but the game does revolve around mitochondria. You know, those little buggers that turn oxygen into energy on the cellular level. Well, it seems "Mr. Scientist" has created a way to turn the tables. He has changed mitochondria so that instead of them working for us, we are working for them.

This new little cellular juggernaut is called Eve. And what she...well...*"it"* can do is set any person on fire (except anyone carrying the improved mitochondria or parasite). Eve can also turn regular fuzzy animals into mutated monstrosities from hell. The story of Parasite Eve follows the adventures of Aya Brea as she tries to discover the origins of this mysterious parasite, Eve. Also during the journey you must to duke it out with the evil mutations she...*"it,"* creates.

As you can tell by the pictures, the game looks fantastic. From beginning to end you are greeted with truly outstanding computer-generated movies, and exquisitely drawn backdrops and locations.

The only problem is, the game loads each and every time you change screens, go through a door, or activate a CG. This occurrence is nothing new to Final Fantasy fans, but it must be noted that none of the areas or rooms are as large as those found in FF VII, so the loading occurs much more often. Secondly, since the battles are all done on the same screen, the game will go static as the creatures are placed on the prerendered backdrop. In other words, even though this game has an interesting storyline, it makes *Breath of Fire III* look like *Speedy Gonzales*.

The gameplay is also a mixed bag, as you can equate it to Final Fantasy meets Resident Evil 2. However, this may not be a good thing. Moving throughout the levels is like Resident Evil - you search for keys and objects through all the rooms in the building, so that you can gain access to new areas. Along the way you fight battles, which are FF VII-like but with action. Basically, while you wait for the attack meter to charge, you can run around to avoid enemy attacks. Once the meter is full, you can attack, use your Parasite Eve power (magic), or use an item.

Parasite Eve, however, is unique in a few respects. For instance, all the weapons and armor in the game can be melded with other "like" items when you use the "tool" command. Take the explosive bullet attribute from a grenade launcher and add it to your machine gun. Take the extra defensive points from an older piece of armor and put them on your new kevlar jacket. But here's the catch; you can only move one attribute, or take the bonus points. Not both. And once a weapon has been stripped, it is worthless.

Parasite Eve is certainly an interesting adventure, but it certainly isn't for everyone. Its slow pace, and short quest, will certainly disappoint many. However, for RPGers this game just might be a must-buy since it will be packed with a video of Final Fantasy VIII.

The Day for Mitochondria To Be Free Has Finally Arrived

### ANDY

THE GAME HOMBRE

Concept

8

Graphics

8.75

Sound

8.25

Playability

5

Entertainment

5

7

OVERALL

"First off, this game is gorgeous. There is no argument from me that the graphics are awesome, or the story for that matter. But I do find playing this game to be extremely boring. Which totally sucks, because I really wanted to finish the story. But alas, there are some extremely tedious things that this game makes you do, that I just don't want to do. The main reason for my frustration, however, is the loading. It happens often and the pauses are at least 3 seconds - for battles, for opening doors, for...well, it seems like just about anything. And on a final note, this game is short. People who think anything with the word Square on it is awesome, will think this game is the greatest, but I would only buy it to see the FF VIII movie."

### JON

THE GREEDY GAMER

Concept

7.5

Graphics

9.25

Sound

8.5

Playability

7.75

Entertainment

7

8

OVERALL

"When you first pop this game in, and watch the opening sequence, you think 'This is going to be the greatest game of all-time.' Yeah, until you actually start playing. Parasite Eve could be described as an RPG where you spend 75% of your time in towns, and only 25% of your time in dungeons. The story is awesome, but man, it just takes so long to get through the dialogue, and all the great music quits during talking, so it's mostly silent boredom. Cool things about this game are the gruesome enemies (like those in Resident Evil), the backgrounds, and the cut-scenes. But the weapons are lame (they all work about the same), and the basic play mechanics are redundant and unchallenging, especially the annoying use of limited inventory."

### REINER

THE VAGABOND GAMER

Concept

6.5

Graphics

8.75

Sound

8

Playability

6

Entertainment

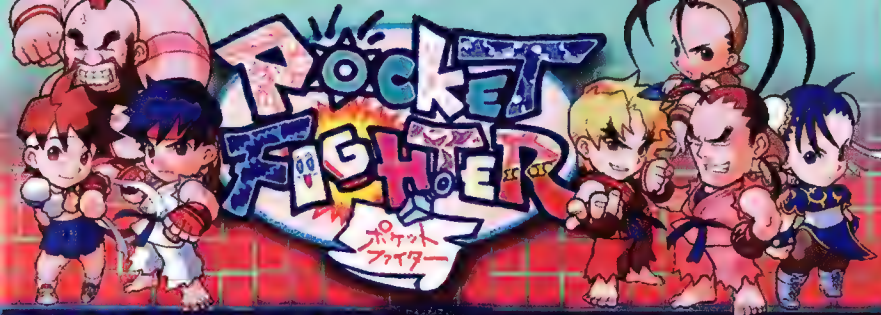
6

7

OVERALL

"Parasite Eve delivers a riveting story that's as action packed as it is scientific, and graphics that breathe realism throughout gameplay and cut-scenes. But the Sandman also stalks this title, making Parasite Eve the sleeper hit of the year in more ways than one. All of the good in this game is smothered with slow, slow gameplay. Sure the characters look realistic, but they don't know how to make things very exciting. All of the gameplay is incredibly lazy as well, especially combat and general maneuvering. The characters move like snails and so does the plot. But in the end, the plot is the only thing that keeps you playing (even though you are fighting sleep on a constant basis). If you are seeking a classic Square adventure, then look past this game and keep your eyes focused on Xenogears."





# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Separate Edit Fighter Game (Tamagotchi-Like); 3 Game Modes (Arcade, Free, Running); Training; Hilarious Background Animations; 3-Button Configuration (Kick, Punch, Special)
- **Replay Value:** High
- **Created by:** Capcom
- **Available:** Now for PlayStation

**Bottom Line: 7.75**

## CAPCOM'S DIAPER SIMULATOR

"Pocket Fighter is a tough one to review because I really liked the game at first and thought it was extremely funny. However, in time, I just got bored of the whole concept. Unlike Virtua Fighter Kids, Pocket Fighter is a completely different style than its parent game and sports a new three-button attack layout. Which is cool, but after a while I kept saying to myself that I'd rather be playing the real deal than this 'kiddy' version. While I will admit that I like the create a fighter option, and I really enjoyed playing in this mode, I think you can get all the enjoyment out of this game from a one-night rental."

<b>ANDY</b> THE GAME HONOR
Concept <b>6</b>
Graphics <b>8</b>
Sound <b>7.75</b>
Playability <b>7</b>
Entertainment <b>2</b>

**6**  
OVERALL

"Pocket Fighter rips. For PlayStation owners soured over Children of the Atom and Marvel vs. Street Fighter, this is definitely a worthy purchase. Collecting the gems and advancing your special-levels puts a cool twist on Street Fighter tradition. So does the three-button layout, which does take some getting used to. Sure, purists will feel limited with three buttons, but Pocket Fighter is light-hearted by nature, and not meant to be taken too seriously. The Edit mode is lame because all you do is watch, but I think this game is worth the backgrounds alone, and it's a good change from the standard Street Fighters."

<b>JON</b> THE GREEDY GAMER
Concept <b>8.25</b>
Graphics <b>9</b>
Sound <b>8</b>
Playability <b>8</b>
Entertainment <b>8.25</b>

**8.25**  
OVERALL

"As far as animation and gameplay go, this is easily Capcom's best SF/DS release on the PlayStation. I wouldn't say that this game is the most entertaining out of the crop, but it delivers more than enough to keep you thoroughly satisfied and engrossed. Within all of the silliness of spastic new moves and specials, the classic SF feeling is in full force, making the battles very enjoyable (although the three-button config is lame!). While cartoony, the new specials and simplistic combo strings actually add a whole new dimension to SF combat. Pocket Fighter also throws a butt load of variety in your face with the Tamagotchi-like Edit Fighter and survival-like Running Battle modes. The sad thing is, this game has more playability than any of the other Capcom PlayStation fighters."

<b>REINER</b> THE HAVING GAMER
Concept <b>8.75</b>
Graphics <b>9</b>
Sound <b>8.5</b>
Playability <b>7.75</b>
Entertainment <b>9.25</b>

**8.75**  
OVERALL

What the heck is Capcom smoking? We know that this company lives off of the update and sequel, but this new release goes above and beyond anything we've seen Capcom release thus far. We can accept the fact that Pocket Fighter is a spin-off of Super Puzzle Fighter II, which happens to be a comical spin in itself on Street Fighter and DarkStalkers, but what we don't understand is why does this game get the super special treatment? Have the voices of gamers finally been heard? Is Capcom reinventing what it believes a sequel or update should be? Or is this just one of strangest occurrences in all of video game history?

Who knows, right? There's no way to tell how this release will stack up with Capcom's forthcoming releases, but something is definitely out of whack. Capcom has rolled out the red carpet for Pocket Fighter and has included more variety and options than ever before. In fact, if you combine all of the changes made to every Capcom game and compare that to Pocket Fighter, we believe that Pocket Fighter would still be on top.

Yes, this wacky itsy bitsy kung fu simulator is chock-full of variety. If the Arcade mode gets old or conquered, then dip your feet into the unique Running Battle. This mode is very much like other fighting games' survival modes, but it does a few things differently. For starters, all of your opponents are lined up one after another. When you knock one down, the screen scrolls to the right and reveals the next fighter, and next segment of the large background filled with all sorts of Capcom characters (MM, Legends, Breath of Fire III, and more!). Plus, gaining health is based on the time of a knockout and how many gems you obtain, making for a strange combat experience where you hustle to take an opponent down quickly while hunting for gems.

Pocket Fighter is also home to a separate Tamagotchi-like game. In this Edit Fighter mode you are asked a number of questions, where the answers translate to your character's attributes. After the character creation process is completed, you head to combat. However, you don't control your fighter. You simply sit back and watch. Victories increase the character attributes and also unlock item cards. Three item cards (like double combos, counters, etc.) can be applied at once to enhance your character. Your created characters can also duel against a friend's creation.

The combat is the only aspect of this game that is somewhat lacking when compared to other Capcom fighters. It only utilizes three buttons (punch, kick, special) and a crazy gem power-up system. So from this, a great deal of technique is missing, but Capcom has made up for it by adding comedic moves that work off of a special button. These specials are awesome and deliver some memorable moments, like Ken riding a donkey and Zangief transforming into a pro wrestler. But is humor and more options really what fighting fans want?



The Edit Fighter mode is basically Tamagotchi-like.



There are a ton of new moves for each character, including the awesome flamethrower frog for Ibuki.



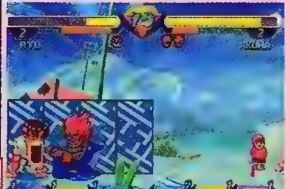
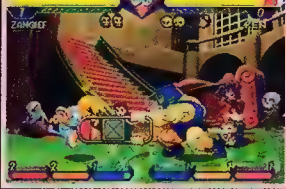
Since when did Capcom get the license for the Chippendales dancers?



Are Blanka and Felicia one in the same? Hmmm...



Rocket Man!...er...Rocket Woman!



# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Over 30 Legendary Boxers; Blood; Motion-Capture by Sugar Ray Leonard & Oscar De La Hoya; Create Boxer; Signature Moves & Taunts
- **Created by:** EA Sports
- **Available:** Fall for PlayStation

35% Complete

## Boxing Legends Galore

# KNOCKOUT KINGS

**M**any people have been waiting for a PlayStation boxing game since the system's inception. While the 16-bit systems enjoyed their fair share of boxing games, there have been only two on the newer platforms: *Foes of Ali* for 3DO, and *Center Ring Boxing* for the Saturn. Unfortunately, neither of these systems took off very well, and so boxing games became a thing of the past. But now EA has finally decided to put its sports know-how into a new boxer.

Entitled *Knockout Kings*, the game incorporates many of the greatest fighters of today, as well as yesteryear. Play as the legendary Ali, Joe Louis, Marvin Hagler, Sugar Ray Leonard, Oscar De La Hoya, and other great stars that are definitely kings of their time. Although we were a little disappointed to see that Tyson was not included, we can still hope EA will change its mind about that.

When you decide to take your shot, you can create a boxer, use one of the legendary boxers, or choose from some stock characters created solely for the game. During your championship run for a particular belt, you develop grudges against opponents, who then challenge you multiple times, or bring about

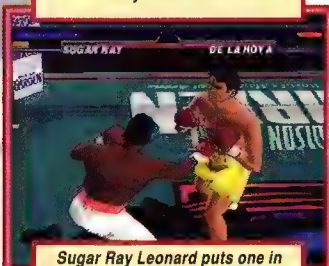
other interesting developments. Although you can choose from three different belts (light, middle, and heavyweight), you cannot change classes by gaining or losing weight. But Sugar Ray is represented as both a lightweight and a middleweight.

But there's even more to the game. The legendary boxers, over 30 of them, are represented by music from their time period. For example, boxers from the 30's and 40's come to the ring playing swing and big band music, while 70's boxers walk to the ring accompanied by disco. Plus, you can taunt your opponent, or get in a few dirty moves with the help of a special button.

All of this could add up to become one of the great boxing milestones, like Muhammad Ali's "I'm the greatest" statement. Or, it could be a serious flop, like Gerry Cooney's unsuccessful runs at the Heavyweight belt back in the 80's. Check out *Game Informer* in the coming months to see which way the gloves fall.



De La Hoya aims a little low.



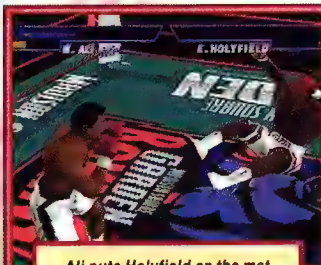
Sugar Ray Leonard puts one in the gut.



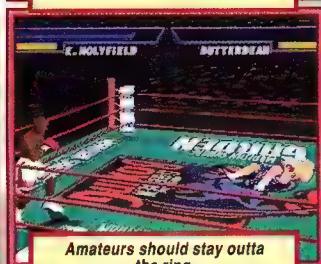
Butterbean is looking sharp.



Mosley staggers to his feet.



Ali puts Holyfield on the mat.



Amateurs should stay outta the ring.



Time to kiss and make up.



Somebody should do something about the steroid problem in boxing.



# Dead in the Water

## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Racing
- **Special Features:** Tons of Power-Ups; Brilliant Level Designs; 13 Characters With Lots of Attitude; 6 Racing Tracks & 6 Battle Tracks; Explosions Galore; Tricks
- **Created by:** Player 1 for ASC Games
- **Available:** November for PlayStation

60% Complete

### STEP OFF, FOOL!

The wonderful genre of vehicular combat is here to stay. With the recent release of Vigilante 8 (a decent title), everyone is ready to get their hands on this untapped genre. ASC is putting in a bid with Dead in the Water, a new combat racer that pushes the spectrum a little farther.

Imagine a game that crosses Twisted Metal, Rock N' Roll Racing, and Turbo Prop Racing, and you have a basic idea of what's in store. Not only can you annihilate your friends, you can also race against them. Compete for cash to upgrade your vehicle. New guns, new armor, new engines, even fuzzy dice can be equipped on your boat.

The levels are well designed, with lots of hiding places on the battle arenas and many obstacles in the racing levels, but the secret to success in this game is the power-ups. These instruments of destruction include: homing missiles, torpedoes, shields, and ghosts that scare the bejezus out of your opponents. There's even a wave maker that creates a huge wave in front of you, sending an adversary into the sky for an easy lock-on.

The characters themselves are hilarious and wacky (as all combat racing characters are): there is the Baywatch boat, complete with Baywatch babe caricatures; there's Agent X, a 007 ripoff; there's Ebony Justice, who drives a boat that looks a lot like an old Caddy; plus 10 other characters, all complete with bios and voice-overs.

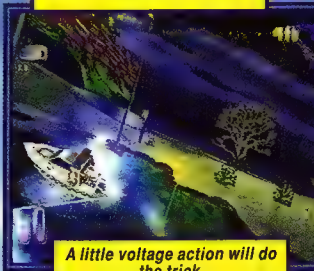
Control in Dead in the Water is solid, particularly when the waves start to cause trouble. That's right, you have to constantly be on the lookout

for the stray missile that lands in front of you, creating a massive wave that knocks you off course. However, this can also be used to your advantage. By strategically placing missile attacks in the race mode, you can easily catch competitors that seemed long out of reach. But realism does not define (nor confine) this game. You can drive straight up waterfalls, destroy icebergs, ships, and other obstacles, and even run over your opponent. Plus, there are tricks that you can do after launching off a ramp or a wave. While we are not exactly sure what kind of bonus you will receive for doing tricks, we are sure there will be some great advantages in busting a 360° flip-roll.

So, after playing Rogue Trip and Vigilante 8, it seemed we had all of this year's vehicular combatants earmarked. Apparently, that's not the case. But the battle is far from over. Twisted Metal 3 is still on the sidelines, and Dead in The Water has a load of potential. Get more info from GI in the coming months, and in the meantime, continue to wonder when the real Twisted Metal will stand up.



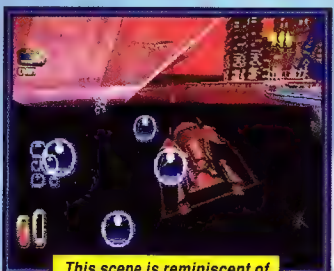
Gun 'em down!



A little voltage action will do the trick.



Here you can purchase upgrades.



This scene is reminiscent of Swan Lake.



A distant explosion.



Abandon ship! We're on fire!



- **Size:** 1 CD-ROM
- **Style:** 1- or 2-Player Action
- **Special Features:** 4 Duke Fashions (Kilt, Toga, Wild West, Commando); Time Travel; 2-Player Deathmatch With Exclusive Multiplayer Levels; New Weapons Including a Buffalo Rifle & Holy Hand Grenade
- **Created by:** N-Space for GT Interactive
- **Available:** October for PlayStation

## 80% Complete

**D**uke defines everything that a man shouldn't be, yet we look up to the great Dukester and praise him highly. It's not that we want to be like Duke, or to use him as a role model. We just think he's tough as nails. What other action star can you actually say is cooler than Duke? Schwarzenegger? Nope. Too stupid. Van Damme? Nope. Too stupid. Croft? Well...

Okay, Duke may play second fiddle to Eidos' Lara Croft, but this is only because Duke's testosterone cannot top Lara's big whatchamacallits. Developer N-Space wants Duke to be the mother of all action stars, and to accomplish this feat, the entire Duke Nukem franchise may go down the toilet. To beat out Lara, Duke will first have to be "observed" by the gamer. For this, the game has been changed from first-person to third-person. This is a drastic change indeed, one that may not work. But with this change, N-Space can now deliver Duke's great one-liners alongside awesome new animations. For example, we all love it when Duke looks in the mirror and says, "Damn, I'm looking good." He does this in *Time To Kill* as well, but now, we actually see him holster his weapon and comb his hair to match the line. Also, for the occasional pit stop in the game, Duke can now be seen unzipping, holding, jiggling, then re-zipping.

Of course, these are just a few of the humorous animations that Duke performs, but there are also several other movements used during gameplay. And with this statement, the dreaded comparison

# DUKE NUKEM TIME TO KILL

## An Action Star With a Facelift

to *Tomb Raider* must be made. *Duke Nukem: Time To Kill* is basically a hybrid of *Tomb Raider* and *Duke Nukem*. Really, the similarities to *Tomb Raider* are everywhere, most noticeably in the character moves. Duke can jump and do backflip, sidelfip, walk, swim, and he even needs to put his weapons away before activating a lever or switch. Sound familiar? But even if some of the game is similar, Duke still has something that Lara does not – humor.

In *Time To Kill*, Duke is as rude and crude as ever. One-liners are ripped off whenever possible, and to add a little variety, Duke will even wear different outfits. Why is this needed?

Because his adventure now involves time travel, and to fit into a new era, Duke needs to dress the part. So, Duke dons a kilt, toga, wild west garb, and commando fatigues. The eras he travels to are Wild West, medieval, roman, and modern. The enemies are the same (pig cops and such), but they are also dressed differently. Don't worry though, they still die horrible deaths.

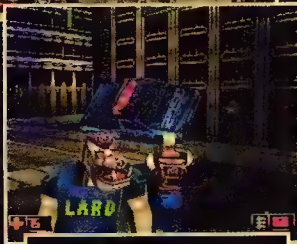
Speaking of which, Duke has some new toys to play with. There are tons of new weapons in this game, mostly of the obscure kind – throwing axes, holy hand grenades, crossbows, dynamite, swords, and tons more. The

gameplay is very much like that in the standard Duke games, but more emphasis has been given to 3D exploring – as in *Tomb Raider*.

*Duke Nukem: Time To Kill* is due out in late October, which happens to be just a month shy of *Tomb Raider 3*'s release. Hmm...



Who ya gonna call? Duke Busters!



Now where did that pig go?

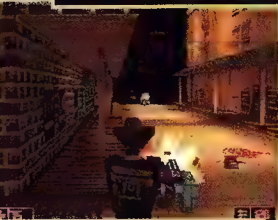
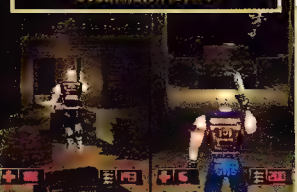


Pressing R1 brings up the useful targeting cam.



What kind of sick sheep are you?

*Time To Kill* includes several exclusive multiplayer deathmatch levels.



This gun is bigger and better than the one Jesse used in *Predator*.



Surrounded!

Yes, even video game stars use the restroom.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 12 Levels; 3 Modes Including 2-Player Cooperative & Head-to-Head; 30 Weapons; Transform Between Hovercraft & Mecha Unit at Anytime; Radar; Power-Ups; Dual Shock & Analog Compatible
- **Created by:** Electronic Arts
- **Available:** October for PlayStation

**75% Complete**



## THE FUTURE STRIKES OUT

Originally, LAPD 2100 was to be the next game to don the "Strike" label. Initially called Future Strike, players drove a Hovercraft and a mecha unit instead of the traditional helicopter that has been in the series since its inception. After a while, however, EA decided that Future Strike was just too different from the others to be part of the Strike series. Hence, a new series was born.

In LAPD 2100, criminal activity is running rampant and the entire city has been seized by gangs comprised of humans, mutants, and cyborgs. To deliver the city from the clutches of despair, the LAPD must infiltrate gang territory and defeat gang bosses. As a cop, and the driver of a new and experimental assault vehicle, the city is depending on you to spearhead the assault and restore LA to the grimy and overcrowded paradise it once was.

The vehicle you drive is actually "two-in-one." The Hovercraft is capable of traveling at fairly high speeds. However, if you need to teach some bad guys a lesson, you'll want to tap the left and right shoulder buttons simultaneously to transform the Hovercraft into a mecha. The mecha can jump and strafe, and holds a bunch of different weapons. During gameplay, three buttons are assigned to different weapons so that during the heat of battle it's easy to choose a weapon for a specific type of foe. In all there are 30 weapons to use. In addition to the standard machine gun, you'll be able to use mortar rounds, plasma missiles, volcano mines, and more.

LAPD 2100 consists of three different modes. In the Single Player mode, you must complete 12 levels. Each has different objectives and is filled with power-ups and enemies, including boss characters. For two players there is a cooperative mode where you and your friend fight side by side through the 12 levels via a split-screen. The bummer is that the computer won't let you wander too far from your partner during the ruckus. The Head-to-Head mode also uses the split-screen and is kind of like a real-time strategy game. You can build your own base and produce support vehicles like aircraft and tanks.

Many of us at GI really like the Strike series and if you're like us, you'll want to keep an eye on this spin-off. Look for a review of LAPD 2100 later this fall.

2-player cooperative...

...or Head-to-Head.

Laser sighting helps you zero in.

Higher ground pays off.

Time to mow the lawn.

# PlayStation Preview

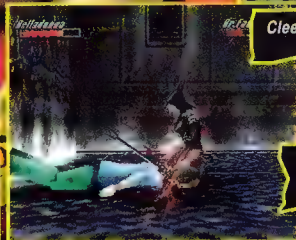
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting (4-Player Via Multi-Tap)
- **Special Features:** 8 Characters, Each with a Unique Fighting Arena; Special Moves & Combos for Each Character; Many Different "Kills"; Winner Based on Damage Dealt, Rather Than Damage Received
- **Created by:** Paradox for Virgin
- **Available:** October for PlayStation

**40% Complete**

# thrillkill



Cleetus and Dr. Faustus tag team Belladonna.



Disturbing? You betcha.



The Imp is just plain freaky.

"Hey, come over here and take a look at this!"



Violet sets The Imp up for a painful end.

Imagine a game that blurs the boundaries between 4-player fighting (like WCW vs. The World) and typical 2-player fighters (Tekken, Street Fighter, etc.). Then add in an unhealthy level of gore and violence and you have Thrill Kill, the newest brawler to hit the PlayStation.

The basic goal of the game is to kill your opponents, of which there are up to three. Just beat the crap outta any other person onscreen and your "Thrill" meter rises. Do combos and it increases even faster. Whoever gets their meter filled first gets to choose who dies first. And the fun thing is, it's easy to do. Just walk up to the cowering victim of your choice, and PDP1 off goes the head. The game proceeds like this until there are only two characters left. Then, the winner gets a special kill move that will definitely make Congress sweat (and maybe even puke).

There are eight characters to choose from, each with a unique stage and personality. There's a mad doctor with a scalpel, an executioner with a large chain, a midget on stilts that presumably represents a highly visible proponent of video game censorship, a hillbilly that uses his own gnawed off arm as a weapon, and others. Each character has a choice of at least four different outfits, usually mocking something in pop culture or video gaming. For example, Belladonna has a nurse's outfit, a Catwoman outfit, a dominatrix outfit, and a french maid's outfit (mon cher!). The fighting interface has some depth, but is not so complex that players would burst a blood vessel: just pound some buttons and combos flow like a punctured artery. You can double team opponents, or beat on more than one enemy at a time if they're all clotted together. There are also grabs that can be done, which are disturbing, but somehow just as exciting as the rest of the game.

While Thrill Kill is so easy a child could play it, it is certainly not for the kiddies. This is one truly gruesome game, and even makes Mortal Kombat seem timid in comparison. Beware parents and put this one on the "must not buy" list. But, for all of you 18+ sickos out there, check it out. It reminded us of a canned sequel to Evil Dead.

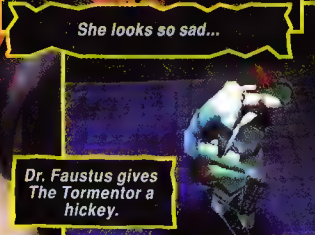
## Four-Player Fighting Comes to PlayStation



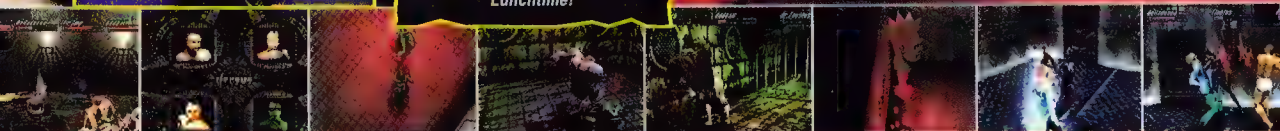
She looks so sad...



Dr. Faustus gives The Tormentor a hickey.



Lunchtime!



# COLONY WARS VENGEANCE

## Retribution in the Far Reaches of Space

### PlayStation Preview

- **Size:** 2 CD-ROMS
- **Style:** 1-Player Action/Shooter
- **Special Features:** 41 Space & Ground-Based Missions; Hidden Ships; 6 Different Endings; Ship Upgrades; 22 Weapons; Dual Shock & Analog Compatible; Memory Card Required
- **Created by:** Psygnosis
- **Available:** November for PlayStation

### 75% Complete

Psygnosis returns to the outer limits of space with its follow-up to the highly acclaimed space combat simulator Colony Wars. Just like that balding actor in Die-Hard, Colony Wars is returning with a vengeance. Don't expect to see a sequel with just more missions, Colony Wars: Vengeance will pack plenty of punch. The development team, based at the Psygnosis headquarters in Liverpool, England, has combed reviews and letters about the first installment in a search for what gamers liked and disliked. Although many of the new changes in this version will be subtle - like the way you can fast-forward through the mission briefings - many of the new additions to graphics and mission structures will be very apparent.

First and foremost, the graphic presentation is stellar (excuse the pun). From the first moment you crank up the inaugural mission, you know you're in the for the ride of your life. A massive battle cruiser is in your sights, and objective #1 is to take it out. A fairly simple task, but the resulting firestorm is amazing, and quite a way to kick off an epic like this. Now, only 40 missions to go.

The mission structure is set up with multiple sub-missions, offering players a huge variety. This game is not about all-out destruction on every mission. One mission will have you shattering asteroids to mine mineral resources, while another requires you to cut away a piece of a ship that contains volatile reactor cores. Vengeance also has approximately six ground-based missions.

Like the first game, Vengeance presents tons of objectives and mission goals that intertwine with FMV cut-scenes to construct an intriguing story that is actually set 100 years after the original game. The actions you take in certain levels determine the plot and outcome of the adventure. Your choices will also open up one of six separate endings. The interesting thing about uncovering all the endings is that you will not have to play the entire game through again; but the game, once beaten, will allow players to explore the alternative timelines and outcomes at their leisure.

Colony Wars was somewhat of an underground hit last year, but many on the GI staff have been eagerly awaiting the sequel from the moment we beat the first game. Space jockeys should keep an eye on these pages for a review in the near future.



The serenity of that planet will be disrupted by some lasers.



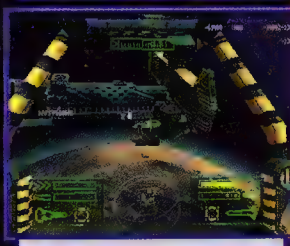
Critical mass.



Haven't they told you not to fly directly into the sun?



Friend or foe?



Bogey...dead ahead.



Take a closer look and then turn 'em into space junk.



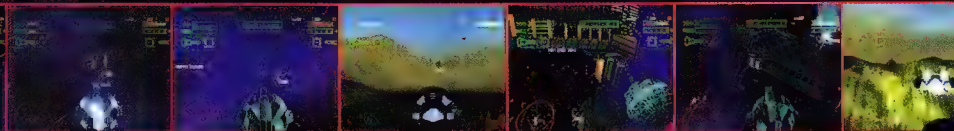
New to this version are ground-based missions.



Look! I can see my hometown.



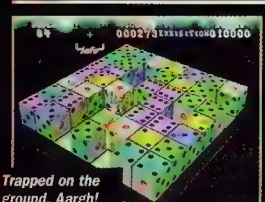
Nothing escapes a black hole, not even light.



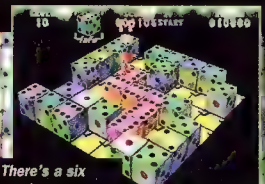
# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle (5-Player Via Multi-Tap)
- **Special Features:** Battle, Puzzle, Wars, & Trial Modes; 5-Player Capability; Different Types of Dice
- **Replay Value:** High
- **Created by:** Sony Computer Entertainment, Inc. for THQ
- **Available:** September for PlayStation

**Bottom Line: 8.25**



Trapped on the ground. Aargh!



There's a six combo.



This is the definition of McScrewed.



2-player mayhem.

### Andy, The Game Hombre

"Devil Dice is slightly confusing, but once you get the hang of it, this game is very addictive. The 1-player mode is challenging and the multi-player mode is a blast. Puzzle fans will go nuts for this game."

### Paul, The Game Professor

"This game will take some time to get used to. I found that my initial strategy of just walking aimlessly worked pretty well. Unfortunately, my scores were pretty low. This game still has a lot to offer puzzle fans. Better than I.Q., but not by much."

### Jon, The Greedy Gamer

"I highly recommend Devil Dice, especially if you have a friend to play against. It's fast-paced, original, and exciting. SCEI continues to impress, and Devil Dice is my favorite puzzle game on PlayStation."

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

## Play With the Devil and You'll Get Burned

Most puzzle games emphasize the 1-player modes, and just throw in a 2-player battle for extra effect. But Devil Dice is the opposite, because the multiplayer game is where it's at.

Devil Dice was created by Sony Computer Entertainment, Inc., whose recent credits include Gran Turismo and Hot Shots Golf. Like a typical SCEI game, there is little to no loading in Devil Dice, the graphics are good, and the entertainment factor is top-notch. The concept of Devil Dice is simple: move dice around a board in order to match them up. However, the number of like-sided dice must match the number you're trying to clear. Think of it this way: move six "sixes" together, five "fives," etc. Once you match the requisite number, the dice will disappear from the playing field. Score is determined by the amount of dice destroyed at once, otherwise known as "combos." But you don't slide the dice, you flip them one side at a time, which makes the game very challenging.

But the madness doesn't stop there. In 2-player mode, competitors are placed onto a single playscreen, where they engage in a race to complete four separate combos. The first player to secure four combos wins. But the trick is: a player may steal a combo from another player. Say you just put five "fives" together and destroyed the dice. A five will register in your score box. But then your competitor can create a combo of fives, thus stealing yours. The game then becomes a frantic battle of stealing and preserving scores. It's excellent.

# PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Football (8-Player Via Multi-Tap)
- **Special Features:** Play Editor; Improved Dynasty Mode; Team-Specific & Custom Playbooks; Full Memory Card Required For Dynasty Mode
- **Replay Value:** High
- **Created by:** EA Sports
- **Available:** Now for PlayStation

**Bottom Line: 7.75**



	PAUL	REINER	JON
Concept:	9	7	9
Graphics:	7.75	6	9
Sound:	7.75	7	8.75
Playability:	8.25	5.75	8.5
Entertainment:	8.5	6.75	8.75
Overall:	8.25	6.5	8.75



## A Dynasty Riseth

Although it sold tons of copies, EA Sports' NCAA 98 had a lot of holes. Most people overlooked this, simply because the sport of college football is so popular, that fans of the sport were just dying for a late-summer college game. One problem was graphics, the other was AI.

By now, you should know that NCAA has gone polygon, and the results are excellent. The game takes a little longer to load, but once you're in the game, everything runs quickly. As for this year's AI, the verdict is not totally in, since it would take weeks of dedicated play to sort through all the play editor options. So far, we haven't found any true money plays, but running for four to six yards a down is pretty easy.

The play editor is an outstanding addition to this year's update, and simply blows away the play editor found in Sony's GameBreaker '98. Every player on the field must be given an assignment, even the offensive line. The possibilities for offensive and defensive plays are virtually infinite, and each play can be run on the practice field to help work out the kinks.

The Dynasty mode also returns, but now, at the end of each season, you only have a certain amount of visits allowed to recruits. For example, your head coach can only visit six different recruits over the years, while lesser coaches can make more visits. Obviously, a young recruit will be more swayed by a visit from a head coach than a graduate assistant.

Yes, NCAA 99 packs a pretty big punch. As for gameplay, let's hear from the reviewers, and remember, for Dynasty mode, you'll need a whole memory card of space.

### Paul, The Game Professor

The college games always get overshadowed by the upcoming pro games, but I found all the new options in this game to be stellar. Although the animation is a little choppy and the playcontrol loose, anyone into football should at least give it a try.

### Reiner, The Ragging Gamer

"It's so bad that players ricochet off one another like they have uniforms made of flubber. The Play Editor and Dynasty modes are kickin' though, and the amount of options is off the scale, but the gameplay is a lot like last year's."

### Jon, The Greedy Gamer

"I'd buy this game for the play editor alone. The gameplay is EA football all the way, with a new emphasis on power tackling, and the Dynasty mode is outstanding. A purchase is just a question of whether you prefer the pro or college game."



# PlayStation Review



In the background a war rages on.



This lobster is red. Hmm.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 15 Bosses With 2 Configurations; 3 Game Modes (Arcade, Beginner, Vs. Boss); 8 Difficulty Levels; 2-Player Simultaneous Play
- **Replay Value:** Moderately High
- **Created by:** Taïto for THQ
- **Available:** September for PlayStation

**Bottom Line: 8.25**

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

## DARIUS



Can you name a shooter that featured a dragon?



Use the plasma orb to capture an enemy.

### Andy, The Game Hombre

"Compared to Thunderforce V, G. Darius has a lot of slowdown, but overall, I found this game to be more entertaining. Darius has more levels, cooler power-ups, and bigger bosses. Plus, you can configure Darius to be as hard or as easy as you like."

### Reiner, The Raging Gamer

"This game features an amazing mission structure and some of the most memorable bosses around. Like Thunderforce, G. Darius doesn't feature a very impressive graphical standpoint, but I recommend it nonetheless."

### Jon, The Greedy Gamer

"G. Darius blows Thunderforce V out of the sky. Capturing other ships is crucial, the bosses are gigantic, the music rocks, and the moves you can pull off will amaze anyone. This game is the essence of shooting."

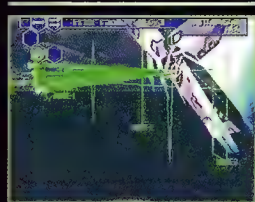
### Big Fish, Little Fish, Swimmin' in the Water.

The heritage of Darius is returning to the console machines with a worthy sequel that combines elements of the originals with a sophisticated non-linear game design. Darius has always been, and will always be, one of the most recognizable shooters around. Taïto and THQ hope that gamers will recognize this series by the same unique look that defined it years ago, and now, by a unique gameplay design that will define this game for years to come.

For hardcore fans of this series, don't fret. The classic (and we mean "classic") ship designs are back and better than ever. Yes, Darius gained a small following and easy recognition with one simple quality—the ships look like fish. Throughout the entire series, and now in G. Darius, each level throws a series of obscure enemies your way. Some look like guppies, others reveal a catfish quality or two. But all look like something from the deep. In G. Darius the fishy business is taken to new heights with bosses that easily outweigh Godzilla. Some of the bosses are so massive in size that only one eye will fit onscreen at once.

G. Darius features plenty of game through 15 levels, split by numerous flight paths to reach the fifth and final stage. There are also 30 bosses, 3 game modes, simultaneous 2-player split-screen, and eight difficulty levels. G. Darius even grants the player the ability to shoot a plasma orb to convert enemies into allies. This ally becomes your wing man and helps blast the opposition dead. Almost every enemy can be snagged and tagged as your own.

# PlayStation Review



- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** Tons of Weapons & Power-ups; Super Weapon; 8 Levels; 3 Difficulties; Movie Watcher & Picture Gallery; \$10,000 Contest
- **Replay Value:** Moderately High
- **Created by:** Technosoft for Working Designs
- **Available:** July for PlayStation

**Bottom Line: 6.5**

	ANDY	REINER	JON
Concept:	7	6	7
Graphics:	7	6	7.75
Sound:	6.5	7	7
Playability:	7	7.5	7.25
Entertainment:	5	6.25	5
Overall:	6.5	6.5	6.75

### More Intense 2D Action on the PlayStation

In the year 2150, Earth's first artificial lifeform, dubbed Babel, is tired of being a slave to the people's wants. So, to acquire its freedom, Babel declares war on Earth. To save humanity from extinction, Earth's government has constructed a new super-computer named Guardian. As soon as the government activates Guardian, it devises a plan to obliterate Babel, codenamed: Thunderforce. Guardian has chosen you to carry out the mission to search and destroy Babel.

However, Babel will not make your task easy. In fact, Thunderforce V includes some of the most intense action found on any system. Because of Thunderforce's extreme difficulty, if you hope to survive, you must constantly maneuver your ship; there aren't any cheap spots to avoid trouble in this game.

Graphically, Thunderforce is beautiful and unique. Technosoft flawlessly incorporated a mixture of 2D and 3D action; that is, the stages are hand-drawn, while all characters are constructed of polygons. Although a few cases of slowdown occur, the action remains intense. Furthermore, the bosses are animated smoothly, and are Herculean. With such an impressive display, it makes us wonder why there isn't more slowdown.

Thunderforce's control is perfect; it is neither too sensitive, nor too sluggish. Plus, the player can adjust the speed at anytime. Trust us, without a perfect speed, Thunderforce V is nearly impossible.



### Andy, The Game Hombre

"This game is almost too hard. You've got to really like shooter games to beat this one. This game does an excellent job of avoiding slowdown and the like, but most people will only be able to play the first three levels."

### Reiner, The Raging Gamer

"As with the other Thunderforce releases, V doesn't try to wow you with graphics or effects. It's a tough game, but not as entertaining as the new batch of shooters (G. Darius, RayStorm)."

### Jon, The Greedy Gamer

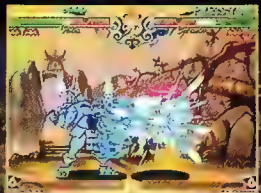
"Thunderforce V is a quality shooter but poorly set up. With only three continues, no quick restart, and instant death at every turn, most people, even shooter fans, won't feel compelled to get anywhere in this game."

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 18 Characters To Choose From; Special Moves & EX Moves; Morphing Backgrounds; Turbo Speeds; Auto Blocking; Memory Card Compatible
- **Created by:** Capcom
- **Available:** 2nd Quarter '99 for PlayStation

**25% Complete**

**Super-Duper Capcom  
Happiness**



PlayStation-owning Darkstalkers fans can finally get some new gaming in on their machine of choice. The newest game to come under the Fighter's Edge label, Darkstalkers 3, brings back all of the old characters that you have come to know and love from Darkstalkers 2, and adds a couple of new ones as well. Joining the ranks of such favorites as Demitri and Morrigan are: B.B. Hood, a girl with a picnic basket filled with surprises; and Jedah, a sinister fellow from the depths of the underworld.

The legend of the Darkstalkers is that every few hundred years the dead rise from the grave to feast on the living and do battle with one another to determine who will be the supreme Darkstalker. So far, Demitri is still the reigning champion, but with the recent demise of Donovan the vampire hunter, and the new interest by Jedah in this darkest of tournaments, it's anyone's battle.

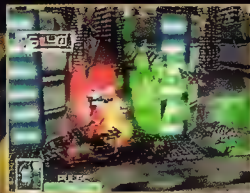
The differences between Darkstalkers 3 and the previous versions are few, but very important. All of the characters now have a move similar to the Custom Combo (called the ES move) found in the Street Fighter Alpha series. After you press one kick and punch simultaneously, your character can unleash special attacks from anywhere on the screen. Also, everyone has been granted what some call "super specials" - moves that are a series of button presses and d-pad movements (similar to Akuma's Ragging Demon in SF Alpha) which unleash about 15 hits and a lot of damage. These moves are also very entertaining to watch. You will be amazed when you first see Morrigan whip out a huge gun and blast away the opposition.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters (Reno & Kelly); 7 Levels; Tons of Power-Ups; Bosses; Character-Exclusive Weapons; Weapon Inventory; Different Camera Angles; Dual Shock & Analog Compatible; Memory Card Save
- **Created by:** CandleLight Studios for Midway Home Entertainment
- **Available:** November for PlayStation

**70% Complete**

**Old-Fashioned Therapy**



Don't you hate it when you walk into a store and you get accosted from all sides by a legion of sales assistants? It's enough to push a law-abiding citizen over the edge. Midway might have the remedy to calm your nerves and it's called Assault. Instead of dorks in grease-stained collared shirts, you'll be attacked by various alien scum. But don't bottle up your frustration, unleash the fury and blow 'em all to bits. Oooh, that feels so good.

Like the Contra series of old and One, Assault is a sidescrolling shooter with an obscenely powerful arsenal and ample adversaries to test them on. There are huge lizards that, once shot, turn into two smaller enemies, and large carnivorous bugs that require you to aim low to keep them from gnawing on your shins. It can be quite hectic when lizards are jumping on you from above while the bugs try to snack on you from below.

Both of the characters, Reno and Kelly, have their own exclusive weapons, and once you acquire them the killing becomes much easier. For instance, Kelly's Starfire weapon is powerful and easy to aim. A hum begins as the weapon powers up and, when it's released, a bright stream of red gushes forth and obliterates lesser foes into a thousand points of light. Will that be cash or charge?

So far Assault looks good. The explosions are huge, there is plenty of platforming, the control is pretty tight, and nasty boss characters are found throughout. In a month or two, check out our review of Assault to see if it lives up to its promise of being a great action game.

# PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: All-New Authentic Arenas; TV-Style Presentation; Icon Passing & Switching; On-The-Fly Strategy Calling
- Created by: Killer Game for 989 Studios
- Available: October for PlayStation

**75% Complete**

**The Coolest Game on PlayStation?**



Hart and Vezina trophy winner (again!).



The new Boston Garden.



For hockey fans, the brilliance of the game lies in its players, but the appeal of the sport lies in its obscurity. Star players don't drape themselves in gold, or dominate prime-time TV. They don't create controversy, and most hockey players don't make too much money (well, in comparison). Hockey will never be as popular as football, and we're glad; but in the world of video games, hockey could easily be called the king of the sports genre.



The great one.



LeClair...the guy you love to hate.



People who don't even like hockey can remember playing on the Genesis. Now, in the 32-bit era, hockey has exploded, with four different PlayStation games scheduled for release this fall. Of those, 989 Studios is a veteran. This is the company's fourth PlayStation hockey game; but will it be different than last year?

989 Studios says yes! and it all starts with the new 3D engine. Not only do players look more fluid (along with details like recognizable faces), but all 27 of the NHL arenas are represented in excellent detail (see picture). 989 is also going for TV-style presentation. This means cut-scenes, weird camera angles at the whistle, and commentary by Mike Emrick and Darren Pang. Let's just hope Darren Pang talks about the current game, instead of his typical, "Back when I played..."

989 (formerly SISA) always provides a quality hockey game, and this year should be no different. With patented icon passing, and new icon switching on defense, along with all-new skating and goalie moves, plus in-depth strategies, Face Off '99 might be the "coolest" game on PlayStation this year.

# PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Football (8-Player Via Multi-Tap)
- Special Features: Total Control Passing; 2,200 Plays; New Pummel Button; Blue Chip Recruiting; 112 NCAA Division 1 Teams
- Created by: 989 Studios
- Available: October for PlayStation

**65% Complete**

**Blue Chip Battles and Gridiron Grit**



Assemble the wedge and go!



Threading the needle.



Check, and turn, and signal to the left.

It's a real shame last year's GameBreaker missed the college football season. Its use of the option, its polygonal graphics, and its playbook really outshined EA's NCAA '98. Well, Sony has now bumped the release up by a few months, but October is still a little late to release a college game.

However, after last year's showing, and this year's new look, many people may choose to wait it out, and experience what promises to be the best GameBreaker yet. This year, the game includes a Blue Chip Recruiting mode. Much like EA's Dynasty mode, in GameBreaker, you must recruit players, then work them through the ranks of a college career. The Studio is keeping a tight lid on what exactly this mode will entail, but rest assured, it will be just as entertaining as the Spring Training mode in MLB '99.

Total Control Passing makes a return in GameBreaker, as do team-specific playbooks, gamebreaker players, and authentic stadiums. One new feature is the pummel button. Instead of just the standard dive, now you can really lay into an opponent, and hopefully put them out of the game!

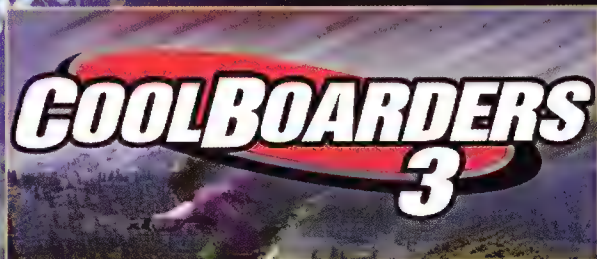
With everything going for it, not the least of which is the reputation of GameBreaker '98, 989 Studios could have a very good October. If you can wait, then you might want to reserve a spot for GameBreaker '99.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 6 Events; 5 Mountains With 32 Runs Plus More Hidden; New Characters; 2-Player Via Link or Split-Screen; Dual Shock & Analog Compatible; Memory Card Save
- **Created by:** Idol Minds for 989 Studios
- **Available:** October for PlayStation

**60% Complete**

**Changing of the Freshies**



"If it's not broke, don't fix it." It's a logical saying that is truly something to live by. Whether it's common sense or just plain laziness, we're not sure, but these words are right on the money. Unless, of course, you're Sony Computer Entertainment America.

Cool Boarders marks the second time this year that Sony has essentially fired the developers of one of its most popular games. After two Twisted Metal games, Sony decided to axe developer SingleTrac and do the game in-house. And once again, after two spectacular Cool Boarders titles, SCEA has decided to sever the line with the original developer. If the third installments of these games turn out better than their predecessors, then we can all praise Sony for its decision. But if they suck, then we should give Sony what it wants...a big lump on the butt, courtesy of its customers.

On paper, Cool Boarders 3 (CB3) looks like a worthy sequel. With six events, five mountains, and 32 runs (plus more hidden), CB3 has a lot to offer and unlock. However, right now there is a glaring difference between CB3 and the first two – the control. It's still tight, but the all important "setup" before a jump is no longer. To Game Informer, the setup is a key reason for our love of this game. Lining up early for a jump in order to get the maximum rotation speed is like waiting for presents on Christmas morning. Ahh the memories.

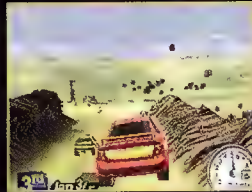
In the end, CB3 could turn out better than ever. But since we love Cool Boarders with all our hearts, we're just a little nervous.

# PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (4-Player Via Multi-Tap)
- **Special Features:** New Emphasis on Powersliding; 8 Tracks (With 3 Variations Each); Over 20 Cars; Car Customization; Dual Shock, NegCon, & Analog Compatible
- **Created by:** Idol Minds for 989 Studios
- **Available:** November for PlayStation

**75% Complete**

**Big Air Baby! Big Air!**



Reaction to Rally Cross was a mixed bag. Here at GI, we loved the game, and played it all the way through to the end. Getting the awesome pickup trucks, and the Humvee, made Rally Cross one of the fastest, most hair-raising racing games around. People playing Rally Cross were sure to be leaning and pushing in their chairs, trying to coax the cars to stay on all four tires.

But speaking of four tires, there were people who thought the handling in the game was too extreme, that it wasn't realistic; in short, that Rally Cross couldn't hold a candle to Sega Rally. Well, the developers took note, and looked hard at Sega Rally. Through focus testing and feedback, a new vision of Rally Cross took shape.

Rally Cross 2 now places an emphasis on powersliding. In the original Rally Cross, cars were constantly flipping over through turns. Now, just a tap of the brake, and a turn of the wheel, sets in motion a brilliant powerslide. Cars still flip over, and players still have to roll them back over with the shoulder buttons, but turning will be much easier. Also, the tracks are much wider, and much faster, making the powerslide even more important.

Also new this year is the ability to customize cars. In accordance with specific tracks and weather conditions, players can adjust steering tension, suspension, and tire type. Then, in true racing fashion, players can custom paint cars. It's nice to paint your car in a classic racing style, but during races, if you splash through mud, the mud will stay on the car. To remedy this, simply drive through some water and it will wash all the mud off. Now that's cool.

# PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Dual Shock & Analog Compatible; Over 20 Levels; Tons of Weapons & Attacks; Soul Collecting; Camera Panning; Secrets; FMV & Real-Time Cut-Scenes
- Created by: Sony Computer Entertainment Europe for SCEA
- Available: October 20 for PlayStation

80% Complete

## ANOTHER NIGHTMARE BEFORE CHRISTMAS



MediEvil is one of those games that seems like it has been around forever (two years to be exact) and we hope that developer SCEA (Sony Europe) isn't embarrassed, or a trifle angry, when we say that this product was a pile of junk when it originally debuted. But now we have a magnificent tale to weave of a game that went from rags to riches, zero to hero, and from crap to possibly good.

We love these touching stories of games that couldn't make the grade, but then pop up a year later, changed and ready to compete. MediEvil is such a product, and SCEA has done a remarkable job in turning this game around. Not only is the gameplay enhanced beyond belief, but the overall look of the game has been turned upside-down as well. MediEvil features artsy-fartsy styling similar to what director Tim Burton might incorporate into a film. The main character is very comparable to Jack from Burton's Nightmare Before Christmas and the environments are similar in design to those in another Burton classic, James and the Giant Peach. Even the music is very Danny Elfman.

Unfortunately, the gameplay isn't that revolutionary, as it is basically hack-n-slash. Some of the levels try to stump you with puzzles and objectives, but for the most part, your mission is to open doors and kill as many enemies as possible. And kill you must, as collecting the souls of all of the enemies on a stage will grant you access to the Hall of Heroes. The Hall is a magical place that grants the main character, Sir Dan, new weapons and powers.



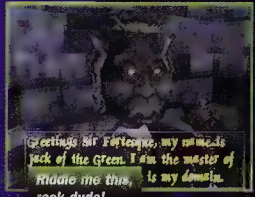
The Life Bottle is a reusable extra life.



Gather enough souls and it's off to the Hall of Heroes.



In the hand, now weapons await.



Greetings Sir Fortissimo, my name is Jack of the Green. I am the master of Middle me this. Is my domain, rock dude!



A re-enactment of a scene from Army of Darkness.

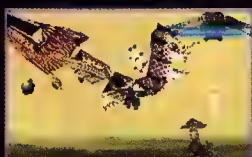


# PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action/Platform
- Special Features: Unique Flight Energy Meter; Anime-Style Design; Over 30 Levels; Full 360° Gameplay; Analog & Dual Shock Compatible
- Created by: 989 Studios
- Available: December for PlayStation

60% Complete

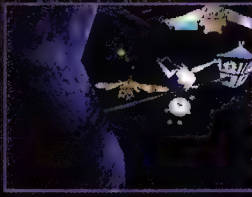
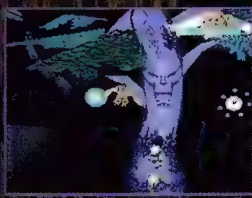
## Tobu or Tofu?



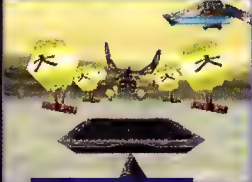
Cool flying dragon.



Some levels take place indoors.



Tobu includes an overworld, called Good Folk Shire.



You can recharge your wings on platforms.

Many of our readers in California may mistake Tobu for that hated soybean derivative known as Tofu. But remember, while Tofu is a bland display of gelatinous yuck, absorbing flavor from food like a foul, parasitic enzyme; Tobu stands by itself as a completely original, ingenious, and good-for-you video game.

Now, let's cut to the chase. Loyal GI fans will remember the interview with Ken Yamada, designer of Tobu, in our July issue. Since that time, Ken was nice enough to drop by the office with an early version of the game. Instantly, we were impressed by the environments. All the enemies are drawn in an anime-style, and the overall theme is of a strange, fantastical world where everything still operates on steam power.

At this point, what we're most impressed with, is the control. Tobu's different moves – jumping, flying, diving, hovering, banking, gliding, punching, and charging – are very easy to pull off. The flying itself is equally precise. A large focus of the game is managing your flying energy, and deciding which platform you can reach with a few short wingflaps. While flying, Tobu's dive moves, glides, banks, and landing maneuvers make you feel like a bird of prey, high atop the earth. Since day one, the team has focused on control, and the work is starting to pay off. Ken assured us his game will appear in December, so get ready to fly.

## E3 Overload...Part II

As promised last month, here are more standouts from this year's E3. There are so many PC titles at the Expo (and so little space in GI), I could probably use this format all year until the next E3 rolls around. Take special note of Drakan, Max Payne, and X-COM: Alliance. Unfortunately, they won't be out until next year



Drakan's Arokh gives this Lara Croft wannabe the ride of her life.

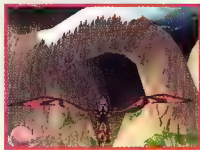


Instead of your typical FMV, Max Payne uses a digital comic book to unfold the story.

### Drakan

Psygnosis – Jan. '99

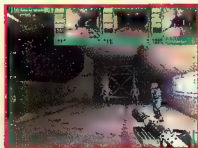
This 3D third-person adventure game involves ground-based and aerial combat. You start out on a quest for a dragon. Not to kill it, but to form an unbreakable bond with it. Once accomplished, the dragon, Arokh, is your loyal friend and allows you to ride him into combat whenever the situation calls. The environments are beautiful (both earth and sky), and the dragons look killer, especially the translucent wings.



### X-COM: Alliance

MicroProse – 2nd Q '99

The PC Jedi would have my hide if I didn't mention this game. The new X-COM is another first-person game, but two things make it stand out: (1) it's X-COM, and (2) there are four other soldiers, besides yourself, that you get to command. A map allows you to direct the squad members to specific locations, plus there are miniscreens (like picture-in-picture) that can be dragged down to display each of their first-person views. Even though it's another game using the Unreal engine, Alliance's strong suit will definitely be found in gameplay.



### Grim Fandango

LucasArts – Fall '98

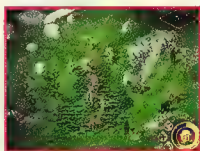
Gabriel Knight III was another graphic adventure that looked intriguing, but I liked Grim Fandango's "Day of the Dead" theme intertwined with plenty of humor. Designed by Tim Schafer (Day of the Tentacle), the interface is different than most adventures. For example, there is no mouse control, so you are forced to move the main character, Manny Calavera, without the use of a cursor, in order to find the "hot spots." With 55 characters, 90 locations, and 7,000 lines of dialogue, Fandango should be plenty long as well.



### Duel: The Mage Wars

Virgin – November '98

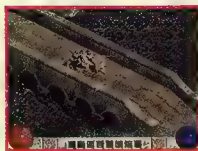
Virgin had a lot of interesting games, but Duel stands out because it was developed by Mythos, creator of X-COM. Duel is a fantasy strategy game that draws on mythology and history. You have over 30 incantations, like Pestilence and Lucifer's Farewell, and the ability to summon more than 21 creatures, like centaurs, phoenixes, and wraiths, to help you defeat the evil Wizard overlords. Spells can also be combined and when casting spells, you must consider how it will affect the balance of the universe. Cast too many Chaos spells, and the realms plunge into chaos. There are 30 regions that exist in three realms – Celtic, Greek, and Medieval.



### Diablo II

Blizzard – 2nd Q '99

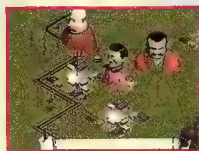
It's disappointing that this game won't be out by the end of the year, but Diablo II will be much bigger with quite a few added features, including chickens that scurry away when you approach them. More importantly, you will be able to better customize the controls, such as the right and left mouse buttons. Plus, there is an added skill chart and an improved paperdoll interface for equipping your character. The game will be comprised of four acts, each about the size of the original Diablo. Night will fall and your character can now run.



### Conflict of Nations

Sega PC – Fall '98

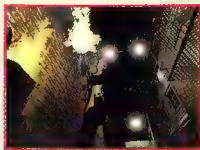
I didn't play this game, but our diligent intern, Chet Barber, said Conflict is stellar. Described as a satirical real-time strategy game with espionage elements, Conflict of Nations is set in the early 20th century during the time of the first World Wars. Most games think they're hot stuff if they have 3 sides, but in this title there are six countries to choose from. The character designs are solid and the interface is easy to learn.



### Max Payne

G.O.D. – Spring '99

Developed by 3D Realms, Max Payne is very early, but still looks fabulous. The story's hero, Max, faces impossible odds in this third-person shooter. The character animation, lighting effects, and attention to detail are all impressive. For instance, when an enemy is smoking a cigarette, the ash glows brighter when he inhales. Then, if he moves forward, the smoke trails behind. Also, instead of using FMV to enhance and move the story, the game has an 80-page digital comic book to help unravel the mystery.



### Total Annihilation: Kingdoms

Cavedog – 1st Q '99

I'm not a huge fan of the original Total Annihilation, but Kingdoms will be a lot different. There will still be tons of structures, vehicles, etc., but now the game takes place in the medieval period and players will be able to control foot soldiers, engage in hand-to-hand combat, and use magic and spells. There are also four sides (families) instead of two. Two families are bad and two are good, and each has its own specialties regarding the elements – earth, wind, fire, and water – which leads to the inclusion of water combat.



### Duke Nukem Forever

GT Interactive – Dec. '98

I thought I might be getting a little sick of the Duke-meister, but Reiner saw the videotape of Duke Nukem Forever and convinced me I should give this steroid-munching freak another chance. One sweet addition is a sniper mode, allowing you to zoom WAY in from great distances upon unsuspecting prey. Forever is yet another game to utilize the Unreal engine.



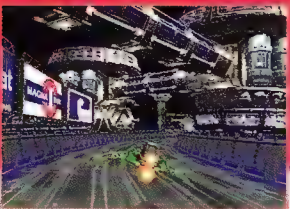
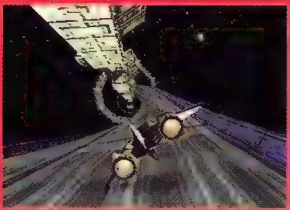


## Vapor TRX

A NEW RACER IS HERE

**Size:** Unknown  
**Style:** 1 to 4-Player Racing  
**Special Features:** 4 Tracks With 8 Vehicles; Power-Ups Include Cannons, Missiles, & Turbos. Shortcuts Found in Each Level  
**Created by:** Blueshift, Inc. for Atari  
**Available:** Now in Arcades Everywhere

The company working on Vapor TRX is Blueshift Software, the creator of classic games such as Paperboy, 720°, and Cyberball, so we are pretty excited about Vapor. These guys know how to create challenge, and how to make games that go in new directions. So why is Blueshift making a racing game with weapons? The company must have something up its sleeve to really make Vapor stand out. But what we know is already impressive. Eight vehicles and four tracks come together to bring action-packed racing for up to four players at once. The different tracks are what Atari is touting, and they sound really nice. From canyons to huge metropolises, the game delivers a wide assortment of tracks that will challenge and excite the player. The courses have numerous shortcuts, and loads of power-ups to use as you vie for the first-place trophy. But we have only one question for Blueshift: Where is the next 720°? You know the people want it. Give it to 'em.



## Hyperdrive

**Size:** Deluxe Sit-Down 4-Seat Cabinet With 30" Screens  
**Style:** 1 to 4-Player Racing  
**Special Features:** 3 Tracks & 4 Cars To Choose From  
 !!Solid Physics; High Speed; Winner Stays  
**Created by:** Midway  
**Available:** Now in Arcades Everywhere  
**The Bottom Line:** Ⓔ

Hyperdrive is a really solid racing title that brings some great concepts to the arcade. The game is basically Wipeout, but even better. According to your skill, choose from four hovercraft, each different in handling and speed. Then choose from one of four tracks, each also ranging in skill levels. There are three things that make this game stand out. First, by pivoting the controls up or down, the player can fly over or under the other racers. Your vehicle goes faster if it is closer to the ground, so this adds lots of strategy to the game. Secondly, the graphics and control are right on the money. It moves fast and you don't ever feel cheated by the computer. If you screw up, it really is your fault you lost, because even with the "speed boost" given to trailing racers, you can still maintain the lead if you are good enough. Lastly, this game allows the winner to stay on and play again for free, even in 1-player mode. That rocks, and is definitely a way to get more people in arcades, while increasing the competition between friends. In short, the best player will leave with the most money still in his or her pockets. Hyperdrive is definitely a game to check out.

## Harley Davidson & L.A. Riders

**Size:** Motorcycle Mounted With 50" Screen  
**Style:** 1-Player Racing  
**Special Features:** 6 Bikes To Choose From; Course Is Open & Accurately Represents L.A.; Unique Harley-Style Bike To Control; Superb Graphics  
**Created by:** AM3 for Sega  
**Available:** Now in Arcades Everywhere  
**The Bottom Line:** 8.75

For those of you that haven't played this game already, this is definitely a game for everyone, especially motorcycle fans. Choose from six different Harleys, each with their own rider and style. Cruise around Los Angeles and head to various checkpoints, which are Harley Davidson stores. The game ends when you run out of time, of course. Honestly, the only two real complaints about this game are the price (at least a buck in most places), and the low amount of playtime allotted. Basically, if you don't know the route exactly, you won't make it. The direction arrows would be cool if you were a bird, but since you are confined to the road, the arrows serve little to no purpose except to get you lost. This game could have been a lot better if it just got rid of the checkpoints and let you cruise around, gathering those little icons for extra time (like Top Skater). However, you should definitely check it out, if only for the graphics and wonderful control.



Nintendo 64

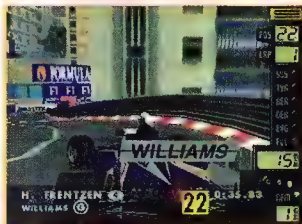
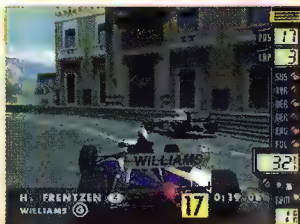
## Review

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** Real '97 F1 Season Standings, Events, & Occurrences; Beginner Mode With Steering & Brake Assist; Memory Card Required
- **Replay Value:** Moderately High
- **Created by:** Paradigm/Video System for Nintendo
- **Available:** Now for Nintendo 64

**Bottom Line:**  
**7.5**

### F1 World Gran Prix

World Gran Prix (WGP) reaches deep into the experience of F1 racing, with a perfect re-creation of the 1997 season – crashes, rivalries, and all. But control is so important to a racing game, and WGP has a serious problem. When using the analog, merely touching left and right jerks your ride around like in a 16-bit racing game. To alleviate this problem, we continuously held the analog at full up, and used the diagonals to steer our car. It was better, but for a long race, this style gets old fast. In fact, we never thought we'd say this, but a steering wheel works as well, if not better, than the controller. The graphics are really nice, and the tuning options are excellent, but with weak control, WGP is for hardcore F1 fans only.



Nintendo 64

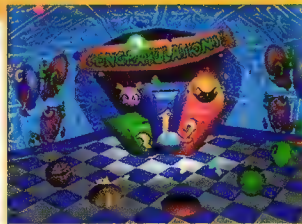
## Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** Over 100 Levels of Racing; 20+ Characters; Awesome Soundtrack; Many Power-ups & Secrets; Rumble Pak Compatible
- **Replay Value:** High
- **Created By:** Iguana for Acclaim
- **Available:** Now for Nintendo 64

**Bottom Line:**  
**8.75**

### Iggy's Reckin' Balls

The guys at Iguana have done it again. This game refuses to be categorized as a racing game alone; so many platform elements are prevalent. The races are fast paced and harrowing, and the action is nonstop. This is a definite party game, as well as a great 1-1 player game. For all character-based racing fans, this game is a must have. While the game may seem odd at first, it quickly hooks you and won't let you go. The characters are entertaining and there are tons of secrets to keep you playing. The soundtrack is pumping and will get your body moving. Play it to believe it.



Nintendo 64

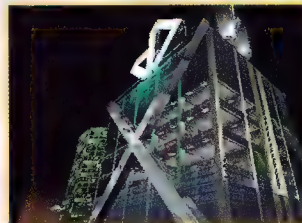
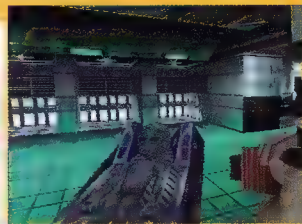
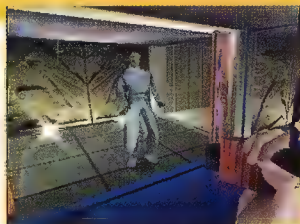
## Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action/Adventure
- **Special Features:** Based on GoldenEye Engine; Features a Female Hero; More Levels Than GoldenEye; Deathmatch Mode
- **Created By:** Rare for Nintendo
- **Available:** 2nd Quarter '99 for Nintendo 64

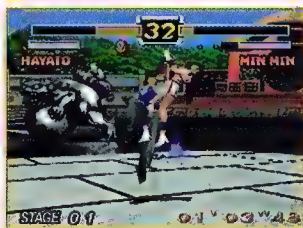
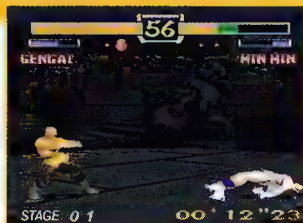
**25% Complete**

### Perfect Dark

All you GoldenEye nuts get ready, because Rare has another shooter extravaganza coming your way. The game stars Joanna Dark, a woman trying to unravel the secrets of the dataDyne Corporation. Rare promises another great game that will include "all the ideas that didn't quite make it into GoldenEye and much, much more..." One of these ideas is the ability for Joanna to block attacks rather than take everything that comes her way. Another is for more interaction with environments. The most memorable sequence we have seen is when she pushes a hospital gurney down a hall and uses it for cover while blasting some aliens. We are twitching with anticipation for this one. Prepare to see much more on Perfect Dark in the coming year.







## Flying Dragon

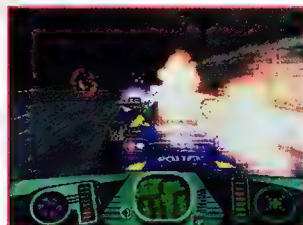
If you've played a fighting game, you'll quickly understand Flying Dragon's play mechanics. There's a kick button, a punch button, and a special moves button. Quickly tapping these produces a myriad of combos – that's deep fighting. Furthermore, characters can counterattack, and perform Tekken-style air combos and throws. Although Natsume tried to steal Tekken's fighting interface, it added some unique ideas of its own. For example, players can strengthen characters by purchasing items such as health, special move enhancements, speed boosters, attack boosters, defense boosters, etc. Also, you can play in either 2D or 3D. Although the two modes feature similar play mechanics, they are different games.

Nintendo 64

## Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Games; 2D & 3D Modes; Practice Mode; Rumble Pak Compatible; Purchasing Enhancements; Numerous Moves
- **Created by:** Natsume
- **Available:** August for PlayStation

70% Complete



## Crime Killers

When you begin Crime Killers, you'll immediately notice that this game is beautiful. Pixelogic has created high-res graphics, running at 60 fps, with almost no pop-up. The gameplay resembles Twisted Metal in many respects, but doesn't try to mimic it. Rather, it borrows the basic idea (car battling), and includes a plot – yes, there's a decent plot – with purposeful missions. The missions consist of catching, and killing criminals using a police car, motorcycle, or a plane. Also, each level is non-linear. Not only can you drive anywhere, the levels constantly alter; that is, even if you play a level multiple times, your missions will never repeat. The only major drawback to this title is that it becomes repetitive too quickly.

PlayStation

## Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooter
- **Special Features:** 15 Levels; High-Res Graphics; 60 FPS Graphics; Non-Linear Gameplay; Real-Time 3D Environments; 3 Vehicles; 2-Player Battle; Nice Lighting Effects & Transparencies
- **Replay Value:** Moderate
- **Created by:** Pixelogic for Interplay
- **Available:** Now for PlayStation

Bottom Line

7.75



## Masters Of Monsters: Disciples Of Gaia

There is not much going for this game at all. By summoning monsters to fight for you, you attempt to destroy your opponent, who can also summon monsters. The graphics are poor and the interface is confusing. We found that some rounds you would hit and some you would not, regardless of how the percentages read. Masters of Monsters is not hard at all, merely slower than a crippled snail, and it will frustrate with its pointlessness. The "training" level took over 90 minutes to complete, although we dominated the CPU the entire way. Heck, setting up and playing a tabletop game of Warhammer with 500 point armies would be faster. Play X-Com or Kartia instead.

PlayStation

## Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Strategy
- **Special Features:** Many Different Monsters; 6 Characters To Play As; Map Mode, Story Mode, & 2-Player Mode; Strange Storyline
- **Replay Value:** Moderate
- **Created by:** System Soft for ASCII Entertainment
- **Available:** Now for PlayStation

Bottom Line:

3.5

## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Practice Mode; All 5 of the Spice Girls; Shoot a Video of Your Routine; Open-Ended Structure; 5 Songs Including 3 #1 Hits
- **Created by:** Psygnosis
- **Available:** Fall for PlayStation

60% Complete

### Spice World

For those of you that are Spice Girls fans, get ready to see them on your PlayStation. Spice World is a PaRappa-esque game that allows you to create music videos to the songs that made the band rich. By inputting a series of commands, you can choose the dance steps that the Girls will take. After practicing the routine for a bit, head to the studio and make a video for the world to see. Although the game seemed about as empty and fluffy as a Spice Girls' song when we saw it at E3, that may not be the case when it comes out later this year. Watch for a review coming soon.



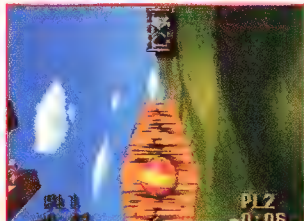
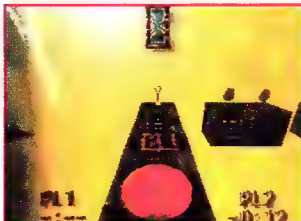
## PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Over 200 Levels; Power-Ups; Bonus Rounds; Dizzying 3D Board Designs; Control a Beach Ball; Save Points
- **Replay Value:** Moderate
- **Created by:** Psygnosis
- **Available:** Now for Sony PlayStation

Bottom Line:  
7.5

### Kula World

In Kula World, you are a cute little beach ball whose goal is to pick up all of the collectibles on a multisided playing surface high above the ground, all before the timer runs out. Standing in your way are hazards such as spikes, as well as your own equilibrium. You are able to stick to all sides of the puzzle, so goodies can be found on all sides of the structure. Sometimes, the structure is not connected, forcing you to jump from one section to another; miss, and it's a long way down. This game does have multiplayer modes, but you can't play at the same time as your opponent. We just don't really like puzzle games where you have to take turns.



## PlayStation Preview

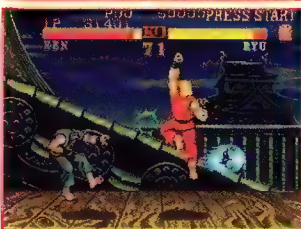
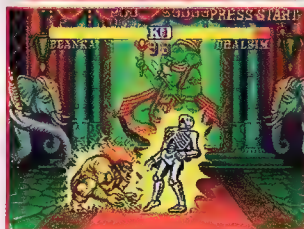
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** New Legendary Drivers & Cars; 32 Current Drivers; Night Racing At Bristol & Charlotte; Now Includes Brickyard 400
- **Created by:** EA Sports
- **Available:** September for PlayStation (and Nintendo 64)

98% Complete

### NASCAR 99

Fans of NASCAR 98 are looking forward to this sequel with baited breath, and everything missing from the first game makes a triumphant appearance in NASCAR 99. Players can now race as legendary drivers Petty, Yarborough, both of the Allison's, and Benny Parsons. Helping to mark NASCAR's 50th anniversary, the classic cars appear just as they did years ago. Fans will also be glad to know that the Brickyard 400 is now a stop on the circuit, as is Watkins Glen. Fans craving realism will also appreciate the night driving at Bristol and Charlotte. The same car tuning options return, but the music has changed. This year, race to the sounds of George Thorogood, Joe Satriani, and the man himself, Stevie Ray Vaughn!





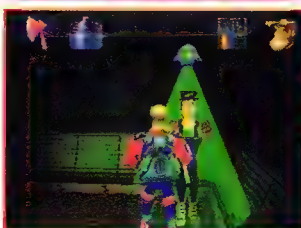
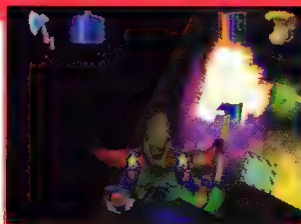
### Generations: Street Fighter II Collection

If you sold your SNES for a PlayStation or Nintendo 64, and don't have access to any Street Fighter games, worry not! Capcom is developing Street Fighter II, Street Fighter II Champion Edition, and Street Fighter II Turbo for the PlayStation. The games remain identical to the arcade versions; Capcom included everything from the music to the computer's fighting patterns. After executing all of your favorite combos such as Ken's deadly triple upper-cut, and Guile's 4-hit re-dizzy combo, true Street Fighter fans will shed a tear for nostalgia. Unfortunately, Capcom excluded those cool glitches from the original Street Fighter II such as Dhalsim's invisibility and Guile's handcuffs. Our only gripe with this version is the controller. Although the game controls perfectly, that PlayStation d-pad is just too stiff.

### PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 3 Separate Games; 12 Characters; Special Moves; Balanced Gameplay; The Nostalgia
- **Created by:** Capcom
- **Available:** September for PlayStation

70% Complete



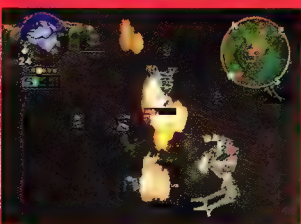
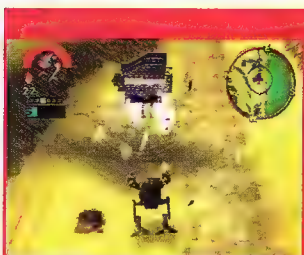
### Rosco McQueen

At first, we thought this game was for youngsters, but then we got to a series of jumps. If the control in this game was even decent, the jumps would be easy, but the control is horrible, so the jumps are tough, and dying sends you all the way back to the beginning of the level, so the game can't really be for youngsters. Instead, it's just plain lame. Each new room looks just like the last, and fighting the fires is about as exciting as eating bran cereal. There is so much wrong with this game that it makes you wonder what the developer was thinking. Remember Towering Inferno on 2600? This game is just about as bad. Rosco McQueen should be shot down in flames.

### PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Hose Power-Ups; Throwing Weapons; Heat Meter; Memory Card or Password Save
- **Replay Value:** Low
- **Created by:** SCEE for PlayStation
- **Available:** Now for PlayStation

Bottom Line:  
**3**



### WarGames: Defcon 1

WarGames has cool graphics and vehicles, but it's pretty repetitive. The 1-player game is pure action with no strategy. You start each mission with a given set of vehicles, and you attack the enemy until you defeat its forces, or until all your vehicles are destroyed. You can group your vehicles and lead an assault, but there is no need. Just take one vehicle at a time and attack! attack! attack! The game reminds us more of Mass Destruction than a Nuclear or Soviet Strike. Playing with (or against) a friend is fun, and beginners will enjoy the simple control, but veteran gamers will be frustrated with the lack of depth and strategy. A good shoot 'em up, but that's it.

### PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Multiple Vehicles; Play as W.O.P.R. or NORAD; Multiplayer Deathmatch & Cooperative; Password Save; 30 Missions
- **Relay Value:** Moderately High
- **Created by:** MGM Interactive
- **Available:** Now for PlayStation

Bottom Line:  
**7.25**



## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Over 60 Tracks; Course Creator/Editor; 9 Officially Licensed Cars; Car Modifications
- **Created by:** Eurostress for THQ
- **Available:** September for PlayStation

80% Complete

### International Rally Championship

If you are a fan of good racing and have thoroughly played Gran Turismo, then you should check this game out. The game features rally-style racing on over 60 tracks, with nine real cars to choose from, including the Subaru Rally Sport and the Volkswagen Jetta. Race in many different cups and get the first place medal by kicking butt. There are numerous hazards to hinder your progress, such as ice, mud, and gravel. You can even create your own courses, if you are tired of the 60 tracks the game offers you. A review will be coming shortly, but all that needs to be fixed is the clipping on the screen.



## PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** Enduro & Street Bikes; New Course Editor; Tricks; 30 Tracks; Save Best Races
- **Created by:** Delphine for Electronic Arts
- **Available:** September for PlayStation

90% Complete

### Moto Racer 2 – PlayStation

Moto Racer was a big hit in the racing scene. It mixed off-road and asphalt racing under one hood, but there was a problem with control. Moto Racer just wasn't any fun unless you had analog support. All that has changed, and Moto Racer 2 works equally well with digital and analog control. The sequel also sports improved graphics (some of the road courses look like Need For Speed 3), and two modes – Arcade and Simulation. In Simulation mode, the control demands a feather touch, because even touching a roadside barrier sends you flying off your bike. So far, we like Moto Racer 2 much better than McGrath Supercross. Throw in the road courses, and the course editor, and Moto Racer 2 is clearly the most complete motorcycle package in the pipeline.



## Saturn Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/Role-Playing Game
- **Special Features:** 27 Characters With Many Different Strengths & Weaknesses; Friendship System; Great Storyline; Classic Shining Force Feel
- **Replay Value:** Moderate
- **Created by:** Sonic/Camelot for Sega
- **Available:** Now for Saturn

Bottom Line:  
**8.5**

### Shining Force III

Shining Force III is the final Saturn game from the U.S. from Sega, and what a game it is. We have been waiting forever for the next Shining Force since we played SF CD. Now it is here, and 32-bit has done it well. Full 3D environments add a new feel to the Shining Force play, although it is still familiar. The new addition is the "friendship" that is created through interaction with other party members, and it is a nice addition indeed. The battles are solid, but could have been a little better. The game is fairly long, about 35 hours in length. For all Strategy/RPG fans, this is definitely a game to get.



### Waialae Country Club – Nintendo 64

Bottom Line: **3.5**

A golf game on the N64 has been a long time in coming, but was it worth the wait? No. The selection of photo-realistic golfers is limited and their reproduction in the game is very one-dimensional. What it needs is more courses, more detailed terrains, and less of the obnoxious music.



### Off Road Challenge – Nintendo 64

Bottom Line: **5**

The control is excellent and the graphics are good, but this game lacks tracks and vehicles. If you enjoyed the arcade game, then you might enjoy it for a while. Rent it.



### adidas Power Soccer '98 – PlayStation

Bottom Line: **2**

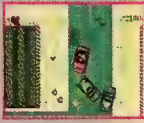
If it weren't for the cool Adidas advertisements before the matches, this game would truly stink. The player AI is nonexistent and the control is horrible. Steer clear of this poor excuse for a sports game.



### Grand Theft Auto – PlayStation

Bottom Line: **7.75**

And you thought PaRappa was inventive? GTA doesn't present flashy graphics or outstanding gameplay. What it does is unique to the gaming scene. It tries to be as sinister as it possibly can. It's fun, ruthless to mankind, and only for adults.



### Deadly Arts – Nintendo 64

Bottom Line: **3**

The right approach was taken in the design, but the general play is light-years behind what modern fighters crave. Deadly Arts receives the highest of praise from us for trying to incorporate a create a fighter feature, but the gameplay is as bad as it can possibly get.



### Game Boy Camera – Game Boy: 7

The Camera is a great idea, too bad the Camera, Printer, and extra paper cost almost as much as a PlayStation or N64. The under 12 crowd will really enjoy taking and trading pictures at school, but a real camera is less expensive. A fun add-on, but too expensive.



# MINI a game monger's strategy guide

## Play to Perfection



### DISCLAIMER

Here's a great guide that will get you started. Note: We didn't find everything in the game, and have left some of the exploring up to you. Good luck and have fun!!!

### Power Raiser

In the first dungeon destroy the ceiling-based spider then enter the next door you see on the right. The rightmost chest contains a Power Raiser.



### Broken Cleaner

In the shopping arcade search the Plasma Cell box in front of the Staple Electric Goods Store to find a Broken Cleaner. Also, kick the tin can into the Bakery to recycle and receive 1000 Zenny.

### Rapid Fire

Leave the shopping arcade and enter the mine located through the South Door. Save the man, then continue deeper in and you will find the Rapid Fire in a chest.

### Mine Parts Kit

Go back into the shopping arcade and talk to the shop owners of Parts Shop Lightning Parts Center. For saving the man in the mine you will receive a Mine Parts Kit.

### Splash Mine & Citizen's Card

Talk to Roll outside the South Door of the shopping arcade. She will give you the Splash Mine. After you talk to her, a guard will approach with the Citizen's Card.

### Broken Motor & Blumebear Parts

In the downtown area search in the pail next to the nice white house to find the Broken Motor, and search the pail next to a Don't Kick Us sign to find the Blumebear Parts.

### Bonne Family Key

After talking to the mayor and Roll again, go back into the city and fight your first boss battle. One of the three pirates is safeguarding this item.

### Class B License

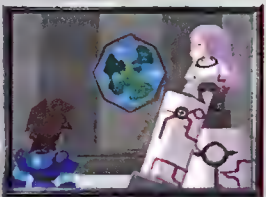
Defeat the robots at city hall and the mayor will give you the first Digger's Key.

### Walkie-Talkie

Enter the Support Car Roll fixed and talk to her. She will give you the Walkie-Talkie.

### Safety Helmet

From city hall go through the North Door and jump up onto the hill and search the Plasma Cell box next to the house to find this item.



### Flower

This item is located on the perimeter of the field, next to the underground entrance located through the North Door from city hall.

### Canon Kit

In the underground cave just north of city hall, this item is in a well-protected chest to the left just after the booby-trapped chest. You'll find it on the second story guarded by fire-spitting robotics.

### Class A License & Join Gang & Pick

Defeat the mining boss, then return to see the mayor. She will grant you this upgraded License. What is this, Gran Turismo? Before you leave the mining area go to one of the shacks and talk to the children to join their gang. Talk to a construction worker at city hall to get the Pick.

### Buster Unit

Go back to your broken ship and go behind it and through the canyon. Steer to the left and enter the adobe house. In here search everywhere until the entire map is filled in and the Buster Unit is found.

### Refractor Keys & Old Doll & Grenade Kit & Spring Set & Old Bone

Go behind your broken ship again and enter the cave in South Cardon. Defeat the robots then enter the structure behind the fence. Keep your eyes peeled for the Refractor Keys and when you run across airborne homing enemies search the wall for an Old Doll. In the next room you will find the Grenade Kit. Even further in you will find the Spring Set in a chest and an Old Bone in the wall.

### Yellow Refractor

Place all three of the Refractor Keys into the Refractor Device to receive this shard.

### Rollerboard

Put on the Jump Springs and go back into the cave and jump up to the higher ledge just near the level entrance. Walk around the corner and grab the Rollerboard from the chest.

### Shining Object & Pen Light & Triple Access

Go back into one of the Portal entrances with the Jump Springs. Use this item to access new areas within the portals.

### Plastique & Bomb

Pay the mayor to rebuild the entire city then talk to the police chief. Talk to him twice, in fact, to play a bomb game. Grab the bombs to get Plastique and Bomb.

### Cat

Go through the East Door then through the South Door. Grab the cat next to the Main Gate.

### Zetsabre & Mystic Orb

Go through the West Door and enter uptown. Go into the TV station and check in with the receptionist. Beat the Beast Hunt to receive the Zetsabre. Defeat the Balloon Fantasy to get the Mystic Orb.

### Broken Propeller

Enter the West Door and search the trash can in front of the white building directly to the right.

### Lipstick & Museum Access

Talk to the girl painting in uptown. Return to the shopping arcade and get the Lipstick from the dress store. Return and give the lipstick to the painter. You'll now have access to the museum where you can display items.

### Gatling Part & Ring & Starter Keys & Joint Plug & Rapid Striker & Red Refractor & Old Hover Jets

Go to uptown and talk to the workers next to the boat. Beat the boss and enter the temple. Here you will find all sorts of goodies. Search the small black cutouts in the wall to find the Gatling Part and Ring. You'll find the Old Hover Jets, Starter Keys, Rapid Striker, and Joint Plug in the chests. Through the lake segment and alligator fish you will find the Red Refractor.

### Guidance Unit & ID Cards & Target Sensor & Ancient Book & Tele-Lens

Have Roll fly you in the Flutter over to the Gate. Inside the chests you will find a Guidance Unit, 2 ID Cards, and Target Sensor. There is a Tele-Lens in a hole in the wall. Use the Powered Buster to destroy the secret entrance on the ceiling and continue on to the three bosses and third ID Card.

### Music Box & Omni-Unit & Giant Horn

After you receive the Jet Skates go back to the television station and talk to the director to get signed on for the race.

### Shiny Red Stone & Auto Fire Barrel & Blunted Drill & Bisaster Unit Alpha & Generator Part

Go to the open gate and enter. Continue down the spiral and in the maze-like zone you will find a Shiny Red Stone hidden within a crack in the wall. On the other side of the hall you will find an Autofire Barrel in another wall crack. Right next to this crack is a chest holding the Blunted Drill. Keep searching and you'll find a Blaster Unit and Generator Part.

### Watcher Key & Sleeper Key & Dreamer Key

Leave the Gate though one of the new exits and enter the factory. Defeat the boss, then enter the new black gate. Kill all the baddies and the Key is yours. Go to the slums and enter the Gate to get the Sleeper Key, and head to uptown to find the Dreamer Key.

### Power Stream

After inserting the three keys, talk to MegaMan Juno then enter the new hallway section. Around the first corner you'll find the Power Stream. Beat the bosses and it's game over.



### Extra Difficulty

After beating the game, a new difficulty will be awarded to you at the title screen. Now, try beating the game as fast as you can, just like in Resident Evil, to hopefully unlock more goodies.

### Lightning Parts Center

#### Item List

- Life Gauge 2 - 500 Zenny
- Life Gauge 3 - 1000 Zenny
- Life Gauge 4 - 3000 Zenny
- Life Gauge 5 - 5000 Zenny
- Life Gauge 6 - 10,000 Zenny
- Energy Canteen - 650 Zenny
- Extra Pack - 400 Zenny
- Extra Pack 2 - 800 Zenny
- Extra Pack 3 - 1200 Zenny
- Extra Pack 4 - 1800 Zenny
- Extra Pack 5 - 2400 Zenny
- Extra Pack 6 - 3000 Zenny
- Extra Pack 7-??? - Each
- Additional Pack Costs 1000
- Over Last Listed Price
- Shield Repair - 1000 Zenny
- Flak Jacket - 9500 Zenny
- Keplar Jacket - 36,000 Zenny
- Keplar Jacket 2 - 120,000 Zenny
- Hyper Cartridge - 3000 Zenny
- Chameleon Net - 5000 Zenny
- Dense Shield - 10,000 Zenny

#### Parts List

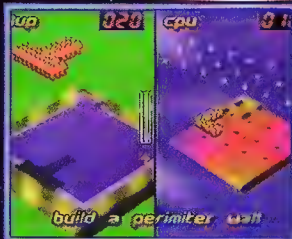
- Power Raiser - 520 Zenny
- Range Booster - 160 Zenny
- Range Booster + 2 - 400 Zenny
- Turbo Charger - 120 Zenny
- Turbo Charger + 2 - 320 Zenny
- Blast Unit - 960 Zenny
- Sniper Unit - 860 Zenny
- Laser - 9800 Zenny
- Sniper Range - 7800 Zenny
- Turbo Battery - 7200 Zenny
- Power Raiser - 3400 Zenny
- Range Booster - 2400 Zenny
- Turbo Charger - 2200 Zenny
- Blaster Unit + 2/3 - 22,400 Zenny
- Sniper Unit +2/3 - 14,800 Zenny

#### Item Development

Bring these items to Roll in the Support Car and she will turn them into something useful.

- Blumebear Parts create Machine Buster
- Canon Kit creates Powered Buster
- Safety Helmet creates Helmet
- Grenade Kit creates Grenade Arm
- Spring Set creates Jump Springs
- Broken Motor, Broken Propeller, and Broken Cleaner create Vacuum Arm
- Zetsabre and Pen Light create Blaste Arm
- Rollerboard and Old Hover Jets create Jet Skates
- Joint Plug creates Adapter Plug
- Guidance Unit creates Active Buster
- Target Sensor and Tele-Lens create Sniper Scope
- Plastique creates Power Blaster L
- Bomb creates Power Blaster R
- Blunted Drill creates Drill Arm
- Autofire Barrel and Generator Part create Auto Battery

# HELPFUL HINTS - PASSWORDS - CODES



## Wetrin - Nintendo 64

**Different Floors** - Defeat all 16 Practice Rounds and the background will turn red. Now, enter the options and select the Floor option to unlock all sorts of different patterns and background colors.

**Different Shapes** - First, enable the Different Floors, then complete all the game modes and achieve an "Okay" rating. Doing this will change the background color to green. Now, select any game mode and select the man icon to change him into a duck. From here, simply begin gameplay and the pieces will be different.

**Control the Water** - At the Main Menu: hold **Up C** or **Down C** to mess with the background waters. Pressing the analog in different directions will also provide seconds of splashy entertainment.

Button Sleeves  
Orlando, FL

## Chopper Attack - Nintendo 64

**Blast the President** - During gameplay press and hold **Z, Up C**, and **Down C**, then fire a homing cluster at an enemy plane to see the president go down.

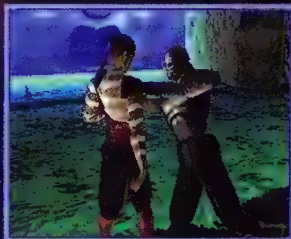
**Alien Weapon** - Beat level seven with the difficulty level set to Expert to unlock this awesome new weapon.

Lisa Simpson  
Springfield, ??

## All-Star Baseball '99 - Nintendo 64

Alien Baseball - ATEMYBUIK

"The Rhino"  
Toledo, OH



## Mortal Kombat 4 - Nintendo 64

**Alternate Costumes & Weapons** - At the Character Select screen highlight the character you want then press and hold **Start**, then press **Up C** two or three times (depending on the person) to unlock their alternate costume with a new weapon.

**Choose Your Destiny** - At the difficulty tower press **Start** to make the towers flip into a new order.

**Cheat Menu** - In the Options hold **Run** and **Block** for 10 seconds with Continues highlighted. Doing this will bring up the Cheat Menu that holds easy Fatalities. To perform the easy Fatality get close to the opponent and press **Down**, then **High Punch**.

**Play as Johnny Bond** - At the Character Select screen highlight Johnny Cage and press and hold **Start**. Now hit **Up C** three times and enter the match. Johnny will be in Bond's tuxedo and his weapon will now be a gun. Press **F, D, F, LK** to bring out the gun.

**Play As Goro** - At the Character Select screen go to the Hidden option then press **Up, Up, Up, Left** (so the cursor is on Shinnok). Press **Run** and **Block** together to play as this big four-armed dork.

**Play As Meat** - Simply beat all 16 fighters in the Group mode.

**Play As Noob Saibot** - At the Character Select screen go to the Hidden Option then press **Up, Up, Left** (so the cursor is on Reiko.) Press **Run** and **Block** together to play as little Nooby. Hitting **Start** and **Up C** will bring up additional costumes like a reaper outfit!!!

"The VidMan"  
Uptown, MN



## Off-Road Challenge - Nintendo 64

Simply hit the button for the vehicle you would like at the Vehicle Selection screen.

**Punishment Truck** - Down C

**4x4 Truck** - Up C

**The Crusher** - Right C

**Thunder Truck** - Left C

"Bantha Head"  
Oakland, CA



## Kobe Bryant in NBA Courtside - Nintendo 64

Enter these codes from the in-game Pause screen.

**Disco mode** - A, Up C, Down, Up, Down C, Right Button, Right Button, B, Right C, Right C, Z  
**Big Heads** - Right, Right, Left, Right Button, Z, Start, A, Start, A, Start, Z

**Quick Replay** - After scoring press B and Z simultaneously to bring up the TV replay. During the replay press B for a new angle.

"The VidMan"  
Uptown, MN

## Banjo-Kazooie - Nintendo 64

**Puzzles** - After completing level 2 "Treasure Trove Cove," head back to Banjo's house within the practice area and look at the picture of Bottles above the fireplace. Doing this will bring up a strange puzzle game. Defeat it and you will receive a code to enter on the floor of Treasure Trove Cove. From here on in, new puzzles will be added after each level is beaten. We recommend beating the game completely, then returning to the puzzle game for the codes. Here are the codes.

**Big Heads** -

BOTTLESBONUSONE

**Big Arms** -

BOTTLESBONUSTWO

**Big Kazooie** -

BOTTLESBONUSTHREE

**Wiener Banjo** -

BOTTLESBONUSFOUR

**Big Feet/Wiener Body** -

BOTTLESBONUSFIVE

**Big Everything** -

BIGBOTTLESBONUS

**Washing Machine** -

WISHYWASHYBANJO

**Disable Codes** - NOBONUS

"The Rhino"  
Toledo, OH



### House of the Dead – Saturn

**Debug Menu** – At the Main Menu press the **Left Button**, **Right Button**, **Right Button**, **Right Button**, **Left Button**, **Left Button**, **Right Button**. Doing this right will activate a sound bite. Now, hold the **Left** and **Right Buttons** and choose any game mode. This action will bring up the Debug Menu.

**Secret Characters** – At the Character Select screen (within the Saturn Mode), hold the **Right Button** and press **Up, Down, X, Y, Z**. Again, a sound bite will be heard if entered correctly.

*Daniel Fias  
San Jose Ca*

### Jersey Devil – PlayStation

**Last Level** – At the very beginning (in the Overworld) collect all the Knarf Tokens, but don't enter into Museum Madness. Instead, walk over to the other side of the building and enter the darkness. Within this secret area, punching in the right area will knock open a door that leads to the last level.

*Donny Ozmelester  
Los Angeles, CA*

### Vigilante 8 – PlayStation

Enter all of these codes at the Password screen. Note: The “\_” denotes where a blank space should be entered.

- Invincibility** – **\_I\_WILL\_NOT\_DIE**
- Expert Mode** – **HARDEST\_OF\_ALL**
- Bonus Characters & Levels** – **WMNNWLHTSCUCLH**
- Homing Power** – **DEADLY\_MISSILES**
- Large Tires** – **MONSTER\_WHEELS**
- No Opponents** – **GO\_SIGHTSEEING**
- Low G** – **REDUCE\_GRAVITY**
- Duplicate Vehicles** – **SAME\_CHARACTER**
- FMVs** – **SEE\_ALL\_MOVIES**

**Pow Pow Power!!!**  
Enter these moves during gameplay to launch some serious firepower. Note: The required weapon must be in your inventory before these moves will work.

### X-Men Vs. Street Fighter – PlayStation

**Extra Options** – At the Main Menu quickly tap **▲, ▲, Right, ●, L1**. This will bring up several new options including Full Super Bars!!!  
**99 Hit Combo** – Pick Gambit and max out your Super Bar to level 3. Perform Gambit's awesome Royal Flush super and cancel it after the 33rd hit and perform another Royal flush. Cancel this one at 62 and apply yet another Royal Flush. This will bring the combo meter to around 99 hits! Note: This technique will not work unless the opponent is on the ground and not blocking.

**Tag Team Mode** – Start a game in Original mode (see the new Options) and have Player 1 choose any two fighters. Player 2 must choose the same characters in reverse order. Example, Player 1 picks Ryu and Sabertooth. Player 2 should pick Sabertooth and Ryu.

*“The VidMan”  
Uptown, MN*

### Pocket Fighter – PlayStation

**Play As Dan & Akuma** – Simply highlight Ryu or Ken then press **Left** or **Right** (off screen) to access these horribly hidden characters.

*Cheesy, The Puffmeister  
Leon, France*

### Mortal Kombat 4 – PlayStation

**Alternate Costumes** – At the Character Select screen press **Start** and any action button to flip the character card and unlock a hidden costume. Note: For Sonya and Tanya you must rotate the picture three times before the secret costume will be active.

**Play As Meat** – Defeat all 16 characters in Group mode to bring up the semi-worthless meat character.

**Play as Goro** – Beat the game with Shinnok. Then, at the Character Select screen go down to Hidden then press **Up, Up, Up, Left** (so that the cursor is on Shinnok). From here hit **Run** and **Block** together to get Goro.

**Play As Noob Saibot** – Beat the game with Reiko. Then, enter a 2-player match and have both players choose Reiko. Then, enter the Noob Saibot Kombat Kode (012-012) at the battle screen. Finish the match, then return to the character select screen. Go to Hidden and press and hold **Run**. While still holding **Run**, move to Reiko (2 spaces up, 1 space left) and press **Block**. To change costumes, do the same as above, except when you are on Reiko, press and hold **Start** then push **Block** to flip through costumes.

*Luke, The Game Duke  
Fairmount, WA*

### Gran Turismo – PlayStation

**Free Parts** – Buy two identical cars and give them different color schemes. Now, buy a butt load of parts for the first car. Check out the list of its fitted parts, then switch to the other car and check out the fitted parts. It should be empty. With this second car go to a Spot Race. Go to Machine Settings and change your parts. You'll now have all of the same parts that the first car has. Exit out and go back to the garage. Check out the fitted parts for both cars and be prepared to be amazed! Note: This little trick won't work for Weight Reduction or Racing Mod options.

*Hal's Terrific Lube Shop  
Austin, TX*

### N20 – PlayStation

Enter all of these cheats at the Password screen.

- Firewall** – **XX#XXXX▲▲**
- Weapons** – **#X#X#X#X#**
- Infinite Lives** – **●XX▲▲▲●**
- Level Select** – **▲▲▲X▲X**
- Bonus Ship** – **XX#X#X#X▲**
- Bonus Level Select** – **■▲▲▲▲▲**
- Water Effects** – **●XX▲▲▲▲●**
- No Bonus** – **▲X▲X#▲X**
- Disabled Cheats** – **■X#●●●▲**

*Hairyassmic Michaels  
Alpena, MI*

### Grand Theft Auto – PlayStation

Please Note: We here at Game Informer did not create these codes. They were created by DMA Design and Take 2 Interactive. If you have any complaints, then don't call us, because we'll just hang up on you (really). Call Take 2's technical service line at 412-539-6407.

Enter all of these codes at the Name Re-Entry screen. Some of the codes are actually naughty words (oh my!). So instead of swearing in our beloved mag, we thought we'd unveil the codes, cleverly, and in the form of short stories.

**Bonus 1** – Before time there was man, and man was a (insert code here). A woman is a (naughty word) and a man is a (insert code here). This code rhymes with mustard. Actually it uses the last five letters: **STARD**. There is also a **B** at the beginning. Please note, when entering this code: **The A** after the **B** should not be entered.

**Bonus 2** – He's the bomb! He's the man! He's the kingpin! He's (insert code here)! Popular phrase: When (insert code here) hits the fan! The last three letters are **HIT** and the first three are **THE**. Somewhere in this code there may be an **S**.

**Bonus 3** – **MADEMAN**  
**Bonus 4** – **GROOVY**  
**Maximum Wanted Level** – **EATTHIS**

- Display Coordinates** – **BLOWME**
- No Police** – **CHUFF**
- All Cities** – **TURF**
- All Cities 1 & 2** – **CAPRICE**
- City Skip** – **WEYHEY**

*The Bad Bad Boys Club  
New York, NY*

*“Wild Dog”  
San Jose, CA*

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

**Nintendo 64**

- Banjo-Kazooie
- International Superstar Soccer '98
- Mission: Impossible
- WWF War Zone

**PlayStation**

- Elemental Gearbolt
- Fox Sports Soccer '99
- Heart of Darkness
- Kartia
- NFL Xtreme
- Spyro the Dragon
- Tomba!
- VR Baseball '99
- WWF War Zone

**Game Boy**

- All-Star Baseball '99
- Legend of the River King

**Arcade**

- Street Fighter Alpha 3

**Send Secret Access Requests To:**

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E-Mail: [access\\_allies@gameinformer.com](mailto:access_allies@gameinformer.com)

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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**

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

**Saturn**

- ASCII Saturn Stick

**Super NES**

- ASCII Pad SN
- Super Advantage
- Rhino Pad SN

**Genesis**

- ASCII Specialized
- Pad
- Rhino Pad SG

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

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Eden Prairie, MN 55344

E-Mail:

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All right, we know these codes are ancient relics, but you made us print them. If we see just one more letter asking for the cheats in GoldenEye, then we will not print the codes for Perfect Dark (when they are released). You have our word on that! No more GoldenEye requests!!!! This is what you want!!!

**Unlock Hidden Levels** – To unlock the Aztec level you must beat the game on Secret Agent. To unlock the Egypt level you must beat the game on 00 Agent.

**Unlock Multiplayer Levels** – Beat the Sevryna Bunker, Military Archives, and Water Cavern levels with the difficulty set to Agent.

**Unlock Bonus Weapons** – Simply beat any of the levels below to unlock these new weapons:

- Cougar Magnum** – Beat the Antenna Cradle
- Laser** – Beat the Aztec Complex
- Golden Gun** – Beat the Egyptian Temple

**Unlock Cheats** – To unlock these fascinating codes, simply beat a level within a given amount of time. Note: Sometimes it will require a different difficulty setting to accomplish.

**Level 1 (Dam)** – Acquire Paintball mode with the difficulty set to Secret Agent. Time to beat – 2:40.

**Level 2 (Facility)** – Acquire Invincibility with the difficulty set to 00 Agent. Time to beat – 2:05.

**Level 3 (Runway)** – Acquire DK mode with the difficulty set to Agent. Time to beat – 5:00.

**Level 4 (Surface)** – Acquire 2x Grenade Launcher with the difficulty set to Secret Agent. Time to beat – 3:30.

**Level 5 (Bunker)** – Acquire 2x Rocket Launcher with the difficulty set to 00 Agent. Time to beat – 4:00.

**Level 6 (Silo)** – Acquire Turbo mode with the difficulty set to Agent. Time to beat – 3:00.

**Level 7 (Frigate)** – Acquire No Radar Multiplayer with the difficulty set to Secret Agent. Time to beat – 4:30.

**Level 8 (Surface 2)** – Acquire Tiny Bond with the difficulty set to 00 Agent. Time to beat – 4:15.

**Level 9 (Bunker 2)** – Acquire 2x Throwing Knives with the difficulty set to Agent. Time to beat – 1:30.

**Level 10 (Statue)** – Acquire Fast Animation with the difficulty set to Secret Agent. Time to beat – 3:15.

**Level 11 (Arch)** – Acquire Invisibility with the difficulty set to 00 Agent. Time to beat – 1:20.

**Level 12 (Streets)** – Acquire Enemy Rockets with the difficulty set to Agent. Time to beat – 1:45.

**Level 13 (Depot)** – Acquire Slow Animation with the difficulty set to Secret Agent. Time to beat – 1:30.

**Level 14 (Train)** – Acquire Silver PP7 with the difficulty set to 00 Agent. Time to beat – 5:25.

**Level 15 (Jungle)** – Acquire 2x Hunting Knives with the difficulty set to Agent. Time to beat – 3:45.

**Level 16 (Control)** – Acquire Infinite Ammo with the difficulty set to Secret Agent. Time to beat – 10:00.

**Level 17 (Caverns)** – Acquire 2x RC-P90 with the difficulty set to 00 Agent. Time to beat – 9:30.

**Level 18 (Cradle)** – Acquire Gold PP7 with the difficulty set to Agent. Time to beat – 2:15.

**Level 19 (Aztec)** – Acquire 2x Lasers with the difficulty set to Secret Agent. Time to beat – 9:00.

**Level 20 (Egyptian)** – Acquire All Guns with the difficulty set to 00 Agent. Time to beat – 6:00.

**Copy Cheats To Another Folder** – Highlight any cheat then hold **A**. While still holding **A** hit **B** twice to exit out to the Folder Selection screen. Now, press **Z** to select another folder. Enter the cheat menu, highlight any code and press **Z**. Now press **B** and release **A**. Select any level you want and begin the game with the cheat from the first folder.

**Bonus Multiplayer Characters** – Oddjob, Jaws, Baron Samedi, and others will be available in Multiplayer once the game is beaten on Agent.

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

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

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

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

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

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

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

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

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

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

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

**Two Guns Trick** – First make sure that you have two different sets of two guns (the Archive allows for this). Then scroll up to the second set of two guns. Now press and hold **A**, press **Z** twice, release **A**, press **A** again (don't hold it), and finally hit **Z** to fire two or three times. This code must be entered extremely fast, and you'll know it works when one of the guns locks into place.

**The Clones are Here** – To have three of the same characters in Multiplayer follow these instructions.

**Step 1** – Select Multiplayer and choose a 4-player game.

**Step 2** – Choose the character you want to clone as player 4.

**Step 3** – Don't start the game, back out, and select a 3-player game.

**Step 4** – Have player 3 choose the character you want.

**Step 5** – Now, start a 2-player game.

**Step 6** – Choose the same character for player 2.

**Step 7** – Finally, start a 3 or 4-player game and begin the match.

**Step 8** – If done correctly, players 2, 3, and 4 will all be the same.

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

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

**Paintbrush Weapon** – Begin a Multiplayer game with Sniper Rifles and grab one of the Rifles. Don't grab anything else though. From here press **A** twice to bring up the paintbrush.

**Invisible Mines** – In a multiplayer game place a mine on an ammunition box, then take the ammunition. The mine will still be there, but won't appear on an opponent's screen.

**Extra Guns** – In the Train level destroy the two boxes stacked on top of each other for an RC-P90 in Agent, and a DD44 in Secret Agent.



**More Guns** – In the Caverns head into the control room and kill all the enemies. Go to the right corner and locate the two boxes. Destroy the box on the right, and destroy the others that fall out as well. Eventually two monitors will fall out. Each of these contains an AR-30.

**The Hidden Tower** – On the Dam Level enter the second tower on the bridge and look out across the dam with the Sniper Rifle to see a conceptual tower that was never used.

**Much Needed Armor** – In the Streets level on 00 Agent you can find an Armor Vest and a Grenade Launcher. All you have to do is meet with Valentine then take a few steps outside and turn left. Enter the broken window and you'll find the goods.

**Explosive Bond Action** – First turn on the Invincibility cheat and go to the Silo level. Throw the Plastique Explosives against a wall and shoot them with your gun. Now, wherever you run, the explosions will follow you destroying everything!

**More Time On Train** – On the Train level line up to the right so that Ourumov is blocked by Xenia. Kill Ourumov and keep shooting him while he falls. Now, shoot Xenia (don't kill her though). She will say that she is hit, and Alec won't be able to tell you that you only have a minute to get out until you are almost done removing the bolts from the door.

**View Movie Poster** – Enter Bunker 2 and when you come across the CCVV Tape hit **Start** and scroll down your list of junk until you come to the Tape. Press **Start** twice and you will see the GoldenEye movie poster.

**Navigate the Golden Gun Room** – On the Egyptian level follow this command in the Golden Gun room. **Left, Left, Up, Up, Right, Right, Right, Up, Up, Left, Up, Left, Up, Up, Right.**

**Wacky Plane** – On the Runway level get some Grenades and the Key. Just before boarding the plane toss a Grenade inside, then jump in. The cut-scene will show the plane blowing up, yet still flying.

**Fun With Bullet Holes** – If you have already beaten the game and are looking for something exciting to do, try spelling things with bullet holes. Just use the scope and a dictionary.



**ATTENTION!**

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

# GAME SHARK

## VIDEO GAME ENHANCER

### Bio FREAKS – PlayStation

- Extra Health Player 1 – 8009a038 6400
- Low Health Player 2 – 8009a6ac 0100

### Einhander – PlayStation

- Infinite Lives – 800813c4 0003
- Super Armor – 80085718 0001
- Infinite Ammo – 80084832 0063

### Forsaken – PlayStation

- MFRL and Graviton – 800862dc 2a01
- Infinite Purge – 800862de 0009
- Infinite Solaris Missiles – 800862d8 0009

### Gran Turismo – PlayStation

- Start With Bonus Items A – d00816d8 0000
- 800816d8 0405
- d00816da 0000
- 800816da 0004
- d00816dc 0000
- 800816dc 0405
- d00816de 0000
- 800816de 0004
- d00816e0 0000
- 800816e0 0504
- d00816e2 0000
- 800816e2 0004

### Star With Bonus Items B –

- d00816e4 0000
- 800816e4 0404
- d00816e6 0000
- 800816e6 0004
- d00816e8 0000
- 800816e8 0404
- d00816ea 0000
- 800816ea 0004

- d00816ec 0000
- 800816ec 0404
- d00816ee 0000
- 800816ee 0004
- Start With Bonus Items C – d00816f0 0000
- 800816f0 0404
- d00816f2 0000
- 800816f2 0004
- d00816f4 0000
- 800816f4 0404
- d00816f6 0000
- 800816f6 0004

### Granstream Saga – PlayStation

- All Shields – 801c9144 ffff
- All Armor – 801c9148 ffff

### Road Rash 3D – PlayStation

- High Bike Durability – 8010eeaa 7f7f
- Infinite Cash – 800b67c ffff

### Quest 64 – Nintendo 64

- Have All Elements – 8107baa4 3232
- 8107baa6 3232
- Infinite Health – 8107ba84 01f4
- 8107ba86 01f4
- Infinite Magic Points – 8107ba88 01f4
- 8107ba8a 01f4
- Super Defense – 8107ba8c 01f4
- Super Agility – 8107ba8e 01f4

# GAMES INDEX

Codes found in this issue:

- All-Star Baseball '99
- Banjo-Kazooie
- Bio FREAKS
- Chopper Attack
- Einhander
- Forsaken
- GoldenEye 007
- Gran Turismo
- Grand Theft Auto
- Granstream Saga
- House of the Dead
- Jersey Devil
- Kobe Bryant in NBA Courtside
- Mortal Kombat 4
- N20
- Off-Road Challenge
- Pocket Fighter
- Quest 64
- Road Rash 3D
- Vigilante 8
- Wetrix
- X-Men Vs. Street Fighter



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 \$.125 per minute automated

**NINTENDO**  
 Game Counseling  
**900-288-0707**  
 \$.95 per minute  
**Canada 900-451-4400**  
 \$.125 per minute  
 Nintendo's Automated Power Line!  
**1-425-885-7529**

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

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

# CLASSIC G

gaming from the past to the present

## Ghouls 'N Ghosts – Master System

**Chest Tips** – If your gameplaying skills are good enough, and you can avoid being hit for a while, then this tip may be useful. Otherwise, stop reading now! Don't open the first chest. Only open the second chest with armor on (you'll get the Golden Armor). The third chest will give you a weapon. Fourth chest – armor (if you need it) or a weapon.

**Slow Motion/Invincibility** – Pause the game and hold **Button 2**. The game will play in slow motion, but you'll be invincible. If you use this code you're not a gamer.

## Space Harrier – Master System

**Bonus Level Tip** – Get to round 5 (the bonus stage) and instead of getting as many points as possible, try to hit less than three trees and weeds. If you succeed, at the end of the stage, you'll jump off the dragon as normal, and a plane will fly across the screen. Shoot it down with your gun and you'll be awarded 10,000,000 points.

**Continue** – When the screen says "Game Over," press **Up, Up, Down, Down, Left, Right, Left, Down, Up, Down, Up**. Do not press any other buttons after the final "Up" command. The game should start from where you left off.

**More Options** – Go to the sound test screen by pressing **Right, Left, Down, Up** at the title screen. From here, play sounds **7, 4, 3, 7, 4, 8, 1**. Press **Button 1** after selecting each sound. If done correctly, an option screen will appear that allows you to become a transformer. You should be able to turn into a JET and change the difficulty of the game.

**View Final Boss** – Hold **Left** at the title screen. This should allow you to see "Haya-Oh," the last character in the game.

## Military Madness – TG-16

Enhance the madness with these passwords.

REVOLT	GALIOS	MILTON	MONOGA
ICARUS	DARWIN	IRAGAN	ATTAYA
CYRANO	PASCAL	LIPTUS	DESHTA
RAMSEY	HALLEY	INAKKA	NEKOSE
NEWTON	BORMAN	TETRAS	ERATIN
SENECA	APOLLO	ARBINE	SOLCIS
SABINE	KAISER	RECTOS	SAGINE
ARATUS	NECTOR	YEANTI	WINNER

**Sound Test** – At the password screen, type in the Japanese word for sound, "ONGAKU."

## Panzer Dragon – Saturn

**Color Sega Man** – At the main menu, press **Up, X, Right, Y, Down, Z, Left, Y, Up, X**. Now, if you die with no continues, the SEGA figure will be red.

**Invincibility** – At the main menu, press **L, L, R, R, Up, Down, Left, Right**. Note that if you use this trick, you won't get the good ending.

**Level Select** – At the main menu, press **Up, Up, Down, Down, Left, Right, Left, Right, X, Y, Z**.

**Play Episode 0** – At the title screen, press **Up, Up, Down, Down, Down, Left, Right, Left, Right, Left, Right, L, R**. Note that your health will decrease over time, so you may wish to use the Invincibility code to prevent this.

**Polygon Babe** – If you beat the game without dying, the Sega Logo will turn into a Polygon Babe. Lara, is that you?

**Rolling Mode** – At the title screen, press **Up, Right, Down, Left**. Repeat this sequence four times. You will hear a sound like the dragon being hit, and then Rolling Mode will appear. To roll the dragon while playing, press the control pad twice in any diagonal direction.

**Smart Bomb** – This trick will wipe out everything within radar range. First, activate **Rolling Mode**. To eliminate your enemies, go into a roll and hold any button. This will highlight every enemy within the range of your radar. Let go of the button and you will destroy them.

**Space Harrier Mode** – If you haven't gotten enough of the intergalactic birdman, try this code out. To play without the dragon, turn off the Saturn and remove the CD. Turn the Saturn back on and select German (Deutsch) from the Languages menu. Finally, load the game CD and press **Up, X, Right, X, Down, X, Left, X, Up, Y, Z**. If you did this correctly, you will hear the sound of your dragon being hit.

**Unlimited Continues** – At the main menu, press **Up, X, Right, Y, Down, Z, Left, Y, Up, X**.

**View Hard Finale** – At the main menu, press **Up, Up, Down, Up, Left, Left, Right, Left, Down, Down, Up, Down, Right, Right, Left, Right**.

**View Normal Finale** – At the main menu, press **Up, Up, Down, Up, Right, Right, Left, Right, Down, Down, Up, Down, Left, Left, Right, Left**.

**Wizard Mode** – Want a greater challenge? At the main menu, press **L, R, L, R, Up, Down, Up, Down, Left, Right**. This will make the game much faster. Note: you can also get to this mode by beating the game at the highest difficulty.

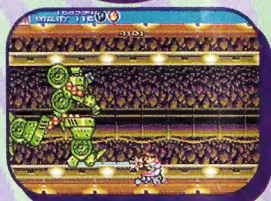
## Kolibri – 32X

**Level** – **Password**  
**Infestation** – **CXQYRTDR**  
**New Infection** – **XVRXCGCH**  
**Deep Seeding** – **JRKTRFCW**  
**Plains Infection** – **HTYXMRBB**  
**Terra Lesson** – **VVGHMRBB**  
**Terra Decay** – **BDDTCLCH**  
**Cold Entrance** – **LTHGLCZ**  
**Dark Cavity** – **NYHQKGC**  
**Dark Obstruction** – **CGLTKLBL**  
**To the Light** – **NMFXFCFS**  
**Infected Forest** – **LQVTLBG**  
**Old World Infection** – **WQLYHGCV**  
**Penetration** – **CZBFHGCC**  
**Extraction** – **WPVLXQBP**  
**Remission** – **KHQFNLCCK**

## Gunstar Heroes

**Availability:** Common  
**Replay Value:** Moderate  
**Similar Games:** Contra Series (NES, SNES, GB, SG), Super Ghouls 'N Ghosts (SNES), Strider (SG), Ghosts 'N Goblins (SG)  
**Created by:** Treasure for Sega  
**Access Tip:** Extra Power-Ups – Kick the power-up pods after they've dropped their goodies and they'll drop two more.  
**Overall:** 9.25

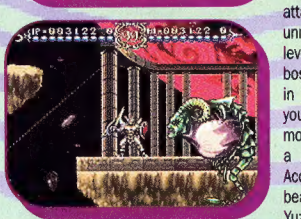
Forget Contra III and those other action games. Gunstar Heroes is definitely the best in its genre. We consider Gunstar peerless because Treasure included so many original ideas. Scenes such as the robot running in the spinning room, the die level, and the caverns were different, and perfectly executed. In addition to amazing designs, Treasure devised creative gameplay. Gunstar was the first action game that allowed players to blast enemies multiple times (a la combos). For example, you can grab enemies, toss them into the air, then blast them with your gun! The weapon system was also revolutionary. Players can use two weapons individually, or combine them to create a hybrid gun. Finally, Gunstar surpasses the most important requirements in the action genre: control and continuous action. The control is flawless, and the intense action prevents gamers from relieving that nasty itch that oddly surfaces during exciting gameplay.



## ActRaiser 2

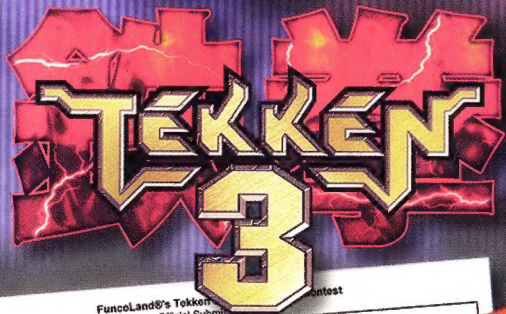
**Availability:** Uncommon  
**Replay Value:** Low  
**Similar Games:** ActRaiser (SNES), Earthworm Jim Series (SNES, SG), Super Star Wars (SNES), Turrican Series (GB, SNES, SG)  
**Created by:** Enix  
**Access Tip:** Last level with 36 lives – **MFJM TVSY FVFPX**  
**Overall:** 8.5

ActRaiser 2 is "100% Pure Action," and it's 100% difficult. If you even want a chance at defeating the level bosses, you have to memorize the location of every enemy, the attack pattern of the mid-bosses, and avoid unnecessary, injurious mistakes. The last level is even worse. To encounter the final boss, you must defeat every level boss found in the game with only three lives! However, your sword attack, nose-dive, various super moves, and shooting mechanism present a challenge to Tanzra (A.K.A. Satan). Accompanying the insane action are the beautiful graphics and orchestrated music. Yuzo Koshiro composed every piece, so you know it's appropriate, and awesome. Furthermore, the high quality music really exemplifies the SNES's sound capabilities. If you can handle tons of frustration, ActRaiser 2 will truly determine if you're a gamer.



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FuncoLand's Tekken 3 Official Submission Form



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 Address of Artist: \_\_\_\_\_ Contact Phone # (day): \_\_\_\_\_  
 Contact Phone # (even): \_\_\_\_\_

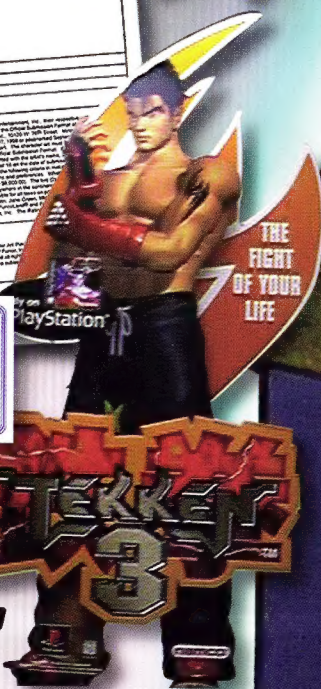
Official Rules: This contest is open to all legal residents of the United States (except Puerto Rico) who are at least 13 years old as of the contest's closing date. Entries must be received by FuncoLand, Inc., 10120 W. 76th Street, Minneapolis, MN 55344, by September 27, 1998. All entries become property of Funco, Inc. and will not be returned. For complete contest rules please review the Official FuncoLand/Tekken 3 Submission Form. Winners to be notified by December 31st, 1998.

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# S.C.A.R.S

Acute Retinal Burning (just an excuse to wear rad shades)

Hairdoo ala Turbo

Dislocated shoulder

Lock-Jaw

Wears "standard issue" race gear 24 hours a day

Blistered Raw Nub

S.C.A.R.S Elbow (Tendonitis)



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