Hands On:
Final Fantasy VIII

Game Informer
MAGAZINE

$3.95 Super Cheap!

GRAN TURISMO 2
First Info & Pics

PLAYSTATION 2
Specs For Sony's Next Console Revealed

RPG MADNESS
Reviews & Strategies For Legend of Legaia & Guardian's Crusade

SUPER SMASH BROTHERS
POWERED BY PIKACHU

Driving on the ground is so 90's.

LAP 1 OF 4
LAP 00:05:10
BEST
RACE 00:05:10
4th
305 KPH

LAP 2 OF 4
LAP 00:06:46
BEST
RACE 00:53:56
274 KPH

LAP 2 OF 4
LAP 00:06:03
BEST
RACE 00:53:50
2 nd
382 KPH

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Over 60 Games Reviewed & Previewed!

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Pg 64

Wild game, baby.

Next party, lose the piñata. New Point Blank™ 2 allows up to 8 of your gun-crazed pals to unload on over 70 wild and wacky shooting scenarios - from fish and fowl to ninjas and gangsters. Blast through an all-new Arcade Mode, Theme Park Mode, Endurance Mode - plus a VS. Mode for the perfect head-to-head (no pun intended) party game. Point Blank 2. Time to get pistol whipped.
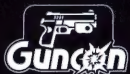
Guncon for use with software that displays the Guncon icon.
Point Blank™ 2 sold with Guncon and without.

www.namco.com

Apollo Creed Is My Mama

BY ANDREW McNAMARA

Three RPGs in one month? Yeah, and Apollo Creed is my mama. But believe it or not, that just happens to be the current dilemma in the world of video games (at least if you own a PlayStation). Yes, we asked for it. As a matter of fact, there isn't a group of hard-core gamers out there who hasn't sat around all night long, discussing how stupid video game companies are because they just don't give us what we want.

Well the companies have done their part, as Activision has brought us Guardian's Crusade, Sony has offered up Legend of Legaia, and Crave has delivered with Shadow Madness. The only question now is: Will they sell?

And this is a very important question, as companies aren't publishing these games just to be cool. They want to make money, and the only way we can continue to get RPGs here in the States is to support them when they are released. Now, I'm not saying that you have to go and buy all three of the games out there, but if you want RPGs, you better buy at least one. The time for whining is past, it is now time for action.

This month we have reviews of all three games that are coming this month, and we even have guides to help you play them. The rest is up to you.

But there is more good news in the future for PlayStation RPG fans, as Working Designs still has Lunar: The Silver Star Story in development – a romp into the classic 16-bit days of gaming with sprite-based art and lots of Japanese animation. Sony has Star Ocean: The Second Story. Crave has another game in development, Jade Cocoon: The Story of Tamamayu, that it purchased from Japanese developer Genki. Jade Cocoon looks promising, and it could be the ultimate RPG to pass the time as we all wait for the arrival of the mother of all RPGs – Final Fantasy VIII. And who knows, E3 hasn't hit yet, so there may be even more to come.

I hope you're ready RPG fans, because if you don't get out there and support the American RPG market, I just may have to get my mama to go out there and kick your butt.
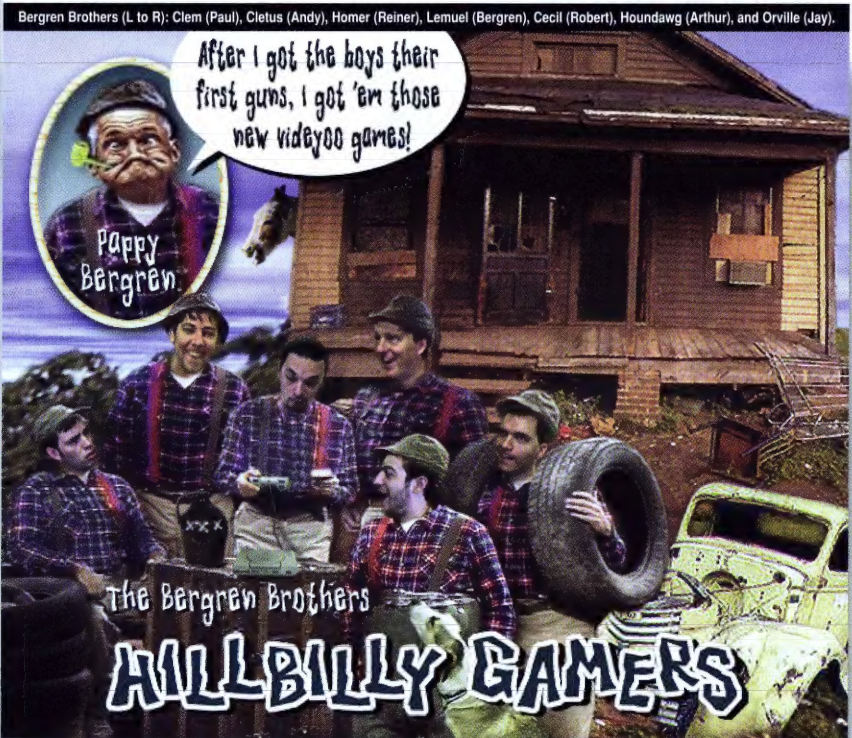
Bergren Brothers (L to R): Clem (Paul), Cletus (Andy), Homer (Reiner), Lemuel (Bergren), Cecil (Robert), Houndawg (Arthur), and Orville (Jay).

After I got the boys their first guns, I got 'em those new videyoo games!

Pappy Bergren

The Bergren Brothers

HILLBILLY GAMERS

Andy, The Game Hombre
andy@gameinformer.com

"I have once again been infected by the bug known as Final Fantasy. Every year, I play the Japanese version of the game, and every year I promise myself that I'm not ever going to do that again. And lo and behold, here I am playing the game, and making up the story as I go along (a rather entertaining and odd story I might add). It's frustrating, but man oh man is it fun. Final Fantasy is truly one of the greatest series of all-time."

Paul, The Game Professor
paul@gameinformer.com

"The real facts of the PlayStation 2 are finally coming down from Mount Sony. The next few months are going to be very interesting, especially in Japan. Are Japanese gamers going to abandon the Dreamcast ship with a new PlayStation machine on the horizon? What does Sega have to counter the imminent steamroller of Sony marketing? And how will the news of PlayStation 2 affect the U.S. launch of the Dreamcast this fall? We'll likely have answers in the coming months."

Reiner, The Raging Gamer
reiner@gameinformer.com

"I'm the kind of guy that wished Old Yeller dead, yet wept profusely when Bane broke Batman's back. Is this messed up logic? Hell no. Man! Who cares about that stupid dog anyway?! If he were my pup, I'd slice and dice his hide into a weeks worth of steak dinners. You know what, Batman can burn as well! ARGHHH!!!!! So much... angst... so many... crappy games this month... have to... think... clear... URGH!! Natalie Portman... me... champagne... hot tub... Elizabeth Hurley... me... champagne..."

Bergren, The Game Burrito
bergren@gameinformer.com

"We were cruising at a nice pace when three RPGs ransacked the office and left many of us for dead. What do we have to show for it? Baggy eyes and a couple of strategy guides. Guardian's Crusade looks like a cross between Legos and the Muppets, but it plays a lot tougher. The enemies aren't that difficult, but finding all 70 toys is the real challenge. Some are easy, but some will keep you up way past your bed time. Try it on your own first, but if you get stuck, check our PTP."

Robert, The Game Casanova
robert@gameinformer.com

"I never thought I would see the day that three good RPGs hit the United States at one time. But it looks like that's what happened. Between that, the import FF VIII being played in the office right now, and the announcement of Final Fantasy Anthology, I am really excited. Now if we could only get Square to release Tobal 2 in the U.S. (no, I'll NEVER shut up about it), things would be pretty excellent. Doesn't anyone else out there want this game? Let me know."

Jay, The Gonzo Gamer
jay@gameinformer.com

"Ah, a month filled with role-playing games; a subject very close to my 3D6 rolling heart. Perhaps ironically, as this issue came to a close, so did the lives of two D&D characters I play with on Sunday nights. A moment of silence please for Serpigoat and Burke Dreamer – they never did get out of that alternate dimension. Also, while staying up late with Legend of Legaia, I became the first to sleep overnight on the GI couch. The next morning, everyone informed me they had whizzed on it. Sure."

Lightning-fast arcade-style action!
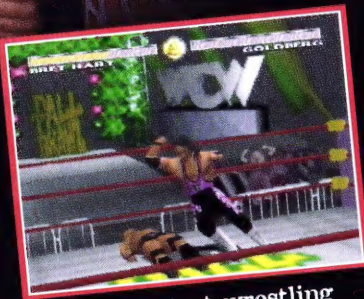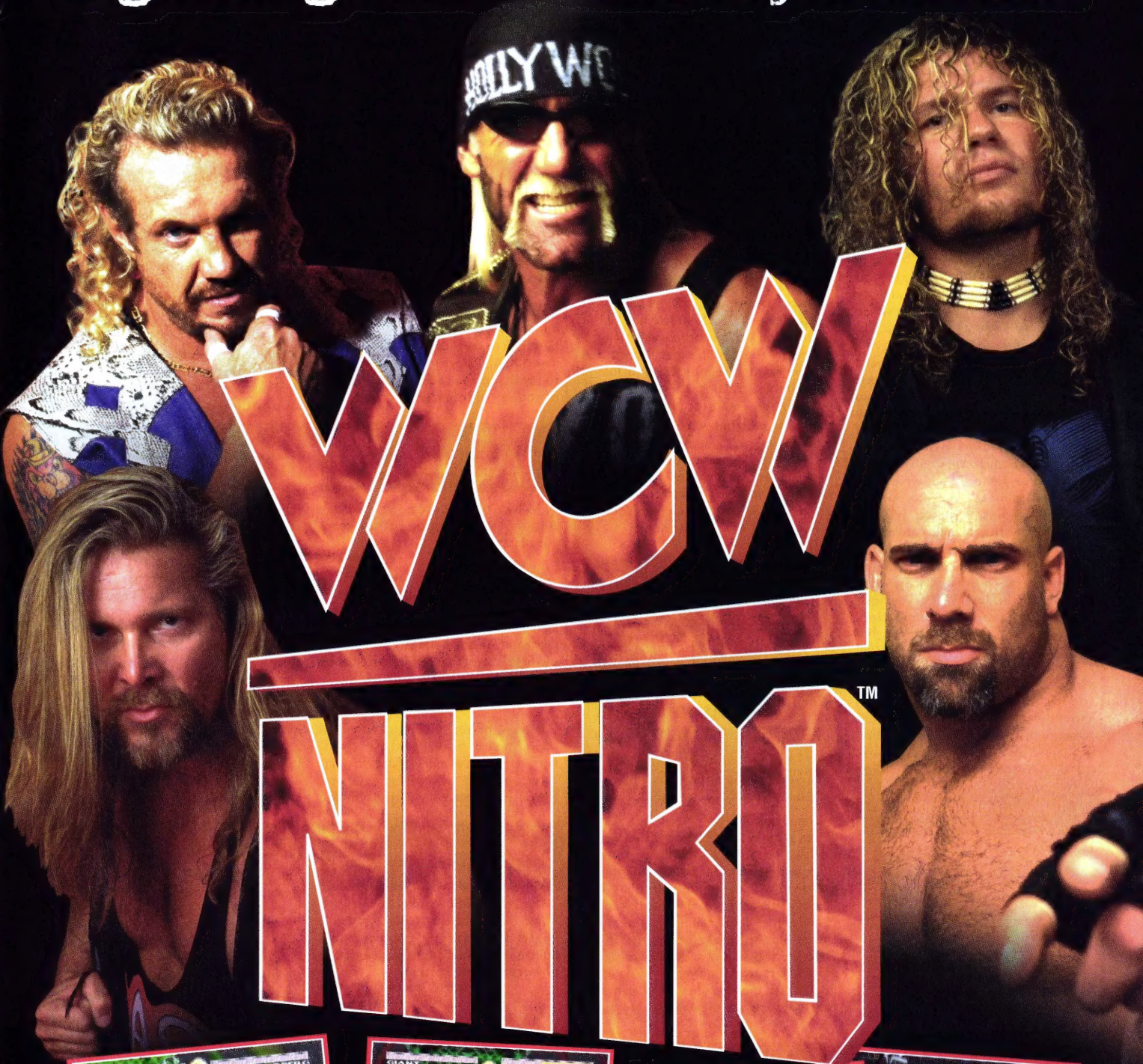
WCW NITRO™

The fastest wrestling game available!
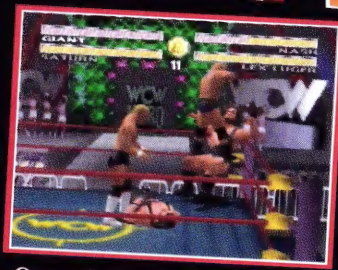
Over 60 of the top WCW and NWO superstars!
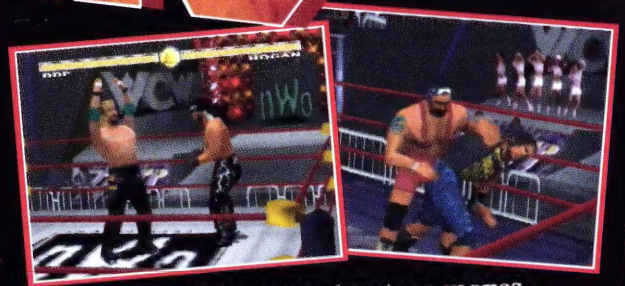
All your favorite signature moves, finishing moves, and taunts!

Emulators: Duplicating Game Systems on Your PC

You may have come across them and dealt with their websites almost every time you go online. Or you have no idea what they are. I'm talking about emulation of all the consoles and arcades on PCs. If you want to talk about classic gaming, emulation is the only way to go. What's weird is how free and accessible they are! They say, "You may only download ROMS [games] if you own the actual game. These are for backup purposes only." Please, that would make me as illegal as they come and all my friends too! Now they have a PS-X emulator available for 50 bucks – that's a PS-X system for 50 bucks!

I think emulation is great. Now I can stock up on games and enjoy all the classics, and find new ones I never found before. The only losers in this are those people who actually spent 50+ dollars for the same games I'm downloading (for free!) almost everyday. All the emulated games available are not available on the market anymore. Do you think emulators enhance the industry or do you believe it is one of the biggest piracy operations in the world hurting the industry? I'm curious about your stance on emulation.

Herman Waterford
via msn.com

There is no doubt that emulation is a huge part of the Internet gaming scene, and we do agree that emulation provides a window to long, lost games of the past. Computer emulation of ancient platforms like the Apple II,

Colecovision, and Intellivision preserves games that would otherwise be lost. In that way, emulation is great for the industry. It may spawn new ideas or resurrect games from the past and turn them into new software for the future. However, we do have a couple of concerns with emulation.

First, emulation does hurt the industry because, plain and simple, it is both software and hardware piracy. Second, the growing user base of emulators is creating a larger and larger group of idiots. People have come out of the woodwork wanting everything for nothing. These people have no regard for preserving the industry and, like you, think that the losers are the guys who pay full retail for their games.

Do what you want with the emulators because we can't say that we haven't tried some of them, but remember the legal issues. Companies like Sony and Nintendo have a group of lawyers just itchin' to put the hurt on some unsuspecting emulation user.
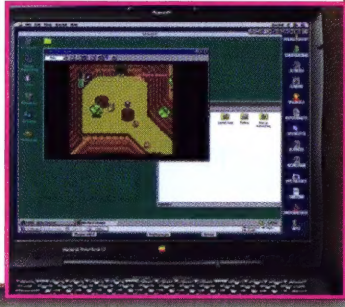
What About Reiner?

1) Is Reiner really the best gamer in the world?
Phil "the gaming peasant" Kalata
via centuryinter.net

2) Why is Reiner so much cooler than the rest of you?
Brian L.
via aol.com

3) Is it just me or is Reiner a dork?
Sabin X
via aol.com

Clearly, Reiner is not the best gamer in the world. (We just keep telling him that to satiate his fragile ego.) We think he's probably the best video game editor in world. (We tell him that in lieu of actually paying him to work for us.) Cooler? If you call hanging out at the comic shops, fast food joints, the DVD isle at Best Buy, and the toy aisles at Wal Mart cool, then yeah…he's a lot cooler than the rest of us. (We tell him that because we think he's a dork.)

Concerns About Dreamcast?

I am writing concerning the Dreamcast. In the past, Sega has come out with these really cool systems with modem ports and all sorts of other bells and whistles, but they don't ever seem to make good games for them! Sonic the Hedgehog was put in a blender and made into a new game enough times to purify the Grand Canyon. I know that you haven't seen any English games but please give us the low-down, is the Dreamcast all good hardware and no good games?

Walter Coots
Dallas, TX

Well, after putting in quite some time on Sega Rally and Sonic Adventure, all is not lost for the Dreamcast. If the problems in these games are fixed before the U.S. release (which they ought to be), then the Dreamcast will have at least two wonderful launch titles. As long as some other companies produce some quality titles (with Capcom, Midway, Game Arts, and more already doing so), the Dreamcast should have no problem on the software side of deliverance. Just hope that Sega gets off its duff and gets some good distribution going, as well as some positive mainstream coverage (i.e., Newsweek, USA Today, etc.). A few commercials wouldn't hurt, either.

Reader Writes Nonsense – GI Responds

I just read your new issue GI [Feb. '99], and I have to say that it has to be the most biased issue I have ever read! I am talking about the Sega Dreamcast section of your mag. First off, how in the world do you give July (a game that you stated you couldn't even play because you do not understand the Japanese language) a 6 and then give Godzilla Generations a 3? Did you even play GG? This kind of crap is the reason that your CHEAP mag will only sell in stores like Funcoland. Until you get some REAL GAMERS to do your mag, you will never have a REAL following. I also just wanted to say that if you took Sony's hand out of your a__ for just a little while you might just like the Sega Dreamcast a little bit. Since you guys state that you are REAL GAMERS, you should learn to make your own REAL opinions and not the opinions of the company!

Craig Ravitch
via webtv.net

Of course we played Godzilla and we were generous WITH a three. We gave July THE benefit of the doubt as you can't score a game down for BEING in Japanese. At LEAST our readers know that this is a poor import GAME if they can't read Japanese.

"Real" Gamers? "Real" Following? Your definition of "real" is giving good scores to games that really stink. Here's a real opinion for you: Get a friggin' clue and stop bothering us with your ill-logic.

RPGs? Action/Adventure?

1) Why did Zelda win Best Action/Adventure game of the year? Isn't it an RPG?
William Colby
via aol.com

2) What are the guidelines for a game to be considered an RPG? Is it simply the fact that you can name your character? If so, then Mario RPG (that old SNES beast) cannot be considered a true RPG.
Dan "Geshtar" Malo
via aol.com

As role-playing elements continue to infiltrate other genres, it will become more and more difficult to point out the "true" role-playing game (RPG). However, we will try to define it, without painting ourselves into a corner. A number of things come into play, all of which need to be intact. A storyline, acquiring experience, statistics, menu-based battles, and exploration are all parts of a good RPG. Recently, however, fewer and fewer games are pure RPGs, while more and more games have RPG elements thrown in. Many are action-RPG (Alundra), and some are platform-RPG (Tomba!), and others are strategy-RPG (Final Fantasy Tactics). Mario RPG is more of a "pure" RPG than any of the above-mentioned games. Naming your character, though, is merely cosmetic.

Interesting Rumble Pak Development

What I think sucks about the Rumble Pak is the batteries. Couldn't Nintendo create a 64 control with a built-in force feedback feature that is powered by the system?
Jeremy "Deadpool" Montoya
via juno.com

Check this out. Last month we were visited by an official member of Team Nintendo. He came sporting Mario Party and some N64 controllers equipped with Rumble Paks. Not that this is an uncommon occurrence, but the Rumble Paks were hard-wired into the controller. In other words, they used no batteries and were powered through the machine. This was cool and we wanted to keep those bad boys because, just like you, we go through plenty of batteries. The only drawback to this setup is that the Rumble Pak could not be removed. This makes it hard for games that use the Controller Pak.

The E3 – I Want In

I'm wondering if E3 admits people under 18. I would love to go there, but I'm not sure if there's an age limit. I hear it's limited to people over 18. Is this true?
Michael
via msn.com

The organizers of E3 (Electronic Entertainment Expo), which will be held at the Los Angeles Convention Center on May 13, 14, and 15, 1999) loosely enforce an age restriction for those under 18 years of age. However, there are always some exceptions to the rule. For example, there are a number of teenage journalists and TV personalities who are permitted to enter. Remember, the show is not open to the public. You'll have to produce credentials that prove you are involved in the gaming industry.

Envelope Art

Final Fantasy Collection

I was just surfing the web and I went to http://www.squaresoft.co.jp to see what Square was up to in Japan. I noticed something about the Final Fantasy Collection – that it had the logos for FF4, FF5, and FF6. Is this a PS game? If so, is it coming to the USA? I think that Square would be STUPID not to release this game here.

Mike Kenner
via erols.com

Have we got some information for you. A Square rep dropped by recently and told us it will release the collection in the States, called Final Fantasy Anthology. (Begin dancing!) Unfortunately, Final Fantasy IV will not be included. (Pause...then resume dancing!) See GI News (page 24) for the complete details. Now, if we could only convince them to give us Tobal 2...

The War Is Over 128-Bit Vs. 64-Bit Vs. 32-Bit

[Regarding the Feb. '99 issue], how can you make a blanket statement that "bits don't matter"? Of course they matter. Systems are not measured by processor speed alone. A 400MHz PC running a 32-bit video card won't get anywhere in the gaming world. The 128-bit video cards have taken over as the video cards of choice. All 128-bit video cards are not the same. Some work best when the CPU is faster, some do not. One must never judge systems by numbers alone. A combination of bits, bytes, and MHz make up a good PC and/or console gaming system.

Tom Rogers
Red Oak, TX

You missed our point, but you support our argument. First off, our article was referring to console systems, not PCs. Until you can get a kick butt gaming PC for under $200,

we won't go there. Second, you are right that systems should not be judged by processor speed alone, but it is a much better benchmark than is the data bus size (measured in bits). The first thing a console gamer usually asks about a new system is, "How many bits is it?" Bits have been used by console manufacturers as a marketing term and reflect little on the performance of the machine. Take the Jaguar as a perfect example. Atari marketed the thing as a 64-bit machine. Compare the Jaguar to the Nintendo 64 and then tell us how much bits matter. Console gamers should strike any reference to bits from their vocabulary and think MHz and RAM.

But finally, you are wrong. The combination of bits, bytes, and MHz DO NOT make up a good PC and/or console gaming system. Only high quality games make a gaming system good.

A Wrestling Refresher Course

I am a really big wrestling fan, and I heard THQ is losing its license with WCW and is going to have a license with WWF. If this happens, are any of the new WWF games that they produce going to use the same engine as World Tour and Revenge? Who's going to make the WCW games? Are there any ECW games coming out soon? That would be phat. Anyway thanks for listening and keep up the good work.

Martin Perez
via hotmail.com

You've got to keep up on the wrestling scene otherwise Goldberg and Stone Cold are gonna have to get day jobs selling steaks out of their trunks. THQ is indeed losing the WCW license, but is taking over the WWF games. So far we are unsure if THQ will keep porting Asmik (the developers of Revenge and World Tour) games and using them with the WWF. What we do know is THQ is already working with Tomy's Toukon Retsuden 3 engine for the first WWF PlayStation title. This engine is considered to be the best wrestling

game ever, so we expect a great game. Tomy also has an N64 engine that we've heard good things about. Look for THQ's first WWF games in late November. The WCW license goes to EA Sports, and they have enlisted the help of Kodiak Interactive. Lastly, we haven't heard anything about an ECW game, but Acclaim would be a likely candidate to get something going with this band of renegade wrestlers.

GOLDBERG STEAKS
PREMIUM HEARTLAND QUALITY
SINCE 1998
PRE-COOKED!!
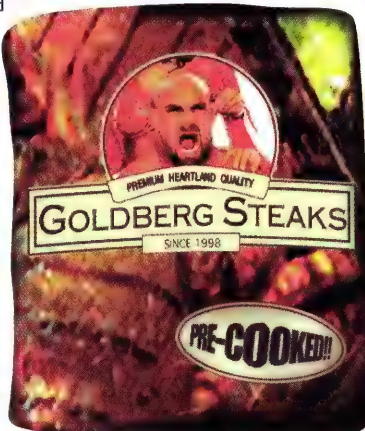
And poof...the Vikes' season came to an end.
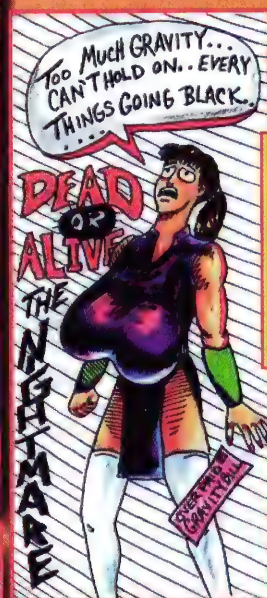
Uhduh Nauni Cache, OK
Here's a sneak peek at Pamela Anderson in Baywatch 2020.

Ivanny Pagan Phila, PA
This is Metal Gear Solid in a nutshell. It's crazy, baby!!!
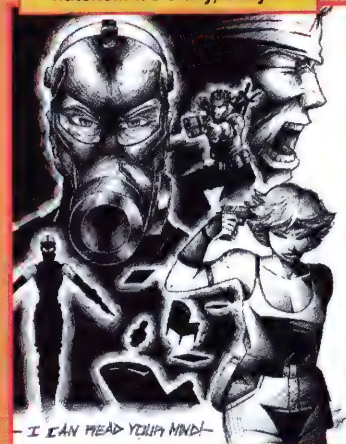
Crescencio Dian J. New Haven, CT
Ah yes...the dreaded Mozazo gang from Connecticut.

Adam Bennett Aurora, CO
Where's Wesley Snipes when you need him?
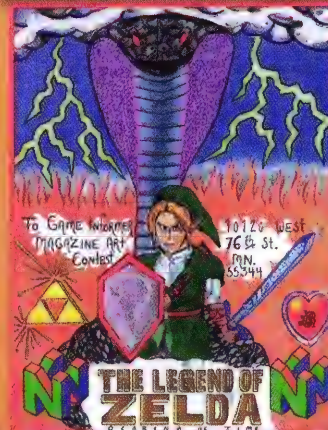
Brian Redman Hull, MA
After breaking up with Zelda, Link decided to charm snakes.

He just can't stop jumping.

MASCOT

SUPER SMASH B

Pikachu stand for liberty, justice, and butt kicking.

intendo has always provided a plethora of surprise games throughout the course of a year, and most of these secrets turn out to be worthy of play and praise. Nintendo started 1999 with a bang and snuck out Mario Party; a second-party venture that had good intentions, but actually bored the heck out of us. Its repetitious boardgame tactics and poorly developed play landed a ghastly 3.5 rating from the Game Informer reviewers. On the not so distant horizon, rumors of another party game whistled through the air, and the ever ready and waiting GI reviewers loaded their guns. This time around, the party would include the entire Nintendo universe (not just Mario and friends), and instead of presenting wacky, zany dice-shakin' fun, it would come forth and revolutionize the fighting game genre with its first-of-a-kind 4-player fighting/platform play.

Samus is Game Informer's go to girl.

We almost shot this game before we played it. Mario Party scarred many of us for life and made us a little wary as to what Nintendo had planned for the remainder of the year. Thankfully, Nintendo entrusted this product with a dynamic developer. Super Smash Brothers was developed by Hal Laboratories, the think tank behind Kirby and his wacky adventures. Hal has always been renowned for its inventive techniques and gameplay obscurities, and it worked some magic with this product as well.

Ness and Fox McCloud plummet to their doom.
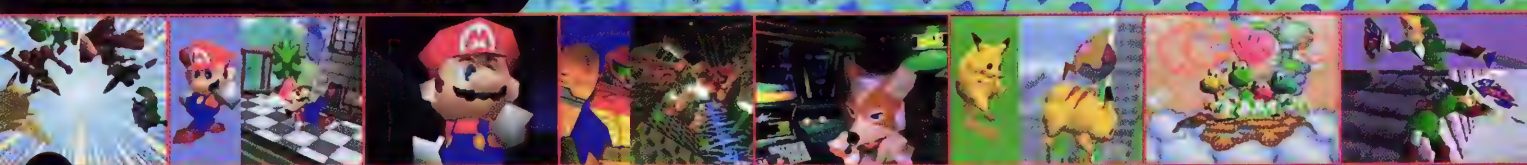
Hal extracted the best themes and characters available in the Nintendo universe and mixed them all together to fill the belly of a superbly designed combat engine. The characters don't really seem like they should have the ability to interact with one another, yet manage to do so with perfect compatibility and

SUPER BROTHERS

MASSACRE

Bottom Line: 8.5

When Kirby engulfs an enemy...

...he steals a power.

balance. Did you ever think that you would see a fighter that pits Pokèmon against F-Zero X? No, and neither did we. Yet it's here and it works.

The combat chemistry is where this title truly shines. A 4-player fighter has been attempted, but none have ever worked. Super Smash Brothers does a fine job of proving that the more characters onscreen, the better. Through 2D play, four of Nintendo's finest roam multi-tiered environments as they unleash authentic attacks against their fellow mascot pals.

The goal of this fighter is essentially the same in theory as all the other fighters out there, but the final blow is delivered differently. Instead of knocking an opponent out, you want to knock them off the screen. This opens many doors for a fighting game and allows several new strategies to be created. Of course, senselessly beating on an opponent is still a requirement, but craftier techniques, double crosses, and traps are all options as well.

All 12 of Super Smash Brothers' characters fight valiantly in his or her own way. All of the characters appear as though they just stepped out of their last adventure, coming to the playing field with authentic moves and animation. Even the stage designs and accompanying music are familiar and often times identical rehashes.

As you probably guessed, Super Smash Brothers is best played by four players. However, the single player game is exceptional. For this mode, a tournament ladder must be conquered. This ladder throws a ton of variety at the player. Some of the battles are 1-on-1, some 2-on-2, and a few bouts toss over 20 enemies at the player in a battle royalesque 3-on-1 melee.

Mario Party fell on its face, but Super Smash Brothers lives up to the hype. It's a great addition to any library, especially those specializing in multiplayer games.

4-player madness!!!
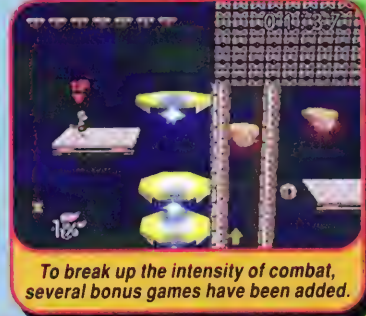
To break up the intensity of combat, several bonus games have been added.

The goal is to launch the enemy off the stage.

Some of the battles pit you against a legion of combatants.

11

SUPER SMASH BROTHERS

Legend

Dash – Forward, Forward

A – the blue button

B – the green button

(air) – a move performed in mid air

(rapidly) – ferociously slam on the button for more hits

(H + L) – move has ability to land in High and Low zones by adding upward or downward motion

(charge) – Move needs to be held or sitting idle for certain amount of time

Note: All directions are given assuming the character is facing to the right.

Basic Moves

Taunting – A cute little celebration performed by each character when the Left Button is tapped. This move will surely infuriate the competition.

Jumping – Characters can leap and bound by pressing Up or any one of the C buttons. By pressing Jump again while in mid air, the character will perform a Double Jump. Most of the characters can add more height and length by pressing Up + B.

Blocking – Press Z or the Right Button to activate an energy shield. This safety device will wear thin if too much damage is inflicted. If the shield breaks, the character will be rendered helpless for ten seconds. Press Z + Forward for a nifty evasive maneuver.

Platform Descent – All of the characters can fall directly through a platform by pressing Down.

A New Kind of War

Super Smash Brothers' combat interface is as complex as any other fighter on the market. The goal is one in the same – beat the tar out of the opposition. But the end result is entirely different. Instead of knocking out the rival, Smash Brothers demands that the opponent be banished from the playing field. Basically, knock them off the screen and hope that they don't come back.

Accomplishing this feat isn't as easy as it sounds. With Double and Triple Jumps, combatants can more or less fly great lengths back to the battlefield. To keep them down and out, you'll need to deal sufficient damage to the % meter located at the bottom of the screen. This represents a combatants' health. The meter starts at 0% and can reach as high as 999%. As the meter goes up, so does the opponents weariness to certain attacks. The more damage you deal, the further into the air the opposition reels after each blow. At 5% the opponent is quick to the feet. At 50% signs of fatigue begin to rear forward as they topple head over heels. At 100% the opponent will launch off screen at great length and speed, and will need to utilize the multiple jumps to get back to the field. If you rack up over 150% on the enemies health meter, one huge hit will more times than none launch them to kingdom come and end the battle.
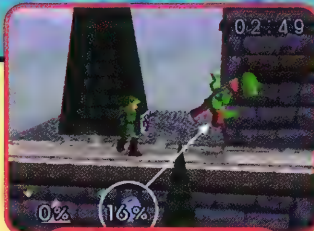
How far a character reels is based on the percentage meter.
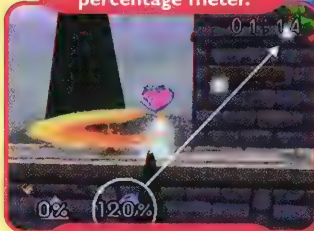
The more damage added...the further they fly.

Rack up enough damage and give 'em one last kiss goodbye.

Jump...Double Jump...and Triple Jump out of any crucial situation. Mastering these acrobatic maneuvers will save your life and add a wider scope to your strategy.

Items

The inclusion of randomly placed items can change the outcome of a battle in a heartbeat. A Heart Container could float down from the heavens and completely heal a troubled contestant with over 100% damage. A well placed Turtle Shell could knock an unknowing opponent off a platform. A Laser Gun could fall into play allowing a combatant to score with long range attacks. And several different Pokemon like Beedrills, Charmanders, and Snorlax may appear and disrupt any battle plan. The items fall into the 'you gotta love 'em' and 'you gotta hate 'em' categories.

The Star of Invincibility is the most sought after item.

Most items land a killing blow.

Death Blows

The unique level designs have much more meaning than just looking cool and tying into the Nintendo universe. Wall angles, level obstacles, and platform placement are all crucial combat pieces. Instead of looking for a weakness on an opponent, you can try luring them into traps. Pinning the enemy in corners will allow some characters to perform continuous combos. Keeping an opponent at bay and near a pit can often frustrate and disrupt even the most seasoned players. Furthermore, knowing an area and its timed obstacles and items can create unbearable scenarios for the opposition. Super Smash Brothers grants the player the chance to not only master the game, but create new fighting styles as well. It's possible that friends will play completely different than you. Some players will even create strategies and combos for 2, 3, and 4-player matches.

Keeping all of the enemies at bay is a good strategy. Any opponent can be slugged from this vantage point.
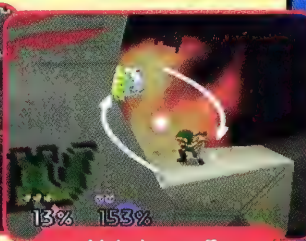
Link shows off a continuous combo. These work well against the CPU.

4-Player Battles

Super Smash Brothers comes equipped with several interesting multiplayer modes. Team up or compete in an all out battle royal. Most of Super Smash Brothers play will come through this mode. Even without friends, computer enemies (with adjustable AI) can take you on.
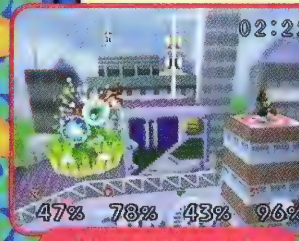
Always avoid crowds.
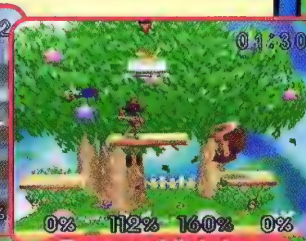
Try not to fall victim to level-based events.

Extra Goodies

Classic Mushroom Kingdom – Beat the game on Normal with every character.
Sound Test – Conquer all of the Bonus 1 and 2 challenges.
Steal A Life – If you lose all of your lives in a multiplayer match, simply press Start to steal a life from a teammate (who is hopefully a good friend).
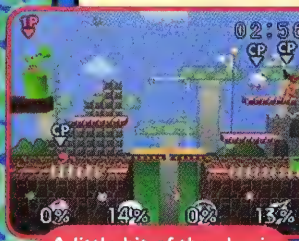
A little bit of the classic vibe is hidden in Smash Brothers.

Alternate costumes can be accessed by pressing the C Buttons.
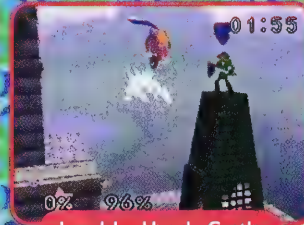
Level 1 – Hyrule Castle

Level 2 – Yoshi's Island

Level 3 – Sector Z (aboard Great Fox)

Bonus 1 – Targets
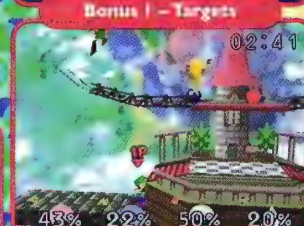
Level 4 – Peach Castle
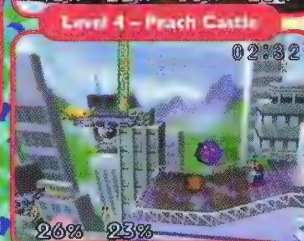
Level 5 – Yamabuki City

Bonus 2 – Platforms

Level 8 – Planet Zebes

1-Player Game

After learning all your desired character has to offer in the Training mode, slide on over to the 1P Game and challenge the CPU. No matter how much you train, you'll never truly have what it takes to march through all of the battles flawlessly.

Level 1 – Link

As cool as he is, Link poses no challenge. Stay away from the tornado and don't let Link get too close to any powerups.

Level 2 – Tribe of Yoshi

Simply stand in one place and use a powerful attack to eliminate all of the Yoshi invaders. One hit will kill.

Level 3 – Fox McCloud

This is a great battle. Fox doesn't have the best recovery techniques so go at him hard and try to knock him off the side with every hit.

Bonus Game – Targets

Destroy all the targets in one fell swoop to receive bonus points!

Level 4 – Mario Brothers

This fight can be disastrous, as the outcome often lies in the hands of a random partner. Mario and Luigi share the same moves and agility, and yes, they can easily overpower any character. Try to keep them separated.

Level 5 – Pikachu

The tiny platforms will work for and against you. Keep on him and don't let the surprise guests hidden behind the door destroy a good run against Pika.

Level 6 – Giant Donkey Kong

You'll need to rack up over 300% on this guy if you want to get rid of him. Luckily, you have two helpers and a ton of items to do it with.

Bonus Game – Platforms

Bounce on all of the platforms to get points.

Level 7 – Kirby Team

These guys never let up. Hit them with long range attacks, keeping them off your back.

Level 8 – Samus Aran

Again, long range attack will hurt Samus early. She's also very vulnerable to the rising lava pit. Keep her off balance and she's toast.

Level 9 – Bonus Game – Obstacles

Run to the finish and you'll get...points!!!

Level 10 – Clone Team

Use the same technique you did with the many faces of Yoshi. Stand in one place and destroy 'em all.

Level 11 – The Hand

Relax and let this enemy attack for a chance. After each attack, hit the glove with an attack. Repeat this process. Note: After the glove's hit points drop below 100, some attacks will change. Counter with caution!

13

DONKEY KONG

The beast is back, and he's marked his territory as the biggest and strongest character in Super Smash Brothers. Donkey Kong is aggressive and agile. Many of his moves lead to fabulous juggles (like the Coconut Shaker to the Tornado Kong). The only weakness you'll encounter with this goliath is staying on solid ground. Some of DK's moves will send him flying. You gotta be on the ball with this chimperific donkey ape.

Helicopter Spin – (air) A
Smash Bash – A, A
Ape Slap – Forward + A (can be directed H + L)
Double Fist – (air) Forward + A
Hook Punch – Forward, A
Earthquake Clap – Up + A
Big Wave – Up, A
Air Wave – (air) Up, A
Breakdance Kick – Down + A
Ankle Slap – Down, A
Heel Kick – (air) Down, A
Super Heel Kick – (air) Down, Down, A

Airplane Kick – (air) Back, A
Banana Kick – Dash + A
Windup Punch – B, B or A
Super Windup Punch – B (charge 5 seconds), B
Quick Evade – B, Left or Right
Air Windup – (air) B, B or A
Coconut Shaker – Down + B
Tornado Kong – Up + B
Air Tornado Kong – (air) Up + B
A Monkey Thang Toss – Right Button + Any Button
Home Run Toss – Right Button + Back

LINK

Ah yes. The mighty Ganon slayer. Link comes equipped with several moves from Ocarina of Time. Oddly though, in his adult form, Link can throw the Boomerang, where he couldn't in his latest N64 adventure. Even with this inconsistency, Link is Game Informer's most admired Super Smash Brother character.

Heel Kick – (air) A
Slice & Dice – A, A, A
Unlimited Swipes – A, A, A, A (rapidly)
Super Overhead Chop – Forward + A
Overhead Chop – Forward, A
Spinning Slice – (air) Forward, A
Lunging Stab – Dash + A
Sword Juggle – Up + A
Uppercut Stab – (air) Up + A
Underhand Chop – Up, A
Falling Uppercut Stab – (air) Up, A
Fury Swipe – Down + A

Ankle Swipe – Down, A
Death Stab – (air) Down, A
Your Mamma – (air) Back, A
Boomerang – B (can be directed H + L)
Boomerang Chuck – Forward + B
Fire Spin – Up + B
Rising Fire Spin – (air) Up + B
Bombs – Down + B
Hook & Knee – Right Button + Any Button
Hook & Kick – Right Button + Back
Fake Slash – Left Button

FOX McCLOUD

There can be only one. Fox McCloud presents the best composition on the battle field, but his fox fu could use some work. Without his Arwing, Fox relies on basic martial arts, a mysterious butt flame, and a laser gun to guide him to victory.

Karate Fox – (air) A
Left to Right – A, A
Chun-Li Assault – A, A, A (rapidly)
Double Twirl – Forward + A
Straight Kick – Forward, A (can be directed H or L)
Air Twirl – (air) Forward, A
Slide – Dash + A
Flip Kick – Up + A
Overhead Kick – Up, A
Rising Kick – (air) Up, A
Double Splits – Down + A

Tail Sweep – Down, A
Helicopter – (air) Down, A
Double Back – (air) Back, A
Pink Laser – B
Force Field – Down + B (can be used as short range blast)
Flame Launch – Up + B
Directional Flame Launch – (air) Up + B, Any Direction
Throw – Right Button + Any Button
Roll Throw – Right Button + Back

MARIO

Mr. Flabby Wabby proves that he's not just the platform king, but a masterful combatant as well. Mario blends his acquired skills from the original Super Mario and the latest adventure, Mario 64, into a new martial arts style – Mario Mantis. His hypnotic sideburns and annoying voice can intimidate the strong willed Samus and even the absent minded Kong.

Heel Kick – (air) A
Mario 64 Combo – A, A, A
Power Punch – Forward + A (can be directed H + L)
Spin Kick – (air) Forward + A
Round House – Forward, A
Slide Kick – Dash + A
Headbutt – Up + A
Flip Kick – (air) Up + A
Uppercut – Up, A

Power Sweep – Down + A
Low Spin Kick – (air) Down + A
Sweep – Down, A
Hind Kick – (air) Back, A
Fireball – B
Coin Uppercut – Up + B
Mini Coin Punch – (air) Up + B
Tornado Punch – Down + B
Toss – Right Button + Any Button
Spinning Toss – Right Button, Back

KIRBY

Suck it up fuzzball. Kirby (aka Sir Creamadelic) loves to get his lips (and entire mouth) around the opposition. His suspiciously pink body shouldn't be underestimated. Kirby is really one mean sucka. His moves are lethal. His instincts are fast. And his attitude rotten. But most impressive of all, if he gobbles you up, then prepare to be assaulted by a familiar move, as Kirby can mimic one move from a digested opponent.

Flat Toe – (air) A
Punchy Wunchy – A, A
Unlimited Punch – A, A, A (rapidly)
Lunge Kick – Forward + A
Spin Kick – Forward, A
Side Twirl – (air) Forward, A
Slide – Dash + A
Flip Kick – Up + A
Overshoulder Kick – Up, A
Spinner – (air) Up, A

Ground Hell – Down + A
Toe Poke – Down, A
Twirly Whirly – (air) Down, A
Stretch Kick – (air) Back, A
Suck & Release – B, A
Suck & Absorb – B, Down or B
Block Maneuver – Down + B
Rising Energy Slash – Up + B
Pile Driver – Right Button + Any Button
Overhead Slam – Right Button + Back

PIKACHU

Pikachu is easy to love, but hard to kill. His electrical assault of moves can startle and overtake every opponent in the game. He lacks the ability to land fast hits at close range, but Pikachu's Teleport can grant a safe firing distance. He's one tough little cookie that has the ability to charm and warm your heart. Then, he'll turn around and stab you in the back, poke out your eyes, then eat them for lunch.

Pokekick – (air) A
Headbutt – A
Upchuck Spark – Forward + A
Hind Kick – Forward, A
Spark Twirl – (air) Forward, A
Awkward Lunge – Dash + A
Tail Spin – Up + A
Tail Swipe – Up, A
Tail Around – (air) Up, A
Power Sweep – Down + A

Sweep – Down, A
Downward Spark Twirl – (air) Down, A
Yellow Foot – (air) Back, A
Electric Spit – B
Electric Blast – Down + B
Teleport – Up + B (can be directed in two directions)
Flip Toss – Right Button + Any Button
Shock Toss – Right Button + Back

SAMUS ARAN

Samus shows why she deserves her own N64 game. Her attacks are unique, loaded with variety, and her powered armor looks even more stunning in 3D. Her Bombs, Energy Blasts, and evasive maneuvers make her a real pain to fight and a joy to play as. Metroid fans will play as no one other than Ms. Aran.

Overhead Kick – (air) A
Metal Punches – A, A
Barrel Smash – Forward + A (can be directed H + L)
Roundhouse Kick – Forward, A (can be directed L)
Air Flame – (air) Forward, A
Shoulder – Dash + A
Flame On – Up + A
Rising Twist Kick – (air) Up + A
Heel Pound – Up, A
Twist Kick – (air) Up, A
Lightning Sweep – Down + A
Sweep – Down, A

Rising Barrel – (air) Down, A
Power Kick – (air) Back, A
Energy Ball – B, B or A
Mega Energy Ball – B (charge for 6 seconds), B
Fake Energy Ball – B, Back
Tuck & Kill – Up + B
Mini Tuck + Kill – (air) Up + B
Bombs – Down + B (2 on-screen at once)
Grapple & Toss – Right Button + Any Button
Grapple & No Look – Right Button + Back

YOSHI

A huge arse tongue is always fun to play with, and as always, Yoshi delivers the best tongue control on the N64. With what has been measured to be a three foot tongue (wow!!!), Yoshi can lick, suck, and swallow every opponent in the game. What for? The upper hand. Opponents who gestate in the green gut will surely take a beating shortly after as they return to the battle field in an egg, holding them for four seconds. In that time, Yoshi can beat away.

Toe To Toe – A, A
Headbutt – Forward + A (can be directed H + L)
Da Boot – Forward, A (can be directed H + L)
Headbuttsault – (air) Forward, A
Raptor Charge – Dash + A
Whoa! Butt – Up + A
Underheadbutt – Up, A
Up & Over – (air) Up, A
Vacinity Sweep – Down + A

Sweep – Down, A
Million Billion Kicks – (air) Down, A
Swoosh – (air) Back, A
Tongue Action – B (egg can be attacked)
Egg Sacrifice – Up + B (charge for longer toss)
Green Crush – Down + B
Accurate Green Crush – (air) Down + B
Saliva Toss – Right Button + Any Button
Saliva Heave – Right Button + Back

CAPT. FALCON

(Simply beat the game to get this stud.)
We expected this character to be a real loser (like Jeff Gordon) and an even bigger wuss in combat (also like Jeff Gordon). But nothing could be further from the truth. Captain Falcon conducts fire as well as Darth Vader does the Force. Captain Falcon commands several powerful attacks and shows no real signs of weakness. He's a trooper.

Heel – (air) A
Racing Fists – A, A, A
Bucket O' Punches – A, A, A, A (rapidly)
Flame Kick – Forward + A
Kick – Forward, A
Double Kicks – (air) Forward, A
Cold Shoulder – Dash + A
Elbow Spin – Up + A
Overhead Kick – Up, A
Flip Kick – (air) Up, A

Power Sweep – Down + A
Toe Tap – Down, A
Heel Slam – (air) Down, A
Backhand – (air) Back, A
Falcon Punch – B or Forward + B
Flip Grab – Up + B
Falcon Kick – Down + B
Diagonal Falcon Kick – (air) Down + B
Face Slam – Right Button + Any Button
Grab & Kick – Right Button + Back

Hidden Characters

To add each of these characters to the selectable list, you will first need to show your skills and beat them in one round of combat. Simply follow the instructions for each character to make it to these important encounters.

LUIGI

(Beat the Bonus 1 challenge with each character. This feat can be accomplished through the training mode.)
Except for two slight differences, Luigi's move list is exactly the same as Mario's. Luigi has always stepped lightly and far behind his brother footsteps. Super Smash Brothers allows Luigi to take the initiative and seek revenge. Pit him against Mario for a good ol' beat on the brother game of death.
Go get 'im Luigi, we always wanted you to end up with Toadstool...er...the Princess.

Afraid Yet Brave – Dash + A
Low G Fireball – B

PURIN

(Simply beat the game to add her to the list.)
There are over 150 Pokemon, and Nintendo picks Purin as a playable character. Oh man, we want to trade her (we hope it's a she) for a Squirtle. Oh mamma!!! Purin really doesn't do a darn thing. She sings, sleeps, and occasionally lands a hit. Most of the time though, she's the one taking a beating.

Flat Foot – (air) A
Slap Slap – A, A
Body Lunge – Forward + A
Kick – Forward, A
Two Foot Kick – (air) Forward, A
Rambutt – Dash + A
Face Lunge – Up + A
Back Kick – Up, A
Slow Slap – (air) Up, A

Blowing Steam – Down + A
Ducking Kick – Down, A
Cute Twirl Thing – (air) Down, A
Spin Kick – (air) Back, A
Boom Punch – B
Sleep – Down + B (serves no purpose)
Sing To Sleep – Up + B
Toss – Right Button + Any Button
Reverse Slam – Right Button + Back

NESS

(Beat the game on Normal with three lives and without continuing.)
He stars in one off the wall SNES RPG, then he ends up as only one of twelve Nintendo characters selected for this fighter. Go figure! He beat out Bowser, Toadstool, Ganon, Wario, Princess, that annoying fairy from Zelda 64, Robby the Robot, and Ken Griffey, Jr. But after stepping into his shoes for a few rounds you understand why he made it. He's one tough little kid with some awesome firepower under his belt.

Two Legged – (air) A
Triple Combo – A, A, A
Bat Attack – Forward + A
Lunge Kick – Forward, A (can be directed H + L)
Flying Uppercut – (air) Forward, A
Das Hand – Dash + A
Yo-Yo Fling – Up + A
Jubilation Jump – Up, A
Airborne Headbutt – (air) Up, A

Around the World – Down + A
Toe Kick – Down, A
Vertical Toe – (air) Down, A
Reverse Kick – (air) Back, A
PK Fire – B
Angle PK Fire – (air) B
Shield – Down + B
PK Thunder – Up + B (controlled with directions)
Spin Throw – Right Button + Any Button

NEED FOR SPEED
HIGH STAKES
NFS

What's at Stake?
An Interview With Need For Speed: High Stakes Producer, Tony Parkes

Electronic Arts' Need For Speed (NFS) series keeps on truckin' for the PlayStation. Each title in the line has not only been a commercial success, but also expanded upon its predecessor by leaps and bounds, making all which have come before look like road kill in comparison. This March, when Need For Speed: High Stakes is simultaneously released in the United States and Europe, what will it feature to raise the bar still further on this classic franchise? GI had to know, so we got hold of Tony Parkes, a member of the High Stakes production team, to give us the straight dope.

Aston Martin DB7

Game Informer: What improvements and additions have been put into Need For Speed: High Stakes?

Tony Parkes: What we do with every product in a series is look at press and public reaction, listening to the criticisms that everyone has. One of the complaints about NFS III was that the depth of play wasn't massive, especially compared to the other products out there. People wanted more cars, realistic physics, and basically a lot more fun features. This year, we totally overhauled the visuals and the physics engine. We know there are a lot of people out there who just want to have a quick race, as well as those who want to earn all the available cars, so we looked at the game in two forms. On one side, there are the more arcade-type modes, like Test Drive and Hot Pursuit. Test Drive has more limited options and tracks, but all the cars are available to try out. On the deeper side is the career mode with the economy, where each race earns you money to repair your car or buy new features and better cars. We wanted to add consequences for bad driving, and having to pay for repairs makes a person learn pretty quick.
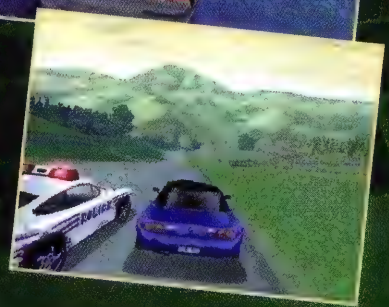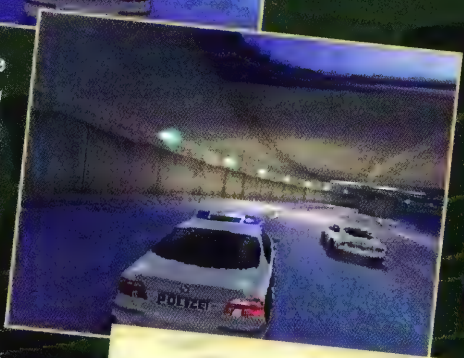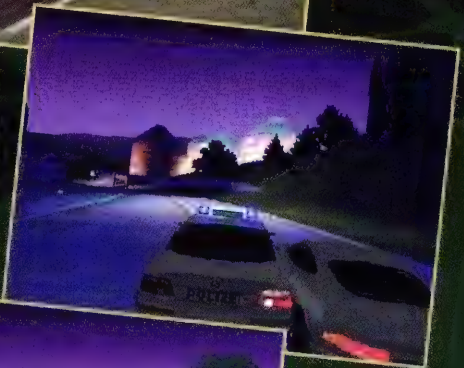
GI: Will players still be able to choose the easier arcade driving model to avoid taking so much damage?

TP: No, we put a lot of effort into one physics model for all modes. It's pretty easy to drive, but very realistic. But if someone wants to just have some fun without aftermath, damage can be switched off in the Single Race mode.

GI: With the money you earn, what will you be able to do besides repair damage and buy new cars?

TP: A lot. We really wanted to give players a feeling of not only consequences,

Chevy Corvette

but also ownership. We start you off with just enough money to buy your first car. From there it's all about how much you win and how you choose to invest your money. You can save up, sell the car you have and buy another car, or you can upgrade and race the car you've got. You can add engine upgrades, improve aerodynamics, and mess around with the handling. Each feature affects the cars in different ways. For example, an engine upgrade in a Ferrari would be different from the same upgrade for a Corvette. All the modifications are visible, too. When you adjust the suspension, you see the car lower in the showroom window. If we were both racing Mercedes SLKs, but yours was upgraded, I'd be able to see the difference.

GI: What will damage do to your car during a race besides making a dent?
TP: Well, first off, you can't ever completely destroy a car. We could have done it, but decided it's never fun to be completely out of the race, having to drive a heap at ten miles per hour around the track. Cars can have their performance lowered by around 30% from collisions, depending on where the car is damaged. If you have a front engine car and smash in the front end, your acceleration and top speed get lowered. But if the back were to get hit, it might fish-tail around corners. If a player is using analog controls, then they'll have to compensate for the pull that side damage causes.

GI: How much will all these knocks and bumps cost a player?
TP: If I take my BMW and go ripping through the track, wrecking my car to win, I might win $3000, but cause $5000 in damage. For example, with Knockout mode, six cars enter by paying a $10,000 entry fee, but only the last one in wins the kitty; and you have to keep repairing your car between races to stay vital, because the AI is really expert. I was racing the other day and got knocked out on the last race. Between the entry fee and my repair bills, I came out thirty grand down and had nothing to show for it.

GI: Are there some easier races where you could slowly but surely earn some cash?
TP: Oh yeah. One is a world-wide open race tour. It's low repair and an easy race. There are six tournaments and seven special events, like roadster class and Corvette only. What's really neat about the special events is you can win tricked out, custom-painted versions of some models that are the crowning jewels of a car collection.

GI: How did you decide which cars to include as options?
TP: We tried to focus on having a broader range of cars this time around. We do go up to the McLaren F1, which is the fastest road car in the world, but players start off with something like the BMW Z3. Right now, we've got 19 cars, with visible drivers and modeled interiors that you can see from the third-person view.

Jaguar™ XKR™

R186 NKP

> *"...we totally overhauled the visuals and the physics engine."*

GI: What happened to the first-person dashboard view from NFS II?

TP: The dashboard cam was a trade off. It takes a hell of a lot of memory to have a different dash for every car. We decided it was better to spend our time having incredibly detailed car features instead. We could have done it, but all the consumer would have gotten was NFS III with cool dashboards.
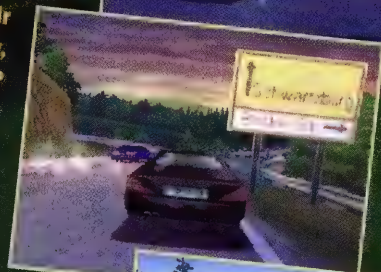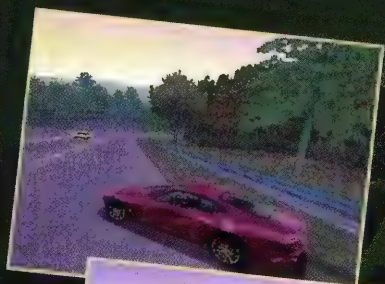
GI: Let's talk about the mode that this NFS is named after: High Stakes. Both players put in their memory cards and wager their cars against each other. Does the transfer happen automatically, or after losing, could you grab your card and run like the dickens?

TP: What happens is, when you enter that mode, a warning comes up indicating that this is a severe mode – don't enter unless you are absolutely sure you're willing to possibly lose the car you enter. The players get the option of having one race decide it, best of three, or best of five. Then the tracks, weather, and other options are selected by the players. At that point, we inform the users that the cars are being taken off the memory cards. At the end of the race, the winner gets a congratulation screen, displaying the loser's car he's just won.

GI: High Stakes is also incorporating random track events into the races. Do they happen in all the races? Do you turn the feature on and off? What are they?

TP: It depends on the mode you're in. It's switched off for tournaments, because we found it could be really aggravating to be in first place, suddenly get caught in a rock slide, and then be in sixth. It's a cool technology, but in the wrong mode it can be damn annoying. Basically, the random events depend upon what features you have selected for your race. For example, if you have traffic on, then you'll get more accidents on the track and lanes closed off. They are completely random and not triggered, so drivers really won't have any idea what will happen or where. In one of the tracks, there's a train that weaves through the track. The train travels alongside the road for a while, but then disappears. Later on, it comes back and if you've timed it right, you can beat it across the tracks to shave some seconds off your time. If you time it wrong, your car gets completely smashed up.
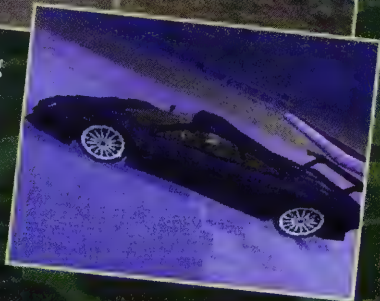
GI: For research on NFS: High Stakes, did you get to drive in all of the featured cars, or were specs sent in from the manufacturers?

TP: Bit of both. We recorded all the engines of the cars and drove them around for reference. We recorded the cars as they passed us and in different places. If you're stuck behind a car, you'll hear it differently than if you were passing it. You can hear the cars getting louder as they come towards you and fading as they pass you.

GI: With their cars, how far will the manufacturers let you go before saying, "You can't do that with our cars"?

TP: The manufacturers treat the licenses with EA as a partnership. They don't want their cars painted in a negative way, and we want them as great looking as possible. The licenses are pretty open, as long as the things are depicted in a realistic fashion. They don't want

Pontiac™ Firebird™

McLaren F1 GTR

BMW M5™

their cars grazing a wall and then blowing up into twenty pieces, because that doesn't reflect favorably on their name. We all have a kind of understanding that it's the people that break the laws and not the cars themselves.

GI: With this freedom, what improvements were made to the Hot Pursuit mode?

TP: First off, you can be the cops and have a choice of different police cars. You can call for backup, call ahead for road blocks, and lay down tire spikes. Either one player can chase down the other, both can team up to chase people down, or they can race while dodging the law. When you're the cops, the AI opponent won't try to finish the race, it will do anything to get away from you. It might slam on the brakes, do a 180, and come right at you. As the chasee, a player can learn the police's movements by listening to the police scanner. We put a lot of effort into the speech, and it will literally give you the play-by-play on what the police are doing if you know how to listen.

GI: How will Need For Speed: High Stakes stack up against other PlayStation driving games, especially upcoming ones like Gran Turismo 2 and Driver?

TP: I really believe that there are different games for different people. Gran Turismo, in its own right, is an awesome game. But it's a completely different experience playing Gran Turismo than it is High Stakes. Gran Turismo is a focused game for those willing to make a major time investment to get into it. We wanted a more mass appeal title that would attract both those that want to get into car customizations as well as six year olds who want to drive fast. We focused on making the game as fun as possible, but having a great deal of depth for those that want it. NFS also has a different emotional feel with your personalized cars being chased out on the open road. We could have easily thrown in five different Corvette models and years, but the most fun part is customizing your own car, so more models weren't necessary.

GI: Will there be more Need For Speed to come? And if so, will it be on the PlayStation, or is it time to move on to a next generation system?

TP: Of course, it depends on public reaction. But it is getting harder and harder to think up new things to put in the versions. We do have some tricks up our sleeves, though, that I personally would like to put in another product. The racing category is the second biggest category on the PlayStation. The racing category is the second biggest category on the PlayStation, and NFS III was the best selling version of the series. I don't think we'd ever rule out the PlayStation in the near future. It's got millions of units out there. If we did another one, there's a possibility we would do it for all formats. Every NFS has done incredibly well for EA on both PlayStation and PC. Again, though, it all comes down to consumers - what they're buying and what system they'd like Need For Speed to be on.

Ferrari F50™

G I N E W S

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Square Spills All

Chocobo Dungeon

1 & 2 Final Fantasy V

3 & 4 Final Fantasy VI
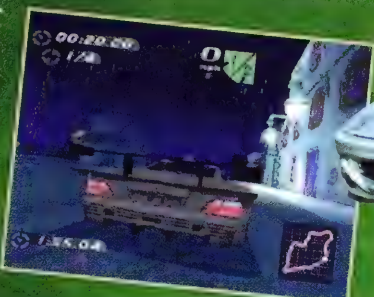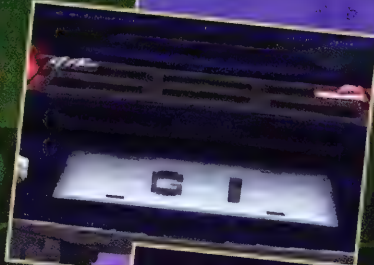
They came, they got a serious beat down, they spilled their guts. As soon as the **Square** representatives walked through the door, they were ambushed by ravenous *Game Informer* reporters and summarily stripped of all secret information. From what we've pieced together, 1999 looks to be the year where all things *Final Fantasy* will reign supreme on the **PlayStation**.

Square is planning to interrupt many prayer-fests and candlelight vigils by releasing **Final Fantasy Anthology** to America. The good news is that the anthology will combine *FF V* and *FF VI* into one package for their first trip to this side of the ocean. The bad news is, unlike the Japanese **Final Fantasy Collection**, *FF IV* will not be included. Some may scream bloody murder at this oversight, but more are going to line up this fall to get a copy.

Yeah, yeah, the anthology is nice, but what about the big daddy: **Final Fantasy VIII**? Already released in Japan on February 11 of this year, the latest installment in the *FF* series is already shattering all records. Those language-impaired folks here in the U.S. will have to wait until September or October for the stateside release. What's that? Your bowels are backing up from anxiety? For relief, look to page 50 for an in-depth report on the Japanese version.

A cute company icon was born in *Final Fantasy's* Chocobo, and Square wants this little birdie to become a household name on par with uh...that Italian plumber dude and that blue, um, spinning rat thing. **Chocobo Racing** pits the yellow avian against his *FF* cohorts (Cloud, Squall, Aya, Jack, Cid, and others) in this **Mario Kart**-esque derby. *FF* music plays on the nine tracks while competitors try to nab up to three magic balls that screw over the other racers. Some examples of the ball's effects are lightning, fireballs, shrinking other players, or causing another's death in ten seconds. A 2-player split screen, Vs. and GP modes, and hidden racers are just a few more things to look forward to come November when this title hits U.S. shores.

Opening another Final Fantasy year will be **Chocobo's Dungeon 2**. The first part, of course, was released in Japan and the second will retain its name for the American release to avoid confusion. Players team Chocobo up with another *FF* character, such as Mog or the White Mage, to explore randomly created dungeons, **Azure Dreams**-style. While spelunking, Chocobo will fight monsters, try to avoid traps, gain experience, and go up levels -- hoping to someday beat the boss at the end of each of the six dungeons. To accomplish this, however, Chocobo will have to find items like better saddles and mithril claws that allow him to scratch through walls. We in the states will see this one by January 2000 at the latest.

Chocobo Racing

Resident Evil Returns to PlayStation

After **Capcom** debuted **Resident Evil: Codename Veronica** for the **Dreamcast**, **PlayStation** owners went nuts and demanded that a sequel be developed for their console of choice. Word out of **Capcom Japan** is that a new *Resident Evil* is in fact on the way for the PlayStation. But don't expect this new adventure to be the third installment in the best-selling series. Instead, the next installment lined up for the PlayStation is a surprising prequel that takes place just 24 hours before *Resident Evil 2*. **Resident Evil X** (working title) is rumored to utilize the same engine from RE 2 and will likely release in Japan this November.

No other information has been issued yet, but don't be surprised if this adventure delivers multiple characters and quests like the other two before it. Existing survival horror experts like Barry, Rebecca, Chris, Jill, and Brad are likely candidates for the starring roles. *Resident Evil X* could possibly draw plot points from the novel *Resident Evil Caliban Cove*, which is set between the two existing *Resident Evil* games. To be sure, the heroes of *Resident Evil X* will do battle against the depraved Umbrella Corporation.
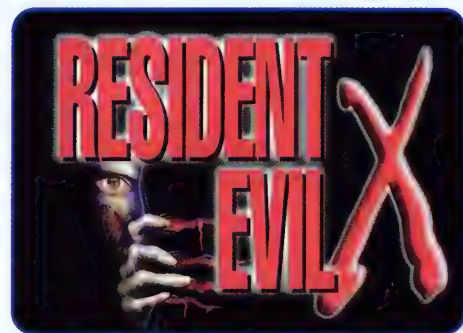
Sony Dishes Up the Next PlayStation

Sony Computer Entertainment, Inc. (SCEI) served up an international appetizer for the company's next home console system and will present the second course in Japan weeks after this publication goes to press.

News of the next **PlayStation** has been circulating for many months, but concrete chip specifications were presented by SCEI at the **International Solid-State Circuits Conference**. Although SCEI and subsidiary Sony Computer Entertainment America futilely attempted to mask the fact, they just dished up the inner workings of what many at Sony are calling "**PlayStation 2.**"

The chipset of the next PlayStation, a joint collaboration between SCEI and **Toshiba Corporation** code-named the **Emotion Engine**, is actually a series of microprocessors. At the core of the Emotion Engine is a 128-bit CPU that clocks in at 250Mhz and also includes an MPEG2 decoder. SCEI executives have hinted at DVD compatibility for the PlayStation 2, and the MPEG2 capabilities found within the main CPU can serve the DVD function. To put this in perspective, **Sega's** new **Dreamcast** has a 64-bit CPU that clocks in at 200Mhz. Of course, specs mean little without a solid lineup of software – Sega has the head start in that department, but Sony will unveil more in the near future. Sony is just getting the stove hot and will serve a more substantial (and official) PlayStation 2 meal in Japan.

Early in March, Sony is scheduled to uncover many more details concerning the PlayStation 2. The company is planning a huge media event in Tokyo, where development footage will be revealed. Whether the footage is of actual gameplay or just some computer generated fluff remains to be seen.

At press time, Sony neither confirmed nor denied the existence of the PlayStation 2, but *Game Informer* will have a representative at Sony's Tokyo event when the lid (a very transparent one) is blown off Sony's PlayStation 2 crockpot. Stay tuned, as next issue will have even more information on the next system from Sony.

- 128-bit Microprocessor
- 250 MHz microprocessor with 128b multimedia extensions
- 10 floating-point multiplier accumulators
- Four floating-point dividers
- An MPEG2 decoder
- Contains 10.5 million transistors

Capcom's Prehistoric Evil

At this year's annual Tokyo Game Show, **Capcom Entertainment** debuted Dino Crisis, a free-roaming adventure of prehistoric proportions for **PlayStation**. Dino Crisis is the next Survival Horror game developed by *Resident Evil* mastermind, **Shinji Mikami**. This adventure toys with gamers' emotions in the same manner as *Resident Evil*. But don't expect to be startled by a zombie in the piano room. Think more along the lines of raptors jumping out of bushes and tyrannosaurs streaking across valleys. *Dino Crisis* inspires fear and introduces gamers to the next female video game star, Regina, a government agent and all around good-looking muffin.

The story is set in the not-so distant future and takes place on the supposedly uninhabited Ibis Island. Here, secret experiments have been taking place for years. One night though, something goes wrong, unlocking a dimensional portal to the prehistoric world. Now, Regina has been issued the greatest of assignments: travel to the island and find out what went wrong. As expected, the dinosaurs aren't the best of hosts. They'll toy with you, disarm you, and even follow your trails of blood. *Dino Crisis'* gameplay is ferocious and loaded with action. Throw switches, sneak with caution, and blow those dinosaur aliens back to the stone age. Capcom says that *Dino Crisis* will be playable at this year's E3, and should hit retail shelves in the fall. Stay tuned.

Visual Concepts' Dreamcast Lineup

Clothes may not necessarily make the man, but software always makes (or breaks) a new console system. Knowing this, **Sega** is doing everything in its power to make sure that the **Dreamcast** will have many a gaming gem for its U.S. launch. One fortunate *GI* reporter had the opportunity to see what **Visual Concepts** has cooking for Sega and brought back the dirt on a few of its Dreamcast titles that will hit America come kick off.

Floigin Bros. is a 1-player adventure/mystery title set in the 1920's jazz era. The main characters are the two Floigin brothers -- one strong and stupid, the other short and smart. The game was heavy on animations, many of them amusing, and all fantastic looking. For example, when the smaller brother tries to force open a door, the player watches him grow exasperated in a dozen positions rather than opening the door in the same way over and over. At only 30%, this title was graphically second only to **Sonic Adventure**, and should be amazing upon completion.

On the inevitable sports side of things come **NFL Football** and **NBA Basketball** (working titles), both currently 15% completed. The spectators and sideline crowd in both were incredible. Each person is individually animated, rather than just part of a painted backdrop. Camera crew, bench warmers, and crazed fans can all be seen doing their thing. Collision on the football title was also impressive, to say the least. The game not only takes into consideration at what height a player is being struck (high, middle, or low), but also from which of eight directions and at what depth a tackle is made. A close-diving tackle to the mid-section will fold a player in half, but a long and low dive will be easily skipped away from.

If these titles deliver in their final form, and if other developers are working as hard as Visual Concepts, the future of Sega's Dreamcast looks like a profitable one.

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game informer's top ten
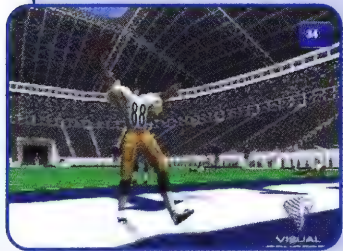
Editors' Top Ten Games for April

10. Beetle Adventure Racing – N64
9. Tenchu – PS-X
8. Street Fighter Alpha 3 – PS-X
7. The Legend of Zelda: Ocarina of Time – N64
6. Legend of Legaia – PS-X
5. Sega Rally 2 – DC
4. Syphon Filter – PS-X
3. Guardian's Crusade – PS-X
2. Super Smash Bros. – N64
1. Final Fantasy VIII – PS-X

Readers' Top Ten Games for April

10. MediEvil – PS-X
9. Pokemon – GB
8. Tomb Raider III: The Adventures of Lara Croft – PS-X
7. Crash Bandicoot: Warped – PS-X
6. Turok 2: Seeds of Evil – N64
5. Rogue Squadron – N64
4. Metal Gear Solid – PS-X
3. GoldenEye 007 – N64
2. Gran Turismo – PS-X
1. The Legend of Zelda: Ocarina of Time – N64

Top Ten Job Openings at Game Informer

10. Plastic surgeon specializing in pectoral implants.
9. Boot licker.
8. Cartridge and disc maintenance engineer (someone to blow on 'em).
7. Swedish Masseuse.
6. A bartender specializing in sloe gin mixes and other fruity libations.
5. Pokemon wrangler (strangler position also available).
4. Someone to witch-slap the Game Hombre when he whines about not understanding Japanese again.
3. Joystick technician.
2. Linguist specializing in the various forms of, "kiss off".
1. Reviewer (of crappy games).

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!

Gran Turismo 2 Unveiled!

Sony Computer Entertainment America announced that **Gran Turismo 2** will launch worldwide this summer. Its **PlayStation** predecessor, **Gran Turismo**, has the distinction of being the best-selling racing game of all time. As of December 1998, 6.2 million Gran Turismos have been shipped, and it's still selling well. Heck, even GI is on the Turismo bandwagon, calling it the best racing game of 1998 and the 4th best PlayStation game of all time.

What will the second in the series do to measure up? If it ain't broke, don't fix it. Sony is having Gran Turismo 2 developed and produced by **Polyphony Digital**, the creators of the original. The plan is to build upon the original, adding around 250 more cars and 9 more tracks. That's going to bring the grand total to almost 400 vehicles (with more European and American models getting in there) and 20 racing courses. Automotive authenticity will be aided by recorded audio of actual cars and Dual Shock compatibility.

Game Informer will definitely have more on this highly anticipated sequel.
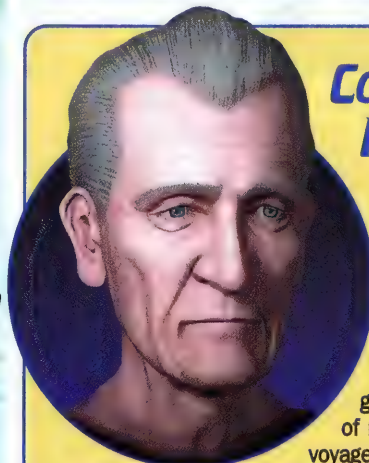
Countdown to 2001 – Final Fantasy: The Movie

In the year 2065, science has analyzed life and death, deciding that life is expressed as a form of energy. But what does it mean to be alive? What does it mean to die? In life, all things and all people die; therefore, we must all live with the knowledge that we will one day be separated from our loved ones.

This is the heart-warming message that the director of **Final Fantasy: The Movie**, Hironobu Sakaguchi, wants to convey in his soon-to-be released, feel-good movie of the year. Being created at Square USA's Honolulu studio, Sakaguchi hopes that his fully digitized film conglomerate, which unites console gaming with the big screen, will touch the imagination of many generations and set the viewer on an exciting voyage of personal discovery.

Backing up Sakaguchi's emotional aspirations is a powerhouse of a team. The scriptwriter, Al Reinert, was nominated for an academy award for his writing work on Apollo 13. Michael Gibson, associate director, was the graphics supervisor of Tron (the first movie with digital computer graphics) and Alien 3. Between them, producers Akio Sakai and Jun Aida have had their hands in numerous arcade hits and over 80 home game titles, including **Street Fighter** and **MegaMan**. They have also produced the Street Fighter movie and the animated TV series Street Fighter, MegaMan, and **DarkStalkers** for the U.S. market.

All this sounds nice on paper, but will it deliver on the screen? GI was lucky enough to have Square reps show us a short clip from the film (not the one circulating the net), and we must say that it was impressive. In fact, considering that we were told that things have been improved from what we saw, it was quite awe-inspiring.

Final Fantasy: The Movie will be released first in the United States sometime in the year 2001. Prepare to dream digitally.

Nintendo Revises First-Half Lineup

Nintendo has revised and revamped its first-half game lineup. As reported last month, the big N is ramping up an impressive list of games for both the **Nintendo 64** and **Game Boy Color**. Speaking of Game Boy Color, Nintendo has unveiled four new colors that will accompany the already released purple and translucent purple GBCs.

Also worth noting are **Pokémon Pinball** and **Bass Fishing**. These two titles will be the first to include the Game Boy Color rumble feature that is built into the game cartridge. Additionally, **Pokémon** fanatics will be treated with a game for N64, **Pokémon Snap**. In the game, players scour the world in search of the extremely elusive *Pokémon* creatures. Armed with a camera, a player will attempt to snap a picture of every monster in the game.

Pokémon Snap

Nintendo 64
- **Super Smash Bros.** – April 26
- **Tetris 64** – April 26
- **Ken Griffey Jr. Baseball 2** – May 10
- **Star Wars: Episode 1** – May 24
- **Jet Force Gemini** – June 14
- **Command & Conquer** – June 28
- **Pokémon Snap** – June 28

Game Boy Color
- **Conker's Pocket Tales** – March 22
- **Griffey Baseball 2** – May 10
- **Pokémon Pinball** – May 10
- **Super Mario Bros.** – May 10
- **Bass Fishing** – June 28
- **R-Type DX** – June 28

Game Boy Color units:
- Berry, Kiwi, Dandelion, Teal – May 10

Sony To Publish Enix RPG

Sony Computer Entertainment America has announced that it will be publishing **Enix's** critically acclaimed RPG, **Star Ocean: The Second Story** in the United States. This PlayStation RPG, which is similar in art style to **Saga Frontier 2**, stars two main characters: Crawd C. Kenny and Lena Lanford. Depending on which is chosen as the player's primary character, subplots, character encounters, and special events will all be different. Action-based fighting sequences round out this deep title. *Star Ocean: The Second Story* will release this June.

Tidbits on WWF Attitude

WWF Attitude for the **Nintendo 64** and **PlayStation** is looking at a late spring release.

There will be over 55 wrestlers to choose from, including **Stone Cold Steve Austin**, **The Undertaker**, all of **D-Generation X**, and **The Rock** (sending you to Smack Down Hotel). New specialty matches will include Lumberjack, King of the Ring, Survivor Series, and Royal Rumble, all in new arena environments. New entrances, music, select and save sets of moves, and fighting on the way back to the dressing rooms will also be added.

Other things to look forward to: An expanded Create-a-Wrestler with customizable gender, strength, endurance, costume, body type, entrances, and taunts. Plus, there are over 400 moves, including trademark finishing moves (such as Rock Bottom and the Corporate Elbow). Then, there is two-man commentary featuring **Jerry "The King" Lawler** and **Shane McMahon**, an improved Training mode, multiple camera angles, and special cheats and codes.
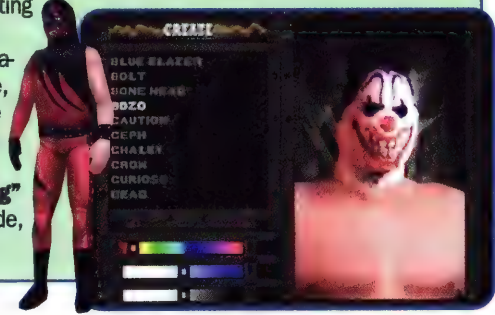
Neo-Geo Pocket Color Coming to U.S.

SNK has plans to bring the **Neo-Geo Pocket Color** system to the good ole U.S. of A. With a summer release date in mind, SNK hopes to eventually release all of its Japanese titles for the system through SNK U.S.

The color unit will look essentially the same as the black and white Neo-Geo Pocket, the main difference being a 2.6 inch color screen. Using two AA batteries, the Neo-Geo Pocket Color will be able to play all games that the black and white can and vice versa. The only non-compatibility issue is that some color games will not link with players on a black and white.

The Neo-Geo Pocket Color will be released in Japan on March 19th, with a summer U.S. release to follow.
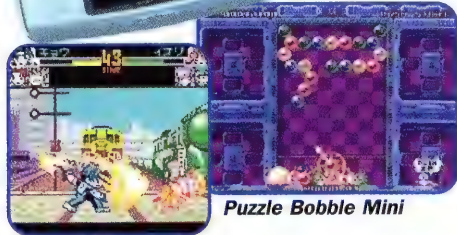
Puzzle Bobble Mini

King of Fighters R-2

VIDEO GAME TRIVIA

1. What vector arcade classic is being revised by Activision for Game Boy Color?
2. In millions, how many copies of Final Fantasy VIII were sold on its first day of release in Japan?
3. What snazzy new case colors will the Game Boy Color sport come May 10?
4. What is the name of Take Two's new subsidiary that will handle all their "cutting edge" games. Hint: think Kip Winger and Sebastian Bach.
5. What game line did Magnavox release for the now ancient Odyssey 2 that came packaged with both a board game and a cartridge that could be played together?

[Answers on the bottom of page 28]

Name That Game

This horrific gem was developed by NEC for its TurboGrafx-16 Entertainment SuperSystem and released in 1990. It quickly set new standards in gaming gore quotients. Playing a hockey-masked Jason wannabe, you wandered the West Mansion in search of your girlfriend, killing zombies and whatnot with your trusty two by four along the way. What game is it?

[Answer on the bottom of page 28]

GI NEWS

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Data File:

▶ **Sony Computer Entertainment** spin-off, **989 Studios**, is currently developing *NFL Xtreme 2* and *Jet Moto 3*. No official release dates were announced for these two sequels, but they are both likely to appear on the **PlayStation** this fall.

▶ **Sega** executive vice-president **Sadahiko Hirose** stated that current **Dreamcast** sales projections should have the machine at the one million mark for the end of March. Hirose also states that by June there will have been two million DC units sold in Japan. The company hopes to sell over four million Dreamcast machines by the end of March 2000.

▶ *Mortal Kombat: Special Forces* will be a **PlayStation** and **Nintendo 64** title that should see the light of day some time in November. It will be a *Tomb Raider*-esque game during exploration, but will switch to a fighting mode for melees.

▶ **GT Interactive** has filed a civil complaint against **Midway Games**, Inc. to the tune of at least $35 million.

▶ **Ubi Soft Entertainment** and **Warner Bros. Interactive Entertainment** inked a licensing agreement to create console adventures for **DC Comics'** dark icon, **Batman**. **Dreamcast**, **Game Boy Color**, **Nintendo 64**, and **PlayStation** owners can all look forward to some kind of Batman title for their system from this dynamic software duo. Bruce Wayne was unavailable for comment.

▶ **Eidos Interactive**, publishers of the *Tomb Raider* series, has announced that it has signed a three-year deal with **Video System** to allow Eidos to distribute a **PlayStation** and **PC CD-ROM** Formula One game based on the **FIA Formula One World Championship**.

▶ Pokémaniacs will now be able to get a Saturday morning chunk of *Pokémon* on **Kids' WB!** In the fall, *Pokémon* moves to six days a week on WB.

▶ **Sony Computer Entertainment America** announced that 17 million **PlayStations** have sold in North America and the company had a record-breaking holiday season with over 4 million systems sold. To date, over 50 million PlayStations have been shipped worldwide. Now that's a lotta PlayStations!

▶ **Hasbro Interactive** announced it signed a non-exclusive agreement with **NASCAR** to develop family and children's software for all platforms.

▶ **Crave Entertainment** has acquired the publishing rights to **Eidos Interactive's** *Fighting Force 64*.

toys! toys! toys!

Things are quickly getting out of control. Turning video game characters into tangible figures is not a new concept, but recently the practice has blossomed into a full-fledged consumer onslaught. Last February at the annual Toy Fair in New York City, many of the new toys were unveiled. Take a look to see what's cool and what deserves to be tossed in a toxic dump.

The *Turok* line is the last one we'd like to look at. But let's make it brief. These are some of the lamest figures we have ever seen. Is that lipstick on that T-Rex? *Turok 2: Seeds of Evil* was chock-full of excellent looking enemies, which for some reason weren't transformed into plastic, while that dinosaur in drag was.

ReSaurus, one of the best, is the company behind *Crash Bandicoot Series 2*. Featuring characters from *Crash Bandicoot: Warped*, it includes personalities like Roman Tiny, N. Tropy, Dead Crash, High Flying Crash, Deep Dive Crash, Moto Crash, Wave Runner Coco, Dingodile (a.k.a. The Rubinagavinasaurus), and N. Gin. In addition to these plastic Crash toys, there will also be a series of 4 plush, bean bag toys. Tiny, yet huggable, these toys pale in comparison to their plastic brethren. Look for both lines of toys to emerge this summer.

The talented hands of ReSaurus are responsible for sculpting another series. The cool thing about the *Gex* line is that the figures are sold in pairs with a number of accessories. There are four sets, each with Gex and one of his enemies. One features Moo Shoo Pork and Grandmaster Gex along with a Chinese take-out box, nunchucks, and a cattle prod. Next is The Sarge and Private Gex along with an M1 rifle, grenade, first-aid kit, and pistol. The third pair is a skeleton pirate and Long John Gex along with a saber, treasure chest, and a cutlass. The last set is Gex's long time enemy, Rez, and Secret Agent Gex along with a Walther PPK and sunglasses. Look for these gems in the second quarter.

Toy Biz is making a line of figures featuring Diddy Kong, Banjo, and Wiz Pig in the first launch. Each will come packaged with a weapon or action accessory. Rumor has it that a few more characters from the *Diddy Kong* and *Mario Kart* lines will appear this winter.

Toy Biz is also working on a *Resident Evil* line. Leon and Claire are already available, but look for more this summer. Like the *Gex* line, these figures are sold in pairs: Ada Wong and Ivy, Sherry and William Birkin, Mr. X and Tyrant Transformation Mr. X, and Hunk and Zombie.

The *Tomb Raider* line of toys is brought to us by **Playmates**. In all, there are eight figures in three sizes: six, nine, and twelve inches. All of the six inch figures should be out this June. Three of them will go for around $10 including Lara facing a Bengal in an ancient ruin, Lara encountering a great white in a sunken ship, and Lara escaping a yeti while rapelling down a cliff. The other six inch figure will go for about $20 and features Lara in a bomber jacket, atop a motorbike, cruising down a London street. There are three nine inch figures that will retail for about $20. Lara in her wet suit is already available. April will see Lara in her classic jungle outfit and in July, Lara will bust out of the Area 51 prison.

Also in July will be the debut of a 12 inch talking Lara figure featuring fabric clothing, rooted hair, and hundreds of phrases.

XS-SPEED

JEFF GORDON XS RACING
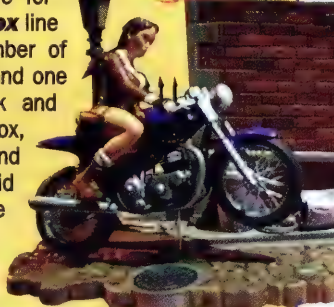
RACE WITHOUT LIMITS.

XS speed, awesome competition and the pulse-pounding exhilaration of flying by cars at speeds in excess of 300 MPH.

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ASCII Gets New Name, Facelift

ASCII Entertainment Software (AES) announced that it is creating a wholly owned subsidiary, called **AGETEC**. AGETEC, an acronym for **ASCII Game Entertainment Technology**, will basically handle all of the games that ASCII used to do, allowing ASCII to go fishing and catch up on the housework.

"Under the AGETEC banner we'll continue to focus on creating the best game experience possible for our customers," said **Hide Irie**, president of both companies. "We have our finger on the pulse of the gaming market, and AES' successful hardware and software track record is the perfect springboard for AGETEC as we head into 1999 with the strongest line-up in our history."

The AGETEC lineup is as follows: **R-Types, Echo Night, Shadow Tower, Clock Tower II: The Struggle Within, Fighter Maker,** and **Rising Zan,** all for **PlayStation**, and **AirBoardin' USA** for **Nintendo 64**. It should be an interesting year indeed for the AGETEC guys. Let's hope they drop some great goods on us in 1999.
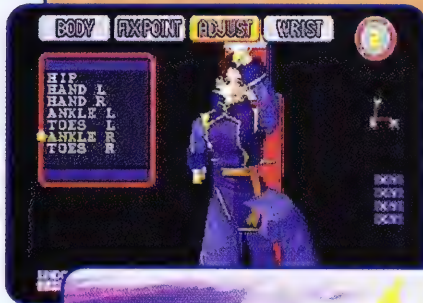
Midway Unveils Ready 2 Rumble!

Midway announced the upcoming release of its first officially announced **Dreamcast** game, **Ready 2 Rumble**. This boxing extravaganza, which will also appear on **PlayStation** and **Nintendo 64**, features wacky boxers, from original characters to full-blown caricatures. Twenty boxers are available to play, each with his or her own fighting style. Four modes of play are anticipated: Arcade, head-to-head, modem head-to-head, and Championship mode. It is not known whether or not the modem play is point-to-point or server-based. In Championship mode, players assume the role of boxer and manager, saving money the fighter wins to buy equipment for training. Players use the equipment to train and build key attributes: power, speed, stamina, punches, and durability.

"We are excited to be one of the first developers to show off the technology of Sega's Dreamcast game console and allow players to take advantage of the system's Internet play capabilities," said **Paula Cook**, director of marketing at Midway Home Entertainment. "With *Blitz*-style, over-the-top gameplay, *Ready 2 Rumble* showcases the stunning 128-bit graphics capabilities of the Dreamcast..."

Bit-warfare aside, this game is kickin' with eye candy. Excessive details are the toy of the day, as players knock the crapola out of their opponents. Another interesting feature is that Michael "Let's Get Ready To Rumble" Buffer has signed on his one-sentence rrrolling talent to the game, which, according to Cook, "makes gamers feel like they're ringside."

Prepare for *Ready 2 Rumble*, which should release this fall.
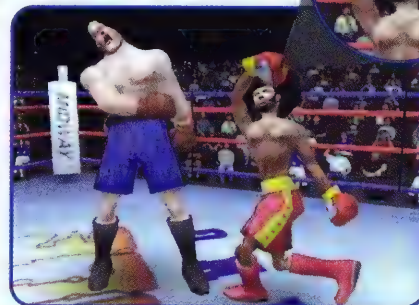
The Good, The Bad, & The Ugly

GOOD – **Nintendo of America** executive vice-president **Peter Main** hinted at a possible release for Nintendo's next system, but it "isn't going to occur in any meaningful sense until the fourth quarter of 2000...or more likely 2001."

UGLY – **989 Studios** has canceled the release of **ShootOut '99** and will turn to developing **ShootOut 2000**. The company cited technical issues and the shortened NBA season as reasons for the cancellation.

BAD – Where's **Street Fighter Alpha 3**? **Capcom** is waiting for **Sony** to deliver the necessary hardware, software, and documentation for the manufacturing run in order for SFA3 to support **PocketStation** play here like it does in Japan. Capcom is ready to roll right now, but Sony has yet to deliver. In one form or another, SF Alpha is still slated for an April release.

GOOD – **Sony Computer Entertainment America (SCEA)** announced that the sequel to the **PlayStation** favorite **PaRappa The Rapper** will hit North America this year. While SCEA would not go into detail about the game or the exact release date, the title of the new game is **Um Jammer Lammy**. It doesn't star PaRappa; instead, a new character, Lammy, will take the lead role. However, characters from *PaRappa* will appear in the new game. Chop Chop Master Onion and Katy Kat, as well as a whole new ensemble of characters will join the cast. More on this game as it develops.

GOOD – **Sega of Japan** has announced that it will release **Superspeed Racing** for the **Dreamcast** in March. The title is currently planned for a Japanese release only, but this may change as the American release of the Dreamcast approaches.

New Releases

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

Ris Date	Title	Publisher/Distributor	System
March			
3/15/99	Daffy Duck	Sunsoft	.GBC
3/15/99	Earthworm Jim	Crave	.GBC
3/15/99	Looney Tunes	Sunsoft	.GBC
3/15/99	Super Black Bass	MAJESCO	.GBC
3/15/99	Tom & Jerry	MAJESCO	.GBC
3/15/99	Lode Runner	Infogrames	.N64
3/15/99	Star Shot	Infogrames	.N64
3/15/99	V-Rally	Infogrames	.N64
3/16/99	Joust & Defender	Midway	.GB
3/16/99	Vigilante 8	Activision	.N64
3/16/99	Big Air	Accolade	.PS-X
3/16/99	Legend of Legaia	Sony	.PS-X
3/16/99	NBA In The Zone '99	Konami	.PS-X
3/16/99	Populous - The Beginning	Electronic Arts	.PS-X
3/16/99	Roll Cage	Psygnosis	.PS-X
3/16/99	T'ai Fu	Activision	.PS-X
3/17/99	Gex 3: Deep Cover Gecko	Eidos	.PS-X
3/23/99	NHL Blades of Steel '99	Konami	.GBC
3/23/99	Micro Machines 64 Turbo	Midway	.N64
3/23/99	MLBPA Bottom of the 9th '99	Konami	.N64
3/23/99	Attack Of The Saucermen	Psygnosis	.PS-X
3/23/99	Kingsley	Psygnosis	.PS-X
3/23/99	Need For Speed: High Stakes	Electronic Arts	.PS-X
3/23/99	Sports Car GT	Electronic Arts	.PS-X
3/26/99	Beavis & Butthead	GT Interactive	.GB
3/26/99	Beetle Adventure Racing	Electronic Arts	.N64
3/26/99	Triple Play 2000	Electronic Arts	.N64
3/26/99	Triple Play 2000	Electronic Arts	.PS-X
3/29/99	Baseball 2000	Interplay	.PS-X
3/30/99	Klax	Midway	.GBC
3/30/99	NBA In the Zone '99	Konami	.GBC
3/30/99	NBA In The Zone '99	Konami	.N64
3/30/99	Quake 2	Activision	.N64
3/30/99	Rampage 2: Universal Tour	Midway	.N64
3/30/99	LUNAR: Silver Star Story	Working Designs	.PS-X
3/30/99	MLB 2000	989 Studios	.PS-X
3/30/99	Monaco Grand Prix	Ubi Soft	.PS-X
3/30/99	Pro 18: World Tour Golf	Psygnosis	.PS-X
3/30/99	Rampage 2: Universal Tour	Midway	.PS-X
April			
4/1/99	Bomberman Fantasy Race	Atlus	.PS-X
4/6/99	All Star Baseball 2000	Acclaim	.GBC
4/6/99	All Star Baseball 2000	Acclaim	.N64
4/6/99	Warzone 2100	Eidos	.PS-X
4/10/99	Rugrats: The Movie	THQ	.GBC
4/10/99	Yoda Stories	THQ	.GBC
4/13/99	Bust-A-Move 99	Acclaim	.GBC
4/13/99	Bust-A-Move 99	Acclaim	.N64
4/13/99	Bust-A-Move 99	Acclaim	.PS-X
4/13/99	High Heat Baseball 2000	3DO	.PS-X
4/15/99	Deer Hunter	Vatical	.GBC
4/15/99	Klustar	Infogrames	.GB
4/15/99	Smurf's Nightmare	Infogrames	.GBC
4/15/99	Spy vs Spy	Vatical	.GBC
4/15/99	V-Rally	Infogrames	.GBC
4/15/99	Chameleon 2	Sunsoft	.N64
4/15/99	Charlie Blasts Territory	Vatical	.N64
4/15/99	Fighting Force 64	Crave	.N64
4/15/99	Rugrats Boardgame	THQ	.N64
4/15/99	Evil Zone	Titus	.PS-X
4/15/99	MonsterSeed	Sunsoft	.PS-X
4/15/99	Shadow Madness	Crave	.PS-X
4/15/99	Shanghai	Sunsoft	.PS-X
4/15/99	T.R.A.G.	Sunsoft	.PS-X
4/20/99	3Xtreme	989 Studios	.PS-X
4/20/99	Street Fighter Alpha 3	Capcom	.PS-X
4/26/99	Conker's Pocket Tales	Nintendo	.GBC
4/26/99	Super Smash Brothers	Nintendo	.N64
4/26/99	Tetris 64	Nintendo	.N64
4/27/99	Spy Hunter & Moon Patrol	Midway	.GB

3Xtreme
04/20/99 – PS-X
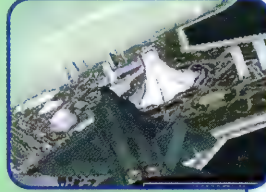
Ace Combat 3
Summer – PS-X

Asteroids
Spring – GBC

Conker's Pocket Tales
04/26/99 – GBC

Lego Racers
July – PS-X

Ridge Racer Type 4
05/04/99 – PS-X

Triple Play 2000
03/26/99 – PS-X

V-Rally
TBA – GBC

Video Game Trivia Answers:
1. Asteroids.
2. 2.2
3. Dandelion, teal, berry, and kiwi.
4. Rockstar Games.
5. The Master Strategy Series.

Name That Game Answer:
Splatterhouse

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 13 Vehicles; 11 Arenas; Vehicle Damage; Tons of Power-Ups & Weapons; 1 or 2-Player Quest Mode; Several Multiplayer Modes; Password Save; Rumble, Controller, & Expansion Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Luxoflux for Activision
- **Available:** Now for Nintendo 64

Bottom Line: 8.5

King of the Split-Screens?

The Nintendo 64 has established multiplayer dominance within the video game industry. As competitive as this industry is, it didn't take much for this 64-bit powerhouse to climb to the top. Rare's brilliant release, GoldenEye 007, is the number one reason why gamers flock to the N64 for multiplayer competition. GoldenEye's 4-player split-screen, numerous game modes, skillful gameplay, and wicked graphics collide to create an irresistible TKO punch that cannot be found on any other console machine. GoldenEye alone may have been enough to crown Nintendo king of the split-screens, but such releases as Mario Kart, Turok 2, Diddy Kong, and Star Fox add extra proof to make the case.

Presently, Activision is throwing its ten cents into the multiplayer pool with the port of Vigilante 8. This vehicular combat title falls into a newborn genre, a kind of game not yet experienced on the N64. If you're unfamiliar with Twisted Metal and Rogue Trip, then think of a scenario similar to the one in Mad Max. Remove all the drama and replace it with a ballistic, blood-thirsty, "only one survivor" attitude. The goal of Vigilante 8 is to pilot a 70's automobile maxed out with the latest and greatest firepower, and use this hood-mounted militia to obliterate everything in sight. It doesn't matter if it moves or not, just blow it to hell and back. If you're still alive and everything else is dead, then you win.

Now you know why Vigilante 8 makes such a great multiplayer game. Gamers love to blow stuff up, and Vigilante 8 delivers this thrill in truck loads. With its lush and ultra-realistic graphics (which can be enhanced even further with the Expansion Pak) blowing away small towns, power plants, farms, and other evildoers is an absolute riot. This multiplayer extravaganza comes to life in several different gameplay modes. Go all out and smear one another to see who is the king of the hill. Or team up for an insane two-on-two duel.

Vigilante 8's play is skillful and mostly dependent on the weapons. If you don't scavenge the land for weapons and power-ups, then you might as well drive your vehicle into the junkyard and do yourself in, because the competition is going to run you down and tear you to shreds. The weapons range from heat-seeking missiles and mines, to oddities like earthquakes and killer bees. The play is presented through two views (chase and third-person) and a rear view button is available to see who's on your tail. There are 13 different characters to get acquainted with, each delivering different pros and cons, and 11 different landscapes to call home.

If you like to game by yourself in the dark, then the 1-player modes will have more appeal. The Quest mode is the most dynamic of the bunch. In this mode four stages must be conquered, and an objective must be met on each.

Vigilante 8 lacked polish when it debuted last summer on the PlayStation, but hopefully this version's improved controls and new 4-player mode are enough to make it yet another N64 multiplayer classic.
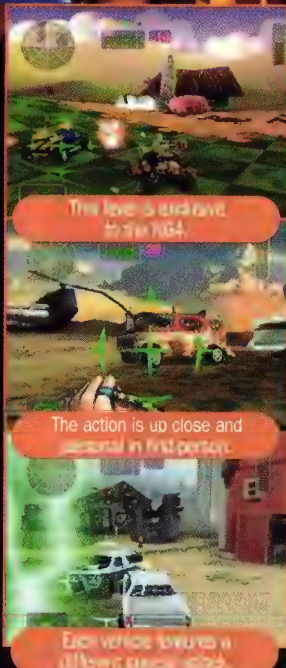
This level is exclusive to the N64.

The action is up close and personal in first person.

Each vehicle features a different special ability.

Blow 'em to new spots!
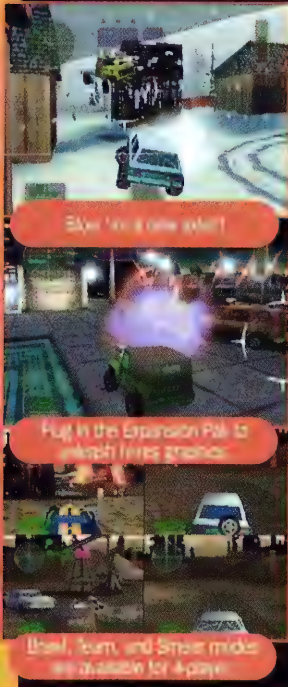
Plug in the Expansion Pak to unleash hi-res graphics.

Brawl, Team, and Smear modes are available for 4-player.

ANDY
THE GAME HOMBRE

Concept	8
Graphics	9.25
Sound	8
Playability	7
Entertainment	8.5

8.25 OVERALL

"Compared to its PlayStation brother, Vig 8 for N64 is a completely different monster. First, it doesn't have to compete with Twisted Metal (which instantly makes it better as the only choice for vehicular combat). And second, **it has a number of improved graphic effects and 4-player gaming that were missing from the PlayStation version.** Throw in the awesome hi-res graphics and Vigilante 8 for N64 is impressive indeed. I still think the Quest mode is too short, and the action isn't as insane as Twisted Metal 2, but I don't think any of that matters once you start playing multiplayer. A good day's gaming will beat the 1-player modes, but you can play multiplayer forever. Nintendo 64 owners should definitely check this one out."

PAUL
THE GAME PROFESSOR

Concept	8.75
Graphics	9
Sound	9
Playability	9
Entertainment	9.25

9 OVERALL

"**The N64 was in dire need of some hard-core vehicular combat.** Sure, it has been out for the PS-X for almost a year, but you should consider this version 1.5. It has a new environment and the graphics are excellent with the help of the Expansion Pak (it still looks good without the extra RAM). Equally impressive is the sound. In terms of the one-player game, what's there is solid and the variety of missions in the Quest mode kept me interested. It would have been nice to have a few more stages per character as four missions per character is weak. The multiplayer action kicks butt and is the highlight of the game for me. Give V8 a serious look if you like combat of the vehicular variety."

REINER
THE RAGING GAMER

Concept	8.25
Graphics	9.25
Sound	7.25
Playability	7.25
Entertainment	8

8 OVERALL

"If you've already sucked up the PlayStation version, and don't necessarily crave any multiplayer action, then this port is worthless. On the other hand, if you haven't had the pleasure of getting acquainted with this title, and seek something a little different, then dancing with V8 may not be a bad idea. But be warned, this game loves to step on your feet. Vigilante 8 may look fabulous (and incredibly crisp with the Expansion Pak), but the gameplay lacks polish. The AI is crude and easy to fool, and the single-player game is way too short. **If you're going to play for more than a week it's going to come through the multiplayer modes.** And even though the 4-player suffers from a choppy framerate, it's a serious blast."
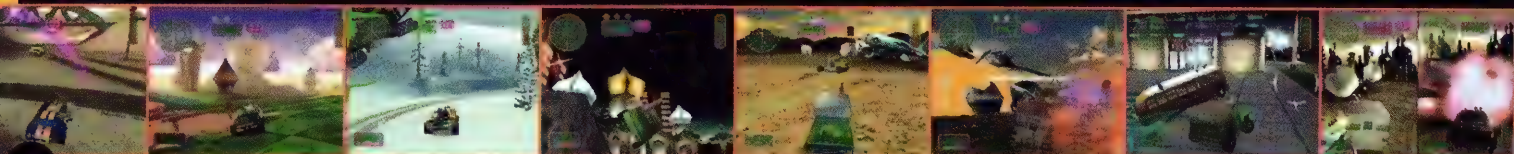
- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing (2 to 4-Player Battle)
- **Special Features:** 6 Tracks; 9 Multiplayer Arenas; Several Slightly Different Bug Designs; Tons of Secrets; Nitros; Controller & Rumble Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Paradigm Entertainment/Electronic Arts
- **Available:** Late March for Nintendo 64

Bottom Line: 8

Beetle Adventure Racing!

From Slug Bug to Top of the Line Racer

The 4-player Beetle Battle mode is loaded with firepower.

The ol' in and out.

Smash Bonus Boxes to unlock secrets.

The Nintendo 64 has already been shackled into submission by the wretched single license racer. Titus Software's ghastly racing simulation, Automobili Lamborghini, had gamers clinging to the edge of the porcelain god barfing up luncharini. It was a pathetic game to begin with, but the fact that it only featured one car made Automobili even more hideous. The only good that came out of Automobili's release was its inability to move off retail shelves. This set a good example for the rest of the industry. Never, ever, release a game with a single license.

Yet here we stand, voiceless, against unfolding events. A full year has passed since the great Automobili catastrophe, and the industry didn't seem to learn a thing. It's like watching those adorable little lemmings leap off a cliff, one after the other. Paradigm Entertainment, of PilotWings fame, and Electronic Arts, developer of nearly everything, have teamed up to bring another single license racer to the N64. This time around, throw out the prestigious vehicle and insert the new Volkswagen Beetle.

Chills of horror ran through the bodies of the Game Informer staff when it came time to review the single license racer known as Beetle Adventure Racing. Think of the most horrifying scenario known to man, then double it. Nobody wanted to play it. Nobody wanted to see it. But we had a duty to do – a service that we hope you don't take for granted. Three of Game Informer's mightiest warriors inserted Beetle into their N64s and played it from start to finish.

Despite our fears, no reviewer left the room screaming that he had been struck blind or that Satan had infested his N64. There were no moans of pain at all. In fact, much to our surprise, this single license racer actually received a thumbs up or two. Predictably, its downfall is

The "Adventure" comes within the track designs. Here's a parody of Jurassic Park.

that it only features one car with variations in attributes and decals. However, unlike Automobili, this game actually delivers a gaming experience that is fun, challenging, and addictive. And as Beetle's name implies, it's not just racing, but an adventure too.

All six of Beetle's tracks are brilliant in design, dishing out everything from raging volcanoes to movie parodies. Each track is long, jump-heavy, and averaging about three minutes per lap. And each of these tracks delivers a ton of shortcuts as well. Exploring these tracks takes some time, but it can be done in one sitting. However, Beetle challenges the player to do more than just place first. If you want to unlock all the secrets (and there are a ton of them), you'll need to collect 100 Bonus Points on each level. To do this, you have to locate Bonus Boxes hidden across the track, featuring 2, 5, and 10 Points. These Boxes are well hidden; and to snag 'em all and still finish the race in the top three, you'll need to memorize the tracks, and use each shortcut in planned sequences.

The racing is limited to 2-player duels.

Besides racing (in 1 or 2-player), Beetle also presents a Battle mode for 2 to 4-players. Here, missiles and bombs blast forth as the combatants race to collect six bug icons and reach the finish line first. ■

Hit the Nitro Boxes to accelerate into the lead.

ANDY
THE GAME HOMBRE

Concept	8
Graphics	8.75
Sound	7.5
Playability	7.5
Entertainment	8

8
OVERALL

"In the world of single car license racing games, Beetle Adventure Racing is king. But what does that mean: it can beat up Automobili Lamborghini? Jokes aside, there are a number of good things about this game. The racing is solid, and the long tracks add a unique twist. There is also always something interesting to look at as you cruise around the long (though sometimes boring) levels in search of shortcuts. Find them, and you'll uncover all the bonus points (which are a lot like collecting rings in Sonic), and one of the more original aspects of this game. While the 1-player adventure is fun, the only multiplayer gaming that is any good is the Beetle Battle, as the 2-player split-screen is somewhat boring. **Beetle Adventure is one of the better racing options on the N64,** definitely worth a rental."

PAUL
THE GAME PROFESSOR

Concept	7
Graphics	9.25
Sound	9
Playability	8.75
Entertainment	8.5

8.5
OVERALL

"This game borrows a lot from San Francisco Rush. Multiple paths, hidden stuff to collect, and some big air make me think that Paradigm played a lot of the Midway game. **This game blows the doors off Rush in many departments – especially graphics.** It looks fantastic. It also has great control and respectable replay value. Personally, I didn't find much challenge in the first two championship circuits, and I think the multiplayer battle is dull. Going for the points is a different story, but I could care less about unlocking some new cars. And who needs continues? If racing games are your favorite, you have to take a look at this one. But since racing games are a dime a dozen, I would first make this a rental."

REINER
THE RAGING GAMER

Concept	7.5
Graphics	9
Sound	8
Playability	7.5
Entertainment	7.5

8
OVERALL

"I had my shotgun loaded and ready for this review, but EA and Paradigm proved me wrong. Beetle Adventure Racing is actually **an entertaining package that stands out graphically and conceptually.** The play is fast and challenging. All of the tracks are enormous, and feature tons of shortcuts and breathtaking scenery. But most impressive of all is Beetle's gameplay. This licensed racer isn't afraid to get banged up as the cars launch, flip, wreck, and explode. The concept of smashing all of the Bonus Boxes (à la C. Bandicoot) delivers a sense of urgency and great longevity. The multiplayer delivers split thrills. The Beetle Battle mode is fun and unique, but the 2-player split-screen is rather uneventful."

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** All 30 MLB Teams & Stadiums; Varied Swing Levels; Open & Closed Batting Stances; Create Player; Team Management; Rumble & Controller Pak Compatible; Customizable Difficulty Level; Play-by-Play by Jim Hughson
- **Replay Value:** Moderate
- **Created by:** Trey Arch for EA Sports
- **Available:** April 5 for Nintendo 64

Bottom Line: **5.75**

Over the years, EA Sports has led the way in sports-related interactive entertainment on many fronts (Madden, NHL). But things are slightly different with baseball on the Nintendo 64. Companies like Acclaim and Nintendo have already released baseball titles for this console, while EA has not. Since MLB is doing its best to ruin our national pastime, perhaps EA is right to take it slow. But for N64 owners troubled by EA's lack of activity, your worries are over. Triple Play 2000 (TP 2000) marks EA's first baseball offering on the N64, and as expected, it is complete with most of the standard features baseball fans have come to expect in the genre.

TP 2000 is packed with four game modes: Single Game, Season, Home Run Challenge, and PlayOffs. In the Season mode you can choose among 15, 30, 60, or a 162 game season. Game and play-off lengths can also be adjusted. The Home Run Challenge is different than what we're normally used to. Remember the old-school home run challenge that used an inning format instead of a set number of pitches for each batter? That's the format in TP 2000. Anytime you get a strike or hit somewhere other than out of the park, it's an out. Once you get the groove down, you can stay at the plate for a long time and score a lot of points.

As with any legitimate baseball game, TP 2000 comes with ample fantasy options. You can create players and adjust their appearances as well as abilities. Like with other EA games, there is no point bank to deal with when determining player attributes, so you can make him as good as you want. In addition to creating players, you can also trade and sign free agents. Trading is another good way to stack your team because the computer will allow most anything. For instance, we were able to trade Matt Lawton for Sammy Sosa, Dan Serafini for Greg Maddux, and Melvin Nieves for Bernie Williams.

Once you get to the plate in TP 2000, you'll notice hi-res graphics and plenty of options to ready yourself for the pitch. The hi-res graphics look sharp, but unfortunately the framerate is lacking, creating significant chop. But the control in the batter's box help make up for it. Not only can you slide back and forth in the box, you can also pivot to open your stance. There is also a power swing and a normal swing along with the ability to hit a pop up or grounder.

Beautiful Fenway on an ugly afternoon.

The Rookie difficulty offers this batting view.

Caminiti makes the long throw.

Track down the ball with helpful arrows.

Pick his poison.

A big miss for Bonilla.

Old Game, New System

ANDY
THE GAME HOMBRE

Concept	5
Graphics	6.5
Sound	7
Playability	3
Entertainment	2

4.75 OVERALL

"I'll be the first to tell you, I don't play video baseball any more. But since we don't have another reviewer yet, I'm the designated hitter. Of course, in the olden days before I was soured on the boys of summer, I played plenty of vid baseball. And for some strange reason, I thought the games were getting better during my time away. Apparently, I was wrong, as this game is horrible. Especially the pitching interface, as you can see balls and strikes well before they reach the plate. Even the running is off, as you can throw a guy out who is halfway between third and home from left field. On a positive note, **the batting is pretty good, but that's about it.** If slow and unrealistic baseball is what your after, Triple Play 2000 delivers."

PAUL
THE GAME PROFESSOR

Concept	7
Graphics	8.5
Sound	5
Playability	5
Entertainment	5

6 OVERALL

"Just because this game has the Triple Play name, don't expect the graphics to be as flashy as the game that EA is pushing in advertisements. The look of the players is decent, but the models lack the extra detail you'll find in the PC (and even the PlayStation). Additionally, the fielding perspective is a little suspect at times and it made me feel like I was fighting the game. I also found the pitching interface to slow the game down. The batting interface is solid enough, but the hard setting just seems to be thrown in at the last minute. And when the heck is the announcer going to get a call right? **Triple Play 2000 is pretty average and I would hold off on a purchase until Acclaim and Nintendo show off their baseball offerings.**"

REINER
THE RAGING GAMER

Concept	7
Graphics	7.5
Sound	6.25
Playability	5
Entertainment	4.5

6 OVERALL

"The Triple Play franchise has always come through with comprehensive stats and simulation options, but its definitely been hit or miss with gameplay. This first N64 version delivers more than enough to keep fantasy leaguers happy, but the gameplay is dreadfully slow and often too choppy to play. The batting interface and animations look great, but the pitching stinks as it doesn't grant any sort of accuracy in pitch location. The fielding is the most troubled part of this game. It's hard to pickup grounders and if a ball is hit sharply, you only have about a fraction of a second to take action since the view change from batting to fielding is sluggish. **Triple Play 2000 is for simulator fans only.** Let's hope that Griffey and All-Star show better designs."

ALL-STAR BASEBALL 2000

Let's Play Ball

Last year, Acclaim Sports had the head start with All-Star Baseball '99, but it quickly became a two-horse race with the emergence of Ken Griffey Jr. (Mike Piazza was never in contention). Both games have a decent following, and both are back as new games for the year 2000 video game season. All-Star Baseball 2000 will not only have to go to the plate versus a new Griffey game, but will have to battle against games from EA Sports and Konami. The N64 baseball diamond is crowded with players this year, but ASB 2000 may again be the baseball benchmark on N64.

Player Create and Fantasy Draft

For all the baseball stats fanatics, these two modes have been revamped and modified. The Fantasy Draft in last year's game was somewhat flawed because the computer could not make the distinction between key positions. Thus, high ranking relief pitchers always ended up on the computer's roster before it picked important positions like a good shortstop. The Player Create gets minor updates in various categories including facial hair, sock height, sunglasses, and (as mentioned) batting stances. On a side note, each team has a minor league club where you can call up prospects to try their luck in the big show.

Batting Stances and Swings

If you played last year's version, you might have noticed the poor batting animation. Players looked as though they had never swung a bat. In ASB 2000, a great deal of attention has been paid to the appearance of the guy in the batter's box. The game boasts close to 100 batting stances and a variety of different follow-throughs. There are signature stances for most of the Major League's top players including Mark McGwire, Sammy Sosa, Gary Sheffield, and Ken Griffey Jr. ASB 2000 also has the home run swings for some of these players.

Playcontrol and 3D Batting Interface

Most of the playcontrol remains intact from the previous version, but a number of elements have been modified. Pitching allows more variation in pitch speed. By holding down the A button, the pitch speed will slow the longer it is held. Pitch location can also be adjusted slightly after the ball leaves the pitcher's hand. On the other side of the plate, the batting interface is improved with the ability to guess both the pitch and the location. The 3D Batting Interface is a cursor-driven batting system where the user has the ability to change the angle of the swing. This interface will allow you to hit the sacrifice fly or keep the ball on the ground which is crucial in many situations.

Computer AI

This is always a tough subject to judge in early versions of software. Last year's game had some rough spots with base running, and you could exploit the computer's stupid tendencies. Acclaim has said it made some modifications and added variables to account for players' performances in different conditions such as night vs. day, turf vs. grass, and home vs. away.

New Graphics and Animation

Sporting Acclaim's trademark Hi-Rez graphics, the players are again displayed in high resolution. Acclaim also states that there are over 400 new motions in the game including over-the-shoulder catches, off-balance throws, hook slides, swipe tags, and home run celebrations. Weather delays, from rain to early season snow, will also be included. ASB 2000 also gets a sorely needed Instant Replay mode, a feature that was absent in last year's game.
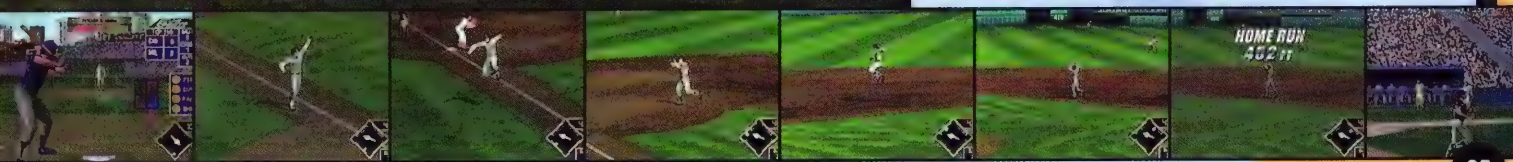
- **Size:** 128 Megabit
- **Style:** 1-Player Action/Role-Playing
- **Special Features:** Unique Battle Interface: Learn Moves & Combos; Some Shooting Sequences; Pick Up Items & Weapons To Use; Lots of Speech; Stamina & Power Gauges Appear During Battle
- **Created by:** Konami
- **Available:** May for Nintendo 64

60% Complete

HYBRID HEAVEN

Beware of the moving mines. They'll get ya!

Hey, pal, could you move? I dropped some coins under the fridge here.
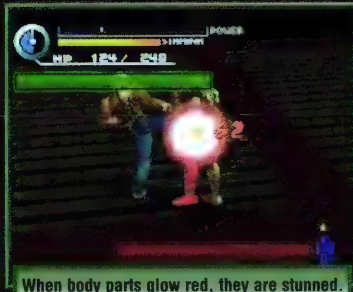
When body parts glow red, they are stunned.

Let's see...where is that shoe store?...Aha! Level 3, Section 4!

Arm drag takedown by Diaz.

Use the pea-shooter to dispose of sentries.

Diaz should join the WWF.

Diaz takes one for the Gipper.

RPG + N64 = Finally!

Hybrid Heaven. Doesn't sound too familiar, does it? Well, it's a new Konami game that has no history and nothing to live up to. The game opens in the year 2000, where you have discovered that underneath New York a secret laboratory is turning undesirables into mutated creatures. Of these misfits, you, Diaz, are the crowning jewel, a man with extraordinary abilities who still looks human. How will you use this unique combination?

The Nintendo 64 has never been the RPG-lover's system of choice, forsaking a position it held during the 16-bit days and before. Barring THQ's Quest 64, there has been no actual role-playing game for the system. But now, Konami wants to rectify that situation and create a game that will draw RPGers out of the woodwork. Hybrid Heaven is its name, and RPG-loving N64 owners everywhere should keep an eye on it.

The main character, Diaz, interacts with almost everyone and discovers items and weapons along the way, as well as enemies to use them on. While exploring, Diaz will have to shoot down menacing robot sentries, who can easily be handled with a pea-shooter used exclusively for these situations. When fighting hand-to-hand, however, he cannot draw his gun.

But he doesn't need the gun. Diaz has limbs of steel and can rock most anyone who comes his way, using an ever-expanding arsenal of kicks, punches, throws, and combinations. The battles are part real-time, part menu-based, with the player moving Diaz around the screen and then hitting the attack button at just the right time to bring up a menu containing choices on how to attack. When defending, three choices are available. Each has a rate of success depending on the move chosen both by the enemy and by you. Items can also be used during battles for a number of abilities, including healing, short-term power-ups, and more.

As with any role-playing game, the story has to be interesting to keep you playing through it, and Hybrid Heaven offers up a quality story that keeps you intrigued. The premise revolves around Diaz, who has been used as some sort of scientific experiment by geneticists located deep under the ground in New York City. Diaz has to escape from this strange lair and discover the secrets of the scientific compound, meeting mutants, scientists, and innocent victims along the way.

So far, Konami has not really impressed us with its Nintendo 64 games, save Mystical Ninja 64. Everything else has been, at best, mediocre. Let's hope Hybrid Heaven gets Konami out of this rut and brings fun to RPG lovers everywhere.
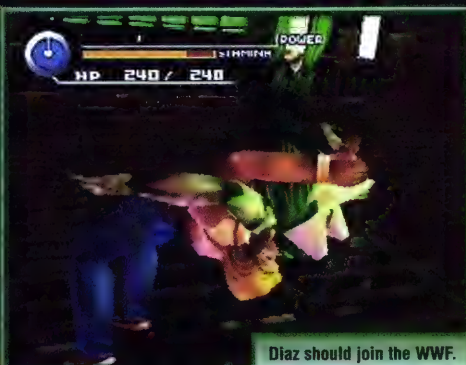
GOEMON'S GREAT ADVENTURE

The Mystical Ninja Returns

The Mystical Ninja series has never been as accepted as Mario or Sonic. Then again, we don't think that's what Konami wants. Odd Japanese humor fills the series, with strange characters that could never be considered the heroes needed for the world's survival. Fortunately, the world of fiction is a limitless one, and ninjas can do all sorts of wacky things. On purpose, even.

Goemon's Great Adventure continues its comedic foray into the wonderful world of Goemon and the gang. This time, Goemon must find the evil Sister Bismaru, who has stolen the Wiseman's Ultra Gorgeous Electro Ghost Return Machine. Goemon wants to find it, mainly because he wants to have a chat with his dad (just like the last game), and also to ensure that Bismaru does not have control of this powerful and somewhat humorous machine.

Four characters are playable: Goemon, the Mystical Ninja; Ebisumaru, the ever-faithful sidekick (and occasional comic relief); Sasuke, the robot ninja; and Yae, a Secret Special Investigations Ninja, the same characters from Mystical Ninja 64. Each character has unique abilities that must be used in certain situations. Goemon has his trusty pipe, Ebisumaru has a spoon, Sasuke uses a small throwing spike, and Yae uses a katana. Powerups can be found throughout each level, allowing the weapons to grow in power and abilities. Players can change

Dancing men inform you of your loss.

Bosses are located in unorthodox spots.
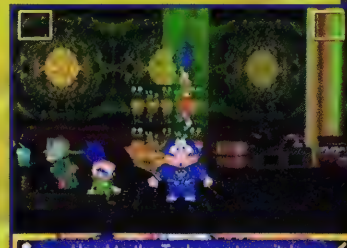
Head to the Teahouse to switch characters.
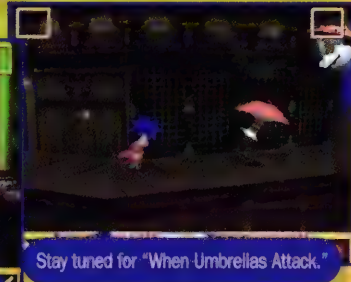
Stay tuned for "When Umbrellas Attack."

"That bird's not a bird! That's a man, baby!"
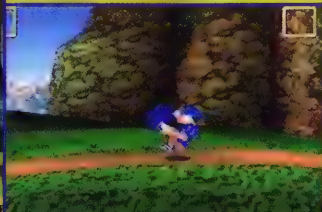
The piggyback ride has returned.
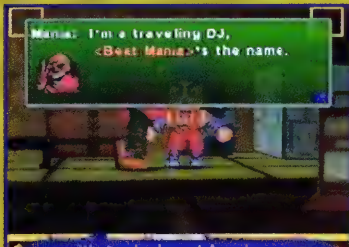
It's too bad most Americans don't know what Beat Mania is.
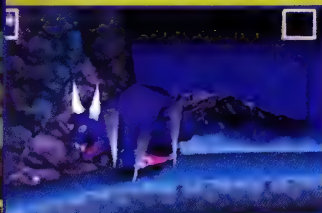
The spiders only come out at night, but they are worth some serious coinage.

characters by heading to the local teashop, or by landing on a small pedestal strategically placed within levels. The pedestal takes players to a teahouse in another dimension. Strange, indeed.

But that is not the end of the weirdness. When playing in 2-Player mode, dual attacks, piggyback rides, leapfrogging, and other moves are added to the players' arsenals. Using the dual attacks is often effective and always funny. Each character uses the same basic moves: attack, Coin attack, and jump.

As Goemon adventures forth, time is constantly passing. At night, the levels are tougher to complete due to more monsters, but the rewards are greater, giving more coins for kills. While in town, some encounters can only occur either during the day or the night. Meeting people in towns is the only way to unlock what's next, as well as find interesting side-quests to earn more Entry Passes. These Entry Passes are somewhat like Stars in Super Mario 64, and a certain amount must be earned before accessing a new area.

Of course, Impact (Goemon's huge robot) makes a return appearance, complete with special stages. Other touches, like subtle plugs for other Konami games, cross-dressing men, and a moonwalking DJ add to the strangeness that is already present.

So, if you are a fan of the Mystical Ninja series, especially those found on the Super NES, keep a sharp eye for Goemon's Great Adventure. Otherwise, you might get bonked in the back of the head with a wooden spoon.

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 3 Gameplay Modes; Mirror Mode; Alternate Paths; 11 Tracks Plus 5 Hidden; 10 Cars Plus 11 Hidden; 2-Player Split-Screen; Rumble & Controller Pak Compatible; 3 Views
- **Replay Value:** Moderately Low
- **Created by:** Midway
- **Available:** Now for Nintendo 64

Bottom Line: 2.25

	ANDY	PAUL	REINER
Concept:	2	1	1.5
Graphics:	3	1	3.25
Sound:	2	5	.75
Playability:	4	1	2.75
Entertainment:	2	1	3
Overall:	2.5	2	2.25

California SPEED

The Ease of Speed

California Speed was a very fun arcade game, but this game took a turn for the worse on its way to the Nintendo 64. First off, the music is terrible, sounding like it was composed by the part-time help at Guitar Center. Second, the graphics are laughable. The drivers are barely discernible and look like they were scribbled in. Also, the game is not very challenging. The control is too forgiving and there is only one difficulty level.

Still, not everything about this game is bad. For instance, the tracks are good and demonstrate a great deal of variety from aircraft carriers in San Diego to a flying saucer in the Mojave Desert, from a roller coaster in Santa Cruz to the mountain switchbacks of Yosemite National Park. There are also 21 cars contributing to the variety, 11 of which are hidden. There are some muscle cars, a classic roadster, a big Cadillac convertible, and even a high-speed golf cart. One of the hidden vehicles is a tractor that exceeds 200 m.p.h.

California Speed has three modes: Single, Practice, and Series. The meat of this game is in the Series mode, which contains five events: the Light, Sport, Heavy, State, and Cup series. Except for the State series, each one occurs over a period of weeks. If you place in the top three for a given week, you are allowed to continue on. Series lengths vary from three to six weeks. The Light, Sport, and Heavy series differ only in the cars available. The Cup series uses all cars, but takes six weeks.

While California Speed sports ample variety in terms of tracks and cars, it falls short in graphics and difficulty.

Andy, The Game Hombre
"The sad thing about this port is that the arcade version is pretty fun. The N64 version, however, not only looks bad, but plays bad as well. Whew...did somebody forget to flush?"

Paul, The Game Professor
"If you have any inkling to take a look at this game, RESIST IT! This is one of the crappiest games I've seen in many years."

Reiner, The Raging Gamer
"Take San Francisco Rush and beat the living tar out of it. Then blend in the most obnoxious music and track designs you can think of. The result is one seriously ugly racer that goes by the name California Speed. From its look to its play this racing game hits a new low on the N64."

- **Size:** 96 Megabit
- **Style:** 1 to 3-Player Action
- **Special Features:** 7 Playable Characters (4 New); 130 Levels Throughout the Universe; Special Move for Each Character; Bonus Levels; Rumble & Controller Pak Compatible; Level Specific Art; Interactive Objects
- **Replay Value:** Moderately Low
- **Created by:** Game Refuge Inc. for Midway
- **Available:** Now for Nintendo 64

Bottom Line: 5

	ANDY	PAUL	REINER
Concept:	4	1	4
Graphics:	7	7.5	7.75
Sound:	5	8	7
Playability:	5	3	3.25
Entertainment:	3	1	3
Overall:	4.75	5	5

RAMPAGE 2 UNIVERSAL TOUR
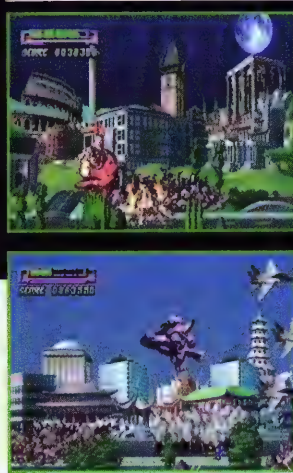
Hanging at the Smash & Snack

Once again, it's snack time. If you have a penchant for nibbling on finger food, then Rampage might tantalize your gaming taste buds. After all, Rampage is mostly about eating (humans) and has been a staple of the Midway menu for years. Players take on the role of gargantuan monsters and feast on large cities and their inhabitants. Some of our fondest memories are of multiplayer battles where three beasts share the screen, duking it out amongst themselves while munching on tiny humans and smashing buildings whenever possible.

For those familiar with the series, it may seem that Midway couldn't do much more with Rampage, but the new edition actually comes with a couple more morsels. Most notably, there are four new characters – Myukus, Ruby, Curtis, and Boris – in addition to Lizzie, George, and Ralph. Each character also has a special move that can be unleashed once enough food is eaten.

Like Rampage: World Tour, this latest installment features cities from around the world. With sites from Asia and Europe to the Americas, there are more cities in this game than a good spy novel. But the game has expanded to include even more real estate. As the name suggests, Universal Tour has galactic levels where players get to visit and destroy such locations as Venus, Mars, Phobos, Saturn, and more.

Rampage 2 has come up with some decent new features, but overall this game has lost its luster and may need to think about retirement. Rampage 2 is fine for novice gamers and the multiplayer battles can be entertaining, but otherwise it's too simple and repetitive. As Hawkeye Pierce used to chant, "We want something else, we want something else."
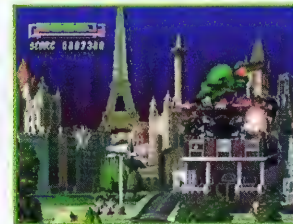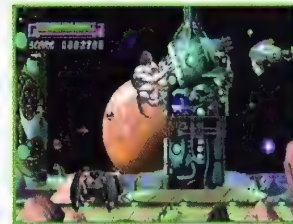
Andy, The Game Hombre
"New characters...neat. New levels...nifty! Crazy, out-of-this-world story...well, all right! If you dig bashing buildings over and over in an endless boring cycle then this sequel is for you."

Paul, The Game Professor
"If you really liked the first game, this one will give you more of the same. Even more plainly, all the new stuff could have been in the prior version. In other words, a worthless sequel."

Reiner, The Raging Gamer
"After you've destroyed a city or two, Rampage's fascination is trampled to death by redundancy. The new monsters and locations are great additions, yet the mundane play still hasn't been fixed."

- **Size:** 96 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** 3rd-Person Perspective; 4 Versus Modes; Rumble & Controller Pak Compatible; Laser Sighting; Stealth; Cutscenes; 4 Main Stages; Save Points; 3 Difficulties; Automatic Targeting
- **Created by:** Omega Force for Koei
- **Available:** September for Nintendo 64

65% Complete

The crouch-and-kill technique works great.

ANOTHER WORLD (TO SAVE)

WIN BACK
COVERT OPERATIONS

The bosses talk the talk.

LILA
COME ON OUT AND PLAY... SO I CAN FILL YOU FULL OF LEAD!

Stay clear of his flame-thrower.

A little stealth is required.

WinBack is following in the footsteps of Syphon Filter and Metal Gear Solid. It's filled with terrorists, mission objectives, cutscenes, and even a little bit of stealth. However, unlike those two games, this one has four two-player options. First, there is the standard Deathmatch mode found in every game craving the profits of Golden Eye. The second is the Lethal Tag mode, where if you hit your opponent, or are able to avoid being hit, you earn a point. The first to get seven points wins. The third is the Cube Hunt, where you and your opponent race to collect seven types of cubes. Lastly, the Quick Draw is a race to shoot seven cubes in a set order.

WinBack's control is pretty basic. There's a stealth button that allows you to sneak up on enemies and hide behind crates. While sneaking up on the bad guys with your back to the wall, you can approach a corner, quickly swing out, take a couple of shots, and then retreat back. It's pretty smooth and makes killing enemies almost second nature. To make shooting even easier, there is an aim button that is similar to Resident Evil's except it uses a laser sighting.

Koei originally planned to release this game earlier than September, but was encouraged by Nintendo to improve the story and generally make the game bigger with things like more mission objectives. As it stands, the level designs hold the player's hand, never really offering a choice of where to go next. Plus, many of the environments are repetitive and contain an abundance of corridors. But WinBack could turn out decently, especially if the levels can be spiced up with a little variety to compliment its other solid aspects.

- **Size:** 256 Megabit
- **Style:** 1-Player Action
- **Special Features:** Dual "Zones" for Each Area; Based on the Comic Book; Full Voice; Pick Up Items To Use Against Enemies; Cutscenes; Expansion Pak Compatible; Non-Linear Story; Tons of Weapons
- **Created by:** Iguana UK for Acclaim
- **Available:** August for Nintendo 64

60% Complete
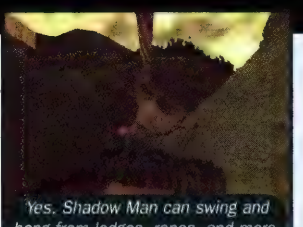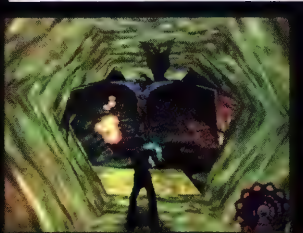
Yes, Shadow Man can swing and hang from ledges, ropes, and more.

More Voodoo Fun

SHADOW MAN
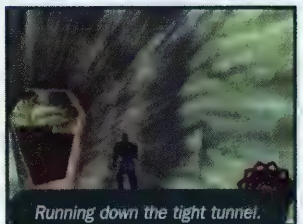
Running down the tight tunnel.
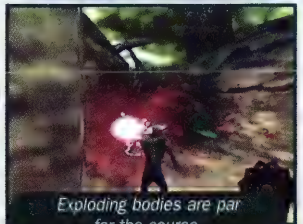
Exploding bodies are par for the course.
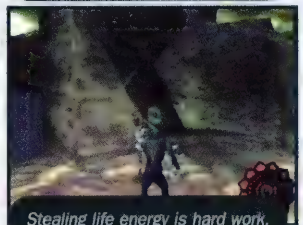
Stealing life energy is hard work.
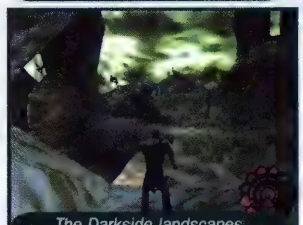
The Darkside landscapes are impressive.

There comes a time in every man's life when he has to face the evil that threatens him every day and beat it down. Well, in August it will be Shadow Man's turn, as he seeks to prevent the great Evil from taking over the Dead Souls. These souls are immortal, and rumored to be the source of all power throughout the universe. Shadow Man must get to these souls first, before an army of serial killers and corpses overtake the land, delivering the world into Armageddon.

As you play, you quickly realize that Shadow Man will definitely challenge you in multiple ways – from tough puzzles to enemies that seem to have their own little brains. Shadow Man has to cross dimensions, heading from Liveside (the land of the living) to Deadside. Although Shadow Man cannot die, he can certainly be hurt, and even placed in areas that are tough as heck to avoid damage. In most instances, Shadow Man is stalking an already-dead serial killer who must be put to rest. But often, it seems that you are the one being stalked instead! Killers will use each area to their advantage; hiding in dark places, climbing into cubbyholes, and other shady maneuvers are done by these killers. But Shadowman can always bring his man down with a trusty weapon or two, some of which can only be used on Liveside or vice versa. The weapons include the .50 Desert Eagle, the Violator, the Shadowgun, the Flambeau, the Calabash, the Asson, and more.

Readers should know that Shadow Man is definitely an adult-oriented title. Voodoo sacrifices, exploding bodies, and a few choice words are all part of the Shadow Man world. But this isn't a bad thing. Actually, it creates an ambiance that few other games achieve. Even without music, this game definitely feels creepy.

39

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Battle Avoidance System: Over 100 Monsters: 6 Different Characters: Memory Card, Dual Shock, & Analog Compatible: Submarine & 1st-Person Mini-Games
- **Replay Value:** Low
- **Created by:** Craveyard for Crave Entertainment
- **Available:** March 31 for PlayStation

Bottom Line: 6

SHADOW MADNESS

Chasing Final Fantasy

Deep within Crave Entertainment's Seattle based headquarters, an internal development group known as Craveyard has imbedded several years worth of effort into this highly anticipated RPG. Headed by RPG veteran Ted Woolsey, the man who penned the translation of Final Fantasy III and the story in Secret of Evermore, Shadow Madness lands on the PlayStation as the first U.S. developed role-playing game since Parasite Eve. Early speculation and hands-on impressions pointed a finger of comparison toward Square Soft's king of the hill, Final Fantasy VII. Yet there was a certain degree of uncertainty contaminating this early analysis.

In many ways, Crave's Shadow Madness stands as an apostle to the FF dynasty, mimicking its look and play. At the same time, however, it deviates from this synopsis and finds success by generating imaginative concepts and innovative techniques. In addition to this, Ted's storytelling neither dares to compare nor strives to be different. It just flows forth with a dark message shrouded under a playful sense of humor. Shadow Madness' lead character, Stinger, is a teenager who lost his family and his way of life when an unknown epidemic obliterated his homeland. Together with the help of two drifters, Windleaf, a magic-using archer and possible love interest, and Harv-5, a scythe-armed farming robot, Stinger will work the world over as he seeks revenge for the death of his family.

In traditional console fashion, this RPG holds your hand through most of the journey, bringing the key events forward one after the other. Shadow Madness' story unfolds rather quickly, but hides its true nature until nearly the end, creating a mystery of galactic proportions. From the dramatic camera angles to the high-tech fantasy design, Shadow Madness' appearance is similar to that of Final Fantasy VII.

On the other hand, the gameplay is quite the opposite. Shadow Madness utilizes random battles, but delivers an opportunity to evade such attacks through a battle avoidance system. By pressing L2 and R2 simultaneously, Stinger will duck, and if timed according to a background monster roar, combat can be avoided. The battle system is completely polygonal, featuring a wide array of camera views. Some of the characters wield the ability to perform twitch attacks, which deliver double damage if the attack button is pressed at precisely the right time. Other characters have the endowment to unleash magic. The spells range from healing to magnificent blasts accompanied by FMV animation sequences (shown in the bar below). These sequences were animated by Annabella Serra, formerly of ILM. Annabella's crowning achievement (before Shadow Madness, of course) was the melting liquid man (T-1000) from Terminator II.

Not unlike other RPGs, this adventure has the tendency to become monotonous. To break up the lulls, Crave has implemented two finely crafted mini-games, both featuring a first-person perspective. The first mini-game takes place in a submarine, pushing the character to navigate an enemy infested maze. The other is a Doom-like game that features several weapons and shares purposeful comparisons to Lobotomy Software's Powerslave.

Shadow Madness didn't have as large a team as FF VII, and in such, the look lacks intricate detail and the play misses precision; however, for a first venture and newcomer to the RPG realm, Crave should be commended for such a finely crafted release.

The combat doesn't embody the same definition and realism as the rest of the game.

At the root of all madness, Stinger steps forward as a savior.

Like FF VII, Shadow Madness features dramatic camera angles and detailed painted backdrops.

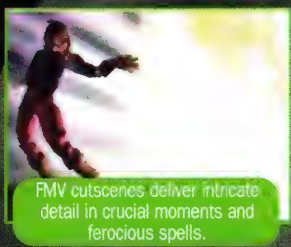FMV cutscenes deliver intricate detail in crucial moments and ferocious spells.

Stinger
Okay, let's see...
You enjoy fleece underwear...
adorned with cuddly animal
designs.

The story is intelligent, clever, and often times hilarious.
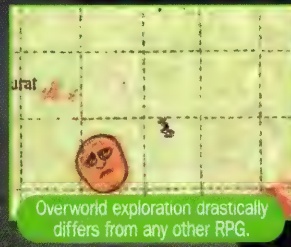
Overworld exploration drastically differs from any other RPG.

ANDY THE GAME HOMBRE	
Concept	9
Graphics	6.75
Sound	7
Playability	4
Entertainment	4.5
6.25 OVERALL	

"There are so many reasons why I wanted to like this game. First of all, its an American company trying to make RPGs, which is something that has needed to happen in gaming for a long time. The only problem is, I don't think an American company is ready to invest the kind of money it needs to create a product that can compete with the Japanese market – the FMVs just aren't as good, and the textures are inferior. But even if you put all the graphics aside, Shadow Madness still has problems. The battle system is...well, lame. Maybe not so much in theory, but definitely in execution. **I think Shadow Madness is a valiant attempt at an American RPG, but the end result is sub-par.** Which is a shame, because the story in this game is great."

PAUL THE GAME PROFESSOR	
Concept	5
Graphics	4
Sound	8
Playability	3
Entertainment	5
5 OVERALL	

"Yikes. Shadow Madness tries hard to be like FF VII and I think that may be it's downfall. The graphics are mediocre at best. The character renders, FMVs, and environments are extremely rough around the edges. Even worse are the battles. **The mix of poor interface and horrible camera perspective make the fighting a frustrating waste of time.** It is extremely hard to figure out what enemy you are targeting. On the other hand, the story is elaborate and the game is filled with tons of objects and crazy characters. If you take the time to read all the stuff, you may be pleasantly entertained, but I found much of it slowed the game down to a snail's pace. Overall, I think SM is rather disjointed and I was not compelled to play this game more than about five hours."

REINER THE RAGING GAMER	
Concept	6.5
Graphics	6.5
Sound	8.5
Playability	4.5
Entertainment	6.75
6.5 OVERALL	

"Shadow Madness is a butchered piece of software that courageously lashes out and grabs at you in an attempt to keep you hooked, yet slips and falls short by delivering troubled gameplay. It's biggest setback is combat. In battle there really is no need for strategy, as every enemy fights alike and never steps forward as a threat. Equally disfigured are the graphics within these sequences. The effects, textures, and animations share the same catastrophic likenesses. In defiance of its many imperfections, **Shadow Madness reveals an engrossing story that is as intelligent as it is whimsical.** This RPG is written extremely well, and actually has enough power in its words to overwhelm the evil, creating a tasty meal for an adventurous soul."

GUARDIAN'S CRUSADE

Little...Pink...Different

Bottom Line: 8

"Now if I were you, and I saw the pictures of this game in the magazine I would be saying to myself, 'You have got to be kidding – this game looks like a pile.' But believe it or not, Guardian's Crusade is actually an excellent RPG. The story is good, the baby is hilarious, and the graphics are better than expected (especially the effects in battle). But one really nice feature is how the game handles encounters. All enemies are shown onscreen, but the weaker baddies run away and the stronger ones hunt you down. At first, I did feel rather lonely with such a small party, but as the game progresses (and you collect more toys) it's not as noticeable. **For RPG fans, Guardian's Crusade is a definite must play; I've never seen a game quite like it before.**"

ANDY
THE GAME HOMBRE

Concept	8.75
Graphics	8
Sound	7.75
Playability	8.5
Entertainment	8.25

8.25
OVERALL

"Looks are very deceiving. This game is really primitive looking, but it is extremely entertaining for a couple of reasons. First, **the raising of the baby monster is a cross between Tamagotchi and Pokémon.** Keeping your friend on your side is frustrating, but is very rewarding once it starts kicking butt. The accumulation of Living Toys is sort of like collecting Pokémon – even though many of them are useless. Second, the story is well written and funny. Additionally, it is great that there are no random battles. This allows you to stay out of mundane battles against extremely weak opponents. Monsters actually run away from you–very cool. Guardian's Crusade surprised me and it may do the same to you."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	7
Sound	6
Playability	8.5
Entertainment	8.5

7.5
OVERALL

"Guardian's cute appearance and adorable cast of characters, will hold it back from achieving the fame it truly deserves. From a distance, this product is absolutely terrifying. It's too pink, and too Barney-like. However, if you set your fears aside, Guardian's delivers gameplay brilliance as it combines virtual pet and Pokémon-like concepts into an addictive RPG shell. As the game creeps forward, the cute little pink critter will grow and establish a link with the knight (portrayed by you). If you're a decent guardian, the critter will love you to death. On the other hand, if you neglect its needs, it will seek out your death. **Raising th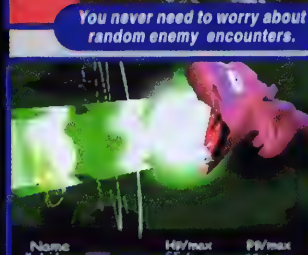is kid is a blast in itself. Throw in Living (Pokémon) Toy collecting...and BAM!!! Forget about it! You're hooked until the end!!!**"

REINER
THE RAGING GAMER

Concept	9
Graphics	8.5
Sound	7.5
Playability	9.25
Entertainment	8.75

8.5
OVERALL

The battle effects are superbly done.

You never need to worry about random enemy encounters.

Baby may look adorable, but it's actually one mean little critter.

You'll know when a boss encounter is at hand.

Guardian's Crusade has the aesthetic appeal of a children's television series. But when you break through the lovable exterior, a complicated network of classic role-playing attributes and unique concepts comes forth, revealing this RPG's true face. Guardian's Crusade may look like something derived from the sick minds that present Barney and the Teletubbies each and every day, but if you take the time to get acquainted with it, you'll see that Guardian's Crusade is actually a powerful piece of software that packs a mighty punch.

Tamsoft, the mastermind behind the Toshinden series, labored long and hard to make this RPG as diverse as could be. Even the storyline hits you at an awkward angle and delivers a tale of unique proportion. In Guardian's Crusade you're not just summoned to save the world from a deadly curse or slay a new demonic powerhouse. The goal is to return a lost baby to its mother. The journey to mother's location is a long one, and one that is often obstructed by side quests, but it allows the brave knight (portrayed by you) to nurture and care for the child. By the end of the quest, if you took good care of the wee one, you won't want to part with your adopted companion.

The relationship between the knight and baby is rendered brilliantly. Virtual pet-like concepts establish the parent-to-child link. You'll need to feed the child and praise it periodically to keep it happy. However, if you don't pay constant attention, the baby will become irritated, and may even turn on you during a crucial combat sequence. If you're a good parent and raise the child properly, the baby will show its true form. As you progress through the game, you'll see that the child is actually amorphous, capable of transforming into many different creatures. These forms will aid in combat and even in the overworld.

As for the knight? He's not completely helpless. With sword in hand, he's capable of eliminating any foe. He's bashful, so he relies on the help of his pixie friend, Nehani, to do all the talking. The knight isn't a magic user either, so he must take advantage of strange creations known as Living Toys to produce the big hits and defensive strategies during combat. The Living Toys are hidden throughout the game, each one possessing a different and valuable ability ranging from healing to fire showers. If you don't explore every corner, you may miss a much needed Toy. There are 70 of these wind-up gadgets to find and collect.

Guardian's Crusade also takes advantage of many necessities that are often neglected in the RPG realm. First off, this RPG comes packed with complete camera movement. If your character magically disappears behind a house, don't panic and hastily move to the other side; simply pan the camera to the other side. Guardian's also delivers the mother of all features – no random battles. You won't know whom you're fighting every time, but you'll have the opportunity to escape a combat confrontation before it begins as the enemy is always shown within the overworld.

Guardian's Crusade may not be the next Final Fantasy, dazzling us with intense storytelling and drop dead graphics, but it doesn't need to be. This is one of those RPGs that tries to be as different as it possibly can be, and succeeds in doing so on a highly entertaining level.

The Living Toys play the role of magic.

Guardian's features over 15 minutes of pre-rendered cuts.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
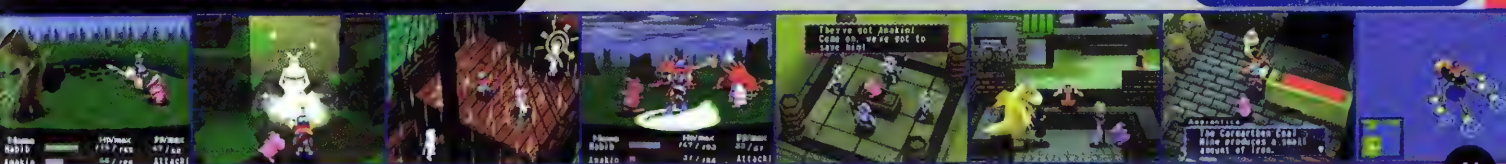- **Special Features:** Violence & Disturbing Images; Resident Evil-Like Combat; Puzzles; Handy Dandy Map; Red Ink To Mark Map; Memory Card Save; Dual Shock & Analog Compatible
- **Replay Value:** Moderately Low
- **Created by:** KCET for Konami
- **Available:** Now for PlayStation

Bottom Line: 7.25

SILENT HILL
ALTERNATE EVIL

Chris...er...Harry found a valuable tool.

Yes / No

There is a classroom key. Take it?

This fog's making visibility poor. If you don't land, I'm gonna have to shoot ya down.

Mel Gibson screamed, "Give me back my son!" in Ransom. Sally Field pleaded, "Give me back my baby!" in Not Without My Daughter. And now, you have the chance to yell out, "Give me back my daughter!" in Konami's copycat horror title, Silent Hill.

In this action-packed release, you assume the role of Harry Mason, a mild-mannered, leather jacket wearin', gun wielding, concerned parent. Harry's had a rough night...a really rough night. And no, he didn't make a wrong turn into Bubba's Biker Bar & Spa. Harry's daughter, Cheryl, disappeared before his eyes and never reappeared. To make matters worse (if they could be any more so) Harry has also been assaulted by babies who abuse knives. He's stumbled upon a fleshless being or two. He's slipped on sidewalks splattered with guts. And to top it off, he's been trapped inside an annoying blanket of fog ever since he set foot in the small American town of Silent Hill. Its current population? El zippo. Harry can't call upon anyone for help...except you.

So are you gonna help the poor chap or what? Harry's reaching out here, and if you think your gaming skills are highly toned, then step up to the controller and give Silent Hill a whack. If you've played through the Resident Evil games, then you've already played through a majority of Silent Hill. No, no silly! Silent Hill isn't a Resident Evil side quest or anything cool like that. It's a new product developed by KCET (Konami Computer Entertainment Tokyo) that looks, plays, and feels exactly like Resident Evil. Even from the screen shots, Silent Hill could be confused with a future Resident Evil release. There's no denying the fact that KCET wanted to become a presence in the video game horror scene, and what better way is there than sucking directly at Capcom's neck?

The controls, combat interface, suspense techniques – and even the text color and font look – appear as though they were taken directly from Resident Evil. The one key aspect that separates Silent Hill from Resident Evil is the way that the environments are constructed. Resident Evil used painted backdrops to evoke horror. Silent Hill does it with polygons, and in doing so, KCET has eliminated one of Resident Evil's biggest setbacks. In Silent Hill, all of the environments are completely three-dimensional. If a camera angle is a nuisance, then change it. You really never need to worry about where the camera is. KCET did a remarkable job pre-setting the camera positions so you don't need to fuss about them, and get this, complete 3D also spells zero loading. Excellent!

Another Evil complaint has been toppled as well. In Silent Hill, you have the freedom to explore the entire city, not just the house or police station. So, has Konami leap-frogged Capcom and introduced a game more amenable with gamers? Or has it gone too far, stomping on all who pay the price expecting another banner release from the company behind Metal Gear Solid?

Exclusive!!! Resident Evil 3 screen!!! ...We're just kidding. It's that wacky Silent Hill game again.

Just like in Resident Evil, enemies launch through windows without warning.
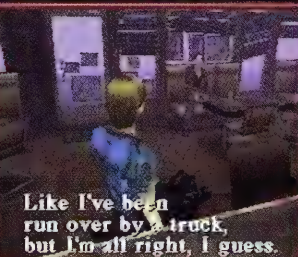
Like I've been run over by a truck, but I'm all right, I guess.

ANDY
THE GAME HOMBRE

Concept	7
Graphics	9
Sound	8.25
Playability	7
Entertainment	7

7.75 OVERALL

"As far as presentation is concerned, Silent Hill is extremely well done. The graphics are sharp, the loading is quick, and the overall design is very good. Certainly, it is annoying that your view is often limited by either fog or the dim glow of your flashlight, but these things can be forgiven and attributed to mood. However, I cannot forgive the somewhat annoying gameplay. It seems Konami went out of its way to rip-off Resident Evil, but forgot some of the more important features like variety and fun. The enemies in Silent Hill are annoying, and the puzzles are a little weird. But in the end, **Silent Hill is a decent Resident Evil rip-off. It won't blow you away, but it will certainly keep you playing.**"

PAUL
THE GAME PROFESSOR

Concept	5
Graphics	7.25
Sound	8
Playability	8
Entertainment	8

7.25 OVERALL

"I can imagine the meeting that took place when this game was in the early design stages at Konami. Some guys just sat down and copied the design of Resident Evil 2. They did a pretty good job of ripping-off almost every aspect of the game. **From items, puzzles, and playcontrol to the cheesy voice acting, Silent Hill tries its hardest to imitate the Evil that Capcom created.** This game does succeed in creating some fairly scary and nerve-racking moments, but it doesn't come close to rivaling the look of Resident Evil 2. Silent Hill's graphics are mediocre and the game's use of the dark settings and fog is clearly designed to mask the inadequacies of the graphics engine. If you can accept Silent Hill as a cheap imitation, you may find you can enjoy this game."

REINER
THE RAGING GAMER

Concept	5
Graphics	8.5
Sound	7
Playability	7
Entertainment	7

7 OVERALL

"Silent Hill cut deep into the body of Resident Evil and extracted the skeleton for its own sadistic use. As such, Silent Hill is nothing more than RE with new skin. The graphics, animation, voice acting, and battle engine are almost identical to what RE has to offer. However, Konami's cloning process was far from perfect. The plot moves at a snails pace delivering hours upon hours of pure boredom, and the enemies are easy to fool showing poor design. To its benefit though, Silent Hill succeeds in delivering fluid 3D play. But **I'd rather stick with painted backdrops than 3D that is always shrouded in a blanket of fog** like it is in Silent Hill. It's seriously frustrating not knowing what lurks ten feet in front of you. This RE wannabe pushed for praise, and even adopted a popular shell to do so, but it comes up short."

...can break through ...of darkness.

If approached carelessly, I may be sucked in.

Daddy—help me— Daddy—where are you—

rollcage

FLIPIDY DO DA

"Rollcage has so many things going for it, that I want to love this game. From the blazing fast graphics to the awesome arsenal of effect-heavy weapons to the ingeniously designed tracks, Rollcage shines like few racers. The dual-sided car is a great concept, and you can really see where this game was going. **It was going to be cool. It was going to be the next Wipeout. But somewhere along the way, somebody screwed up, and this game fell flat on its face.** For instance, the control is tight, but almost too tight. You find yourself gingerly working your way through the tracks, rather than going balls-out, as one mistake will send you spinning out of control not knowing which way is up. This game is worth a look, because it's almost there. But in the end, I don't like it, even though I really wanted to."

ANDY
THE GAME HOMBRE

Concept	8
Graphics	9.25
Sound	9
Playability	5
Entertainment	5

7.25
OVERALL

"It isn't all that exciting to see another combat racing game. Everyone has taken a stab at this genre and I'm getting pretty tired of it. Leave it to Psygnosis to shake me out of this sleep-inducing boredom. Rollcage shares a lot with Wipeout. Both have excellent track design and killer weapon effects, but Rollcage takes the mayhem a step further with destructible environments and the two-sided cars. I like the idea of blowing up rock formations, buildings, and other structures to hamper my opponents. The design of the vehicles also creates some spectacular air time. **Rollcage is intense and will please anyone who enjoyed Wipeout,** but if you're easily frustrated, watch out. This game will tick you off. Veterans will find some challenge once the easy mode is taken care of."

PAUL
THE GAME PROFESSOR

Concept	7
Graphics	9
Sound	9
Playability	8
Entertainment	7.5

8
OVERALL

"I truly appreciate the physics and graphics, but **unlike beer, this title cannot be praised for its less-filling offering.** If the CPU was more of a competitor, and if the tracks actually forced you to use the unique flip onto the hood concept, Rollcage would have been a hit. Without these features, Rollcage's excitement ends within minutes. To beat this game you simply need to stay on the track, avoiding the flipping, spinning, and all the fun stuff that makes this title unique. I was duped at first, and hooked beyond belief, but I soon found out that Rollcage was nothing more than a video game quickie rather than an all-nighter. What a shame."

REINER
THE RAGING GAMER

Concept	5
Graphics	8.75
Sound	8.5
Playability	3.75
Entertainment	4.25

6
OVERALL

When the PlayStation debuted, Psygnosis and its plethora of games drew respect and praise. Each of its releases was touted as "the one to watch." But as the years flew by, Psygnosis' graceful glide transformed into a clumsy shuffle. Now, instead of receiving accolades, its games are labeled "play at your own risk." What went wrong is obvious. Psygnosis bit off more than it could chew, especially with last year's lineup. Along with Wipeout 64 and Colony Wars: Vengeance, Psygnosis released some of the most hideous titles ever to grace the PS-X. Spice World, Rosco McQueen, Psybadek, Sentinel Returns, and ODT had retailers hollering, "Oh No! More Psygnosis!" as these titles never moved off the shelves. If you've tracked the industry, then you know this company is in trouble. Psygnosis is drowning in its own filth, and if drastic change doesn't come soon, then it will sink to its demise.

So far, 1999 hasn't exactly been a banner year for Psygnosis. Its first release, Pro 18: World Tour Golf, is a real stinker (rated 1 out of 10 by Game Informer). To make matters worse, the company has been shaken up by layoffs and a change in its distributor (now Activision). However, its next release, Rollcage, has serious potential.

Take the look, the feel, and the sound of Wipeout XL, then nail it to the ground. This is the basic design of Rollcage. When you first sit down with this product, you instantly think Wipeout. It's extremely fast, pounding out speeds of over 400 kph. It's loaded with great visual effects, like trippy streaks and in-your-face explosions. And to top it off, the jungle soundtrack is insanely mad phat. Bang, baby!

Even if it was a mere XL knock-off, Rollcage would be immensely entertaining. But then, it has its own personality as well. As the title so accurately implies, the cars have the ability to roll, but not just to protect the hull. When a car flips onto its hood, it doesn't stop. It keeps going. That's right, both sides are the right side up. If you hit a lip the wrong way, launch off a jump at a weird angle, or hit a turn too fast, then there really isn't much to fear. You'll simply keep going.

However, you do need to keep your ride heading in the correct direction. Even if you launch off a jump perfectly, there's a chance that you may be struck by an opponent's missile shower, bounce oddly, or what not. At the highest of speeds, even the greatest landings or turns can spell disaster. To excel and place at the top of the league, you'll need to keep your bearings and outmaneuver and out-gun all five of your competitors. All of the weapons and power-ups can seriously mess with your opponent's racing abilities. The weapons range from simple swarmers, to missiles that target the vehicle at the front of the pack. You'll also stumble upon a teleportation device that moves the car in front of you to your tail lights. Two weapons can be stored at once, and as always, you can find protection within the shield power-up.

Firepower definitely plays a huge role in this racer, but not nearly as much as the track designs do. Each track is harrowing, filled with uneven surfaces, jumps, half pipes, and tunnels. All of these terrain variations will throw your skills for a curve and make each race a nail-biter. ■

Two players can compete in races or deathmatch battles.

Neck-and-neck with disaster ahead.

Dynamic lighting.

Even if you're fast enough, the competition can overtake you with firepower.

Effect-heavy.

Don't worry about landing upside down; your ride works both ways.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Fighting
- **Special Features:** 20 Levels; Mantis, Crane, Monkey, Tiger, & Leopard Fighting Styles; Real-Time Cutscenes; Memory Card & Dual Shock Compatible
- **Replay Value:** Low
- **Created by:** Dreamworks Interactive for Activision
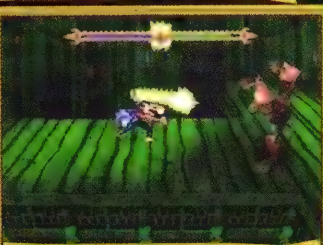- **Available:** Now for PlayStation

Bottom Line: 6.5

T'AI FU
Wrath of the Tiger

Thunder...lightning...that crazy T'ai Fu is fightin'.

By the light...of the silvery moon.

Ha-do-ken!

Use the Leopard Leap to clear large expanses.

Flip the switch and move the bridge.

The dream of a side-scrolling fighter that matches the prowess of a street fighter has been on the minds of gamers and developers for years. Just imagine it...feet and fists flying everywhere...enemies attacking from all directions...dogs and cats living together...ahem, excuse us, different dream. Unfortunately, this is a very difficult task as fighting games work best when the combatants are kept face-to-face on a single plane. But as video games have evolved over the years the dream has gotten closer and closer to becoming reality.

Mortal Kombat Annihilation wasn't it. Fighting Force wasn't it. Tobal 2's quest was close, but that wasn't it either. Enter Dreamworks Interactive, the self-proclaimed weaver of dreams. Led by two fightin' fanatics inspired by a story-seeking Spielberg, T'ai Fu has been long in development as the team worked to attain action-fighting Zen. While T'ai Fu may not have reached the perfect Yin and Yang of side-scrolling fighting, it has moved us one step closer to the dream.

Using animals as characters, T'ai Fu is like Wild Kingdom meets Enter the Dragon. As T'ai Fu, the lone survivor of the Tiger clan, you are on a mission of revenge and redemption. But the only way to reach your goal is to seek out and learn new moves from the various Kung-Fu masters scattered across the land. For only when you have mastered all the animal styles can you hope to defeat the vile Dragon Master.

Luckily, Kung Fu is not T'ai's only power, as he will also learn mystical Chi powers to help him on his journey through 20 different levels of platforming and fighting mayhem. As T'ai progresses, he will learn more about his mysterious past and who is responsible for it through wacky real-time cutscenes, complete with cheesy voice-overs.

Overall, T'ai Fu has some problems with its platforming aspects, but the fighting is non-stop. Once you learn all the animal styles, you'll be pulling off huge combos in no time, and ultimately putting the F-U back in Kung Fu. ∎

YOUR KUNG FU'S NO GOOD

ANDY THE GAME HOMBRE	
Concept	7
Graphics	7.75
Sound	7
Playability	7
Entertainment	4
6.5 OVERALL	

"I entertained the idea of reviewing this game just from watching the demo, but clearer minds prevailed and I dove head first into this brawler. After laughing out loud at the cheesy (but good) Kung-Fu intro, I began my assault on the world of T'ai Fu. And after fumbling with the control for a while, I was soon kicking butt with the best of them. But as I progressed, I discovered the big problem with T'ai Fu – it has split personalities. The fighting personality, the one I like, has some great button-mashing action, and the new moves you learn throughout the game help expand the playability. But the second personality, the platforming side of T'ai Fu, is ugly and plagued with bad camera angles. **This game is entertaining, and easy, but it's just a rental.**"

PAUL THE GAME PROFESSOR	
Concept	6.75
Graphics	7.75
Sound	8.75
Playability	7
Entertainment	5
7 OVERALL	

"What you have here is a tiger who can kick some serious butt and a game that tries to impair his skills at every turn. Like many games, this one has some issues with the camera and perspectives. This makes it extremely hard to execute jumps and stay on the path. It is very reminiscent of another Dreamworks clunker, Jurassic Park – but at least T'ai Fu has some respectable combat. The playcontrol is very repetitive, but **I didn't find anything wrong with some serious button mashing.** What this game needs is some more playable characters and some two-player action. If you like games like Fighting Force or the classic Double Dragon, you might enjoy some time, albeit brief, with this title."

REINER THE RAGING GAMER	
Concept	5
Graphics	6.5
Sound	7.75
Playability	4.75
Entertainment	4.75
5.75 OVERALL	

"Tony the Tiger was a lame cat to begin with, but man oh man, this T'ai Fu guy is **the most heinous pussy I've ever seen.** I really wouldn't be surprised if Bruce Lee jumped out of his grave and smacked up the development team responsible for this martial arts disaster. Heck...I'd be right behind him kicking 'em while they're down. Dreamworks tried to be inventive and cutting edge, but in the end, this product is so disjointed and messed up that it hurts to sit and play it. The horrible collision, mysterious graphical flickers, occasional moments of slowdown, lame concept, and monotonous combat pound this title six feet under."

Save the world, get the girl.

NEW ARTS!!
Discovering a new combo won't be missed.
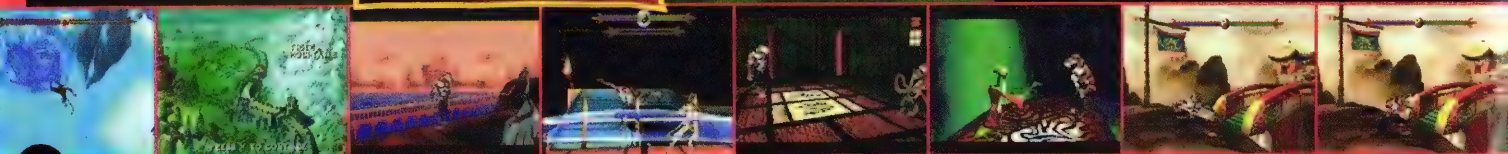
"Legaia starts out a little slow, but it quickly became my favorite of the RPGs GI reviewed this month. I will admit that the combat is slow moving and button intensive, but I really got into the whole interface. Strategically taking apart your opponent, choosing from hundreds of different combos and magic spells is just the kind of thing that keeps me up into the wee hours of the morning. The story isn't great, but it's interesting enough to keep you playing (though finding what to do next isn't terribly difficult as Legaia is very linear). Though not as innovative as Guardian's Crusade, Legaia delivers on just about everything else. Play this, then play Crusade."

ANDY
THE GAME HOMBRE

Concept	8.75
Graphics	8.5
Sound	8
Playability	8.5
Entertainment	8.5

8.5
OVERALL

"Initially, I thought Legaia's battle interface was fantastic, offering a lot of choices. For the most part, this holds true as you can pick a number of cool combo attacks and the magic system is innovative. After a few hours, battles became monotonous and the dozen or so button presses it takes for auto battle is just stupid. However, upon watching Andy play, I found that Legaia combat offers tons of different paths to the same goal. He was more conservative and used more magic, while I blazed a trail and used the standard attacks. Overall, I found the story to be solid, albeit generic. Other than the battle system, **I found the whole game to be pretty ordinary. I also found it to be pretty addictive**, but it surely doesn't match the standards set by games like FFVII and Xenogears."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	8.5
Sound	7
Playability	8.25
Entertainment	8.5

8
OVERALL

"Legaia won't knock you off your feet, but it'll keep you thoroughly entertained for 30-plus hours. This is the kind of RPG that needs to be played in moderate doses. Four hours here, four hours there. The predictable story and linear play are definite turn-offs. Interwoven within this systematic paint by numbers shell is a complex combat chemistry which surprisingly is this RPGs strongest hand. In most RPGs, combat is dreaded. In Legaia you live for it. **The inventive combo-based play opens a new book on RPG tactics**, and the combat graphics (most notably the animation) are at the top of the role-playing food chain. I recommend this adventure to those who saw the light in Wild Arms and Suikoden. It's not great, but worth the time anyway."

REINER
THE RAGING GAMER

Concept	8
Graphics	8.75
Sound	8.25
Playability	8
Entertainment	8.5

8.25
OVERALL

Grow Phil Collins Tree! Grow!

Choices, choices, choices.

Vahn and his Ra-Seru have to save the world by activating all the Genesis Trees to stop the Mist that's driving the formerly friendly Seru nuts. Nothing new going on here; but what Legend of Legaia lacks in originality, it more than makes up for in style. The standard RPG elements are all here, but with a "Tactical Arts" battle system to spice things up – way up.

At the start of each turn-based combat round, attacking characters choose how to hit their enemies (high, low, on the left, or the right) and in what order, as many times as their Spirit Meter will allow. Early on in their Seru-fighting careers, there might only be room for three moves, but as levels rack up, so does space on the meter. Certain hit combinations will bring about different damaging maneuvers, or Arts, for each of the characters. Fortunately, once an Art is stumbled upon, its secret is recorded in an on-screen battle menu.

The Arts certainly deliver the damage, but they don't come free. Each one has an Art Point (AP) cost, and characters have to manage their slow-to-regenerate AP bar during combat. When your AP gets a little low, or you need extra Spirit Meter space to pull off the Electro Thrash, a turn may be spent replenishing Spirit. Doing this gives a large return of AP and extends that characters Spirit Meter by two moves for the next attack.

As if that didn't cause enough combat accounting, your Ra-Seru will always be on the lookout to swipe

Egads! That Caruban's coming right at me!

up defeated Seru's magic. Depending on the Ra-Seru's level (which goes up for every Genesis Tree brought to fruition), different amounts and types of magics can be stored. Each magic not only has a certain Magic Point (MP) cost, but also a level of power ranging from one to nine. The more you use a certain magic, the more powerful and useful it becomes.

Every combat round in Legend of Legaia finds the player asking himself things like: Is it worth it for Vahn to spend 30 AP for a Tornado Flame attack, or should he increase his Spirit to pull off something better in the next round? Should Noa spend the 28 MP for her level 4 Gizam Bubble Crush magic or try to charm an enemy with her Tough Love maneuver? Gala could spend his last 13 MP on Nighto's Hell Music, but will he need a couple Vera Mystic Cares later on?

As the adventure continues to unfold, the options for characters keeps growing, keeping players interested to see what they can pull off when they go up another level. If the goal of a role-playing game developer is to have players immersed in the protagonists' progression, then Legend of Legaia is a complete success.

Over 50 artists were put to task on Legaia.
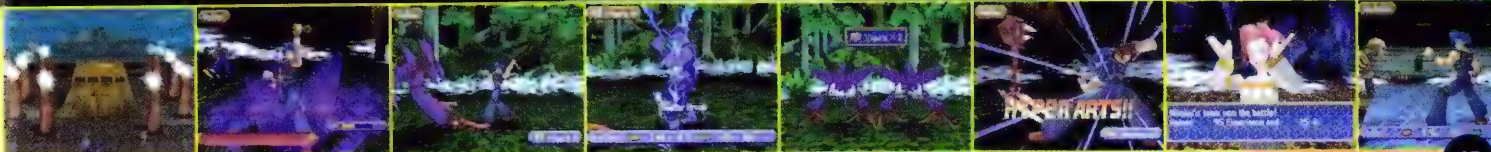
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 60 FPS; 16 Characters (Including 6 From FF VII); Multi-Tiered Arenas; Wall Moves & Juggles; Mini Games; Giant Quest Mode; Memory Card Save; Dual Shock & Analog Compatible
- **Created by:** Dream Factory for Square Soft
- **Available:** May for PlayStation

75% Complete

GOD BLESS THE RING
EHRGEIZ

NO LONGER NEGLECTED

CHARACTERS

Ehrgeiz is a new venture in fighting, yet the cast is quite recognizable. Out of the 16 playable characters, six originally found success in a little PlayStation RPG known as Final Fantasy VII. You heard correctly FF aficionados! Ehrgeiz features an all-star lineup. If you want to command an arrogant character, then choose Sephiroth. For bloodlust, step into Vincent's pants. If you're always in a world of confusion, then choose Cloud or Zax. For pilfers, Yuffie is your girl. And last but not least, if 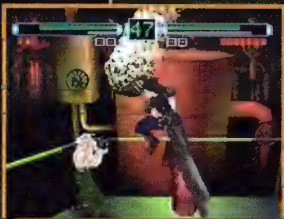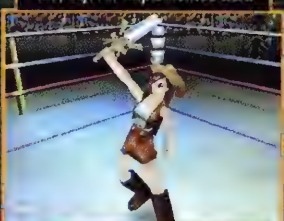you seek creativity, then choose one of the other ten characters who, surprisingly, could all fit into the FF VII universe. In a nutshell, all the characters are well balanced with regards to one another, and all (except Cloud and Zax) feature unique moves and techniques.

Instead of Red XIII, Barrett, or Cid, Square implemented Zax.
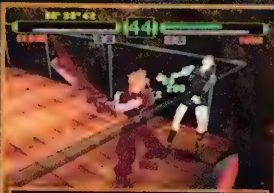
Tifa even comes with her cowboy guise.

or the clan of hard-core fighting game junkies out there, the words Square Soft are rarely uttered. When they are, the sound is more scornful than satisfied. Why? Because Square Soft messed up. It neglected an entire audience by failing to bring Tobal 2 to U.S. shores. Tobal 2 is without question (we think you'd agree), one of the best, if not the best, PlayStation fighters on the market. But many will never know this, since the product basically doesn't exist for most of us. Tobal 2's developer, Dream Factory, just finished the PlayStation version of its new fighter Ehrgeiz; and for a while there, it didn't seem like we'd see this port either. But the nail biting can now cease. A decision on its availability has been made…and (drum roll, please)…Square Soft has set a U.S. release date for May. Yippee!!! Let's hope Square adds Final Fantasy Collection to its list of upcoming U.S. releases. For now, take a gander below at the booty definitely comin' our way.

Sepiroth's swordplay is unmatched and unrivaled.

FIGHTING TECHNIQUES

Ehrgeiz is a sophisticated fighter that delivers a ton of different techniques within an agile 3D engine. Air juggles, combos, and special attacks play the biggest role in Ehrgeiz, unlike Tobal that relied heavily upon a complex grappling system. Ehrgeiz's combat is different, yet incredibly intense…and fast! At 60 frames per second the characters glide across the screen at the greatest speeds. The controls are broken down into a high, medium, and low system. Complete freedom of movement is delivered through the directional pad, and the shoulders unleash the block and jump. Most unique of all is the special attack. By tapping (or holding) ●, the character will unleash his or her own special. For this, some characters draw a weapon, and others direct a projectile. All of the arenas are multi-tiered yet reasonably small. The characters can jump from ledge to ledge, propel themselves off walls to attack with great force, and trap opponents in corners. If you become a master of this combat, you'll find that positioning and combo use are the most effective means of victory.

Pinned in the corner.

Combos strengthen the chance of victory.

QUEST MODE

This fascinating mode is the staple in all of Dream Factory's PlayStation releases. Tobal No. 1, Tobal 2, and now Ehrgeiz are all equipped with this incredibly deep mode. Tobal No. 1's was too short. Tobal 2 was too hard, but Ehrgeiz's is just right. It's kind of disappointing that it features only two characters, Clair Andrews and Masuda Koji, but the gameplay is definitely an improvement over what Dream Factory previously threw our way. You no longer need to worry about picking and choosing potions, fearing poison. Ehrgeiz is more like an RPG than ever. The inventory is easy to follow and use. The characters can acquire weapons and armor (that show cosmetically), and battles with multiple enemies feature better odds. However, unlike Tobal 2, none of the enemies from the Quest mode can be accessed in the Arcade mode. Bummer.

Bounce off the ropes to land big hits.

Ehrgeiz's quest is lengthy and complex.

MINI GAMES

If you thought Tekken 3 took an obscure turn by delivering a Beach Ball Battle mode, then wait until you hear what Ehrgeiz is equipped with. Everything from races on the beach to an Othello-style board game are here to challenge fighting fanatics in a completely different way. The beach races are a challenge of timing and speed, where quick button pressing propels characters through the fine sand to the finish line. The Othello game (entitled Battle Panel) tests the IQ. The goal in this game is to conquer as many squares as possible. Once all the squares are filled, the player with the most squares in his or her color wins. Ehrgeiz also features a Survival mode and another racing mini-game entitled Battle Runner. This race is quite different than anything you know. Basically, power-ups rule the roost as characters race around one of three different rings. The first character to finish all of the laps is the victor.

The minigames are obscure but highly competitive.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 10 Playable Characters (Plus More Hidden); Multiple Color Palettes; 5 Modes of Play (Story, Vs., 1-Player, Survival, Practice); Cinematic Camera Angles; Simple Interface
- **Created by:** Yukes for Titus
- **Available:** Late April/Early May for PlayStation

75% Complete

Evil Zone

Gally takes one in the gut.

To the moon, Alice!

Going deep.

Lie slams Erel like a rag doll.

A Fighter For Beginners

One of the biggest complaints about fighting games these days is that they are too complicated for beginners. Novices have no chance against pros who have played and beaten everything in the game ten times over. Nothing can turn a beginner off to video games like having his or her butt summarily whooped with no possible chance of winning.

Fortunately for new gamers, Titus recognizes this and has decided to release a game that is simple to play, while still offering up graphic flavor and diversity. Evil Zone takes the typical fighting interface and simplifies it to a level anyone can understand and enjoy. There are only two buttons, Attack and Guard, for players to use. Although this seems like a hindrance at first, Yukes has made sure that anything other fighters have, Evil Zone has too. Grabs, super attacks, dodges, and even counters are all included to insure against monotony. While the first-timer can just jam on the buttons and be rewarded with some impressive-looking attacks, the pro can consider all the moves and summon them easily.

On top of the ease of play, the graphics are outstanding. Eye candy is all over this game with lighting effects, good animation, and lots of detail. You'll know when a super move is used, as the camera suddenly changes angles and offers a better view of the action. Speaking of the supers, they are as over-the-top as a fighter can get. One character calls upon a satellite to blast his opponent with a beam. Another character splits into three and uses a tandem attack, slicing the enemy into pieces. Even the grabs are extravagant, as characters do all sorts of interesting things to their opponents to inflict pain, with the camera moving about to get the best view of the action.

Even though the game is very easy to play, it does have some mature situations. One woman wears a g-string into combat, another kisses her opponent for the super attack. Definitely not for children (but not in as bad as Dead Or Alive), Evil Zone tries to attract an older audience with its interesting character designs.

Five modes of play will keep many busy for quite some time. By beating the different modes with each character, many secrets are unlocked, from new color palettes for each character to art galleries of each fighter. Secret characters can also be unlocked by the patient player.

For PlayStation owners seeking an easy-to-understand yet highly entertaining fighter, Evil Zone could be the ticket. That is, as long as you don't mind looking at scantily-clad women.
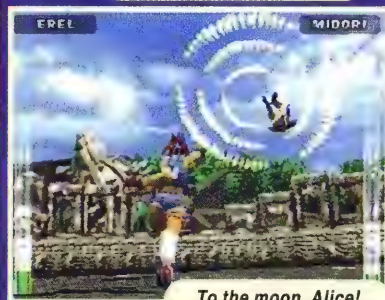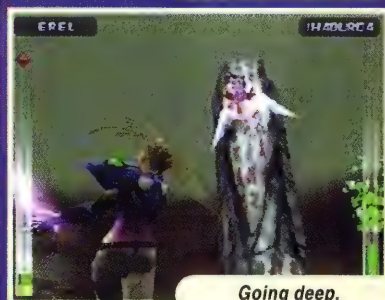
"With this claw, I bless thee."

A successful launch.

Now she's ticked.

Not one, not two, but three.

stop it before
it multiplies.

[the plague.]
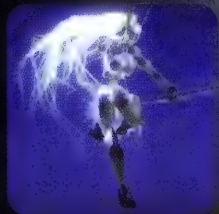
[not the praise.]

["Stunning spell effects" —*EGM*]

["Deep, involving storyline...beautiful graphics" —*GamePro*]

["Beautifully rendered" —*Next Generation*]

["Loaded with exquisite music." —*Gamer's Republic*]

["Unravels like a good mystery...epic" —*PSM*]

["A highly interactive world." —*PSExtreme*]

[www.shadowmadness.com]

SHADOW MADNESS

There is no doubt about it. Final Fantasy sets the standard by which all RPGs are judged. Hironobu Sakaguchi, the man behind the magic, has always driven his teams to not only make the sequel better than the previous installment, but to create a new experience. Final Fantasy VIII, the newest addition to the series, may look similar to FFVII on its graphically crunchy outside, but its chewy middle is filled with rich, new RPG flavors that will change the way you look and play RPGs.

As you would expect from any Square Soft release, Final Fantasy VIII is big on presentation and detail. From the start of the quest to the closing credits, it will assault your senses with computer generated (CG) video clips that are notably improved with motion-captured animation, facial expressions, and blowing hair. But perhaps the most impressive aspect of these movies is the artistry that is evident in every scene. There are Hollywood studios that would be lucky to have the production values that are found throughout this game.

The commitment to detail continues when the movies fade out and the game beings. Gone are the super-deformed characters that Final Fantasy players have loved for years, and in their place are new "more realistic" character models. Placed on a field of gorgeous CG backdrops, the new models complete the look of Final Fantasy VIII and set the stage for what could be the biggest improvement – its interface.

Square's Signature Series Returns Rebuilt, Remade, and Still Utterly Amazing

FINAL F

CONJUNCTION, JUNCTION, WHAT'S YOUR FUNCTION?
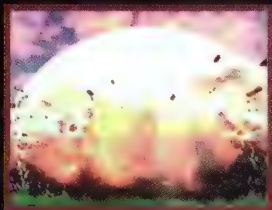
The interface in Final Fantasy VIII is based on three new, but familiar premises. The summon beasts that were the main attraction of FFVII are now evolved like characters through an interface known as Guardian Force. The magic, which used to be found in magic shops everywhere, is now acquired through the command called Draw. These pieces and the abilities that they give all fall into FFVIII's inventive new system called Junction.

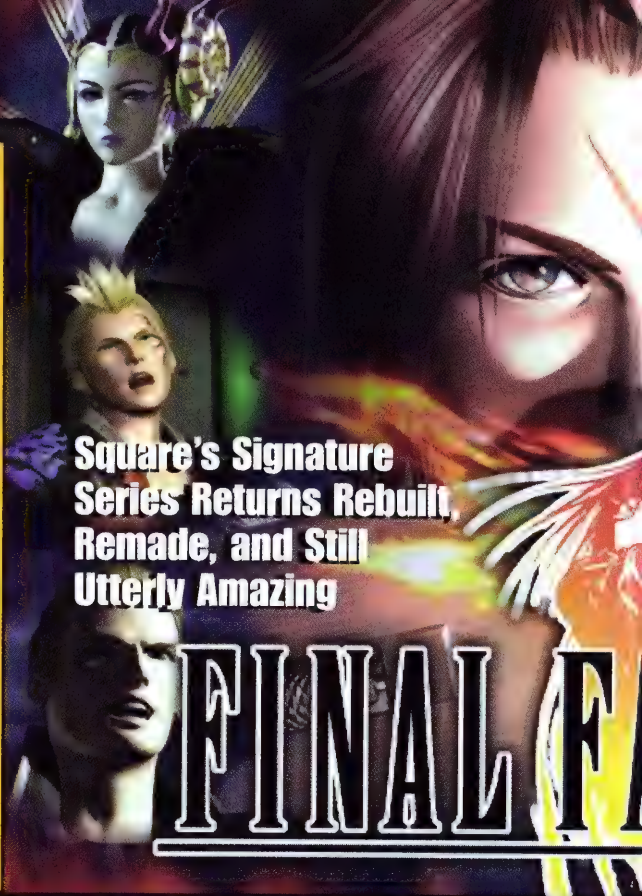The definition Square gives is as such: Junction = Equipping objects other than weapons and armor. In previous games, the player's powers were customized by giving him or her better magical armor or flaming swords. This is not the case in FFVIII. As a matter of fact, weapon upgrades are few and far between, and you can't buy armor. Powers are granted to the characters by choices made using the Junction interface.

Junction Part 1 – Guardian Forces

In FFVIII, the summon beasts are known as Guardian Forces. These handy critters work much the same as FFVII's summon beasts in that you can call them during battle to wreak havoc on your enemies, but that's where the similarities end. For example, a character who isn't junctioned or connected to a Guardian Force only has the power to attack. But once a Guardian Force is attached, the player can then use items in combat, as well as cast and draw magic. But that is not the end to the wonderful things that a Guardian Force will do for the player. As a character's experience grows, so does the connected Guardian Force (which can be one or all of them, depending on the situation). And as a Guardian Force grows, it will bless the player with abilities, hit and magic point

bonuses, as well as the ability to junction magics to your character and improve his or her attributes.

Now if that's quite a mouthful, think about what this enables the player to do. Squall Junctions the Guardian Force Shiva and uses her throughout the game. As her levels increases, she gives him HP upgrades of up to 80%, abilities like speed, counter, and guard, and eventually allows him to Junction his Fire magic to his armor so that fire attacks heal him rather than harm him. Sound interesting? Well it is, and its possibilities are endless. By mixing and matching various Guardian Force and the abilities they bestow on a particular character, you can basically customize him

Alexander ▮ Alexander ▮ Alexander ▮ Alexander ▮ Alexander

- **Size:** 4 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Lots of Gorgeous CG Movies; 16 Guardian Force Creatures; Collectible Card Mini-Game; Unique Junction System; 8 Characters; Mini-Games; PocketStation, Memory Card, Dual Shock, & Analog Compatible
- **Created by:** Square Soft
- **Available:** Now in Japan (Late September U.S. Release)

Translation Analysis — **Difficult** – Numerous options and a complex quest will leave most gamers lost and frustrated.

Fun mini-games are found throughout Final Fantasy VIII.

This vehicle is actually a floating city.

FIREFART 112
RAGNAR 390

Often you must first defeat a Guardian Force before he will join your party.

FANTASY VII

or her into a killing machine for any occasion. You're Mr. Green Jeans and you can grow your characters into weapons experts or magic users, it's all in your hands.

In all, there are 16 Guardian Forces to find and add to your party. And like the last game, when they are unleashed, they are portrayed by a grandiose real-time cutscene that will make your jaw drop and your shorts stink. When a Guardian Force member is summoned, they take on all damage during the incantation, so like any character in the party, you must take good care of them. Think of them as pets that you must feed and rest to make sure they are strong for battle.

Besides the standard Guardian Forces, there are also others that will help you on your quest. One in particular is a knight, who you can't control or junction, who randomly appears in battles and completely destroys the opposition, leaving all items and experience for you. A good guy to have on your side, as he never misses and he always eliminates the opposition in one swipe.
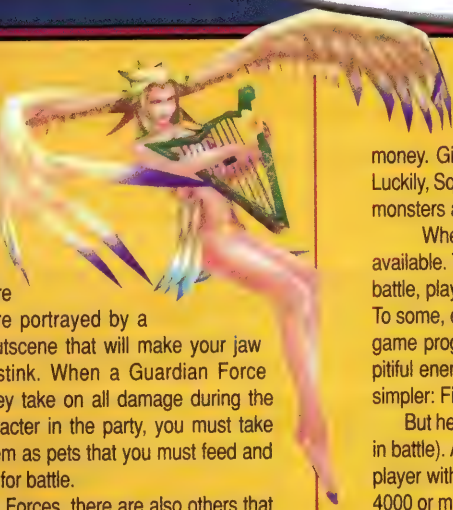
Junction Part 2 – Draw Magic

Unlike previous Final Fantasy adventures, magic isn't found in a shop or left by monsters after battle. As a matter of fact, monsters don't even drop money. Gil is only given to the player by "paychecks" that are given as time passes. Luckily, Squall's income can be increased by passing certain tests at SeeD, but otherwise monsters are just monsters. However, they do have one valuable commodity: magic.

When a character is junctioned to a Guardian Force, the draw command becomes available. This command should get a lot of use as it plays a major role in FFVIII. During battle, players must take or draw spells from enemies to build up an arsenal of magics. To some, even us, the idea of drawing magic from enemies seems ludicrous. But as the game progresses, drawing magic actually turns out to be easier than beating a ton of pitiful enemies just to get enough money to go buy the spells you need. Now it's much simpler: Find an enemy that has the spells you want and take it for all it's worth.

But here's where the magic collecting pays off (besides the fact that it is rather useful in battle). A spell (any spell) can be junctioned to a character's statistics. For example, a player with 2000 Hit Points who junctions 100 Cure 3's to his HP status will increase to 4000 or more. Spells can also be attached to offensive and defensive stats to repel or inflict certain magics. Now that's what we call incentive.

斬れ 3615
RAGNAR 3016
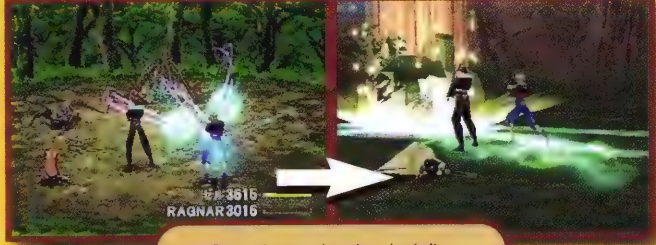
Draw the magic...then let it fly.

In this wacky sequence, Squall and Irvine ascend a stack of boxes to reach a secret entrance.

Rinoa reminds Squall to never stare directly at the sun.

Welcome to Jurassic Park!

Laguna's team does what they do best.

Of course, the meat and potatoes of any RPG are the battles. And the battles in Final Fantasy VIII are like none you have ever seen. It's as if the gods themselves came down from the heavens and rained fire from the skies. Littered with dazzling lighting effects, explosions, and the always entertaining Guardian Force summons, each battle is less than an encounter, and more of an all out war. During our still-in-progress quest to defeat FFVIII, we have learned much, but still know little; however, one thing we do know is that the battles are awesome.

Square, in all its wisdom, incorporated a number of exciting elements to keep the battles from getting boring. For one, when Squall attacks, you can increase the damage inflicted with a well-timed pull of the trigger on the gunblade (R1) just as his swing comes down on the enemy. Since the enemy's level always match your own (yes!), there is a chance you can die during almost any encounter, forcing gamers to keep a close tab on the battle at hand, and a trigger finger ready for action.

But that's not the end of the button-pressing madness. During a Guardian Force summons (which happen often and last a long time), the player is given the chance to power-up his or her attacks as well. When a G.F. is summoned, the player can press select to bring up a ■ button icon next to the number "75". Once you see it, start jamming on the ■ button and the number will rise. As the number rises an "X" will randomly flash to impeed your progress. If you don't pause for the "X", the counter will return to "75". But if you make it through the mind-field, you can really get that meter up there. And let us be the first to tell you, a "200" attack is a helluva lot better than a "75". In the later stages of the game, you won't even get a chance to watch the Guardian Force cutscene as you'll be too busy throttling the ■ button...it's that effective.

Not so prevalent in this game is the limit break. While it is still a part of the game, generally you are only given an opportunity to unleash one of these babies when your character is close to death. But when given a chance to let one fly, they're still as effective as ever. Zell's even brings in shades of Sabin from FFIII, with fighting game styled moves to input.

The Plot

Squall Leonhart is a student of Garden, a private school that trains mercenaries. After completing training, he is inducted to SeeD, an elite mercenary force. At a swingin' party for new SeeD recruits, Squall meets Rinoa Heartilly. The pair go their separate ways without ever revealing their identities. The two later meet each other unexpectedly. Squall discovers that Rinoa is the leader of Forest Owls, a rebel group (with a wimp name) fighting against the powerful nation of Galbadia. Squall is slowly but surely drawn to Rinoa.

After meeting Rinoa, Squall starts having a bizarre series of dreams. He dreams he is Laguna Loire, a Galbadia soldier who wants to be a journalist (foolishly not realizing that being in journalism is more hellish than being shot at day after day). Laguna appears to be on a military mission with his two buddies, Ward and Kieroth.

While Squall leads a double life, the winds of war build. Powerful Galbadia, having annexed the neighboring Dole (for its luscious canned pineapples), declares war on all other countries. The president is assisted in his global domination goals by the witch, Edea. Squall is given an order to join a team to assassinate the witch.

Will Squall succeed? Who is his dreamy alter ego, Laguna Loire? This is where you come in and the story begins.

CHARA
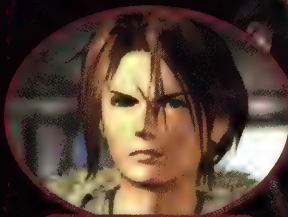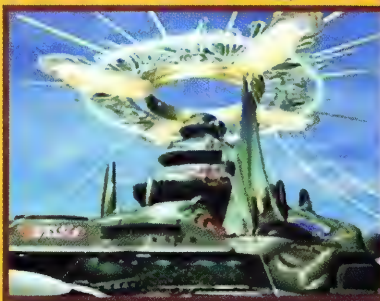
Squall Leonhart

Seifer Almasy

Selphie Tilmitt

Zell Dincht

Laguna Loire

Pandemonium ■ Pandemonium ■ Pandemonium ■ Pandemonium
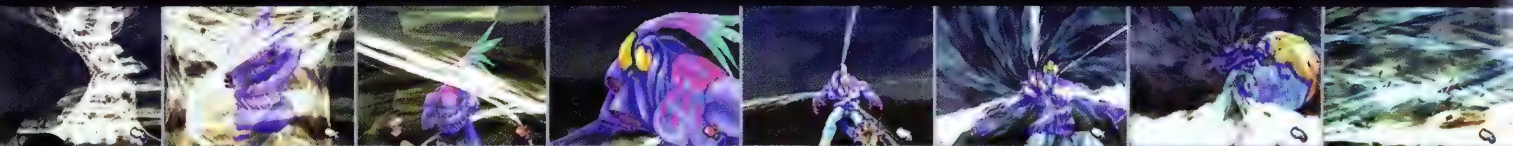
GTERS

Rinca Heartilly

Edea the Witch

Irvine Kinneas

Quistis Trepe

The Collectible Card Game

Mini-games are one of the greatest things about Final Fantasy and VIII delivers one of the most interesting to date. This little side-quest can take on a life all its own, as the cards themselves represent enemies (bosses and otherwise) that are found throughout the game. To create a card, beat an enemy to near death and then use the capture command (much like Nintendo's Pokemon) to add that baddy to your deck. With deck in hand, you can then challenge any person in the realm to a match. The game is played much like War, with the highest card overtaking any weaker cards that it touches on the board. At the end of the game, the player with the most cards wins. Your prize: the opponent's most powerful card.

The PocketStation Adventure

One of the little, yet broad, additions to Final Fantasy VIII is PocketStation compatibility. This game is not instantly accessible once you start the PlayStation adventure, but after you encounter the Guardian Force CoChocobo named Boco, this mini-game will be open to you. The game is simple, you download Boco onto the PocketStation and head out on a completely unrelated adventure. The goal is simple: cruise around the world fighting various baddies, gaining experience, and meeting new friends along the way. The ingenious part is that all the items found on this adventure are then brought back to Squall and the powered-up Boco is then able to help Squall on his quest. Since this is the only way the Chocobo Guardian Force can be powered-up, playing this mini-game is a must for players looking for everything. Especially since there just might be a "special friend" waiting out there for Boco to find.
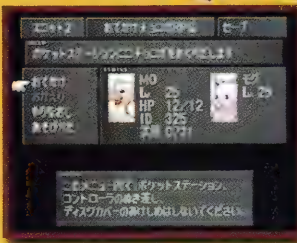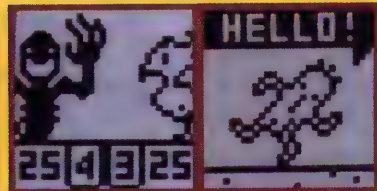
One interesting new addition to FFVIII, is that the game changes focus from the fore to background as you move in each scene.
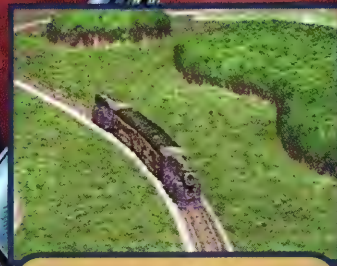
Trains run all over the world of Final Fantasy VIII.
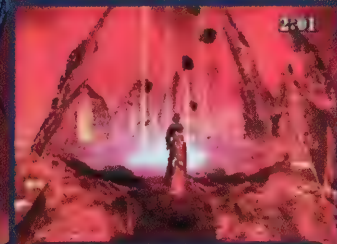
Guardian Force Ifrit is hidden deep underground.

Enough with this war...let's jam!
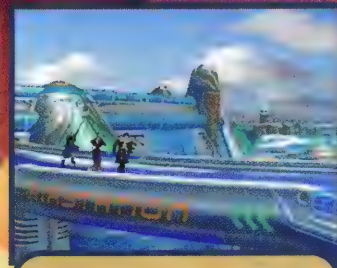
Strange worlds await...

Believe it not, that's Cid in the sweater vest.

Shiva ▌ Shiva ▌ Shiva ▌ Shiva ▌ Shiva ▌ Shiva

You don't have to be a rocket scientist to skate.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 3 Play Modes; 4 Characters (4 More Hidden); Upgradeable Character Attributes; 3 Street Courses With Alternate Paths; 2 Halfpipes; 1 Pool; Dual Shock Compatible; Mirror Mode
- **Replay Value:** Moderately Low
- **Created by:** Micro Cabin for Electronic Arts
- **Available:** Now for PlayStation

Bottom Line: 4.5

	ANDY	PAUL	REINER
Concept:	4	5	1.25
Graphics:	7.5	6	6.75
Sound:	5	8	4.5
Playability:	4	3	2.75
Entertainment:	2	1	1
Overall:	4.5	5.5	3.25

eal Tricks.
STREET SK8ER
eal Boards.

Piece of cake.

Sparks fly.

Andy, The Game Hombre
"You'd think that after all this time, at least the first skateboarding game for PS-X would be good...well, think again. This game, like its name, is horrible. You don't really control anything, you just ooh and aah at the screen. If you're a skater, rent it for a good laugh, otherwise avoid this piece of..."

Paul, The Game Professor
"You get all stoked about a new skateboarding game and EA comes up with some crap game from Japan. This game is boring and does the sport a great injustice."

Reiner, The Raging Gamer
"When I board, I want complete control in performing tricks. Street Sk8er allows you to catch big air, but takes away all control in grabs, spins, and landings. Basically, you just press the button and watch. Lame."

To Air Is Human

Beneath this game's lame name is a product that has been a long time in coming. The PlayStation has yet to experience a game solely dedicated to skateboarding. Many of us at GI come from an era when skateboards were wide and flip tricks were for wussy free-stylers like Rodney Mullen. Well, the sport has evolved again, and we old-timers are amazed by the feats today's experts accomplish.

These feats are what Street Sk8er is all about. Some of the tricks in this game are extremely unrealistic, but they sure look impressive. For instance, one of the characters can launch into the air and do about eight flips while the board spins like a blender blade beneath him.

In Street Sk8er, you must master the Street Tour mode in order to unlock alternate paths, hidden characters, and the two halfpipes and pool in the Free Skate mode. The Street Tour mode has three street courses filled with opportunities to grind a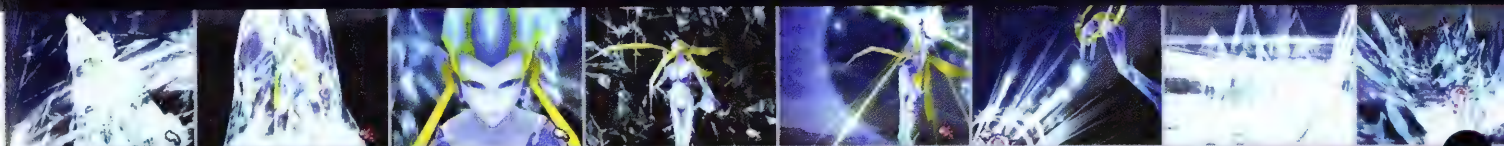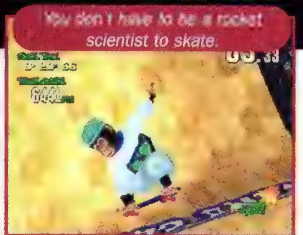nd catch air. The courses are designed extremely well and are similar in style to those in Top Skater for the arcade. The bigger the tricks you pull off, the more points you'll earn. Earn enough points and you can continue on to bonus rounds and the following street course. As you progress, you can upgrade your skater's attributes in jumping, acceleration, max speed, and cornering.

While the tricks are mind-blowing, they're incredibly easy to perform. Therefore, except for the time limit in the Street Tour mode, the challenge that Street Sk8er offers is limited. Before you know it, you'll have all four hidden characters unlocked. Does this low degree of difficulty reduce Street Sk8er's value? Check out the bottom line.
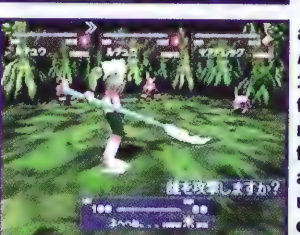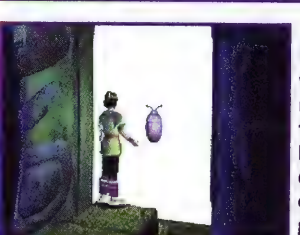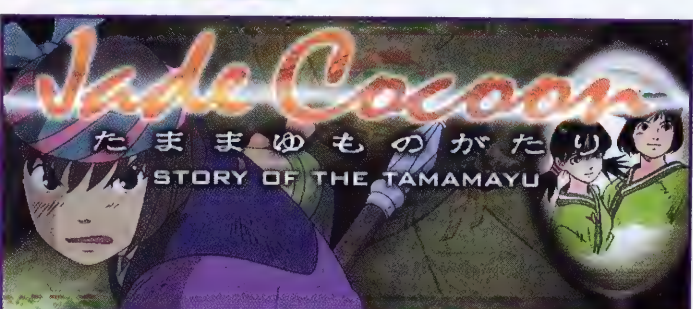
- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing
- **Special Features:** Storyline by Katsuya Kondoh; Capture, Raise, & Breed Monsters; Over 160 Monsters; 2-Player Battle Mode; Over 600 Pre-Rendered Backgrounds
- **Created by:** Genki for Crave
- **Available:** Summer for PlayStation

30% Complete

Heartwarming RPG Goodness

Jade Cocoon
STORY OF THE TAMAMAYU

With its new RPG, Jade Cocoon, Crave hopes to offer us a heartwarming game that will keep us occupied until the imminent release of Final Fantasy VIII. Hitting at almost the perfect time in RPG terms, this game has a lot of potential. Combining the graphic quality of high-end RPGs with the addictive collectability of Pokémon, Jade Cocoon is a glimpse into the future of RPGs.

The main character is Levan, who raises and trains monsters with his wife, Mavoo. As Levan explores, he encounters over 160 different monsters, which could become friends or foes. In battle, Levan can capture monsters and then take them home for Mavoo to raise, or he can take them adventuring. Levan can also breed them in an unlimited environment. Therefore, billions of combinations are possible, and everyone will have mostly unique monsters. Hidden within the game are a few monsters that are extremely rare.

The graphics so far look pretty amazing. Katsuya Kondoh, director of the famous anime films Kiki's Delivery Service and Princess Mononoke, created the art for Jade Cocoon. six-hundred different backdrops were created for the game, making the environments look beautiful and alive.

The game doesn't end with impressive graphics. Extras include a 2-player Arena mode, where players bring their creatures to the arena to fight each other. No monster trading options have been announced yet. Another great extra is the support of the PocketStation, which allows players to continue unlocking new monsters on the road. In fact, some of the monsters are only available through the PocketStation, creating an incentive.

So will this game work for Crave and the gang? Only time will tell, but it certainly looks like a lot of fun.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** 8 Characters Plus More Hidden; 6 Modes: Arcade, Vs., Story, Survival, Watch, & Custom; Beast Morphing; Adjustable Difficulty & Time Level; Dual Shock Compatible
- **Created by:** Hudson Soft for SCEA
- **Available:** May 25 for PlayStation

90% Complete

Jenny the Bat readies a bomb.

Good Morphing to You

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** New Character Abilities Like SCUBA Diving, Gliding, & Snowboarding; 2 Secret Characters; 1,000 New Voice-Overs by Dana Gould; Over 25 New Costumes Including Sherlock Gex & Anime Gex; Bonus Rounds & Mini-Games
- **Created by:** Crystal Dynamics for Eidos
- **Available:** March for PlayStation (& Nintendo 64)

85% Complete

Sgt. Slaughter chases Gex.

The Sharp-Tongued Lizard

Mecha Gex dodges an attack.

BLOODY ROAR 2
Bringer of the New Age

GEX 3
DEEP COVER GECKO

Bakuryu the Mole drills for brains.

Gado does his best Darth Vader.

The Bat sends her flying.

We like to poke fun at Hudson for the lack of variety in its software library: will the next title be Bomberman or...Bomberman? But this year, Hudson is sporting more variety than a vaudeville show. In addition to the token Bomberman title, Hudson released the horrid Mario Party and, coming this May, it will release the second Bloody Roar title, Bringer of the New Age.

Bloody Roar sets itself apart from most other fighters with its use of beast morphing. It was this relatively unique feature that made Bloody Roar one of the most entertaining fighters on the PlayStation last year. Beast morphing changes the fighter into an animal once the beast meter reaches a certain level, increasing the character's power and ability. However, in the first Bloody Roar, morphing refilled the health bar, while in Bloody Roar 2, that luxury has been denied.

The regenerating health bar is not the only omission. Big head and kid character types, as well as the blood toggle, have been left out. However, some new additions have been made. Of the eight initial characters, five are new: Stun the Insect, Marvel the Leopard, Uriko the Half Beast, Busuzima the Chameleon, and Jenny the Bat. Each has unique specials and combos. One of our favorites is Jenny's ability to walk up her opponent's back, plant her foot on the enemy's head, and drive it down into the cold hard ground.

Overall, Bloody 2 seems to be improving, with better graphics, a couple new game modes, and new characters. But will that be enough to garner the kudos it received last year now that the novelty of morphing has somewhat worn off?

Pvt. Gex mans heavy artillery.
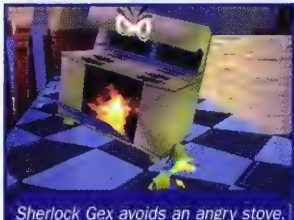
Sherlock Gex avoids an angry stove.

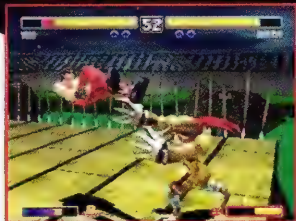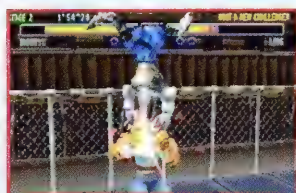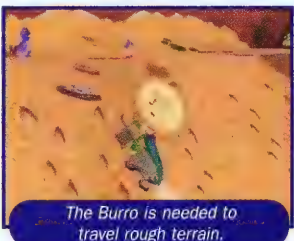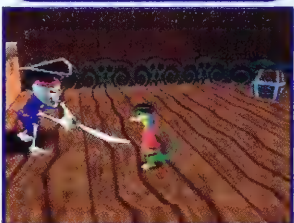*The Burro is needed to travel rough terrain.*

The lizard known as Gex returns for more action/platform mayhem, which also means more tongue-in-cheek commentary on today's pop culture. The man that helped create Gex's identity and attitude, comedian Dana Gould, is back with over 1,000 new quips that are sure to bust your gut. But Gould is not the only voice talent this time around. Bay Watch star, Marliece Andrada, stars as the sultry Agent Xtra. But really, Gould is da man. Andrada won't be as funny, and we suspect Crystal Dynamics hired her just to sucker people into buying the game in hopes of discovering some nude codes that don't exist.

Gex, an international super-spy, is on a mission to rescue Agent Xtra who has been kidnapped by Gex's arch-nemesis, Rez. There are over 60 new enemies standing between Gex and his sexy counterpart, but Gex has a few new tricks up his sleeve. First off, Gex has been doing some serious training in the off season. He has received his SCUBA certification and can also hang glide and snowboard. Plus, Gex has learned to ride a number of creatures and vehicles like burros, crocodiles, camels, and army tanks.

Gex has been busy, but not nearly as busy as his tailor. With more outfits than the Village People, Gex spends a lot of time in the dressing room. Most every level has a theme and Gex sports the appropriate garb. Some of Gex's different outfits include fatigues, a mecha-style anime suit, a Sherlock Holmes costume, ski wear, cowboy duds, a pirate get-up, and more.

All that made Gex 2 a stellar action/platformer is back in Deep Cover Gecko. That, coupled with the hefty list of new features, make Gex's newest adventure one to watch.

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 19 Fully Licensed Cars; 4 Modes of Play (Arcade, Time Attack, 10-Year Championship, Time Trial); 17 Tracks Over 4 Locales; Full Car Customization
- **Created by:** Sega
- **Available:** Fall in U.S. (Now in Japan)

Translation Analysis *Playable* – All of the menus and options are in English.

SEGA RALLY
CHAMPIONSHIP™
SEGA RALLY 2

Off-Road Insanity

A little too close to the wall.

Even the bricks look good.

Mud and snow effects remain on the car.

Uh-oh.

Before Gran Turismo, there were many debates about which racer was the best. One of the front-runners in these debates was always Sega Rally. Even Kazunori Yamauchi, the creator of Gran Turismo, has given Sega Rally props and considered the Sega AM team the one to beat in terms of realism and the overall bar. Now, racing games are lucrative and abundant (especially on the Nintendo 64), and Gran Turismo has forever raised the expectations to phenomenal heights. What can Sega Rally 2 do to impress us?

Simple – Give us what made Sega Rally so great in the first place, and then add more. Sega has done this, offering up an excellent game in the form of Sega Rally 2. The 19 fully licensed cars and 17 tracks may not be quite up to Gran Turismo, but here the license is limited to rally cars only. Each car is fully customizable from the beginning, allowing for adjustment to the perfect ride. Is your Toyota Celica a little bouncy? Tighten up those springs a bit. Need a little more uphill oomph in your Ford Escort? Add some torque to the bottom end.

As with its predecessor, Sega Rally 2 has superb control, detecting each subtle thumb movement and transferring it to wild action onscreen. You can tell if the road is simply soft or downright muddy by the way the car responds. When on two different surfaces (like asphalt and grass), each tire will respond according to what's underneath, making for some realistic control. Analog shoulder buttons give the driver even more control, as feathering the gas or the brake is certainly much easier when it is degree based.

We were exceptionally pleased with how Sega Rally 2 turned out, especially after seeing the hideous beast that reared its head at the Tokyo Game Show. Now, the game is very similar to Model 3 technology, although there are some sobering complications. If there are any cars on the screen, the whole game slows down a bit. This isn't enough to write the whole game off, but the frame drop is very obvious.

Network functions are also included, but it is not known how many users can play together. Unfortunately, the regular mode only allows two players at a time on split-screen, instead of four. It's shortcomings like this one (and the frame problem) that are going to have to be remedied before the release of the Dreamcast in the States. September's headed this way quickly; will the Dreamcast fly? Only time will tell, but Sega Rally 2 helps to add some clarity to the cloudy crystal ball.

Sneaking up for the pass.

Now, cars sport extra tires and more.

Catching a little desert air.

Split-screen racing? You bet!
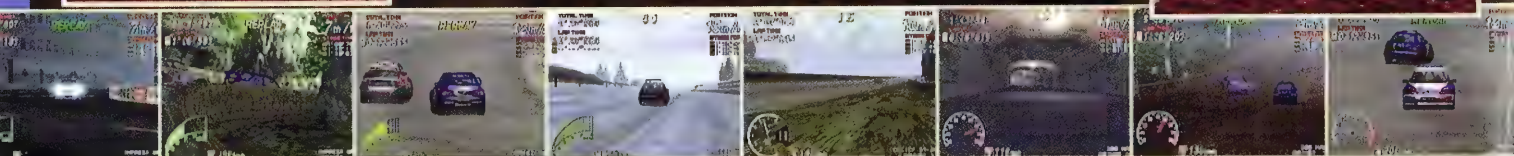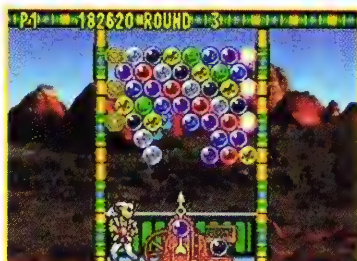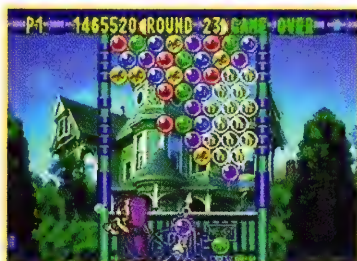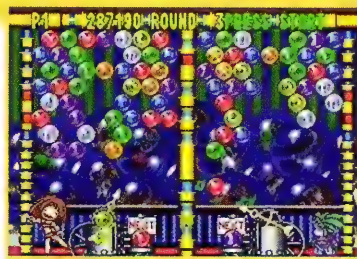
Bust-A-Move '99

Been sleeping too much lately? Well, nap time's over because Bust-A-Move has finally come to the N64. You know the story on this one – match three or more of the same colored bubbles and they pop. When they're all gone, you go to the next stage to pop some more. This game is such a classic, in fact, many out there are groaning, "Bust-A-Move again?" Be not so fast to nay-say, as the N64 version could be considered the authoritative word on Bust-A-Move. Not only are the graphics the sharpest and most vibrant they've ever been, but there are enough modes and puzzles to keep you busy until doomsday. Seriously, without even considering either the 2, 3, and 4-player games (get a 72 inch screen for 4-player) or the Edit mode, by the time you complete Bust-A-Move '99, people will be living on Mars.

NHL Blades of Steel '99

A decade has passed since Konami electrified the NES with Blades of Steel. Now, the "hit the pass" action returns to dazzle the 64-bit arena. Unfortunately, with an increase in power comes a change in play. This new Blades offering is less an arcade game and more a simulator. Everything that made the original the classic it is today has been trashed, replaced with all of the NHL properties and a poorly developed engine. Blades '99 is designed nicely, and is up-to-date with what EA offers, but the choppy play creates more frustration than entertainment. Blades '99 isn't horrible, but EA's NHL '99 is far greater.
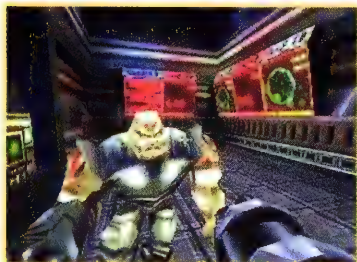
Quake II

It would have been a lot easier for Rastor Productions to make their Quake II port for the Nintendo 64 as similar as possible to the PC or upcoming PlayStation version, but noooo! They had to go and add on a bunch of enticing extras. An exclusive multiplayer arena lets up to four players shoot each other, team up and shoot each other, try to capture the other team's flag while shooting each other, and about a million other variations on shooting each other. New mission-based levels, increased difficulty, and enhanced lighting effects also combine to make Quake II not just a port, but an improved version in its own right.

Preview

- **Size:** Unknown
- **Style:** 1 to 4-Player Racing
- **Special Features:** 28 Cars To Find & Control; 14 Single-Player Tracks in 7 Different Environments; 5 Game Modes; 4 Multiplayer Arenas; Track Editor
- **Created by:** Probe for Acclaim Entertainment
- **Available:** July for Nintendo 64

35% Complete

R/C Re-Volt

Ahhh...how we love a racing game with a story. Especially a hairbrained tale that involves remote control (RC) cars coming to life and revolting against their evil toy masters. Stupid story aside, Re-Volt just may have something here. Employing physics created by some wacky European brain-boys, Re-Volt promises to have the most realistic control ever. On the version we played it wasn't quite there, but it's definitely headed in the right direction. Besides realistic physics, Re-Volt will also feature Mario Kart–esque weapons and pickups to keep racers on their toes as they master 14 tracks set in seven different environments. But the best part of this game may be its huge jumps and multiplayer arenas, where the true insanity that is RC car racing comes to life.

Preview

- **Size:** 64 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 3 Modes; 50 Tracks; 11 Cars Plus More Hidden; Horizontal & Vertical Split-Screen; Short Cuts; Rumble & Controller Pak Compatible; Variable Weather; 3 Difficulty Levels; Co-Pilot Assistance; Car Settings
- **Created by:** Eden Studios for Infogrames
- **Available:** Late April for Nintendo 64

90% Complete

V-Rally Edition '99

With Infogrames' V-Rally Edition '99, players will get to experience 50 tracks from eight different regions including Indonesia, Spain, Sweden, the Alps, and New Zealand. The tracks in this game demonstrate excellent variety and a number of challenging turns to master. In all, there are 15 cars from manufacturers such as Subaru, Nissan, Skoda, and Renault to get you to the finish line. Some are designed for the asphalt, while others are geared for off-roading. Plus, each car can be set up according to the driver's personal tastes in terms of transmission, suspension, sensitivity, and more. However, if you like, the computer recommends a setup for each specific race. Expect to see V-Rally '99 at the end of April.

Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create Player; Full MLBPA License; Pitching, Batting, & Fielding Practice; 6 Modes of Play: Scenario, Exhibition, Statistics, Season, Training, & Trade; Controller Pak Compatible
- **Created by:** Konami
- **Available:** May for Nintendo 64

75% Complete

Bottom of the 9th '99

Yippee! Konami's newest N64 sports game is Bottom of the 9th. There is no team license, but there is a full MLBPA license. So, although you cannot see McGwire bat for the St. Louis Cardinals, you can see McGwire bat for St. Louis. In spite of the unlicensed stadiums, Konami does a fine job of coming up with unique ways to make each stadium stand out. Konami's famous Scenario mode is included, which puts players in a position and a scenario and has them win the game. There are no Dynasty or Career modes here, but a decent Create Player adds a little more life to this title.
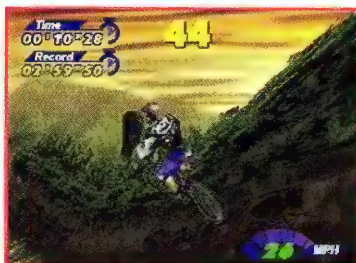
Rushdown

Rushdown takes three "extreme" sports – kayaking, snowboarding, and mountain biking – and blends them into one game. In the Championship mode, you must demonstrate excellence by beating a single computer opponent in all three events before moving on to the next exotic location. Each event is held in six locations – Africa, Europe, Southeast Asia, Japan, North and South America. The graphics of Rushdown are great, but the gameplay is boring. The mountain biking can be fun, as the speed is decent, but the other two competitions are uneventful. Rushdown's control is cumbersome, and you can't accelerate and make hard turns at the same time. This is especially annoying while trying to pedal up a trail with a turn in it. Rushdown is a rental at best.
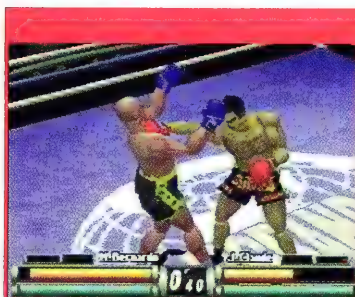
K-1 Revenge

K-1 Revenge, Xing's sequel to K-1 The Arena Fighters, attempts to capture the pace and brutality of K-1 – a full contact sport that allows martial artists of all styles to compete under a common banner of regulations. K-1 comes off as a good halfway point between boxing and Street Fighter. At higher difficulties, the AI won't fall for the same trick over and over again, so learning to mix up moves with good timing is essential for winning matches. For some, though, the dedication required to learn these techniques will prove too much. Defense can also be frustrating as dodging usually fails. Rent K-1 Revenge, play it with a friend, and see if it's your cup of blood.
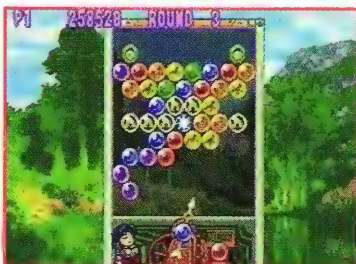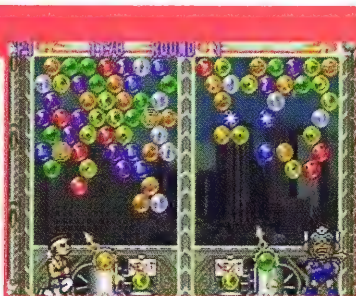
Bust-A-Move '99

The people of Bubble World have only 48 hours to raise $10,000 or their evil landlord is going to foreclose on their car wash. Desperate, they decide to dress in sexy bikinis when they wash vehicles. Hilarity ensues. Of course, that's not what happens in this game at all, but you try writing two reviews in one issue for what is essentially the same game. If you don't already own a previous version of Bust-A-Move, and nabbing the superior N64 Bust-A-Move '99 (with its sharper graphics and more varied modes) isn't an option, then by all means pick up this always addictive game – you'll love it. Otherwise, your money might be better spent paying off that scheming landlord and staying out of a bikini.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Shooting
- **Special Features:** GunCon Compatible; 4 Modes of Play; Over 20 Mini-Games; Memory Card Compatible; New Theme Park Mode
- **Replay Value:** Moderately High
- **Created by:** Namco
- **Available:** May for PlayStation

Bottom Line:
8

Point Blank 2

Namco has done it again. Point Blank 2 captures the feel of the original, yet adds many games and modes to make it seem completely new. Over 20 different mini-games await the player, from Galaga-style shooting matches to saving the Earth from invading UFOs. Unfortunately, the Quest mode was replaced with a Theme Park mode, which is entertaining, but not nearly as compelling as the earlier Quest mode. For gamers who have completely worn out their first Point Blank and need new challenges, then look no further. Point Blank 2 is an exceptional shooting game.

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 13 Teams With 2 Drivers Each; 4 Modes of Play (Arcade, Single Race, Championship, & Time Attack); 16 Internationally Known Tracks; Car Customization; Create Driver; Created With Help From Automobile Club of Monaco
- **Created by:** Ubi Soft
- **Available:** Spring for PlayStation

80% Complete

Monaco Grand Prix Racing Simulation 2

Monaco Grand Prix is the newest contender in the open-wheel racing niche for the PlayStation. Featuring 16 international tracks, four modes of play, and authentic touches thanks to the Automobile Club of Monaco, Monaco Grand Prix has all the bells and whistles an F1 fan could desire. Complete options for car customization are available as well, except for the ability to create vehicles and teams. However, players can create drivers and place themselves on an already furnished team. The tracks are well done, but some minor frame and camera issues should be addressed before this game releases. With a little more tweaking and AI thrown in, we'll have ourselves a decent racing game!
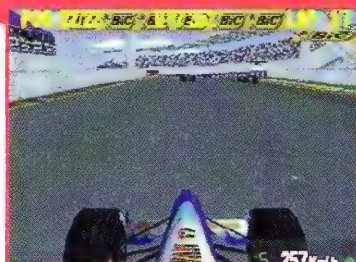
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Signature Batting & Pitching Motions; Play-by-Play Announcing; Create Player Mode; Home Run Derby; Over 750 Actual Players; 31 Stadiums; Analog & Dual Shock Compatible
- **Created by:** Interplay Sports
- **Available:** Late March for PlayStation

80% Complete

Baseball 2000

Baseball – it's American as apple pie, and soon there are going to be enough PlayStation slices to gorge yourself on. All the upcoming baseball titles will have to rely on innovation to set themselves apart from the competition. Interplay's foray into the market, Baseball 2000, hopes to score with a Create Player mode and an all-star team draft option. Adding these now-standard features to a brutally smart AI and over 200 unique signature motions just might raise Baseball 2000 to the top of the heap. The seats are even half empty for most games. How's that for realism?
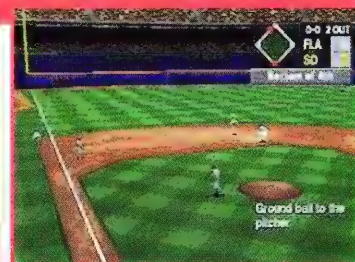
3Xtreme

3Xtreme hopes to capitalize on the continued success of the "extreme" games format. Continuing on its predecessors' path, the game will be about getting through gates, coming in first, and scoring points off tricks. Ten basic tricks are available for each of the three vehicles (skateboard, inline, and BMX), which all ride together in races like the first Xtreme Games. Race against five other competitors over 27 different courses in five locales to secure victory. Motion capture for the game was done by three athletes currently on the Xtreme Games tour. For fans of the series, it looks to be great. 989 plans to put some serious PR behind this one, so keep your eyes peeled.

PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 27 Tracks; 13 Characters (Plus More Hidden); 3 Vehicles (BMX, Skateboard, & Inline); 10+ Tricks for Each Vehicle Type; 4 Modes of Play; Real Licenses From Clothing & Equipment Manufacturers; Dual Shock Compatible
- **Created by:** 989 Studios
- **Available:** May for PlayStation

40% Complete

MLB 2000

MLB 2000 is gearing up for one of the most important seasons in baseball history. Will McGwire continue where he left off? Will he actually get some credit this time? 989 hopes to make it a little tougher for the batters by adding Total Control Pitching to the game. Other major improvements are an expanded Spring Training mode, with scouting reports and more; a GM or Dynasty mode, where you take one team through multiple seasons, handling all managerial issues; and two-man commentary returns, courtesy of Vin Scully and Dave Campbell. Seek out MLB 2000, baseball fans, and prepare for the yearly comparison to Triple Play. Who will come out on top?

PlayStation
Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Two-Man Commentary by Vin Scully & Dave Campbell; New Total Control Pitching; Enhanced Spring Training; GM Dynasty Mode; TV-Style Camera Work; Analog & Dual Shock Compatible
- **Created by:** 989 Studios
- **Available:** March for PlayStation

70% Complete
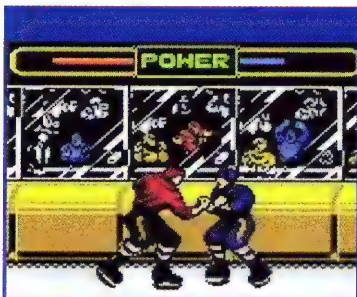
NHL Blades of Steel '99

Many gamers honed their hockey chops on Blades of Steel for the NES. Now, while the new Blades of Steel games for Nintendo 64 and PlayStation are pretty nifty, the Game Boy Color is where it's at. Prepare to weep nostalgically while playing this reincarnation of the great NES hockey game. All teams are up to date, and the game features the classic fighting and shootout segments. Players can also link up and go head-to-head. All that's needed are two people ready for some trash talking, and you've got yourself a game. Get Blades of Steel '99 and show the young 'uns a classic in its own right.

Game Boy Color
Review

- **Size:** 2 Megabit
- **Style:** 1 or 2-Player Sports
- **Special Features:** Full NHL & NHLPA Licenses; NES-Styled Control; 5 Modes of Play (Practice, Exhibition, NHL Season, Random Season, & Playoffs); Fighting
- **Replay Value:** Moderate
- **Created by:** Konami
- **Available:** Now for Game Boy Color

Bottom Line:
7.5

Invasion From Beyond – PlayStation
Bottom Line: 8.75

Super crazy Defender with missions sums up Invasion From Beyond. Use your Suck-O-Matic (insert lewd humor here) to rescue civilians from those gal-durn alien invaders. Pick up spare parts from destroyed UFOs to build new weapons and ships. When bored, help the aliens shoot humans.
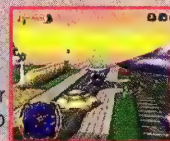
Carrot Crazy – Game Boy Color
Bottom Line: 3.5

It's a Bugs Bunny cartoon sans wackiness. Playing Bugs and/or Lola, you try to collect enough carrots and letters to complete the scenes. The bonus rounds are fun, but playing the rest of Carrot Crazy to get to them will make you wish an anvil would fall on your head.
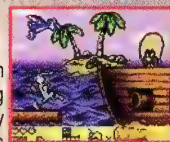
Twouble – Game Boy Color
Bottom Line: 6.5

While watching Sylvester chase Tweety have you ever said, "I could nab that pesky parakeet"? Well, here's your chance to prove it. Follow that ever-elusive bird through scene after scene. Part 3D puzzler, part side scroller, Twouble is pretty fun.
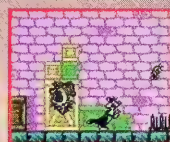
Mortal Kombat 4 – Game Boy Color
Bottom Line: 5

Mortal Kombat 4 – when you absolutely, positively, have to throw a spear at someone while riding the bus, here's your fix. The controls are a bit harsh, with even basic special maneuvers tricky to pull off, but if you're not yet tired of the MK line, go for it.

Rampage World Tour – Game Boy Color
Bottom Line: 6.5

There's something about punching down buildings and eating bystanders that always entertains. About as close as an arcade translation gets on Game Boy, this game's only flaw is you can't walk on the streets to smash cars and tanks. Still, it's mayhem worth owning.
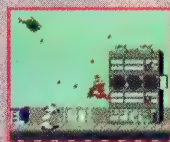
NFL Blitz – Game Boy Color
Bottom Line: 6

If you put Game Boy Color's NFL Blitz against any home console football game, the latter would win out. When you're stuck at grandma's though... The AI makes some suspect plays at times, and telling which way your QB is facing isn't always clear, but you could do worse.

GIPC

by Bergren, The Game Burrito

It's a nice balance of good and bad this month, but SimCity 3000, Sin, and Alpha Centauri more than make up for slackers like Wargasm. So strategy gurus, get ready to have your life swallowed up by SimCity and Alpha Centauri. And if you're looking for an excellent shooter, Sin won't let you down.

WHERE DOS & WINDOWS COLLIDE — WHERE DOS & WINDOWS COLLIDE —

9   SimCity 3000 - EA

SimCity 3000 uses the same concept that has reaped a fortune, but adds new features to tempt the SimCity veteran. Now, you can see people and vehicles travel about your home-grown city. You'll also have to focus an eye on waste management and water pollution to keep your citizens happy. In addition, SimCity 3000 offers new ways to make money with special business opportunities like mega malls, amusement parks, and military bases. You'll also be able to sell excess water, electricity, and landfill space to neighboring cities. There's so much going on that it's impossible not to be completely immersed. And even though the game is remarkably detailed and thorough, it's relatively easy to jump in and play. SimCity is a game without end, especially with the Building Architect Tool that can be downloaded at simcity.com, allowing you to create buildings and import them into the game. SimCity 3000 is pure joy and should be experienced by one and all.

8.5   Sin - Activision

Having taken a gander at many first-person shooters lately, I can say that Sin is right up there with the best of them. As with most games in this genre, you'll want a graphics accelerator to truly appreciate it. Sin is exceptionally violent and contains plenty of profanity. The level designs are slightly above average, even though there is an over-dependence on corridor environments. Sin even delves into the recent stealth fad, though it doesn't play a huge part in the game. While it isn't done all that well, it does provide needed variety. What I like best about Sin is the story and how it's implemented with the help of cutscenes and mission objectives. If it weren't for these, I would have been pretty bored. One pet peeve I have is that although enemies have specific hit zones, it sometimes takes two or three shots to an enemy's bare skull to bring him down.

preview   MechWarrior 3 - MicroProse

MW3, at about 70%, is coming along quite nicely. Unfortunately, the Mech Lab where you customize the mechs isn't fully operational yet. And in my mind, if I can't build my own Mech, there's little point in playing. But I was able to explore the Lab a little bit, and it's simple to use. However, you can't easily find out the function of each item. Using my mouse and keyboard, the control is pretty solid, although it took me a while to get used to running with a pivoting torso. Fortunately, the HUD helps you keep your bearings with a tiny image of your mech. The HUD also displays a compass, radar or map, an image of your target that shows its level of damage, and a weapon select screen. Now, when selecting a weapon in battle, you no longer have to worry about choosing a weapon that's out of ammo. So far I'm pleased with MW3, and when the Mech Lab is working I'll like it even more. Look for it this May.

7.75   Rival Realms - Atlus

This real-time strategy game was a pleasant surprise. Fans of WarCraft may want to check out Rival Realms (RR), with its fantasy elements, especially if looking for less of a challenge. A couple things make RR really easy. First, you can shoot projectiles through walls. Second, and most important, hit points and mana points regenerate automatically. RR features three races: elves, humans, and greenskins. Naturally, each has its own strengths and weaknesses. Elves, for example, specialize in magic where greenskins are masters of close combat. There is an RPG angle to RR as well. Characters have a four-slot inventory and the ability to gain experience points. Plus, you can save any character to a library and use him or her in a later campaign. Unfortunately, you have to hire them back as mercenaries, and the better they are the more they cost. While not perfect, Rival Realms offers up some decent real-time strategy moments.

5   Wargasm - Infogrames

In this action/strategy game you have the option of taking charge of an entire platoon or controlling individual tanks, helicopters, or soldiers. A worthy concept – unfortunately the developer, Digital Image Design, didn't pull it off. The action portion of the game wasn't so bad, if only the control was better. I am particularly annoyed that you can't reconfigure the control. But the strategy aspect of Wargasm is far worse. You control multiple units from a boring overhead map view that offers little detail, and your powers of command are limited. Select a unit and a target or destination. That's about it. The flexibility that is standard in most real-time strategy games is nowhere to be seen in Wargasm. You can't group units together, you can't patrol, and it's nearly impossible to keep track of everything going on. A good hybrid concept, but it's poorly executed.

6   Blackstone Chronicles - Red Orb

This graphic adventure is based on John Saul's novels of the same name. The graphics are decent and BC's interface is easy to use, making managing the inventory a breeze. BC's billed as an adventure in terror, but I was never the slightest bit scared. Although it's derived from a series of novels, I wasn't impressed with the story at all. You begin trapped in a restored insane asylum that is soon to open as a museum. You are there to rescue your son who has been taken captive by the ghost of your father and hidden away somewhere in the bowels of Blackstone. Whatever. I couldn't get into the story; every time "my son" spoke to me via some cheesy still photo, I wanted to strangle him instead of rescue him. There are a bunch of puzzles, of course, and you'll meet the ghosts of former inmates to help you along. My final gripe with BC is that navigating is very slow and interrupted by too much load time.

5   Power Slide - GT

This futuristic racing game lulled me into a deep sleep. There's a token story assigned to this arcade-style racer, but it doesn't really enter into the game – it merely takes up a page and a half of the manual. The only decent thing about Power Slide is the orchestral soundtrack. Mixed with the widescreen format, it's almost like you're participating in a Star Wars flick. Unfortunately, the short length of the tracks and their limited variety are quickly outclassed by the sci-fi classic. The problem with the widescreen format is that it's the only option. Therefore, if you have a small screen, it severely limits your point of view. Everything else about Power Slide is fairly typical. There are a number of characters, a few different automobiles, and a decent tournament mode; but really, you don't need to waste your time with this one.
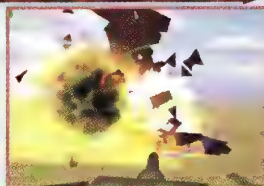
9   Alpha Centauri - EA

Many are calling this game Civilization III, and they aren't far off. One difference is that the setting is not earth. Instead, a large group of humans, divided into seven factions, have journeyed to another planet. A plethora of options have been added to Alpha Centauri, giving it wider appeal. If you like strategy games that cover the military, technology, politics, and the like, Alpha Centauri will not fail you. But you can also customize the game to satisfy your particular tastes. If you want to focus on warfare, go for it. This wider appeal is further enhanced with Auto-Run and Auto-Produce features. Auto-Run allows your home base or entire civilization to be managed automatically. Governors of specific cities can be set to Auto-Produce improvements and units. Of course, if you don't like what they do, you can change it. You'll also have more freedom in creating military units for specific applications and making upgrades. Alpha Centauri may be too involved for some, but fans of strategy – Civilization in particular – should love this game.

preview   Prince of Persia 3D - Red Orb

In Prince of Persia 3D (POP3D), most of the characters are back as are many of the classic traps. According to developers, 30% of the traps will be classic Prince of Persia traps like spikes, slicer blades, and darts. But about 70% of the traps will be completely new items, like catapults and angle blades that progressively chop the victim starting at the shins. This action/adventure title will be about 75% adventure and 25% action. That means lots of exploration. This is a good thing because the 15 levels should prove to be varied and quite large. Players will visit huge palaces, labyrinthine caverns, mystical ruins, and bizarre fortresses to name a few. But there will be combat as well and the developers have taken steps to make sure it's not just button mashing. Each weapon will have distinct attributes concerning range, power, and speed of use. Look for POP3D this September.

JoJo's Venture

Size: Unknown
Style: 1 or 2-Player Fighting
Special Features: 11 Playable Characters; Based on Anime Series of Same Name; Runs on CPS III Chip; 4-Button Interface
**Created by:** Capcom
Available: Spring 1999 in Arcades Everywhere

50% complete

Capcom fighting fans are some of the hardest-to-please arcade goers out there. However, once impressed, they are loyal, and will plunk money into a machine non-stop. Since Capcom has such a great history of arcade titles, it is able to try some interesting and daring ideas in the arcade arena. JoJo's Venture is definitely one of these. Utilizing the CPS III chip made famous by Street Fighter III for its amazing animation abilities, JoJo's Venture catapults the player into the world made famous by the anime and manga series of the same name. A four-button layout gives players the moves they need to take on this world.

As usual with Capcom, the fighter will be 2D. However, unlike most other fighters from this esteemed company, it will neither feature any of the characters we are used to nor use the same old super attack meter. Instead, every character will have an innate ability, called the Stand persona. This persona allows for special abilities unheard of in other fighters. For example, one of the characters can use his Stand persona to render useless any attack already waged against him. Another character can use his Stand to increase his attack power at close quarters. These special abilities help a player to understand how to play the character, employing moves easy enough for a beginner. Let's hope that this ease of play still allows for exceptional depth and mastery. While an exact release date for this fighter is still unknown, JoJo's Venture should be hitting arcades sometime this spring.
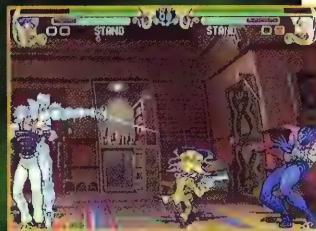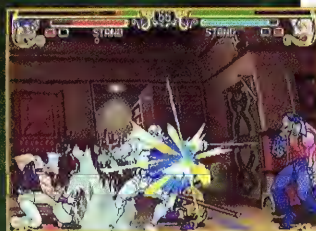
House of the Dead 2

Size: Standard 29", Sit-Down 50", or Deluxe 52" Cabinet
Style: 1 or 2-Player Shooting
Special Features: Model 3 Architecture; Accuracy, Speed, & Distance Bonuses for Hits; 5 Different Playable Characters (Plus 2 More Hidden); Unique Bosses
Created by: Sega
Available: Now in Arcades Everywhere

We really wanted to review House of the Dead 2, but haven't logged enough gameplay yet. However, we can impart some information about the game itself. House of the Dead 2 is the sequel to 1997's wildly popular light gun shooter of the same name. Similar to the first, players take on the roles of detectives seeking out clues in order to discover the truth behind an old abandoned mansion. All of your favorite enemies from the first House of the Dead are here as well, like the guy with two hatchets, and the chain-saw-wielding maniac, as well as the completely annoying leeches with evil faces. The bosses are pretty tight as well, with subtle weak points and impressive attacks. If you were even remotely a fan of the first, or you are a light gun shooter nut, then this game is most definitely for you. Find one close by, then go on out there and play.
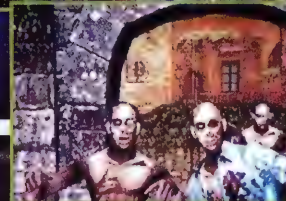
NBA Showtime

Size: Standard 29" Cabinet or Deluxe 36"
Style: 1 to 4-Player Sports
Special Features: From the Creators of NFL Blitz; Full NBA & NBC Licenses; Full Rosters, Updated to the Last Second; Highly Detailed & Realistic Character Models; Huge Dunks; Play-by-Play Commentary by NBC Sportscasters; Signature Moves; Create Player
Created by: Midway
Available: March in Arcades Everywhere

80% complete

Ever since the Jam license got snagged by Acclaim, not much has come of it; and arcade basketball took a back seat to arcade football, thanks in part to NFL Blitz. But now, Midway has picked up a new license, and has started on a new basketball game with full NBA and NBC licenses. Called NBA Showtime, this game looks awesome thanks to highly-detailed 3D characters. Instead of simply texture-mapping players' faces onto the models, the players have all been rendered down to the smallest detail. Pippen looks like Pippen, Garnett looks like Garnett, and so on. Four players can get together and play with NBA Jam-style rules, complete with high-flying dunks, signature moves, and 3-point fall-aways. All the actual arenas are in as well, with each stadium fully rendered. As with Blitz, there will be full commentary from the broadcasters at NBC including Bob Costas and the rest of the crew (but no Marv, heh).

As usual with Midway sports games, expect many crazy extras; including off-color remarks, unrealistic abilities, tons of secret characters, codes out the wazoo, and more. Midway also promises exceptionally up to date rosters as they plan to wait until the last possible minute to move players around and add rookies, making the game as current as possible. Plus, there is a Create Player feature, so you'll never be left without the (real or imagined) rookie star.

So for those of you who have been seeking your fix of basketball gaming in the arcades, you'll have to look no further than NBA Showtime. Although we haven't played it yet, it certainly looks to be a serious contender for Arcade Game of the Year.
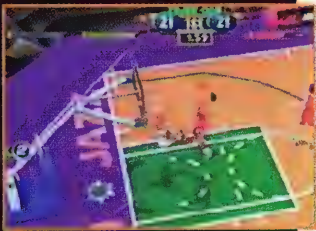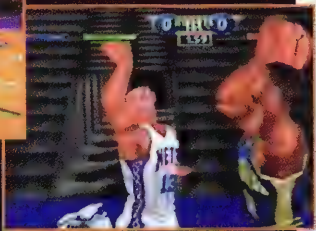
WARNING:
This guide reveals elements of the game you may want to discover by yourself, thereby possibly reducing you enjoyment of the game. USE AT YOUR OWN RISK!

GUARDIAN'S CRUSADE

Green = Toys
Blue = Items

Part I

Orgo

Enter the mayor's house (red roof) and talk to him for a letter and instructions. He'll give you an **Angel's Tear**. Go through the empty bedroom to the patio. A flower bed holds a **Mind Berry**. Leave the Mayor's and find Mary for a **Candy Bar**. The house NW of the well contains a **Dusty Toy** and a **Rusty Toy**. Follow the river south and enter the building by the farmer's field. In the SW corner is a **Cute Toy**. Cross the bridge and follow the trail to San Claria.

San Claria

Go to the second floor of the mayor's house and give him the letter. In San Claria, there is an item shop and an Inn where you can save. Go to the beach with the fisherman and the nets. Enter the door to the east and get **Wind-Up Toy**. Return to Orgo.

The Baby

Take the Baby under your wing and follow the trail towards San Claria, but this time follow the Grave Road. Off to the left is a trail to a wooden bridge. Cross it and go to the cave. Drop Baby at the entrance and return to Orgo and your bed for some sleep, you heartless jerk.

Cave of Fear

Awake, head to the Cave of Fear to retrieve the baby. Enter the cave and follow the passage. The Cave will take some exploring on your part. Before you pass the Kellian guards, you should be able to find a **Cool Toy**, **Bronze Shield**, and **Mysterious Toy**. Talk to the Kellian guards and then the Elder to find the Baby.

Storage Room

In the village area, check the tents and wells. Enter the Storage Room up the stairs in the NE corner. Try paralyzing the monster with a Toadstool before attacking him. Kill him and get an **Iron Sword**. Talk to the Elder. Before using the new passage, go back to the Storage Room for **Da Bomb**. Use the new passage behind the Elder's desk.

Back to the Caves

At the "machine of some kind," exit through the west wall. Pass through the next area and in the following area, enter the south passage for **Phoenix**. Go back to the previous area and exit to the west. Near the waterfall is **Walkbomb**. Continue to the large nest and the Baby. Defeat Gailbinder and receive a **Heavy Stone** and **Timeout**.

Coastal Inn

After Martha and Amos leave, go next door and buy something from Bonik. He'll give you it, and other items, gratis. Sleep and then talk to Amos. He'll give you **Mapster**. Talk to the woman to name the Baby. The blue cat blocks the chest so you must come back later (See Strategy Extra). Exit the inn.

Isten

Follow the shore east over the bridge. Follow the trail to the sign and go to Isten. Talk to Richten and explore the town before you rest at the Inn. Descend the stairs south of the big yellow monster and turn right for the **Buccaneer Mall**. Behind the logs in the SW corner of town is **Kimono**.

The SW corner of Isten.

After a good night's sleep, enter the fight, but don't win. Go to Richten's house and you'll find a chest with **Contributor**. Talk to Marco at his house for 500 Rubies. Exit Isten by the east bridge and go to Zed Harbor.

Zed Harbor

Once in town, go to the NE corner, find the Forecaster, and enter the north door. Upstairs, a woman will give you **Vampire**. Exit this place and enter the door immediately to the east. Search a bookshelf for **Heal Bat**. By the south dock, near some crates, is **Minicar**. Enter the Ticket Office to buy a ticket. Too bad for you. Go to the governor's house near the center of town. Upstairs, at the end of the hall, is **Baron** (it should open around the fourth try).The governor is on the main floor, behind the south door. Search the hot pink vase for a **Buccaneer Sword**. Return to the docks and talk to the gov for a ticket. Return to the docks and talk to the foreigners. Leave town and follow the trail west, towards the desert.

Desert and Rogo's Cave

Head to the desert and follow the right wall until you reach a cave. Enter, talk to Rogo, and get the **Stone Slate** to deliver to Galik. Exit through the other side and go to Carmarthen.

Carmarthen

Entering Carmarthen, enter the mine in the east, and follow the south tracks to **Miner**. Follow the north tracks and search the mine cart for a **Bone Shield**. At the end of the track, use Miner where the hatless miner is. Exit the mine and go to the SW corner of town. Follow the trail SW to Galik's house. Whoops. No one home. Exit the town and follow the path SW to the swamp. On the far side are the Kuldo Ruins (visible on the map). Navigate the maze-like swamp until you reach the Ruin entrance. Talk to the merchant and get in there.

Kuldo Ruins

When you come to an intersection of sorts, go right. You'll reach a large room with three chests: **Candy Bars** in two corners and **Foreman** in the middle. Exit through the SW corner. Climb the stairs and note the two passages to the north and south. Go south for the **Kuldian Armor**. Then, go north and follow the walkway around to **Freud** and **Clericy**. Return to the large room where you found Foreman. Go back through the NW passage and get **Psychodoc**. Continue to the intersection and go east.

Descend the stairs to a large underground cavern. Exit through the south wall. Do the same in the next room to get **Angel**. Go back and follow the strip of land to the west. Turn right for a **Cheeseburger**. Continue west. Cross the narrow stone bridge. Eventually, you'll come to another set of two stone bridges. Cross them, get the **Cheeseburger**, and use the passage. Get the **Cheeseburger** against the west wall. Continue until you reach the White Lion. If you want to fight, approach the fallen lion. Defeat him, leave the Ruins, and return to Granik's house.

Return to Zed Harbor

At Granik's house, give him the **Stone Slab**, and go upstairs for the **Spinach Snack**. Make the trek back to Zed Harbor and go talk to the Governor. Give Kalkanor the Heavy Stone you received from Gailbinder at the bird's nest, in the Cave of Fear. Go to the dock and get on the ship. Search the ship for a **Toadstool** and a **Peach Potion**.

Jungo

Find Darkbeat's house near the dock. Find the yellow bird boy named Pengie for **Ringsider**. Past Pengie, see the couple reunite. Enter their home, name their baby, and get **Ditchmobile**. Past the fountain, talk to the lighthouse operator. Take the left path, head up the wood ramp, and climb the light house for **Mi Armour**. When ready, get back on the ship.

Kerple

Back on board, go up top for **Terrorold**. After you fall overboard, you'll awake on a beach. Find the tribal village and the Baby ready for sacrifice. Enter the Chief's hut for **Mudsy**. Talk to the Chief. Go defeat the evil god in the temple north of the village.

Defeat the evil god Yugonga

Get **Pippanic**. Further down is the **Crystal Armor** and a **Cheeseburger**. Cross the long narrow bridge, get the **Peach Potion**, and enter the next passage. Defeat the evil god, then go up the ramp and enter the east passage for a **Crystal Shield** and **Hobo Joe**. Return to the temple entrance and retrieve the Baby and the **Chester Flute**. A hut in the NE corner of the village holds **Samurai**. Go to the beach and use the Chester Flute. Get on Chester and ride him NW to Den Heldar.

Den Hedlar & North Tower

Talk to the mayor's daughter in her home and agree to help her. Knock on the door next to the armory for **Insectorfly**. Leave town and go to the north tower, visible on the map. Enter it, and in the first large room, go through the west entrance to a smaller room containing **Douwner**. Exit and enter the east door for a **Crystal Sword.** There are three more passages along the south end of the room. Through the west-most opening is a **Devil's Shield**. In the east is **Toughwall**. Leave the large room through the center passage and climb the stairs. Get the **Spring Mail** and **Vegas**. Go down the stairs and follow the monster through the secret passage. Before you follow Darkbeat, get **Mossman** against the west wall.

Defeat the Blue Monster and get the **Spinach Snack** in the SE corner. Then, head through the north passage and into the teleporter to face the Guardian. Beat him, and receive **Solomon's Ring**. Return to Den Hedlar. The mayor will give you **Windmeister**. Go to the beach and ride Chester to Trisken in the Eastern Continent.

Blue Monster
Nobody interferes with Master Karmine's plans and survives. Die!!
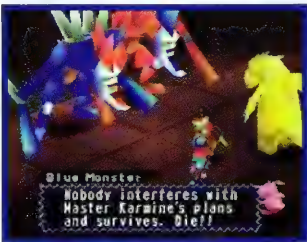
Get the one on the left.

Trisken

Trisken is the city in the SW, at the end of the long water channel. Land at a beach and visit the house just SW of Trisken for **Stare**. Go to Trisken's west entrance, talk to the recruiter, and sign up. After you pass the test (you may want to save first), you'll get **Dr. Snooze.** Continue down the main street and enter the watchmaker's house near the fountain. He'll give you **Tarantula.** Talk to a man near the fountain and take the lost wallet. Return it to the man near the west entrance and receive 1000 Rubies. Enter the bell tower on the north wall. Upstairs is **Sacribat**. There is a monster training center just east of the fountain. Lastly, enter the castle at the south end of town.

Once inside the walls, talk to the couple for 500 Rubies. Enter the castle and find the thief. Kill him and then run after the Baby out the east gate. Go north through the gate to Garam.

Garam & Denvarado

Follow the trail east to Garam. There's a **Hamburger** in the Knoygn stable. Talk to Ann's father on the east side of town, then follow the path to the cave and fight Ruval the Giant. Inside the cave is **Sumode**. Fight Ruval and start to leave. Don't waste items fighting Kalkanor. After he defeats you, go back to Garam and make sure Ann gets back to her mom. Enter the Artema Temple. The chest is jammed (you'll have to come back to it), but hidden in the star-like sculpture is a **Spinach Snack**. Head north for Denavrado.

Once there, talk to singer and buy his record. He'll give you **Hornet**. Leave through the west gate for God's Tower.

God's Tower

On the way to the Tower, stop at Aruvin's Shrine to save. God's Tower is NW of the Shrine (visible on the map). Go there, watch the fights, and then take your shot at Glor. Go back to the Shrine to get Aruvin to heal Kalkanor and Ramal. Aruvin will give you **Gabriel**. Return to God's Tower.
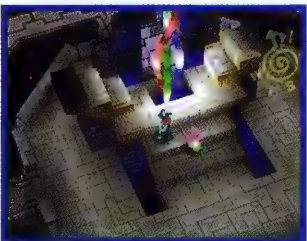
Take the east stairs to battle Anzo and Lanzo

Enter the main chamber and check the three rooms on the outer wall that surround the colored helix. After you get the goods, head up the west stairs for a **Spinach Snack**. Next, go up the east stairs. When you see a path of large blue blocks protruding from the stairs, follow the blocks to save, and then continue up

the stairs to fight Anzo. Defeat Anzo and receive **Dark Cross**. Go back and save if you like, then jump in the portal behind where Anzo stood. Climb the stairs to reach Lanzo. Defeat him and receive **Holy Cross**. Jump in the portal and power up for a tough battle with Karmine.

Picardo

After you defeat Karmine, you'll end up in Picardo. Get **Verseus** in the first room and then talk to the Picardian. Exit to the room with the colored passages. Enter the first purple door on the right and talk to Darkbeat. Explore all the passages until you find your companions. Go to the library. Find the four required books and go back to Darkbeat and receive the **Warp Gate Key**. Go back out and climb the stairs in the center. Search the east and north passages below for some goods. Go back to the Warp Room and get outta here.

Warp Room

The list below provides a quick reference of the Warp Gates and where they lead to.

NE - Carmarthen (Galik's House)
E - An isolated area west of Denvrado
SE - God's Tower
S - Jungo
SW - Den Hedlar
W - Trisken
NW - Kell

Part II

Your quest for the Holy Armor marks the second part of the journey. While you don't need to revisit every location, return visits often unearth new adventures and new booty. Consult our Strategy Extra at the end of this guide for additional things to do. Remember, if you get all the Living Toys, you can then visit Zeppetto's and Orgo respectively, for additional Living Toys.

Pengui

To get to Pengui, ride Chester north of the Eastern Continent to the large icy island. In Pengui, talk to the fisherman to get **Mermaid**. Search the snowman to find **Frooze**. Head north to the Nord Temple.

Nord Temple

Enter the cave and, on the second screen, enter the SW passage to find **Draken**. Head back to the main room and take the central path. Grab the **Obro Armor**, go under the arch, and get the **Wind Ring**. If you want the **Obro Shield**, continue on north. Otherwise return south and exit through the east passage.

You'll come to a room with tons of ice slides. Once you go down, you can't get back up.

Go down the single slide, then take the middle option. At your next choice, go right. Continue down (but not all the way) and enter the cave to get **Frostall**. Exit, slide to the bottom, and enter the cave. Save with Jengie and continue until you're back at the top of the ice slides. Again, go down the single slide, then take the middle one. At your next choice, go left. Continue down (but not the all way) and enter the cave with the teleporter. Jump in then and defeat the Guardian for the **Holy Shield**. Go back through the teleport and get to the top of the

slides. Head down the single slide and enter the cave on the right. Leave the Nord Temple and head to the south beach and call Chester.

Castle Ryan

For the next piece of Holy Armor, go to Castle Ryan located in the SE corner of the West Continent. However, to reach it, land on the beach south of Orgo and follow the river to the SE. Enter the Castle and look at the left-hand painting. Follow the hallway behind the painting until you reach a **Spinach Snack**. Head down the stairs opposite of it. Look for items in the rooms off the passage, then go down more stairs until you find Know Owl and **Assassin**. Talk to Owl again to save. Go back up to the entry level and enter the lobby at the center of the castle where the **Dark Plate** armor lies. The stairs in each of the four corners lead to the four Red Switches and four Living Toys. After the fourth button has been pressed, go back to the lobby area and find the newly opened passage. Jump in the teleport and defeat the Guardian for the **Holy Sword**. Leave the castle and make way for the Denime Plains, near the town of Isten.

Denime Tree

To easily find the Denime Plains, go back to Isten and read the sign outside of the west entrance. Then, simply follow the signs. Locate the main tree (see map) and enter. Check the south and west passages for the **Quilted Armor** and **Resetter**. Go down via the North opening, grabbing the **Spinach Snack** and **Twisted Shield**. Enter the tree and jump in the teleport to defeat the Guardian and receive the **Holy Armor**. Blow this oversized toothpick and head for Kerple.

Behold Xizan.

Kerple

Go to the tribe's village and enter the shrine to the north. Find the teleport below and jump in it to defeat the Guardian for the **Holy Helmet**. Now, get to a Warp

Portal and return to Picardo and talk to Darkbeat. Defeat Darwin to prove your worthiness. Then prepare for the ultimate battle against Xizan. This is it boys and girls, the final boss. Make sure you're stocked and ready for this one (i.e. full health, full psychic points, and lots of Toys). We highly recommend collecting all the toys so you can visit Zeppetto and acquire his final masterpiece, the powerful **Legend**. Beat Xizan, and you are da man!!

STRATEGY EXTRA

The following is a list of other things to do during your visit. Most can't be accomplished until after Karmine has been defeated. While these tasks aren't necessary to defeat the game, they can drastically improve your arsenal.

• Go to Jungo and visit Bonik's awesome weapon shop for some sweet Platinum armor and weaponry.

• Go to Zed Harbor, kill the monsters, and get the **Cheergirl** from the mayor.

• Go to Coastal Inn and get **Whyme**.

• Go to Isten (after Denime Tree) and go to the Artema Temple to rescue Marco. After the wedding, go to Carmen and Marco's to get **Marilyn**.

• After Carmen and Marco's wedding, go to the Artema Temple in Garam for **Championo**.

• Go to Den Hedlar and talk to detective Long Nose for **Sermone**.

• Go to Kisa Canyon Cave, in the north part of the Eastern Continent, for **Ninja** and **D'Artagnan**.

• Go to Trisken and defeat all the monsters and the Sorcerer. Go see the King and he'll give you **Generosity**.

• After getting four pieces of Holy Armor, visit Rojo in his cave south of Carmarthen for **Avalanche**.

• Once you have all of the Toys, except Peacemaker, go to Zeppetto's house for **Legend**.

• Lastly, return to Orgo and sleep in your own bed. When you wake up, you'll be offered **Peacemaker**.

Cave of Fear (To Kell)
Coastal Inn
Nord Temple (Holy Shield)
Sun Claria
Isten
Pengui
Orgo
Zed Harbor
Zeppeto's
Denime Tree (Holy Armor)
Kisa Canyon
Carmarthen
God's Tower
North Tower
Jungo
Warp Gate (Galik's House)
Warp Gate
Kuldo Ruins
Warp Gate
Lighthouse
Aruvin's Shrine
Den Hedlar
Castle Ryan (Holy Sword)
Warp Gate
Warp Gate
Denvarado
(Holy Helmet)
Garam
Kerple
Warp Gate
Trisken
Darwin's Real Grave

Living Toy List

Look below as we reveal descriptions and locations of all 70 Living Toys. A few Toys cannot be acquired until after a return visit during Part II of the game.

Carmarthen

Miner – Pickaxe attack or finds gold.
Location: Chest in coal mine.

Voodoo Doll – Eliminates enemy.
Location: Given in coal mine (Part II).

Castle Ryan

Assassin – Fires after 3 turns.
Location: Near Owl.

Classique – Sleep Spell.
Location: By the button up the SE stairs.

Confuso – Confusion Spell.
Location: By the button up the NE stairs.

Dr. Gas – Poison Spell.
Location: By the button up the NW stairs.

Freakz – Scares enemy.
Location: By the button up the SW stairs.

Cave of Fear

Cupid (A.K.A. Mysterious Toy) – Heals with Light Arrow.
Location: Before passing the Kellian guards.

Phoenix – Casts Normal Spell.
Location: After leaving Kell.

Timeout – No damage 3 turns.
Location: After beating Galenbinder

Viper (A.K.A. Cool Toy) – Paralysis Spell
Location: Before passing the Kellian guards.

Walkbomb – Damage Based on distance walked.
Location: After visiting Kell, near a waterfall.

Coastal Inn

Mapster – Map/Spin attack.
Location: Talk to Amos.

Whyme – Draws Enemy Fire.
Location: Where blue cat used to be (Part II).

Den Hedlar

Insectorfly – Lowers defense.
Location: From resident next to weapon shop.

Sermone – Revives after TKO.
Location: Given by detective Longnose (Part II).

Windmeister – Wind Spell.
Location: Gift from mayor after saving him in North Tower.

Denime Tree Stump

Resetter – Rewinds combat.
Location: South passage, entry level.

Denvarado

Hornet – Poison Spell.
Location: After buying record from singer.

Garam

Championo – Takes half PP inflicts PP x10 damage.
Location: Cult Shrine after Marco & Carmen's wedding (Part II).

Sumode – KOs all enemies.
Location: Ruval's cave.

God's Tower

Dark Cross – Eliminates all light.
Location: After beating Anzo.

Holy Cross – Eliminates darkness.
Location: After beating Lanzo.

Aruvin's Shrine

Gabriel – Fully heals party.
Location: Gift from Aruvin after battle with Glor.

Isten

Contributor – Inflicts damage for 20 Rubies.
Location: In Richten's house after fighting Darkbeat.

Kimoni – Restores some HPs.
Location: SW corner behind logs.

Marilyn – Fully restores HPs.
Location: Given by Marco & Carmen after wedding (Part II).

Jungo

Ditchmobile – Raises agility.
Location: Given after naming the couple's baby.

Mi Armour – Adds defensive power.
Location: Atop lighthouse.

Ringsider – Play-by-play commentary.
Location: Given by Pengie.

Kell

Da Bomb – Explodes in 3 turns.
Location: In storage room after beating Mushmare and talking with Elder.

Mr. O'Neal – Baton attack.
Location: After beating Mushmare.

Kerple

Mudsy – Lowers dexterity.
Location: Behind Chief.

Samurai – Returns Toys and joins battle.
Location: In storage room after defeating evil god.

Kerple Dungeon

Hobo Joe – Steals items from enemy.
Location: After boss.

Pippanic – Confuses target with annoying siren.
Location: Before boss.

Kisa Canyon Cave

Ninja – Uses secret ninja moves.
Location: Beneath a waterfall and stairs.

D'Artagnan – Silver spear attack.
Location: Defeating the Holy Dragon after getting Solomon's Ring.

Kuldo Ruins

Angel – Heals party greatly.

Clericy – Refreshes HPs (repeats).

Foreman – Hand Drill attack

Psychodoc – Turns 20 HP to PP.

Freud – Hypnotizes enemy.

Nord Temple

Draken – Steals half HPs of both sides.
Location: Down first SW passage.

Frostall – Freezes everyone.
Location: Down the ice slides.

North Tower

Douwner – Reduces offensive and defensive power.
Location: Go west at first intersection.

Mossman – Lowers offense.
Location: In room where you meet Darkbear.

Toughwall – Shield protection.
Location: Go east at first intersection.

Vegas – Press your luck with three attacks.
Location: On top of the tower.

Orgo

Dark Postle (A.K.A. Dusty Toy) – Darkness Spell.
Location: Wooden box at Algo's house.

Jupiter (A.K.A. Rusty Toy) – Light damage.
Location: Barrel at Algo's house.

Nurse (A.K.A. Cute Toy) – Revives HPs.
Location: In grain mill by farmers.

Peacemaker – Try it...after saving.
Location: In your house after getting Legend and sleeping.

Pengui

Frooze – Turns enemy into ice block.
Location: In snowman.

Mermaid – Water Spell.
Location: Given by fisherman.

Picardo

Versus – Double damage (both sides).
Location: In initial room.

Rogo's Tunnel

Avalanche – Earth attack.
Location: Given by Rogo after you acquire all 4 pieces of Holy Armor (near Carmarthen).

San Claria

Pyro (A.K.A. Wind-Up Toy) – Fire Spell.
Location: Storage room by beach.

Trisken

Dr. Snooze – Sleep Spell.
Location: After passing recruiter's test.

D'Artagnan – Silver spear attack.
Location: Given by Kalkanor only if you beat the Holy Dragon in Kisa Canyon before getting Solomon's Ring.

Generosity – Offers surprise gifts.
Location: Given by King (Part II).

Sacribat – Sacrifices one Toy to attack all enemies.
Location: Bell tower.

Stare – Bird's-eye view or ray attack.
Location: In house SW of town.

Tarantula – Poison Spell.
Location: Jadik the watchmaker's house, after defeating North Tower.

Zed Harbor

Baron – Gives gold.
Location: Top floor, Governor's house (search chest 4 times).

Cheergirl – Boosts offensive power.
Location: Given as reward by Governor after death of Wartusk (Part II).

Heal Bat – Sucks enemy HPs and transfers to you.
Location: Bookshelf in Cult Temple.

Minicar – Rams enemy out of combat.
Location: In crates by the dock.

Vampire – 10% of HP to attack.
Location: Given by cult member on 2nd story of cult shrine.

Zephyr

Terroroid – Terrifies enemy.
Location: Deck of boat after visiting Jungo.

Zeppetto's House

Legend – What you've been waiting for.
Location: Upstairs at Zeppetto's (must have all toys except Peacemaker).

Legend of LEGAIA

Legend of Legaia is a role-playing game that's all about learning how to properly pummel people. Discovering the different special attacks when a certain combination of moves is performed is all a part of the fun. Some of you out there, however, may have a more lax attitude towards personal accomplishment. For those lazy souls, we present this list of commands and moves to add to your characters' repertoire.

Vahn

	Command	Move	AP	No. of Hits
	← → ←	Hyper Elbow	18	Arms 1 Hit
	↓ → ↑	Charging Scorch	18	Body 1 Hit
	↑ ↓ ↑	Somersault	18	Legs 1 Hit
	↑ ↓ ←	Slash Kick	18	Legs 1 Hit
	← ← ↓	Power Punch	18	Arms 1 Hit
	↓ ↓ ↑ ↑	Cross-Kick	24	Legs 2 Hits
	← → ↑ ←	Pyro Pummel	24	Arms 2 Hits
	↑ ↓ ↑ ←	Spin Combo	24	Arms/Legs 2 Hits
	↓ ↑ ↑ ←	PK Combo	24	Arms/Legs 2 Hits
	↑ ↑ ↓ ↓	Hurricane	24	Legs 2 Hits
	↓ ↑ ↑ ↑	Cyclone	24	Legs 2 Hits
HA	→ ↓ ←	Tornado Flame	30	Arms 2 Hits
HA	→ ↓ ← ↓	Fire Blow	32	Arms 3 Hits
HA	→ ↓ ← ↓ ←	Burning Flare	40	Arms 4 Hits
SA	↓ ↑ ↑ ↓ ↑ ←	Power Slash	54	Legs 1 Hit
SA	← → ↓ ← ↑	Fire Tackle	54	Body 1 Hit
SA	↓ ↑ ↓ ↑ ← ↓ ↓	Maximum Blow	54	Arms 1 Hit
SA	↑ ↑ ↑ ↑ ↑ ↓	Tri-Somersault	60	Legs 3 Hits
SA	↑ ↓ ← ↑ ← ↑ → ↓ ←	Rolling Combo	66	Arms/Legs 4 Hits
MA	→ ↓ ← ↑ ← ↓ ↓ ↓	Vahn Special	90	Random 13 Hits

Noa

	Command	Move	AP	No. of Hits
	↑ ↑ ↓ ↑	Lizard Tail	18	Legs 1 Hit
	↑ ↑ ↓ ↓	Acrobatic Blitz	18	Legs 1 Hit
	→ ↓ → ↓	Sonic Javelin	18	Arms 1 Hit
	→ ↓ ↑ ↑	Blizzard Bash	18	Arms 1 Hit
	→ → ↑ ←	Mirage Lancer	24	Arms/Legs 2 Hits
	↓ ↓ ↑ ↑	Dolphin Attack	24	Arms 2 Hits
	↑ ↑ ↓ ↓	Bird Step	24	Legs 2 Hits
	↓ ↓ ↑ ↑	Swan Driver	24	Legs 2 Hits
	↑ ↑ ← ↓	Tough Love	30	Body 1 Hit
	→ → ↑ ↑ ↑	Rushing Gale	30	Legs 3 Hits
HA	← ← → ↓	Tempest Break	36	Arms/Legs 4 Hits
HA	← → ↑ ↑ ↑	Frost Breath	40	Arms 4 Hits
HA	← ↑ ↑ ↑ ↑ ↑	Vulture Blade	40	Arms 4 Hits
SA	↑ ↑ ← ↓ ← →	Hurricane Kick	56	Legs 8 Hits
SA	↑ ↓ ↑ ↑ ↑ ↓ ↓	Super Javelin	48	Arms 1 Hit
SA	↓ ↓ ↓ ↑ ↑ ↓ ↑	Dragon Fangs	54	Legs 4 Hits
SA	→ → ↑ → ↑ ↑ ↑	Triple Lizard	66	Legs 3 Hits
SA	→ → ↓ ← ↑ ↑	Super Tempest	60	Arms/Legs 8 Hits
MA	← ↑ → ↓ ← ↑ ↓	Love You	72	Body 4 Hits
		Noa Special	90	Random 16 Hits

mini PLAY TO PERFECTION — A Game Monger's Starter's Guide

LEGEND

↑ = High Attack
↓ = Low Attack
← = Mid With Left Attack
→ = Mid With Right Attack

HA = Hyper Arts*
SA = Super Arts*
MA = Miracle Arts
AP = Attack Points Needed

* Hyper Arts must be found to be unlocked. Super Arts cannot have any moves before or after them.

Gala

	Command	Move	AP	No. of Hits
	↓ ↑ ←	Flying Knee Attack	18	Body 1 Hit
	← → ↓	Battering Ram	18	Body 1 Hit
	↑ ↓ ↓	Ironhead	18	Body 1 Hit
	← → ↓	Back Punch	18	Arms 1 Hit
	← ↑ ↓	Guillotine	18	Arms 1 Hit
	← ↑ ↑	Head-Splitter	18	Arms 1 Hit
	↓ ↓ ↑ ↑	Side Kick	24	Legs 2 Hits
	↑ ← ↓ ↓	Black Rain	24	Body 2 Hits
	← ← → ↑ ←	Neo Raising	30	Arms 3 Hits
	↑ ← ↓ → ↓	Electro Thrash	30	Arms 3 Hits
	← ↑ → ↓ ←	Bull Horns	30	Arms/Legs 3 Hits
HA	→ → ←	Thunder Punch	30	Arms 2 Hits
HA	→ → ↑ ←	Lightning Storm	32	Arms/Legs 3 Hits
HA	→ → → ←	Explosive Fist	40	Arms 4 Hits
SA	← → ↓ ↑ ↑ ↑	Rushing Crush	54	Arms 1 Hit
SA	↓ ↓ ← ↑ ↑ ↓ ↓	Super Ironhead	54	Body 1 Hit
SA	↑ ↓ ↓ ← ↓ → ←	Back Punch x2	54	Arms 3 Hits
SA	↓ ↑ ← ↑ ↑ ↓ ↓	Heaven's Drop	60	Arms 4 Hits
SA	← → ← ↑ ← → ↑ ←	Neo Raising x2	66	Arms 7 Hits
MA	→ ↓ ↑ ↓ ↑ ↓ ← ←	Gala Combo	90	Random 11 Hits
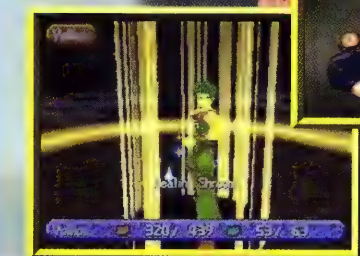
Nintendo 64

BattleTanx

Enter all of these level codes at the Password screen.

The Tunnel – FRHBMCTNTK
Times Square – LHTSPMFRGS
Stranglehold Bridge – NGLFFPTTFP
Bonus – SHPPNRVWGB
Lake Shore Drive – LPGCVBBJCF
State Street – GLWHJCRNLK
Bonus 2 – KMKJTMHRNS
Armageddon Highway – FLWWFCWNRK
Area 51 – WSMBCPVRWS
Freemont Street – CGJWVRGLNM
Bonus 3 – KVVLHFHWTB
Crimson Gate – FCLPJRWTMP
The Wharf – TMFNJMKJGF
Bonus 4 – PPJLJHRCVV
Q-Zone – LNKNSWKGTH

Enter all of these cheats at the Password screen.

Storm Ravens – WMNRSMRTR
All Gangs – LTSLTSGNGS
Invincibility – MSTSRVV
Invisibility – CRSTLCLR
Frog Storm – FRGZ
Toad Gang – TDZ

Super Power – First, collect three identical power-ups. Now, select the power-up and simultaneously press **A** and **B**.

"The Rhino"
Toledo, OH

NBA Jam 99

Input these codes at the "Pause" menu.

Massive Dunks – Left Button x2, Down C, Left Button x2, Down C, Left Button x2, Down C, Z
Perfect Shot – Left Button x2, Up C, Left Button x2, Up C, Left Button x2, Up C, Z
Giant Players – Left Button x2, Right C, Left Button x2, Right C, Left Button x2, Right C, Z
Tiny Players – Left Button x2, Left C, Left Button x2, Left C, Left Button x2, Left C, Z

Tino Donabouchi
New York, NY

WCW Nitro

Enter all of these codes at the "Title Screen".

All Wrestlers – Right C x4, Left C x4, Right Button x 4, Left Button x4, Z
All Rings – Left C, Left Button, Right C, Right Button, Left C, Left Button, Right C, Right Button, Z
Ring Select – Right C, Right Button, Right C, Right Button Z
Pulsating Heads – Left C x 7, Left Button, Z
Big Heads – Right C x 7, Right Button, Z
Big Everything – Right Button x 7, Right C, Z

Johnny Dangerous
Little Rock, AR

Castlevania

Hard Difficulty – To unlock this first secret, head to the forest stage and locate the torch floating on a platform. Grab the Green Jewel from the torch (which enables this extra difficulty) and head to the end of the game. After beating the last boss, save, then start anew. The Hard Difficulty awaits at the Main menu.

Carrie's Alternate Guise – To unlock this outfit, scale to the top of the Tower of Sorcery and stop to look out the window (just before the exit). Outside a torch awaits. Use Holy Water to discern the invisible path that leads to the torch and the Purple Jewel (which enables this costume). Now, finish the game and the new outfit awaits!!!

Reinhardt's Alternate Costume – To snag this guise, head to the Tower of Execution and ascend to the third level. Slash one of the nearby iron maidens to reveal the Execution Key. Bring it back down to the second level and pass through the iron gate. Walk into the hallway and a floating platform awaits. Smash the iron maiden atop this platform to snag the Purple Jewel. Now, finish the game to unlock the costume.

Anna Nicole Smith
Twoton Towers, KY

Turok 2: Seeds of Evil

Enter this bad mother of a code at the Cheats menu.

The Yeah, Baby!!! Code – BEWAREOBLIVIONISATHAND

Brandon Shipe
Webville, COM

Buck Bumble

Enter this code at the Title screen.

Level Select – Hold **Z** and press **Right**, **Down**, **Down**, **Right**. Release **Z** then press **Right**, **Up**, **Down**, **Left**, **Left**, **Up**, **Right**, **Right**.

All Weapons, Full Health, & Ammo – At the Title screen, press **Left**, **Right**, **Up**, **Down**, then hold **Z** and press **Right**, **Right**, **Left**, **Left**. A verification jingle should sound. During gameplay, simultaneously slam **A**, **B**, and the **Right** Button to get a recharge.

Reik Metasu
Washington, DC

Killer Instinct Gold

Enter all of these codes when the "Character Bios" screen appears during the intro. Gargos will laugh when a code is entered properly.

Play as Gargos –Z, A, Right Button, Z, A, B
Tons of Character Colors – Z, B, A, Z, A, Left Button
More Options – Z, B, A, Left Button, A, Z
See Ending – Z, Left Button, A, Z, A, Right Button

T.J. Kniazewycz
Webville, COM

Star Wars: Rogue Squadron

Enter all of these codes at the Password screen.

Dev Photo – BLAMEUS
All Levels & Ships – DEADDACK
Pilot a Car – KOELSCH

Cookie Monroe
Los America, MA

Wave Race 64

Color Change – Highlight any character and hold **Up** on the analog stick until the character changes color.

Dolphin Ride – Enter the "Stunt Mode" and pick Dolphin Park as your track. Now you'll need to go through every ring and perform every stunt. Here's what you'll need to do: Handstand, Spin, Stand, Flip, Dive, Roll, and a Helicopter (do a Roll off the ramp and hit **Up** then **Down** in the air). Once done correctly, the dolphin will squeal. Leave the Stunt mode and choose Practice in the Championship mode. When selecting your character hold **Down** on the analog control and press **Start**. You can only use the dolphin in Dolphin Park.

Karen Sith
St. Petersburg, FL

Turok: Dinosaur Hunter

Input these codes at the "Enter Cheat" screen.

Infinite Lives – FRTHSTHTTRLSCK
Pen and Ink – DLKTDR
Disco Dancing – SNFFRR
Gallery – THBST
Show Credits – FDTHMGS
Spirit Mode – THSSLKSCL
All Weapons – CMGTSMMGGTS
Unlimited Ammo – BLLTSRRFRND
Fancy Colors – LLTHCLRSFTHRNB
Quack Mode – CLLTHTNMTN
Show All Enemies – NSTHMNDNT
Dana Mode – DNCHN
Greg Mode – GRGCHN
Robin Mode – RBNSMTH
Ultimate Cheat – NTHGTHDGDCRTDTRK.

Marcus Johnson
Sunnyvale, CA

PlayStation

Nectaris: Military Madness

Enter all of these codes at the Password screen. Note: Reverse any one of the codes below to unlock a hidden stage. Example: Input RANDAL for Campaign L1. Input LADNAR for Hidden Campaign L 1.

Main Campaign

Level 1 – RANDAL
Level 2 – HUNDRA
Level 3 – CINBER
Level 4 – MARLIN
Level 5 – BAYARD
Level 6 – WEBLEY
Level 7 – PAPKER
Level 8 – MERKEL
Level 9 – ITHACA
Level 10 – BAIKAL
Level 11 – SAVAGE
Level 12 – VALMET
Level 13 – MAUSER
Level 14 – KIMBER
Level 15 – BISLEY
Level 16 – MEANEC

Original Campaign

Level 1 – REVOLT
Level 2 – ICARUS
Level 3 – CYRANO
Level 4 – RAMSEY
Level 5 – NEWTON
Level 6 – SENECA
Level 7 – SABINE
Level 8 – ARATUS
Level 9 – GALOIS
Level 10 – DARWIN
Level 11 – PASCAL
Level 12 – HALLEY
Level 13 – BORMAN
Level 14 – APPOLO
Level 15 – KAISER
Level 16 – NECTOR

Extra Goodies

Battle Test – Clear all levels of Main and Original modes, then input the word BATTLE at the Password screen.

Single Scenario – Clear all levels in Main and Original modes to unlock this tough mode at the Main menu.

Xenon Unit (Single Only) – At the Map Selection screen press and hold **L1, L2,** and ●, then press ✖.

2P Verses Mode (Single Only) – At the Map Selection screen press and hold **L1, L2,** and ■, then press ✖.

Double Attack Power (Single Only) – Clear all 64 stages (normal and hidden), then head to the Map Selection screen. From here, press and hold **R1**, then tap ✖.

Jesper "Stinky" Underarm
Pittsburgh, PA

Knockout Kings

Enter all of these codes at the Main menu.

Play as Bear – **Right** and ■, **Right** and ▲, **Right** and ●, **Right** and ✖

Big Heads – **Left** and ●, **Left** and ▲, **Left** and ■, **Left** and ✖

Enter this code during gameplay.

Energy Regain – When the option appears to hit the heavy or speed bag between bouts, simultaneously press and hold **L1, L2, R1,** and **R2** to regain two to eight points of energy. The amount regained is based on how long you hold the buttons.

John Richards
Zap, ND

O.D.T

Enter all of these codes at the "Main Menu".

Play as Sophia – **L1, L2, R2, R1**
Play as Karma – **R1, R2, L2, L1**

Enter these codes from the "Pause Menu".

Spell Upgrade – **Down,** ▲, **Select, L1, R1, Select**

Weapon Upgrade – **R1, L1, R2, L2, Left, Right, Up, Down**

Nitron Maximal
Webville, COM

WCW/NWO Thunder

Enter all of these codes in the Options menu.

View FMV Sequences – **R1, R1, R1, R1, L1, L1, L1, L1, Select** (Press **Left** and ✖ to advance. Press **Right** and ✖ to step back. Press **Start, Start** to exit.)

Cage Matches – **R1, R2, R1, R2, Select**

Ring Select – **R1, R2, R1, R2, Select** (Every time this code is entered, the ring will advance by one.) To move, scroll backwards through the list, press **L1, L2, L1, L2, Select**.

Box Ring – **L1, L2, L1, L2, Select**

Dancing Wrestlers – Enable the Ring Select code, then choose the USO ring. To make the wrestlers dance, perform any generic move or press **L2** for a small dance.

Mark Westingham
Orange Arbor, FL

March Madness 99

Enter all of these codes at the Name Entry (Controller Setup) screen.

Alien Team – ROSWELL
Classic Teams – OLDTIME
Tiny Players – OOMPA
Huge Players – FATTONY

"The Boy Wonder"
Dallas, TX

Tiger Woods 99

Illegal South Park Episode – Tiger Woods isn't the biggest license on this golf simulator. If you purchased a copy of Tiger Woods '99 before it was pulled from retail, and if you have access to a PC CD-ROM drive, then you have access to view the biggest mistake of 1998. Hidden illegally on this disc is the first South Park cartoon pitting Santa Claus against Jesus. To view it, place the Tiger Woods game into a PC and use the ActiveMovie application to play the Zzdummy.dat file. Note: This video is for audiences of 18 years of age or older, and it also contains some of the most sadistic material known to man. View at your own risk!!!

"GI Droid"
(location unknown –
last seen enjoying a lube job)

Oddworld: Abe's Exoddus

Enter both of these codes at the Main menu.

Level Select – Hold **R1** then press **Down, Up, Left, Right,** ▲, ■, ●, ▲, ■, ●, **Down, Up, Left, Right.**

View FMV – Hold **R1** then press **Up, Down, Left, Right,** ■, ●, ▲, ●, ■, ●, **Up, Down, Left, Right.**

Enter both of these codes during gameplay.

Invincibility – Hold **R1** and press ●, ▲, ■, ✖, **Down, Down, Down,** ●, ▲, ■, ✖.

Segment Skip – Hold **R1** and press ●, ●, ✖, ✖, ■, ■.

"The Rhino"
*Toledo, OH*

code of the month

Syphon Filter

Super Ammo – Enter the Weapons menu and highlight Silenced 9mm. From here simultaneously press **Left, L1, R2,** ■, ✖ to unlock tons of ammunition.

Movie Theater – On the first level Georgia Street enter the Main menu and highlight Maps. From here simultaneously press **Right, L2, R1,** and ✖ to unlock all of the movies.

Hard Difficulty – At the Title screen highlight New Game and simultaneously press **Left, L1, R2, Select,** ■, ●, ✖ to reveal the Hard Difficulty level.

Kyle Anderson
New York, NY
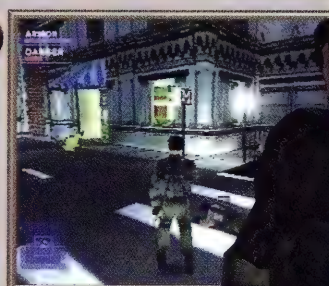
Invasion From Beyond

Enter both of these codes at the Press Start screen.

Level Select – L1, R1, L2, R2, ▲, ✖, ●, ■, ■, ●, ✖, ▲

All Ships & Weapons – L1, R1, L2, R2, Up, Down, Right, Left, Left, Right, Down, Up

Ziggy
Toon Town, NV

Crash Bandicoot

Enter this code at the "Password" screen.

Everything Unlocked –

"The Rhino"
Toledo, OH

Tekken 2

To activate both of these codes, all of the hidden characters must be unlocked. To accomplish this feat, simply beat the game with every standard character.

Big Head Mode – Hold **Select** and pick your character in the Arcade Mode. To make the head even bigger, wait until the round has ended and hold **Select** again while the character goes through their victory dance.

Wire Frame Boxing – Enter the Arcade Mode and hold **L1** and **L2** when selecting a character.

"Da Cheeze Master"
Minneapolis, MN

NBA Live 99

Hidden Teams – Enter the Rosters menu and select the Create Custom Team option. To activate the hidden teams, simply enter one of the following locations and its team name.

Location	Team Name
Hitmen	Coders
Hitmen	Earplugs
Hitmen	Idlers
Hitmen	Pixels

Unlock Phoenix Gorilla – Enter the Create Player menu and input the players name as BIG BOY. Now, enter in Charles Barkley's attributes to unlock this beast within the Free Agent List.

Tyler Francis
Green Bay, WI

Destruction Derby

Enter these codes at the "Name Entry" screen.

Invincibility – !DAMAGE!
Number of Cars On Track – NPLAYERS (Quit tournament to activate code.)
New Track – REFLECT!

P.T.D
Nashua, NH

Rally Cross

Enter all of these codes at the "Name New Season" screen. Note: Leave a space between codes with two words.

Wide Tires – fat_tires
Wheel Racing – wheels
Hover Mode – no_wheels
No Slowing Effects – noviscous
No Collision With Cars – banzai
3/4 Gravity – feather
1/2 Gravity – float
Double Gravity – stone
Realistic Gravity – radbrad
Wheels Turn 90 Degrees – spinner
Win the Rookie Season – vet_me
Win the Veteran Season – in_a_pro
The Weeoo Code – weeoo

"Buggie Meister"
Foster City, CA

Test Drive 4

Tiny Cars – Input "mjcim.rc" at the "High Score" screen.

John Williams
Composington, CA

Brigandine: Legend of Forsena

Play as Esgares Empire – At the General Select screen, simultaneously press Start, L2, and R1. Doing this will bring up the Difficulty Selection screen without a general being selected. Now, simply begin a game to control this fearsome empire.

Kelly Eligus
Timonium, MD

Animaniacs: Ten Pin Alley

300 Game Mode – Zoom down to the sixth saved game slot and input your name as Vllooma. Now, start a tournament to bowl off for a perfect score.

"The Vidman"
Uptown, MN

Soviet Strike

Enter all of these codes at the "Password" screen.

Unlimited Lives – ELVISLIVES
Infinite Armor – IAMWOMAN
4 Attempts – SADISSA
7 Attempts – NOSFERATU
Double Damage – DRBENWAY
Infinite Ammo – STRANGELUV
Infinite Fuel – EARTHFIRST
Infinite Attempts – ELVISLIVES
Invincibility – IAMWOMAN
Double Fuel Mileage – VULTURE
Infinite Ammo, Fuel, Attempts – FUGAZI
A Lotta Stuff – THEBIGBOYS
A Lotta Stuff 2 – MIDNIGHOIL
Worship the Chopper – GHANDI
Lynch the Chopper – ANGRYLOCAL
Peaceful World – QUAKER

Level Codes
Level 1- WORSTCASE
Level 2 – GRANDTHEFT
Level 3 – GROZNEY
Level 4 – CHERNOBYL
Level 5 – CIVILWAR

"The Human Torch"
New York, NY

Legacy of Kain

Enter all these codes at the map screen (use L2 to bring up the map).
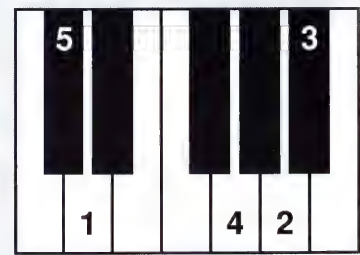**Refill Blood –** Press Up, Right, ■, ●, Up, Down, Right, Left
Refill Magic – Press Right, Right, ●, ●, Up, Down, Right, Left
Show FMV – Press Left, Right, ■, ●, Up, Down, Right, Left

"Little Red Eat Your Dog Hood"
Kibbles, ID

Silent Hill

Piano Sequence – How long have you been stuck on this annoying puzzle? Well, fear not. We have the answer. Simply press the keys in the game as they are numbered below.

"The Kramer Gamer"
Seattle, WA

Jet Moto

All of these codes can only be entered after all the tracks are unlocked and the game is beaten. Enter them at the Bubble Menu on the Title screen.

Super Agility – Down, ●, Left, L1, Left, Right, Left, Right
Zero Resistance – ■, L1, ▲, Right, L1, Down, R2, ▲
Double Stunt Points – Right, Up, ●, L2, ▲, ●, R1, R2
Show Off Camera Enabled – ▲, Down, ■, L1, L1, R1, R1
Air Brakes – R1, R2, Right, L2, Up, ●, Up, ●
Rocket Racer – ▲, Up, Up, L2, L2, Up, Up, Up
Unlimited Turbos – ▲, ●, Right, R2, Up, ■, Up, ▲
Ice Racing – Up, R2, R1, Right, L1, ■, Right, Right
Computer AI Code – ●, ■, R2, ●, ▲, L2, Right, Up

Shaun Ahuja
Plano, TX

Oddworld: Abe's Oddysee

Enter both of these codes at the first Option screen (where Abe greets you). Hold R1, then enter the code below.

Level Select – Down, Right, Left, Right, ■, ●, ■, ▲, ●, ■, Right, Left
View FMVs – Up, Left, Right, ■, ●, ▲, ■, Right, Left, Up, Right

Keg Powder
Blowington, TN

Game Boy

Mortal Kombat 4

Enter these Kombat Kodes at the Verses screen. Note: The numbers indicate the amount of times the buttons must be pressed.

Play as Reptile – 192-234
Fight Reptile – 205-205
Disable Throws – 100-100
Switch Around – 460-460
Dark Kombat – 688-422
Psycho Kombat – 985-125
Disable Blocking – 020-020
Message 1 – 987-666
Message 2 – 123-926
CPU 1/4 Life – 000-707

Tommy "The Game Star" Headworth
San Jose, CA

Oddworld Adventures

Enter all of these level codes at the Password screen.

Level 2 – JCBCM
Level 3 – JMBCC
Level 4 – JMCCB
Level 5 – JPCCD
Level 6 – JTCCJ
Level 7 – STCCS
Level 8 – SBCCT
Level 9 – TBFCQ
Level 10 – TBKCL
Level 11 – TBTCB
Level 12 – TBTDC
Level 13 – TBTGF

Munch Kinsley
Miami, FL

NFL Blitz

Enter these codes at the Exhibition Match-Up screen. Start toggles the first digit, B the second, and A the third. Once the digits match the code, press the directional command.

Glossyvomt – 2, 0, 2, Right
Predator Mode – 5, 5, 1, Up
Start in OT – 0, 0, 6, Up

Enter both of these hidden teams' codes at the Password screen.

Emerysville Eclipse – 00606744
Midway Blitzers – 06267545.

"The VidMan"
Uptown, MN

Men in Black

Enter both of these codes at the Password screen.

Level Skip – 2409 (Pause game, then press **Select** to advance.)
Flying Mode – 0601 (Press **Select** and any directional movement to fly.)

Monica "Close But No Cigar" Lewinski
Austin, TX

Tetris DX

Use the Force – To move the blocks upward hold a piece on the left or left wall then repeatedly tap the **A** Button. Or hold the block on the **Right** and tap **B** repeatedly. This works for any piece except the straight bar.

Confetti Screen Saver – After the demo begins, tap Start to bring forth a nifty Nintendo screen saver.

Fish Screen Saver – After the demo begins, tap **A** to bring forth a fish tank screen saver.

Jar Jar Binks
Naboo, NX

Castlevania Legends

Enter these level codes at the Password screen.

Level 2

Level 3

Level 4

Level 5

Level 5.2

Bonus

Super Light

"Teddy, The Cuddly Gamer"
Los Gatos, CA

GameShark
VIDEO GAME ENHANCER

ATTENTION!

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

Castlevania

Infinite Health –
81389c3e 0064

Infinite Throwing Weapon –
81389c48 000a

Star Soldier

Infinite Lives –
800a3648 0003

Infinite Specials –
800a3649 0003

Extra Armor –
800a362f 0001

Akuji the Heartless

Extra Spell Ammo –
80091c24 0001

Extra Health –
8006981e 2400

All Levels –
800c4704 000f

Civilization II

Infinite Money –
80119764 7530

Contender

Infinite Health & Stamina –
d00669d4 0000
800669d4 0050
d00669d6 0000
800669d6 3241
e0066a1c 0000
80066a1c 000e
e0066a1e 0000
80066a1e 1420

NCAA Final Four 99

Home Team Score 0 –
800b7054 0000

Away Team Score 0 –
800b7518 0000

Home Team Score 150 –
800b7054 0096

Away Team Score 150 –
800b7518 0096

STILL STUCK?

These lines may not have information for all titles. If you're under 18 be sure to get your parent's permission. All calls cost between $.95 and $1.25 per minute.

Acclaim
516-759-7800

Capcom
900-976-3343

Electronic Arts
900-288-4468

GT Interactive
900-225-5248

Konami
900-896-4468

LucasArts
900-740-5334

Midway
903-874-5092

Nintendo
900-288-0707 (Game Counseling)
425-885-7529 (Automated)

Sony
900-933-7669

THQ
900-370-4468

Baseball Stars – NES

Super Team – On the Main screen, choose Make Team, then move your controller **Down**, **Right**, **Left**, **Down**, **Down**, **Right**, **Up**, **Up**, **Down**, **Up**, **Down**, **Up**. Your cursor should be on Veterans. Press **A** and the message should read, "WHAT IS A WREN?" Erase this message and enter on the top line, **"A BIRD."** Be sure to include the period. The next message that appears should read, "WHEN ISN'T IT." Change this to, **"WHEN IS IT."** (Be sure to include the period.)

Blaster Master – NES

Grenade Boss Cheat – To destroy the bosses for stages 2, 4, 6, and 7, attack each with your grenades. As you do this, notice how its body flashes white when you damage it. Pause the game to freeze the boss while it is white. Wait for a minute or so and then Un-pause the game. If done correctly, the boss will be easily defeated.

Teenage Mutant Ninja Turtles – NES

Editor Mode – At the Title screen, hit **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **B**, **A**, **B**, **Start**. To use it in a two-player game, hit **Up**, **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **A**, **B**, **A**, **B**, **Select**, **Select**, **Start**. (Both are derivations of the classic Konami code.)

classic codes

Mario Brothers – NES

Continues – At the Game Over screen, hold **A**. When the 1 or 2-player screen appears, press **START**.

The Lion King – Genesis/SNES

Level Select and Cheat Mode – Go to the Options screen and enter the code designated for your system.
Genesis – **Right, A, A, B, Start**
SNES – **B, A, R, R, Y**

Mickey Mania – SNES

Level Skip – Go to the Options screen.
Select sound test and set music to **Beanstalk 1**.
Select sound fx to **Extra Try**.
Go to exit and hold the **L** button for seven seconds. A sound fx will happen and the level select will appear on the Main Game screen.

Sonic the Hedgehog 3 – Genesis

Level Select – When you hear the "SEGA," press **Up, Up, Down, Down, Up, Up, Up** before the Title screen appears. If you do this correctly, you will hear a ring. Then go past the Competition mode and you will see a Sound Test. Enter the **Sound Test** and you should get a screen that allows you to select any level.

Debug – Once you get to the Level Select, highlight a level and press and hold the **A**, then press **Start** to get the Debug. When in the Debug, press the **A** button to change objects, **B** button to be an object, and **C** button to place the object.

True Lies – SNES/Genesis
Level 2: **QMMKNMD**
Level 3: **FNYHHLX**
Level 4: **DBZJJMY**
Level 5: **KZDKFCK**
Level 6: **JWLNDBN**
Level 7: **LVMBQMF**
Level 8: **FLDJYLF**
Level 9: **ZJDGBJC**

Championship Pro-Am

Genesis

Availability: Uncommon
Replay Value: High
Similar Games: Pro-Am Racing (NES), Pro-Am Racing II (NES), Rock N Roll Racing (SG, SNES)
Created by: Rare for Midway
Access Tip: Save your supply of weapons until the final lap.
Overall: 8

The story of this game's journey to the Genesis is actually more interesting than the game itself. The original game code began its life as a fledgling NES title coded by a little-known company named Rare. Nintendo took notice and published this game as R.C. Pro-Am Racing in 1988. To say the least, it was a very popular NES title. Subsequently, Tradewest (now Midway) buddied up with Rare on the BattleToads games and acquired the rights to an NES sequel aptly entitled Pro-Am Racing II (NES). In the spring of 1993, Tradewest released Pro-Am Racing II for the NES and also released Championship Pro-Am for the Genesis. Essentially the games are one and the same, but the Genesis version has better graphics and sound. All of the Pro-Am games stand the test of time and continue to offer challenging gameplay and excellent control. In recent years, the game has been re-released under the Midway Home Entertainment brand. Though this title doesn't surpass the NES original, Championship Pro-Am Racing is an interesting piece of video game history.

Blaster Master

NES

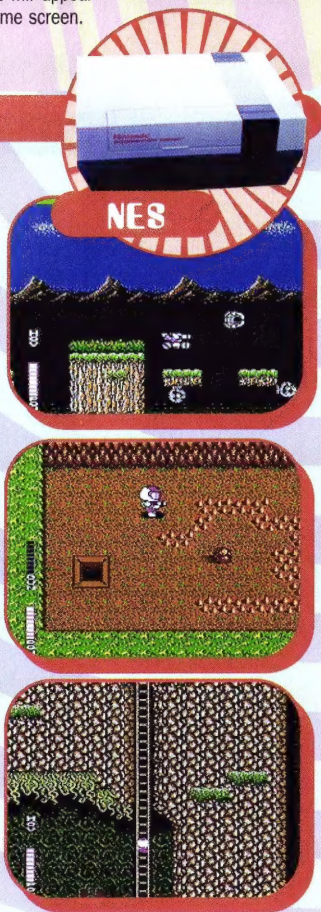**Availability:** Common
Replay Value: Moderate
Similar Games: Blaster Master 2 (SG), Blaster Master Boy (GB), Metal Warriors (SNES), Cybernator (SNES)
Created by: Sunsoft
Access Tip: See Classic Codes
Overall: 9

At first sight, what appears to be a side-scrolling shooter turns out to be one of the best (and most original) action/adventures for the NES. Blaster Master, which debuted in 1988, starts you in a small, tank-styled craft. The tank has a moveable gun and can also jump over obstacles and enemies. After a little blasting, you'll find some of the first power-ups that will increase your weapons or other attributes. The part that makes these acquisitions really cool is that you can have the pilot exit the ship. A little guy hops out of the protective vehicle to collect the power-ups. This also gives the player access to other areas of the game that the larger ship cannot reach. Inside these portals the style of the game changes to an overhead view, and the player tackles the pitfalls and enemies in a quest to open new areas and defeat nasty bosses. Blaster Master requires patience and plenty of skill to defeat. It is a long, memorable adventure that is an essential game in the NES library.

Baseball Stars

NES

**Availability:** Common
Replay Value: High
Similar Games: Baseball Stars II (NES), Baseball Simulator 1.000 (NES), Bases Loaded Series (NES)
Created by: SNK
Access Tip: See Classic Codes
Overall: 9.5

With the baseball season looming, it is time to recall what many in the GI office consider to be the best console baseball game ever created. Before the days of polygons and commentary came this SNK masterpiece. The year was 1989 and Baseball Stars became a most sought after baseball title. This game is without any real teams or players, but it more than makes up for that in many ways. The control is standard, but climbing the fence to take away a home run is a memorable and original part of the play-control. Baseball Stars' model of roster management allows you to earn money via ticket sales and then use that cash to modify player attributes or hire other players. Building a dynasty team with sluggers named after your favorite wrestlers or co-workers is commonplace in today's sports games, but there are still a number of current baseball games that can't get the formula right. Baseball Stars got it right back in '89 and still has it right. Baseball Stars kicks baseball butt.
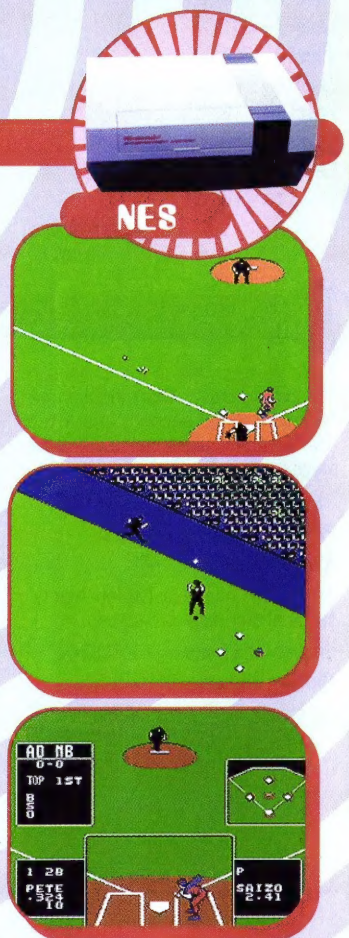
This is your game.

EXTENDED TIME

This is your game on the blink.

GAME OVER

ANY QUESTIONS?

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