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Stadium



Game Informer

MAGAZINE

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July 1999
Vol. IX • Issue 07 #75

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COMPLIMENTS OF THE STAR OCEAN GAME DEVELOPERS.

YOU'RE GOING TO BE AWHILE.

Too bad there's no "indefinite date" box to check on those post office forms. Since you have no idea when you'll be returning. Everything you do in this game will have an impact on the way the journey ends. If it ever does.

You start on a quest that begins at the edge of the universe. And ends – well, that's entirely up to you. Everybody you meet, every step and every decision you make will shape your destiny. And the fate of a planet.

In short, the evil gods are poised to destroy every living creature with a great meteorite that heads straight for the planet.

Ferocious monsters threaten at every turn. Deadly magic lurks in the shadows. And to raise the stakes even higher, questions of identity hang in the balance.

So you must battle against the evil and hideous monsters in real-time, polygonal combat. You can customize complicated combination moves and set up decoys to take the fall. But no matter what, there's still no end in sight.

Because who you choose to talk to and share information with will greatly affect you. Characters can think and feel for themselves. Some will join you on your quest, others will betray you. And to add to the challenge, you have the option of playing two different characters, both unique in personality and both having an impact on the course of the game.

Even your emotions determine the fate of your journey. You may choose to be romantically linked with another

character, or you may choose to remain friends. But no matter what, it will affect your path. And more seriously, if a close friend dies in battle, you'll feel incredible rage that will cause you to fight with more furious combat moves.

And there's no easy way out. Tools and skills do not

just appear along the way. You must create many items from raw materials. And to do that you'll have to master difficult skills like alchemy, cooking, songwriting, or say, metalwork.

There are countless routes to travel through this game, and over 80 endings. The deeper you delve,

the more you'll discover that nothing – no detail, no clue, no conversation, no skill – can be taken for granted. And that anything is possible. Including the fact that you might not ever make it back.

DISCOVER WHAT'S OUT THERE.

Star Ocean
THE SECOND STORY™



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your
smart
bomb.

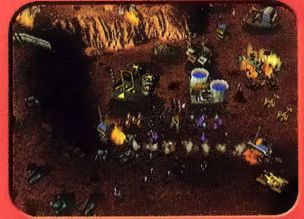


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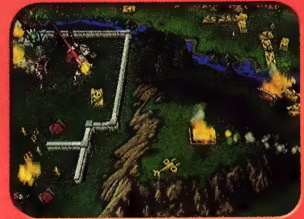
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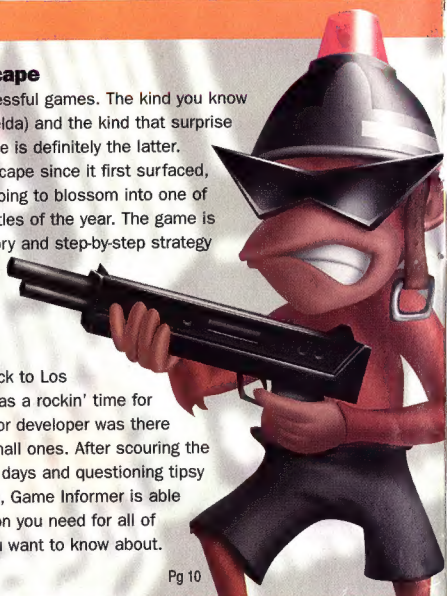
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There are two kinds of successful games. The kind you know are going to be good (like Zelda) and the kind that surprise you (like Tenchu). Ape Escape is definitely the latter. While we've followed Ape Escape since it first surfaced, we didn't know that it was going to blossom into one of the best action/adventure titles of the year. The game is huge and so is our cover story and step-by-step strategy guide that reveals all of its dirty little secrets.

22 Feature: Electronic Entertainment Expo

This year, E3 was moved back to Los Angeles and once again it was a rockin' time for all in attendance. Every major developer was there and so were some of the small ones. After scouring the show floor for three straight days and questioning tipsy developers at all the parties, Game Informer is able to give you all the information you need for all of the big upcoming games you want to know about.



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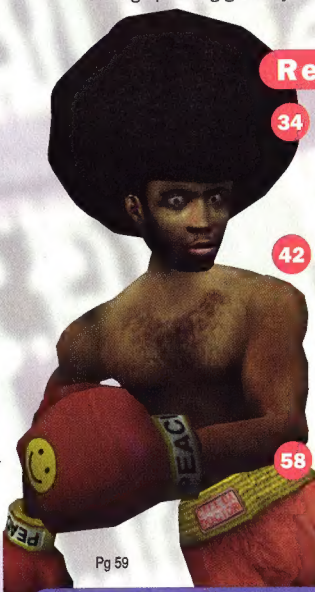
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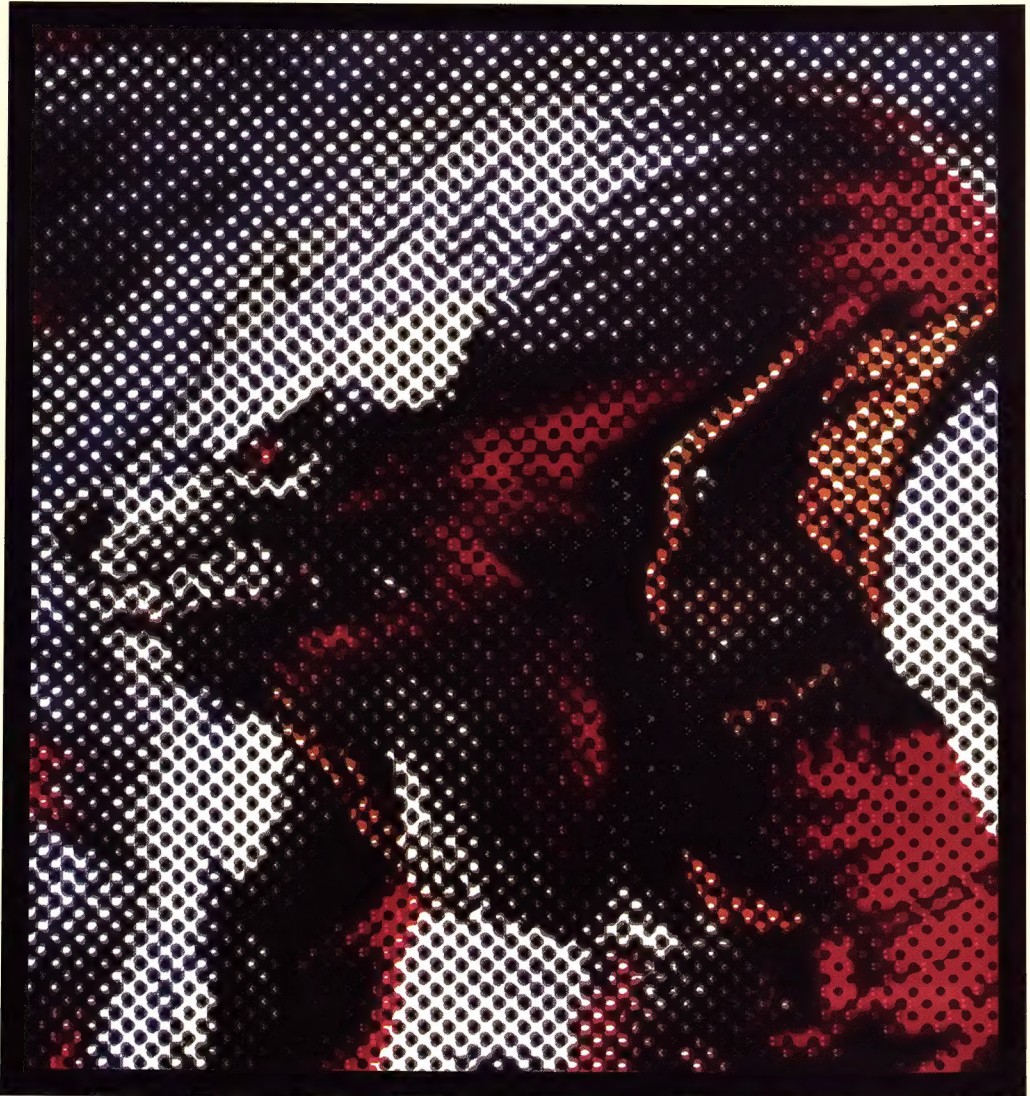
Game Informer Magazine® (ISSN 1067-6292) is published monthly at a subscription price of \$19.98 per year, or five initial issues for \$9.98 by Sunrise Publications®, 10120 West 76th Street, Eden Prairie, MN 55344. (612) 946-7245 or FAX (612) 946-8155. For subscriptions, back issues, or customer service inquiries (612) 946-7266. Periodicals postage paid at Hopkins, MN, and additional mailing offices. SUBSCRIBER POSTMASTER: Send address changes to Game Informer Magazine®, 10120 West 76th Street, Eden Prairie, MN 55344-3728. Foreign or Canadian orders must be prepaid in U.S. dollars and must include \$20/year additional postage.

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Psychological Test #7— Discovering your inner self.

Q: Do you see a ballerina in worn slippers and pink tutu smelling a faded rose?



Yes, I see the ballerina. I also happen to wear my pants too tight.

No, I see the noble savage that lurks deep in my subconscious mind – after all, man is a combination of the sophisticated and the primitive, of the learned and the instinctual. *Bloody Roar™II* is the perfect outlet for my animal aggression. Every scorching slash, pulverizing punch and bone-cracking combination is rendered with deadly clarity. I can morph into multiple beasts, including hidden monstrous warriors. I can even create my own devastating fighting combinations. We should never try to deny the animal. We need to unleash the beast within us all or die trying.

Fig. (a)



Fig. (b)

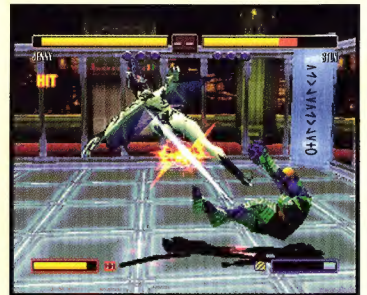


Fig. (c)



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Arthur
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Manufactured and printed
in the United States of America

The Editor welcomes company product information
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addressed to Editor, Game Informer Magazine, 10120
W. 76th Street, Eden Prairie, MN 55344. Editorial
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LETTER FROM THE EDITOR

Yeah, I know this is a magazine about video games, but I just can't miss the chance to talk about the newest addition to my favorite movies of all time list – The Phantom Menace. For all intents and purposes, Star Wars: Episode I The Phantom Menace is a video game. With more computer-generated backdrops and characters than any other movie before it, this movie is a glimpse into the future of video gaming.

Imagine the Gungan underwater city of Otoh Gunga rendered in real-time as you, playing the role of Qui-Gon Jinn, swim around it and fight Opee sea creatures. Imagine playing the part of Darth Maul as he is sent on missions of evil by the vile Darth Sidious. "Wipe them out. All of them." The thought just sends shivers up my spine. And if the graphical capabilities of the PSX2 and Dolphin hold true, just such a thing may be possible.

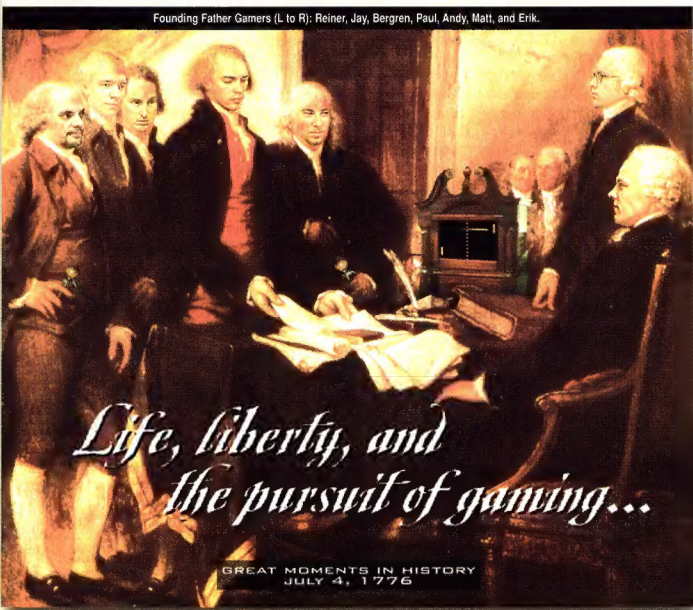
After putting in some serious time with Racer and The Phantom Menace, it is easy to

Star Wars Is King

BY ANDREW McNAMARA

see that with games created in conjunction with a movie, such a level of detail and storytelling is possible. Racer puts you in the movie as Anakin, and The Phantom Menace lets you relive the movie over and over. As a fan of both, this is the ultimate way to live out your gaming fantasies.

Do I have a bad feeling about this? No way. As video games continue to blur the line between movies and games, the outlook for the gamer is truly astounding. Finally, after years of being blamed for any problem a teenager has, video games may get the respect they deserve. And as video games take over the mainstream, we may finally get all the things that we have dreamed of for years. Final Fantasy: The Movie is a reality. Pokémon: Mewtwo Strikes Back is a reality. But what's next: a new spy/thriller from MGM Studios featuring the sexy and deadly Joanna Dark? I think so. Video games aren't just taking over the mainstream, they are creating it.



Founding Father Gamers (L to R): Reiner, Jay, Bergren, Paul, Andy, Matt, and Erik.

Life, liberty, and the pursuit of gaming...

GREAT MOMENTS IN HISTORY
JULY 4, 1776

Andy, The Game Hombre
andy@gameinformer.com

"What a month. I've seen Star Wars (who hasn't), gone to E3 (you wish), and now we are finishing the magazine in a mad dash that will certainly go down in history as the craziest issue of all time. Well...until next month anyway. The games I am currently toying at the mouth for are (in no particular order): Ready 2 Rumble & NFL 2000 for Dreamcast; Perfect Dark & Donkey Kong for N64; Crash Team Racing, RE3; Nemesis, Sled Storm, Driver, Dino Crisis, Grandia, Gran Turismo 2, FF VIII & Anthology.

Paul, The Game Professor
paul@gameinformer.com

"Skipping this year's E3 was well worth it as my first child arrived while the rest of the crew was in L.A. It's easy to pick her over video games. The crew filled me in on all the E3 festivities and I'm especially eager to play the new Dreamcast football games. I also saw some footage of Spider-Man that looked fantastic. There hasn't been a good Spidey game in many years and I've got high expectations for this title. Equally, I'm dying to check out the array of survival horror games from Capcom."

Reiner, The Raging Gamer
reiner@gameinformer.com

"My warmest regards go out to the Game Professor and his lovely wife for spawning a we little human being. Personally, I wouldn't have named the kid after Gungan dialect (wasa, yousa, Ebsa). I would've named her Obi-Wanda or Vaderette. This kid has a lot of spunk and I sense great power is contained within her tiny body. I will watch this infant's career with great interest, and if Matt ever gathers the strength to finish his Dark Lord training, I wish to take this child on as my apprentice."

Bergren, The Game Burrito
bergren@gameinformer.com

"The only problem with having E3 in LA is that not much goes on around the convention center, and the dense traffic makes it difficult and expensive to get around. Fortunately, there is a little invention we call the mini-bar. It's filled with snacks and drinks, and brings the party right to your hotel room. However, after hitting it hard night after night, we discovered the mini-bar is also expensive. Fortunately, we expanded our selections, which will soon be reflected in the new subscription rates. Thanks readers."

Jay, The Gonzo Gamer
jay@gameinformer.com

"So there I am, trying to get my photo taken with some pretty girls. They nuzzle up next to me, so I relax my arms and slap something I'm not supposed to. E3 models' butts: they're sticking out, looking like the mini-bar. I've filled with anything on them. You would think things like this would happen more often. For a my accidental cheek grab, I received a stern, 'HANDS AT SIDE!' from the lady in question, a mad-dog stare from the photographer, and two cracked ribs from security."

Matt, The Original Gamer
matt@gameinformer.com

"The O.G. is coming down from a week spent representin' the Midwest on the Left Coast. E3 '99 being my first time in Killa Cali, you know I had to lay my game down! This year's show featured a little high-stakes corporate skullduggery. How's this for treachery: the Dreamcast was all set to be E3's prom queen, when those rascals at Nintendo pee-ped all over Sega's parade with a big announcement about their next console. Still, Sega had a good show overall, with strong titles like Soul Calibur and Ready 2 Rumble."

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Letters From Our Readers

The Emulation User Comes Clean

I'm the guy that glorified the bane of emulation users – those that take advantage of them because they're free games (published April '99). You shocked the common sense out of me when you actually published my letter, then threw what I believed was a threat at me – the crack about "lawyers waiting to put the hurt on [people like me]."

I hope you're happy, because while surrounded by thoughts of the FBI looking up my name on a national search service, tracking me down in minutes, storming my house, giving my computer a full cavity search, finding my treasured ROMs, and throwing me in jail, I deleted (sigh) 90 MEGS OF ROMS and emulators. I was one of the greatest ROM-hoarders in the neighborhood, responsible for spreading the Emulation

Gospel throughout my school. Playing the translated Final Fantasy 5 was so wonderful, too bad I deleted 23 hours of hard-earned experience.

But I hope you're happy. Since I'm now piracy-free, I feel like a new man – a Paladin (remember Final Fantasy 2 for SNES? Great ROM). Maybe a slightly corrupt Paladin, as I will still preach the Emulation Gospel to all, young and old, but with a truly noble set of do's and don'ts (and recommendations).
Herman "The Emulation Paladin" Waterford via yahoo.com

Our intent was not to threaten you, but just to offer a warning. The industry has really cracked down on emulation since your letter was published, and we want to make sure that none of our readers get burned.

Why Can't They Do It Like They Used To?

I miss the 16-bit era. When game developers would make a game for every system. They weren't one-sided like they are now. The only games that cross systems now are sports games.

Think about it. The N64 could have Metal Gear Solid, the Tomb Raider series, and Square's excellent RPGs. The PS-X could have GoldenEye, and many of the great racers to grace the N64. Wasn't it great when you could get a Street Fighter game whether you owned a Super NES or Genesis?
Greg "Haggis Lover" Waterford via juno.com

Wait a minute. What about all the poor Genesis owners who never had a chance to play any of the Square RPGs available for the SNES? Likewise, SNES players never had the quality of sports titles found on the Genesis. In the years since the 16-bit heyday, certain companies, especially Sony, have offered other companies big bucks to keep games exclusive to their respective machines. In some cases, Nintendo has done the same. It is just a fact of gaming life that some systems don't get all games, just like HBO doesn't broadcast every great film.

Strange Substance Found in N64 Controller

What's that white stuff that comes out of the joystick of the 64 controller?

Luis Hernandez via yahoo.com

Haven't you heard? Pikachu sprinkles every controller with Pika-dust to bring players good luck. Seriously,



you may notice that the "white stuff" in question is exactly the same color as the analog joystick. It is caused by the plastic wearing on the sides of the controller casing. It's just plastic.

Congratulations on Dreamcast Coverage

I've read your mag for a long time, and this is the first letter I've ever written to you. I'm writing this because I'm sick and tired of all these people writing in to yell at you because you don't praise the Dreamcast as your new God. For the most part, these guys have never even played a DC, but they criticize you because you don't write exactly what the other mags say. I own a DC. I like my DC. But I do not sacrifice lambs to my DC. People need to stop making

opinions based on other people's opinions, and start playing the games for themselves. The Dreamcast is great. It will be right up there with PS-X and N64 (yes, I have both) when it comes out here, but will not totally whoop these systems in every category like the God of the Consoles or something. Play it yourself, people, and if you still think it's flawless, believe me, you have a mental problem.

Mike "HoaliganBoy" Welch via webTV.net

Well said.

Old School Reader Speaks

I have been a loyal subscriber since the issue that had Treasure Island 3 on the cover and have always loved your opinions (though I occasionally disagree). I don't know how many of these letters you get, but I am so glad that at least there is one publication out there that has not changed its review policy over the years. I can look at an old copy from four years ago, and the same principles you used to rate those games are still what you use today.

I know there are not a lot of people from those early issues, but I believe that the basic principles are still there!

Jim "lord_oz" Feesl II via hotmail.com

P.S. I do miss Paul, The Pro Player! Yeah, way back when, we were kickin' the old school SNES and reviewing games almost exactly like we are today. However, that Treasure Island issue is more than four years old.

That baby debuted in the fall of '92 (that is old school). Thanks for the compliments, but you really shouldn't miss Paul, The Pro Player – you should just lay some smack down about how he changed his name to the mundane "Game Professor." He always claims he did it because the Pro Player sporting goods company paid him off, but we never will believe him.



Pokémon Trainer Challenges GI

I wish to challenge anyone who thinks they can beat my Pokémon. In one of your magazines, I read that you could beat anyone's Pokémon. I beg to differ. I can prove it to you. If you accept my challenge, I will make a deal with you. If I should win, then you give me the most secret code in the game (I

already know the Yoshi & Mew code). If you win, you may have any of my strongest Pokémon such as my Mew.
Kevin Shoxz via aol.com

Who dares challenge the finest Pokémon players on the planet? Oh, it is Kevin. You win. The most secret stuff we know on Pokémon is in the May issue.

Save FF IV!

Square has announced they will not include Final Fantasy IV on the Final Fantasy Collection because of translation and "technical" issues. This is a terrible tragedy. It might be the only chance for U.S. gamers to enjoy the hard version of FF IV, and it will deprive newer fans of the series from playing it at all (due to the fact that U.S. copies of FF II are extremely hard to find). Please urge Square to reconsider this decision. Thanks.

Ross "Richter B." Woodard via aol.com

Indeed, the SNES version of FF II (known as FF IV in Japan) is hard to come by, but not that hard. We found a number of them on web auctions, and we've seen them in retail stores as well. It's not that much of a tragedy in our opinion. The real tragedy would be the omission of FFV. That is the game that none of us have played in English. We could try to urge Square to reconsider, but we are still trying to get them to release Total 2 for PS-X.

By the way, the game will be called Final Fantasy Anthology in the U.S.

PS-X 2? What Happens to PS-X 1?

Once they make the PS-X 2, will that mean they will stop making PS-X games?

Ted Hamilton via yahoo.com

No, there will still be games made for the PlayStation once the PlayStation 2 is released. There are over 50 million PlayStations in circulation,

and there won't be an immediate switch to the PlayStation 2. If history repeats itself with the transition between old and new system, the support for the PS-X will last at least 12 months after the PS-X 2 makes it to the marketplace. However, because the PS-X 2 is backwards-compatible, the longevity of the original may be extended.

There's a First Time for Everything

This is the first time I have written to all of you. It's not that I was scared, it's just I didn't have any questions - until now. First, I have to tell you how much I like your input and the way the magazine is done; don't try to change much in the future. I'm a big sports fan and love playing the sports games. I own almost every system out there. I have the original Atari 2600 and have watched the sports games improve considerably. I read the article about the football game coming out for Sega Dreamcast and how the graphics are going to be - showing the crowd in more detail, etc.

How are gaming consoles going to improve (or make better) the sports games? I can't picture much improvement, except for graphics (or until they give us virtual reality

helmets). When will they come out with a baseball game that will be similar to NFL Blitz, such as the flying fireball with outrageous moves and hits, maybe combat baseball?

Dave Wright
via aol.com

The future of sports games will indeed move toward enhanced graphics that will closely mimic the look of the real deal, but you will also see vast improvements in the computer controlled players' intelligence. The processing power of the upcoming systems will make players act (and react) in ways that are far superior to the games of today. The Internet will also hold interesting concepts for the armchair quarterbacks of tomorrow.

As for the baseball game styled after Blitz, Midway is working on just such a game.

A Jumping Question

I was just wondering if you could define exactly what a platform game is. I can't figure it out. And which zoo did Reiner escape from?

Betsy Bjoraker
via aol.com

Simply put, a platform game is a game that has...platforms. You know, a series of ledges and landings that a player

must jump on. Mario, Crash, and Sonic are all platform games. We usually classify platform games with action as most games of this style have items to collect or things to shoot.

Reiner, of good lineage, comes from the world-renowned San Diego Zoo. He also makes special appearances at Disney's Animal Kingdom. Look for the baboons.

Where Are the N64 RPGs?

Is there ever going to be a Final Fantasy for the Nintendo 64 and if so when?

Mew
via aol.com

The likelihood that Square will support the N64 is almost nil. The RPG library for the N64 is dismal, but Nintendo is working on Earthbound 2 and Super Mario RPG 2. If you want Square games, you have to turn to the PlayStation.

Did I Miss Something Here?

I just want to know whatever happened to the Pioneer LaserActive in your February '99 Classic GI section. If you guys ever find it, could you send me some more info on it? It sounds kind of cool!

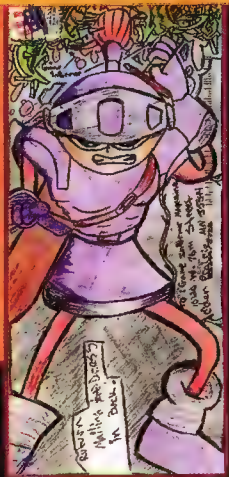
Dan Mosipher
via hotmail.com

If we ever find it? We own one. The LaserActive never really took off because it retailed for more than \$1000, and the games made specifically for the system really stunk. You will have to be extremely lucky to find one of these gems in circulation. There are just not that many out there.



Linkism #247: It's better to look good, than to feel good.

Danny Guevara, Central Islip, NY
We believe this picture is drawn from Baby's point of view.



Jason Skog
Arlington, TX
Alas, poor Yorick!
I knew him well.

Clement Byfiel
Bronx, NY

Mortal Kombat...does it ever get old?



Steve Driscoll, Vacaville, CA

Hey baby, come over here. Feel that arm. It's like a rock.



Ashley Rudy
Londonderry, NH
RPG or new british rock band? You make the call.

"I don't know if it's good to admit this or not, but I got totally addicted to **Ape Escape**. While the early levels are kinda drab and basic, the second you start to collect gadgets and discover new areas, **Ape Escape** takes off. Not only is it fun mastering the two analog sticks, the monkeys are freakin' hilarious. Every time I found a new monkey, I laughed my guts out - I mean really, who can resist monkeys in those classic wacky, zany situations? I know I can't. Then throw in the fact that **Ape Escape** has tons of things to collect, huge levels, minigames, and vehicles to break up the monotony and we're talking some serious gametime here. If you liked *Gex*, or conquered *Crash*, **Ape Escape** is worth checking out. It starts out slow, but give it time, and you'll be going ape soon enough."

ANDY

THE GAME HOMBRE

Concept
9.25

Graphics
8.5

Sound
8.75

Playability
8.75

Entertainment
9

8.75

OVERALL

"I'm somewhat of a purist when it comes to controllers and I've never found the analog controller all that great. So here we have a game that only works with analog and I'm forced to get with the times. If you're like me and don't use analog too much, **Ape Escape** will take plenty of getting used to. Luckily, the game starts off slow and soon presents some fantastic play mechanics. From oaring a river raft to driving a remote control car, **Ape Escape** is always throwing something new at the player. That's probably the best thing about the game - it has a new and fresh concept centered around the analog controller. Now I wouldn't go out and buy an analog just for this game, but it's worth a look if you have the goods."

PAUL

THE GAME PROFESSOR

Concept
9.5

Graphics
8.5

Sound
7.75

Playability
8.75

Entertainment
9

8.75

OVERALL

"This is the kind of game that everyone roots for, yet are overly skeptical about when it comes time to purchase it. **Ape Escape's** gameplay chemistry is so diverse and its appeal so obscure that you really don't know what to make of it at first. But believe me, you'll get into it. You'll groove on the analog-only controls. And you'll love attacking and capturing the monkeys. This title also jumps out graphically, and let's not forget innovation. This game leaks it like an angry baby. The unique platforming techniques are absolutely brilliant. Besides tacky character voices and a learning curve that takes a few levels too many to develop, I think **Ape Escape** is a great game. Platform addicts like myself will probably say it's a little easy, but will enjoy the game thoroughly anyway."

REINER

THE RAGING GAMER

Concept
9.25

Graphics
9.5

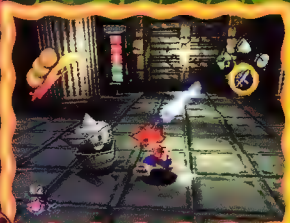
Sound
7.75

Playability
9.5

Entertainment
8.5

9

OVERALL



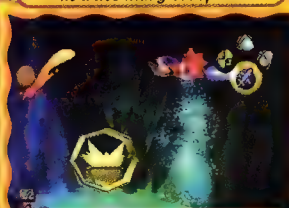
Use the Stun Rod to defeat deadly foes.



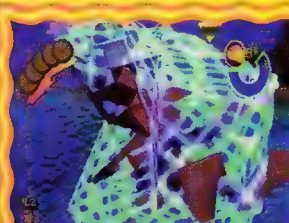
The slingshot comes equipped with a first-person target.



To nab this monkey, you'll need to sneak and crawl. If he sees you, he'll flee with great speed.



Monkeys are only half the search. You'll also have to find Specter Coins to unlock minigames.



That monkey is history!

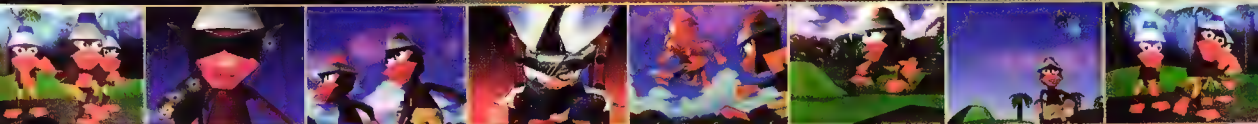
If we had the ability to communicate with our simian friends, we could acquire valuable knowledge from a monkey or ape. An African Mountain Gorilla could possess wisdom that reveals the answers to the mysteries and origin of the human race. A Grey-Cheeked Mangabey could deliver further insight in the eradication of the Y2K bug and easier HTML coding. The world could benefit greatly from this understanding between species.

But then again, if fiction is a looking glass into the future, we may not want to communicate with these primates or even try to comprehend their ways. Displayed in endless novels and film, we've witnessed uncontrollable disaster when one more of earth's species rises to our cerebral status. Most memorable of all is the post apocalyptic world that Chariton Heston stepped into in the extraordinary screenplay *Planet of the Apes*. Following in writer Pierre Boulle's footsteps comes a more playful approach to the end of the world in SCE's little known action game, *Ape Escape*. Picture if you will a wacky cartoon prequel that leads up to the movie that rocked theaters in the summer of '68.

The storytelling in *Ape Escape* unravels through numerous real-time cutscenes that often interrupt gameplay for additional story developments. The introductory scene sets the stage for the entire game, and really, you couldn't ask for a more entertaining premise. The antagonist is an evil circus monkey named Specter who wears an intelligence-boosting helmet that allows him to think like a human, act like a human, and control the fate of the world just like a human. Knowing that one little monkey couldn't overtake the entire world by himself, Specter frees an entire zoo of monkeys and attaches additional helmets to them. With a loyal army at his side, he then activates a time machine and slides into the distant past where he has unlimited time to shape the planet to his liking.

Enter the glimmer of hope. At the exact moment that Specter warps back in time, two boys arrive and give chase. By the time they arrive, Specter has already spread his diseased plan far and wide. The only way to eliminate this threat is to capture all of the intelligent monkeys and bring them back to the future. With the help of a kooky old professor, Spike and Jake (the heroes) have complete freedom to warp back and forth in time and also bring along a few useful inventions like the lightsaber-esque Stun Rod, and the always useful Time Net. Whatever lands in the net will be transferred to present day. Say, "Bye, bye, monkey swine!"

Throughout the entire game the player assumes the role of Spike. Why not Jake, you ask? You'll have to play to find out, but we'll tell you he's involved in a huge plot twist! Nonetheless,



**SHOCK THE
MONKEY...TOUCH THE
MONKEY...BUT NEVER
LOVE THE MONKEY**

ESCAPE

Spike is perfect for this job. He's agile, aggressive, and loaded with undying enthusiasm for the extermination of intellectual monkeys.

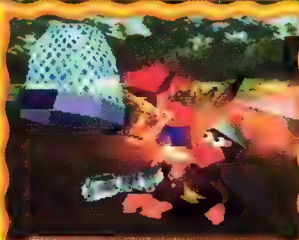
Ape Escape's gameplay also dares to be different. Instead of making use of the standard controller, this game demands that you use an analog controller or the Dual Shock. The directional pad is more or less worthless, and believe it or not, this game makes good use of both analog sticks and all four shoulder buttons. The left analog controls the general movements of Spike, like swimming, running, and crawling. The right analog controls his actions and items, like swinging the Stun Rod and swiping the net. Ape Escape also uses the two analog buttons that until now have more or less wilted and died on these controllers. By pressing in on the analog sticks, you'll find two cleverly hidden buttons that when used properly, like they are in Ape Escape, enhance the gaming experience greatly. At first, this awkward control is strange, but after you get the hang of it, you'll love it more than anything. Ape Escape will even push you to perform feats you never thought of, like running forward with the left analog, then controlling an RC car with the right at the exact same time.

The action also crosses over into Zelda territory by incorporating a ring of useable items onscreen. Four of the eight items (which are individually unlocked as you move forward in the game) can be equipped at once. Each item is assigned a specific button by the user. As you journey through the distant past, your main goal is to catch monkeys. Each level comes packed with a ton of monkeys. You'll then be asked to collect a certain amount of these monkeys to move on to the next level. Some of the monkeys on the levels cannot be reached or captured until a specific item is unlocked. You'll then need to backtrack to previously played levels to snag the remaining monkeys.

Ape Escape comes packed with multiple endings, a menu that allows you to view the monkeys you've caught, and a plethora of minigames that also need to be unlocked in a devious way. If you like Crash Bandicoot, Spyro the Dragon, or even more adventurous games such as Tomb Raider or Legacy of Kain, we suggest you take a look at this innovative release. It's a large game...extremely large. You won't believe how big it is until you sit and play it. When your completion percentage inches forward by .1%, you'll know what we're talking about.



Use the Monkey Radar to examine the next catch of the day.



Surprise!!!



Some monkeys team up with other wildlife to make your mission much more difficult.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action (2-Player Minigames)
- **Special Features:** 204 Unruly Monkeys; 8 Different Monkey Catching Gadgets; 20+ Levels; Bonus Minigames; Analog Required; Dual Shock Compatible
- **Replay Value:** Moderately High
- **Created by:** SCEI for Sony Computer Entertainment America
- **Available:** June 22 for PlayStation

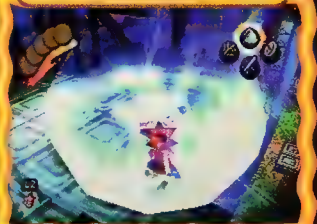
Bottom Line: 8.75



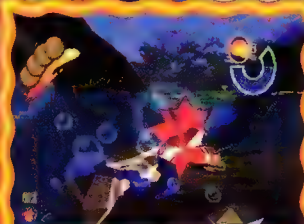
Gadgets Galore



When bagging monkeys, explicit violence isn't necessary...but it's recommended.



Netting monkeys delivers enormous effects.



Yes...Spike can swim.



Mr. Snutalufagus, is it really you?



APE ESCAPE

BASIC TRAINING

Ape Escape is an involving game, an adventure that will grow on you and consume your days and nights. Be warned, catching monkeys is fulfilling and addictive. After you bag one, you won't stop until all 204 are secured. Here's a quick listing of techniques, quirks, and tips we found in this fantabulous release.

Conspiracy: Ape or Monkey?

In Japan, the name of this game is "Monkey Get You." When it transferred to the States, it acquired the title Ape Escape. As we all know, apes are quite different than monkeys. Does Sony know something we don't? Or is there a greater power at work here? We decided to study the beasts in this game to see which tag is, in fact, the correct one. After hours of research, we were unable to make an accurate ID. If you thought Saturday Night Live's Pat character was hard to label, just wait until your eyes make contact with these devious mammals. The characters in the game are also confused. Every so often they say "ape," then a few minutes later they change their mind and say "monkey." The only way we could tell for sure would have required the removal of one of the creature's parts. With this not possible in a video game, the ape/monkey will remain an ambiguous species. For the sake of the guide, we chose "monkey" simply because the word has more syllables.

Catching Monkeys

There are several techniques that can be used to catch monkeys. Sometimes you'll need to be really quiet and sneak up on the beasts by pressing in the right analog to make your character crawl. Other times you'll need to hide by pressing in the left analog. The strategy we liked to use most (and did so for 90% of the game) is the good ol' whack-the-monkey-on-the-head-until-it-is-unconscious approach. Also, we found that the Monkey Radar is a key ingredient in the removal of monkeys. If the Radar comes to life with the scent of a monkey and flashes that a bio is available, then the monkey is nearby. If it doesn't flash a bio, the monkey is in a different sector, usually a different room. Catching monkeys allows you to pass levels and unlock more. Collect all 204 and you'll access a new level entitled Peak Point Matrix. Some levels require that you return with a specific tool before you can collect all the monkeys. Follow the guide to find out how to get one of these tools.

Stun Rod Extension

The Stun Rod is the tool for every crime in this game. Rotate the right analog and the stick will spin to life with energy. A smaller alternate version of this energy move is also available. Simply stick the Stun Rod out in any direction, then add the spin of the analog. As you can see, the Rod is considerably smaller. It doesn't have the same

extension as it did when it was quickly whipped out. However, if you continue rotating, the extension will return.

Net Work

If you take a swing and miss the monkey, quickly spin the Time Net 360°. Doing this will cover your sides in case a monkey does fly right past you. Learn this technique. Also, if you use crawling as a technique, don't get up to use the Net. It can be used from the crawl position...and quite effectively, too.

Quick to Your Feet

If a monkey flees while you are in the crawling position, hit L1 and Spike will jump to his feet a tad quicker than letting off the left analog. It's not much of a difference, but heck, it looks much cooler, and this game is all about style.

Tank and Raft Controls

If you are struggling with the Raft and Tank controls, then you're putting too much thought into how these vehicles work. For the best results, press both analog sticks forward at the same time, then release full pressure on one of the sticks to turn. Don't try and paddle from left to right; your hand will fall off from exhaustion. Cheat and use the double press up.

Time Attack

After completing each level with a 100% Completion, a Time Attack option becomes available for that specific level. The Time Attack pushes the player to capture a number of monkeys as quickly as possible. The quicker you are, the better your rank (gold, silver, bronze). Snagging Energy Chips will partially stop the clock. The Magic Punch can also create routes through walls that flash...look for them to cut a few seconds. The Time Attack accounts for approximately 15% of the overall Completion Percentage. If you do want to try and acquire gold on each level, a handy Retry option has been added to the Quit menu.

Monkey



Specter Coin

Energy Chips

Collect 100 of these gold triangular pieces to unlock an extra life.

Specter Coins

There are 60 Specter Coins hidden in this game. If you collect enough, these shiny gold pieces will unlock the bonus games in Time Station.

Minigames

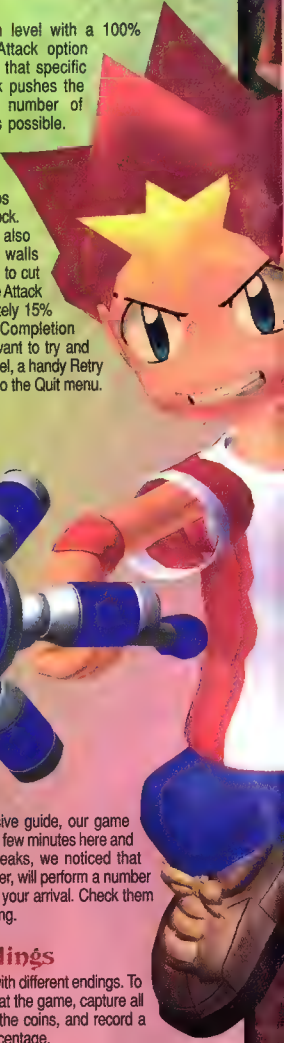
Collect 10, 20, and 40 Specter Coins to unlock three different bonus games. These diversions from the main game are pieced together nicely, offering plenty of challenge.

Idles

As we wrote this massive guide, our game was left unmanned for a few minutes here and there. During these breaks, we noticed that Spike, the main character, will perform a number of idles while he awaits your arrival. Check them out, they're quite amusing.

Multiple Endings

Ape Escape is loaded with different endings. To trigger these, simply beat the game, capture all the monkeys, snag all the coins, and record a perfect Completion Percentage.



4 Stage 1-1 - Fossil Field

Aside from a fourth monkey that cannot be reached until you acquire the Sky Flyer, this level is a breeze. We'd even go as far as to say it is one of the smallest levels in the history of 3D gaming.

Noonan - A more harmless monkey is unheard of. Just run up to this runt and apply the electric twine. We recommend beating on this dangerous critter for awhile before capturing him.

Jorjy - This lil' bugga is scampering about in the grass. Give 'im a good whack with your Stun Rod before you attempt to use your Time Net. Ah...isn't he a beaut!!

Nati - Nati is located on the staircase. Beware his banana peel-tossing tantrums!

Shuffle your little keester up a tree and you'll run smack dab into this rare medallion.

Tray C - Requires Sky Flyer
Run to the right and use the Sky Flyer to launch up to Tray C's hideaway.

! DANGER!!! DANGER!!!

This guide reveals elements of the game you may want to discover by yourself, thereby possibly reducing your enjoyment of the game. USE AT YOUR OWN RISK!

7 Stage 1-3 - Molten Lava

This stage is self-explanatory. Your adventure will take you up and to the left. The cave to the right can be entered, but nothing can be gained from here until later in the game. Just follow the trail of monkeys and this level will be over before you know it.

Scotty - Ascend the ramp then veer to the left. Make a valiant jump through the waterfall and teach Scotty a lesson. Net him when he's down and out.

Coco - Return to the waterfall. This time around, double jump to the rock structure a few feet in front of the falls. Double jump again to the plateau holding Coco. Able only to scurry in fear for her life, Coco is harmless.

From Coco's location, turn to the right and jump on top of the moving platform. Use it to get to

the next chunk of land. Ascend the stairs, then turn around. Make a little hop out onto the slide next to the stairs. You'll land right on top of that beautiful hunk of gold.

Moggan - From the lower step, turn and jump to the top of the wooden structure. Run along the path under the waterfall, then snatch the frightened monkey.

J. Thomas - This is the most annoying monkey yet. From the Specter Coin, you'll find J.



A monkey is hiding under one of these shells.

6 Stage 1-2 - Primordial Ooze

Be a good student, and do everything the Professor says in the training session that takes place moments before this level. After you catch the monkey bobber, you'll be warped to the real level. At this point you can nab all the monkeys and reach 100% Completion for the first time.

Shay - This guy is pretty easy to catch. However, if you lack speed and skill, he'll flee and jump across the pond. Try and snag him before he gets to his feet.

Dr. Monk - The Doctor is observing your movements from a higher vantage point. Cross over the bridge, hop across the square platform to the right, and bounce over to the large island mass. Kill off the alien heads that slither out from the earth and take a look around. If you have good vision, you'll see Dr. Monk's head peeking from atop a platform. Double jump up to the platform he rests upon and smack him across the head with the Stun Rod. Now, net the sucka.

Ah-Choo - After snagging the Doctor, focus your attention toward the beginning of the level. Off to the left a mailbox awaits next to a narrow path. Head to it. The Professor will give you a useful tip that will aid in the apprehension of the next monkey. Sneak up the hill and don't be afraid to get close to the slumbering monkey. Without hesitation, and while still lying down, swipe the brown fella in your Net.

Gornli - Jump into the water and locate the flashing light atop this monkey's melon. Swim over and launch a Net onto his wet fur. You can net this one from the surface.

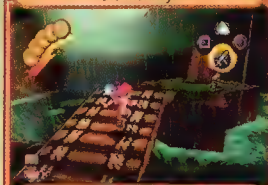
Tyrone - Now it's time to ride the beast. Approach Big Nester, the large Plesiosaur roaming the pond, and jump onto its back. When Big Nester touches the lily pad in front of the platform holding the monkey, launch through the air and confront the monkey. Smack it around a little, then add it to your collection.

Grunt - On the main hunk of land, use your first-person view to look atop the rock face. The monkey is your destination. To get there, jump into the water and squeeze through the crack on the rock face. Ascend the multiple platforms and Mr. Grunty is yours.

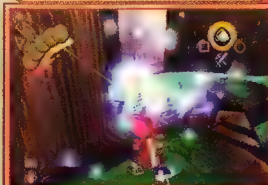
While splashing about, swim to the platform you started on. Dive below it and you'll run head first into that strange Specter Coin.



Launch off this creature's back up to the monkey.



Sneak up on this monkey or it will flee to safer ground.



There's no better rush than netting a monkey.

Barney - From the nest of eggs, enter the red-lined cave. Once inside, try to lure the tyrannosaur into ramming its head into the rock platforms with a light-gray tint. Repeat this process about five more



Lure the T-Rex into smashing its head against the rocks to free the monkey.

times. Doing this will knock the monkey off the T-Rex's tail. When you see the monkey fly, get your Net ready.

Mattie - This monkey is takin' it easy on a platform in the T-Rex room. She's an easy catch.

Rocky - Requires Slingshot
Ascend the beginning ramp and enter the cave on the right. Use your Slingshot to hit the red button and open the gate. Now, use your Stun Rod to deflect the bombs that Rocky tosses from atop the Triceratops. Three hits and Rocky will be knocked unconscious.

World 2 - Mysterious Age

14

Stage 2-1 - Thick Jungle

The Professor has set up another training session for you. Show him how tough you really are, then enter the real world. Set the Monkey Radar to one of the free buttons (we recommend ●), then begin the search.

Livingston - Use your Monkey Radar to reveal this monkey hiding in a pod on the tree. Once you find his hole, use the Stun Rod to set him free. Net 'im!

Marquez - Use the same technique that you just did for Livingston. Likewise, Marquez is playing hide-and-seek in a pod.

George - From the tree, follow the path and water to the right and you'll run smack dab into the most famous monkey of them all - George. This feisty buga isn't as curious as we thought, but he loves to throw his own hardened rocks. Dodge his assault, then launch up to his lookout platform. Nail 'im. Nail 'im good!

Elechim - Return down the path and enter the water gate parallel with the giant tree. On the other side, a monkey will scurry into a metal hole. When he returns, he'll be flying a UFO. Use your Stun Rod to knock him out of the sky, then bag his not-so-alien hide.

Herb - From Elechim, return to the beginning level segment and follow the river to the far water gate. Jump

in the water and cross under the gate and through the cave. On the other side, jump over to the raft. Use it to navigate across the river, past the fish, and over to a wooden dock. Ascend the pole, then the double jump and whack the monkey off the monkey bars.

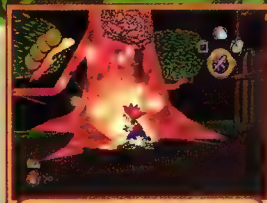
Mitong - Hop into the raft and work your way over to the small alcove just at the beginning of this water segment. Here you'll find a Specter Coin.

Dilweed - Continue rafting down the river and jump up to the hollowed-out log cabin on the left. Use your Stun Rod to spin the lever that raises the gate, then quickly jump into the water and swim under the gate before it closes again. Immediately on the other side, you'll be introduced to Dilweed.

Mitong - From Dilweed, exit through the cave and jump into the raft. Row up to a platform on the right, then jump out. Hop up to the next platform to the right of the cave and you'll run into Mitong sitting atop a boiling keg of water.

Mitong - See the Specter Coin in that pool of water next to the far gate? Jump to grab it.

Stoddy - After bagging Mitong, take a step back and return to the platform with the cave entrance on it. Hop onto the slanted log and



Die nefarious tree!



Attracted to shiny things
Always check the stats on the monkeys before engaging.

ascend to the top. Dancing about the trees, you'll find Stoddy. When he swings across the vines, double jump and whip him with the Stun Rod. If you don't watch your step, this monkey nabbing can be a tad troublesome as the man-eating plants often interfere.

Nasus - This monkey can be considered a mini-boss. His location is just a few clicks away from Stoddy. Just cross over the parallel log and you'll see Nasus jump into a large tree. The tree will then come to life and protect the monkey. Use your Stun Rod (in a circular motion) to knock away both leaf hands. When the tree flinches in pain, use your Stun Rod to assault the tree's roots. Do this five or six times and the tree will wilt, and the monkey will tumble out. If at any point your health is in danger, turn your attention to the Cookie Container to the left of the tree. Whack it for life.

Requires Sky Flyer

Head toward the water and swim across to the small hunk of land. Use this elevated space to launch to the Specter Coin above the wooden gate.

Maki - Requires Slingshot

From the beginning, swim under the gate to the right and veer to the right again. Look up and use the Slingshot to knock this monkey off its high horse.

Selur - Requires Slingshot

From the beginning, enter the leftmost water cave and use your double jump and Sky Flyer to launch to the next level. In this next area, use the Slingshot to knock Selur off the vines.

Gonzo + Alphonse + Zanzber - Requires Sky Flyer

Pass by the introductory tree and keep on heading straight ahead. Enter the cave and use the Sky Flyer to launch across to the mushroom. Open the gate and nail the Gonzo. From this area, cross through the vines and snatch up Alphonse, the second monkey to cower behind a tree boss. Now, walk along the ledge and drop down to the narrow platform. Enter the cave, grab the Specter Coin, then net the monkey.

8

Stage 2-3 - Cryptic Relics

The good Professor has set up yet another training session for you. This time though, it's actually quite entertaining. Master the Slingshot controls, then enter the real level. This level is fairly straightforward. After bagging the sixth monkey, you'll enter a Dimensional Challenge against your arch-nemesis, and long-time friend, Jack.

Troopa - From the beginning platform, proceed forward then cross over the bridge to the left. Use your Slingshot or Stun Rod to create another bridge, then cross over it. Destroy the spinning menaces, then enter the rightmost door. Use the Slingshot to create another bridge, then use it to reach the block holding Troopa. He may look like he has nowhere to go, but he will jump off the block and run across the bridge. Troopa can lay down banana peels and use a laser rifle like nobody's business. Make his career a short one.

Stymie - After eliminating Troopa, exit the tiny sanctuary and enter the door to the right. Veer to the left

and ascend the small ramp. Drop down to the gate with the monkey behind it, and use the Slingshot to hit the large red button. Once the gate opens, go get your prize.

Pally - With Stymie in the bag, enter the room with the gold gate lever in it, then pass on through the entrance with a green tint. Now, pull out the Stun Rod and beat on the column in the center of the room. Beat it down to the point where you can jump up and grab the monkey.

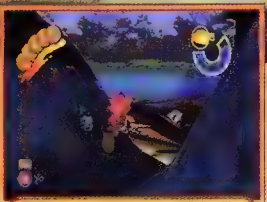
Jesta - Exit back through the entryway you just came through, and use your Stun Rod to spin the gold lever. Proceed through the newly opened gate and apply the Net to the frantic monkey head.

Spanky

Drop down into the stream that cuts through the room that held Jesta. Swim forward under the wall until you reach an opening on

the left. From here use the pole to reach the Specter Coin. Go through the paces again to bring you back to the waterway. Instead of cutting to the left, go straight. In this next room, use your Slingshot to remove the thick pane of glass, then pop a cap into the red button. Exit through the gate, then jump out of the water to Spike's left. Use your Slingshot to eliminate any vermin along the way, then cross over the narrow walkway. Jump up to the ledge on the left and snatch up the monkey in the next chamber.

Freeto - If you've been following our strategy, then you should have already exited this level after fulfilling the six monkey requirement. If not, we recommend leaving the level and reentering. From the starting point, avoid the bridge and cross over the spinning wheels. Climb the stairs and push the block onto the red button. Now, corner the stinky monkey and apply the Net of death.



Ride in the raft or this catfish will shock you.

Bazzele - Once Freeto's stench is quenched, shoot the red button with the Slingshot. Cross over the energy bridge, then hop onto the moving platform. While moving, shoot the red button on the far wall. Use this energy bridge to aid in the netting of Bazzele.

Crash - Requires RC Car

Cross over the bridge and reenter the leftmost door that is locked by a red button. Travel back through the green-tinted entrance, and jump onto the water-mounted pole to the right. Ascend to the top and use the RC Car to scare Crash out of the cage. Make sure you're a good distance away from the cage or Crash will stay in his coop.

This stage will introduce a few new skills that can be used to gather energy chips. You'll also cross the path of a few new species. This time around, these baddies will require some extra techniques to kill. The onion dudes should be dodged after you nail them the first time. The purple things will continually assault you as they multiply. So stand in place and spin them to death as they approach.

Mooshy - The first monkey on this stage is directly ahead, across the valley, and circling the stone pillars. This critter is really fast, so don't follow it. Run around the pillars in the opposite direction, then smash it on the head when you meet.


Papou - Ascend the staircase on the far side of the pillars, and enter the temple ruins to the left of the platforms. After taking out the purple critter, crawl up the ramp. Don't let the second purple creature lure you out; a monkey is right around the corner. Sneak up to it and snag it without trouble. If it does notice you, watch out! This guy is packing a powerful laser gun.

Trance + Kenny + 

From Papou's location, cross over the first pitfall, then stand on the second and wait until Trance steps on the switch. This will send you down a slide. Use the elevator to enter Trance's lair. Hasta la vista monkey. Use the second elevator to reach the Specter Coin. Now cross over the pitfalls again and exit the temple. Around the bend to the left awaits an

onion dude and Kenny, the worst monkey guard of all time.

Nuzzy + Mav - After adding Kenny to your collection, run out to the edge and push the block with the flashing green hands on it off the edge. Follow it down to the ground (Note: You'll take damage for a fall this great), then enter the temple. Drop off to the right, kill the two fire demons, then ascend the stairs to the left. Crawl to the monkey, stop if his light turns yellow, then proceed again when it is blue. He should be an easy catch. Return to where the fire demons were and ascend the narrow green path on the right wall. At the top of your climb awaits Mav.

 From Mav's location, you can see a Specter Coin atop a rock structure. You can also see what a pain in the butt this piece is to get: We recommend leaving it and coming back to get it with the Sky Flyer. But then again, if you have some lives to spare...

Stan + 

Exit the underground ruins at the opposite end, and you'll run right into Stan the Monkey Man. Because he's so cowardly, we recommend that you slash him ten to twenty times with your Stun Rod before netting him. Before leaving this area, jump up onto the poles and launch over to the rooftop holding a Specter Coin.



Turn your back to the Coin to make this jump.

Craitman - It's now time to test your jumping skills. Remember those platforms you passed up when you entered the temple? To the right of the right-most green platform is a square gray pillar. Hop over to it and you'll see your next destination. Bye bye Craitman! It's a shame monkeys can't fly.

 +  **Runt**

Jump across the platforms to the elevated peninsula of land. Enter the temple and step on the brown bricks. Upon arriving in the lower chamber, drop down underneath the bridge and grab the Specter Coin. Now, angle your exploration to the right and crawl as close to the monkey as you can. If he sees you, then get ready to run...like mad. This monkey is incredibly fast. Don't let him get away.

Chino - After snagging Runt, you'll run into an extremely dangerous primate. This monkey packs a wallop with his multi-missile attack. Use the same technique you did with Runt to get this furry demon.

PlayStation Cover Story

Hoolah - As you were chasing Chino and Runt, you probably noticed that you trekked across two different paths. Run across the first again, then at the next stretch (where the bridge was that led to the elevator) jump to the cubbyhole. Destroy the flame tower and the sarcophagus will open revealing Hoolah, dead monkey no more.

Kyle - Exit through the opposite end of the temple that you entered from, and drop off the green platform directly ahead. You should practically land on a monkey. Just swing your Net and you'll snatch up a brown surprise.

Bent - Requires Slingshot

Return to where you nabbed Papou and Trance. Use the Slingshot to remove Bent from his haven. This monkey shows signs of pure intelligence. Destroy him. Torture him long and slow. Make him suffer...



Jump and slash!

World 3 - Dimension X

Stadium Attack

While it seems impossible at first, this guy is actually really easy to beat. Jake will always get a commanding lead. You'll catch up and

overtake him in the second water zone. Make sure you jump at the end of the slide and cut every corner possible. Use L1 to propel yourself through the water and double jump to get out. Success should be easy to

gain on this bonus race. This race must be completed if you seek a perfect 100% game rating. You'll receive five Specter Coins for winning.

World 4 - Oceana

After finishing the game, this level may be a nice vacation spot. The sand is soft and the sun is shining. If you want a peaceful vacation, we recommend eliminating all of the monkeys who currently lay claim to this fascinating beach front.

Gidget - If it's executed correctly, you should find great satisfaction in this capture. Descend the sand hill and look to the left. Shhhh. A monkey is napping on a hammock. Sneak over to his location, jump through the air, and nail him with the Net. That poor lil' critta never saw it coming!


Sandy - From the hammock, maneuver to the left and hug the wall. Sitting in the sand awaits a monkey. If you get behind him, this one will never see you coming. Sneaking is advised.

Cool Blue - Continue your search of the sandcastles. Sooner or later, you'll run into yet another monkey. Be warned...this guy won't stick around when spotted. He'll head to the sea. Net him before he gets wet. After bagging this monkey (only if you are following this guide), a gate will open. (Alternatively, bag three monkeys to open sesame.)

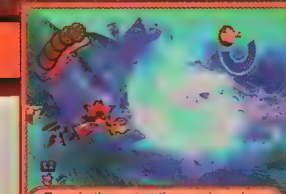
Shell E. - A few feet after the sandcastles await two lawn chairs, an umbrella, and a pesky monkey gettin' tan. Don't worry, this one will stay on land. Avoid its banana antics and make it extinct.

Shaka - Enter the cave and cross over the moving metal slabs. Wait until Shaka steps on the red button, then jump on the extended

walkway when it reaches a safe distance. Use the walkway to reach the other side, then bag this hapless monkey.

 Drop down into the gap to the left of Shaka's platform. Enter the cave and jump on the elevator to reach your reward.

Puka - From the Specter Coin, use the elevator to ascend to a new cavern. Hit the spin wheel to open the metal door, then use the speed gate and bumper (or the Dash Hoop) to beat the clock and reach Puka. For an easier bag, you can also come back with the Sky Flyer and launch up to Puka's platform.



Even in the water, the monkeys have nowhere to run.

Moko - Requires Sky Flyer

From Puka's location, continue forward down the path toward Shaka's locale. When you come to the gap, look up to the right. Moko is waiting for you.

Max Mahalo - Requires Sky Flyer (Can also be obtained if monkey requirement is not met)

If you've already bagged six monkeys, use the Sky Flyer to cross over to the gap where Shaka once was. Shoot down Max's UFO and add him to your collection.

World 4 - Oceana

8

Stage 4-2 - Coral Cave

If you can slide by the sharks with ease, this level shouldn't be too difficult to conquer. Nailing all the monkeys and that strange Specter Coin doesn't require any extra tools. Go for 100%.

Chip - This guy has the perfect hiding place - on the fin of a hammerhead shark. If you've got the guts, drop into the water and shoot a Net at the fin of the hammerhead. If your shot is accurate, you'll snatch the monkey right off the shark's spine. Just stay away from its jaws.

Puddles - Stay in the water and head toward the opening that holds a great white shark. Swim below the shark and enter the cave to the right. Rise to the surface and jump to the land. Hop across the three platforms and leap to the vine. Climb to the top, turn so your back is facing the next vine, then double jump over to that vine. Climb to the top again, turn so your back is facing the platform, then double jump to it. Well...well...well...a monkey awaits.

Oreo - From Puddles' loft, drop down into the introductory pool and ascend the ramp. Slash the gray

lever. Switch your item to the Dash Hoop. And while you're in stride, activate its power to quickly maneuver up the ramp. Activate the power again to fly up the moving bridge. Use a double jump at the end of the bridge to fly to the other side and snatch Oreo.

Kalama - If you get lucky, you'll catch Kalama sitting with Puddles. Otherwise, he'll flee the scene and dive to into the introductory pool. Follow it down and nail it with a Water Net.

ix - Swim to the far end of the pool, up to an unexplored cavern. Ignore the platform dead ahead. Instead, cut to the right. Pass by the swinging perils and snatch Mr. Monkey before he can escape in his cute little flying saucer.

Pickles +

Return to the cavern at the far end of the pool and this time cut to the left. Look out! A monkey is manning a submarine-mounted turret and he's not afraid to open fire. Jump over the first waterfall to safe land. From this narrow gap between falls, jump to the hull of the sub. Use your Stun Rod to annihilate the



Jump from this ledge up to the gray structure.



When you get an opening, hop to the sub and hack away.

turret. Now, apply your Net to the defeated foe. At the base of the sub, and submerged under the falls, awaits the Specter Coin.

Jux - One more monkey is hiding in the submarine room. Cross over the falls and hoist yourself up onto the platform to the left. Climb up to the gray platform, then jump to the tiny rock ledge on the wall. From here, jump to the room of the gray structure to find Jux.

Bong-Bong - From Jux's hiding place, focus your attention on the far wall. Use the Slingshot to hit the bull's-eye and lower the metal bar. Drop down to the cavern and ascend the pole. Now, sneak around the corner, and net Bong-Bong before he can create havoc with his plethora of weapons.



Use the Dash Hoop to cruise up the platform and cross over the bridge.



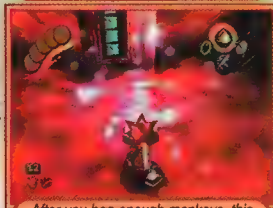
These jumps are tough, but doable.

11

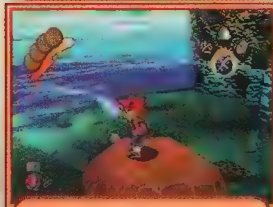
Stage 4-3 - Dexter's Island



Hit these tentacles' eyes to reveal the monkey.



After you bag enough monkeys, this door will open.



This raft doesn't feel entirely stable.

Hello Banjo-Kazooie! It's time to enter into the body cavity of a large beast, and trek through disgusting caverns in search of the intangible monkey. There really are no perils on this level other than flying bubbles, and a few boulders and barrels that appear out of thin air. Enjoy this grotesque platforming venture.

Ton Ton - Run forward and smash the wooden image of Specter. Inside Ton Ton awaits.

Stuw +

From Ton Ton's location, hit the red button next to the gate. Run out onto the dock and ride the turtle to the Specter Coin and Stuw's party barge.

Return to land. The red dinosaur directly ahead is quite harmless. He's also immune to pain. Go smack 'im in the chin and he'll open wide for ya. Jump down his throat and dive into the green digestive fluids. Sink to the bottom and you'll find the Specter Coin buried under the ship.

Murky - Pull yourself out of the glop and jump atop the sunken ship. Dodge the barrel storm and jump to the purple walkway. Poor Murky....

Horke - Plummet back into the digestive juices and cross into the chamber opposite the original entrance to this chamber. In this spacious pink cavity, sneak up on the monkey that freely roams the tissue. This monkey is armed to the hilt, so take him out quickly or suffer greatly. Don't touch the pink tonsil-esque monstrosities or you'll get a boost in velocity.

Howard + Robbin

Again force your body into the green juice, and head to the entrance to the left of the room you just battled in. In this pretty purple area, drop into the hole and run to the right. Enter into yet another room, and use your Slingshot to hit the eye on the bottom of the swinging tentacle. Ride the elevator, then enter into the next room. Use your Slingshot to knock the monkeys out of their cubbyholes. When they drop...bag 'em!!!

Baba + Frederic + Jaldice

Now proceed to the left. Use your Dash Hoop to pass by the timed gate, then get your Net ready. Three easy-to-catch monkeys await. If you need some extra Cookies, look to the ledge directly below the hole you dropped from.

Quirck - After you've netted five monkeys, the gate in the room with the infamous threesome will open. Cross into the next cavern and get ready for war. A handful of tentacles will drop from the ceiling. Run over to the Cookie Container for an optimal, and hit-free, shooting location. After the tentacles disappear, run toward the center of the room. Wait until the membrane holding the monkey drops, then beat on it with the Stun Rod. Repeat this process until Quirck is coughed up.

Mars - Requires RC Car

Drop into the digestive juices of the beast and swim to the pink platform. Hop onto and send the RC Car through the tiny opening. After a brief chase, the monkey will emerge. Net it when it rears its head.

- Requires Magic Punch

Enter into the dinosaur's gut and proceed to the slide off to the right. Jump out of the pool of water at the end of the slide, and use the Magic Punch to break the casing blocking the Specter Coin.

6 Stage 5-1 - Snowy Mammoth

Stay out of the water and don't bother with the frozen aptosaur. To kill the snowmen, simply hit them then run and dodge their attack, or get in their face and slash them moments before they jump.

Popicle - Cross over the ice peninsula and jump to the next segment of land. Proceed under the wooden structure and destroy the evil snowman. Now, head toward the igloos. Destroy the snowman and nail the monkey.



Continue a few feet deeper into this level and you'll see the Specter Coin hovering

above a pole. Simply jump to the pole and grab the piece. Now, slide down the pole, turn around, and use the Stun Rod to shatter the ice. Guess who? It's Mr. Iced. Get 'im!

Ricketts - Approach the woolly mammoth and shoot the monkey cage with the Slingshot. Quickly evade the return fire, then apply another shot. Repeat until the cage breaks and the monkey plummets to its doom.

Danggo - Cross past the windy cavern to the left and slash the metal lever with your Stun Rod. Jump onto the moving platform that lowered and double jump over the deadly blades. When the platform spins to the top, jump to the tiny platform to snag

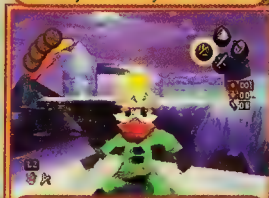
this hard-to-reach monkey. While still on this platform, smash the control panel.

Chilly - This is one of those monkeys that you don't want to catch, but have to. He's humble and quiet, in a world of his own. It's too bad your greed outweighs your love of life and respect for the evolution of other species. Jump back onto the spinning platform, then leap out to the pipe connected to the raised hunk of land. Now, bag poor little Chilly.

Skeens - From Chilly's location, head to the left and cross out onto the narrow snow platform. At the end, you'll find Skeens.



From a distance, use the Slingshot to destroy this monkey's safe haven.

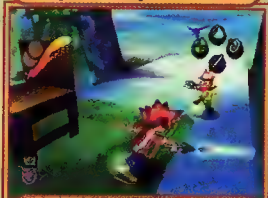


Face to face.

9 Stage 5-2 - Frosty Retreat



When a monkey hops into a saucer, bring out the Slingshot to down it.



Applying the Stun Rod is the easiest way to net a monkey.

Here's where you get the Sky Flyer. This little device will allow you to finish several previous stages. Return at your own leisure. Those annoying flying blue creatures are everywhere on this stage. Nail them with the Slingshot and avoid the jellyfish at all costs.



Turn so that the wall is to your right. Use the Sky Flyer to glide over to the next segment of land dead ahead. Pass by the ice window and walk across the narrow bridge. Enter into the ice house and let the Net massacre begin. Before you leave this ice house, look straight up and the location of the Specter Coin is revealed.



Maneuver so that you are looking into the house from the snazzy ice window. Now, jump up the series of platforms to the right. At the top, enter the cave and ascend the

stack of ledges directly ahead. Slash Gash, then run around the corner and drop down to the water below. Sitting in an alcove to the left is a Specter Coin.

Shadow + Kundra - Return to where you first saw Gash, then run to the right. This time don't descend to the water. Go the other way and use your Sky Flyer to launch you over the spiked wall. Use the outlets to dodge the boulder, then cut to the right. In the next cavern, power-up the Sky Flyer to leap up to Shadow's location. Now, drop down to the cavern floor and ascend the vanishing ledges. Kundra awaits at the top. You'll need to whack him with the Stun Rod to cool his jets.



From Kundra's position, proceed to the right and ascend the ice bridge. Enter into the light and dive into the drink. Sink down to the bottom and snag the final Specter Coin. Rise to the surface and locate the

small ice island. Knock the UFO out of the sky and bag Ranix when he crash-lands.

Sticky + Sharpe - Sky Fly or raft over to the ramps next to the water gate. Destroy the heads on your way up, then snatch the monkey. From Sticky's alcove, drop down into the water and swim to the land on the right. Ascend the stairs, and use your Slingshot to eliminate any vermin that could cause damage as you cross over the ice tightrope. Instead of sweating buckets as you cross over this narrow path, simply walk to the edge of the first stretch of tightrope, then double jump and Sky Fly to the plateau with the monkey. Alternatively, you can jump up to the path from the UFO pad.

Droog - Dive back into the water and head in the direction of the wall-mounted gate. Explore the submerged rock face near this wall, and you'll find an opening that leads to Droog's rocket-launching vantage point.

9 Stage 5-3 - Hot Springs

The action really starts to heat up here, and it'll remain intense for the remainder of the game. So adjust, or start packing your bags. This stage will test your jumping skills as well as your reflexes in combat. Take your time!

Punky - Drop off the starting platform, and destroy the snowmen to make the capture of Punky oh-so silky-smooth.



Enter the cave on the lower portion of this level, and use the Slingshot to push the polar bear into the ice columns. As you'll

soon see, there are a ton of polar bears and a ton of pillars to destroy. Work your way around and you'll eventually run into Dissa, Roti, and a Specter Coin.

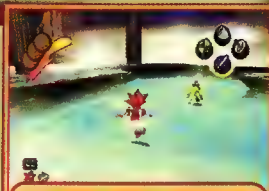
Ameego - Return to the ice and snowman field. Jump into the small pool of water and swim under the waterfall. Upon arriving in the hidden bunker, you'll run smack dab into Ameego. Nail him before you try to net him.

Yoky + Jory - Return to the starting platform and work your way along the tricky jumps. Hop across the falling ice bridge, then nab the monkey cowering in the cave entry,

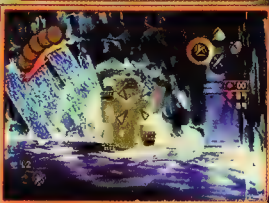
Spelunk through the cave, then jump to the platform at the other end. Sky Fly to the nearby out-of-reach platform and send Jory your love.



From Jory's locale, continue working wonders with the Sky Flyer; and if you have what it takes, you'll eventually reach another entrance. Enter in and snag the Specter Coin to the right, then step on the partially frozen lake and nail the wee little monkey before he makes a run for it. Now, look to the waterfall for the location of Looza. Also, use the Monkey Radar to pinpoint the wandering Crank. He may be up the staircase to the left.



You can run, but you can't hide!



World 6 - Dimension X

Gladiator Attack

Beating Jake is a breeze if you're on with your Sky Flyer spins. Get in front of this guy early, and restart the race if you end up

grabbing a ledge rather than flying over it cleanly. You want to get out in front of this guy as quickly as possible, and there's no better way than the beginning platform segment.

Other than this, be cautious on the narrow path and Sky Fly to victory. Your reward is five Specter Coins.

They're neck and neck - but Spike pulls through.

World 7 - Medieval Mayhem

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Stage 7-1 - Sushi Temple

Twelve monkeys... Conspiracy? Conspiracy!!! Dodge the wooden ninjas and always remember - lava kills. Now, go get them pesky monkeys!

Rocka + Taku + Mara-lee - Crawl up the stairs and take a good look at this triple posse. Continue crawling as close as you can to this tribe of monkeys. Quickly stand up and net one, then net another. One of the monkeys will usually flee, but if you are quick enough and net the first two without error, you'll be able to trail and net the third. If you do loose one, search the bell.

Wog - Look to the roof above, opposite the inaugural staircase. Use your Slingshot to dethrone and injure Wog once again. This guy is a little restless so beat the tar out of him before you apply the Net.

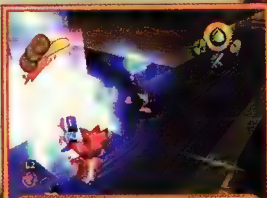
Phaldo + Quel Tin + Voti

Head to the well on the far right. Jump inside and get ready for monkey madness. If you cannot sneak up on these guys, they'll cause a serious ruckus. Try to tail them as best you can and whack them before attempting a netting. Before leaving, head to the far right corner and use your Slingshot to activate the red button in the upper alcove. Doing this will move the statue and reveal Voti's secret home. Use the broken pillar to the left of Voti's home to start a long journey to a Specter Coin.

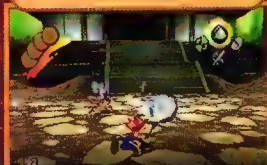
Mayi + Owyang + Long

Return to the main portion of this level and enter the building. Run to the left to snatch up Mayi as quickly as possible. If he runs, then you'll in turn be running for your life from a firestorm of missiles. Now, ascend the stairs and net the monkey napping in the left palm of the statue. Climb to the head to grab a Specter Coin. Lastly, run to the right side of the room and snatch up Owyang.

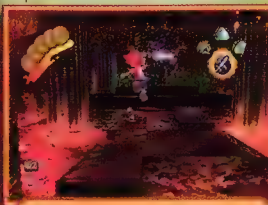
Elly + Chunky - Don't leave the temple just yet. Climb on top of one of the outer rim cubes where the tiny statue resides. Use your Sky Flyer to launch up to the rafters and two more monkeys. Try crawling to catch the speedy Elly. Don't let this monkey see you.



Crazy wacky action!



Sneaking has many benefits.



These monkeys are tough to net. Just hang in there and you'll get an opportunity.

10

Stage 7-2 - Wabi Sabi Wall

The only advice we can give is to stay calm and keep pressing forward no matter how terrible your plethora of deaths have been. This level and its nasty pitfalls will suck away your extra lives at an incredibly fast rate. If you want to tackle this stage in one fell swoop, make sure you have at least five lives waiting to be burned. Good luck!

Kong + Phool - The first order of business lies behind the cylindrical platform off to the left. Jump out to it and grab the Specter Coin.

Minky - Continue forward on the road and ride the spiky platform to another road segment. Jump out to the log structure on the right and cross over the spinners to the Zen master's location.

Zobbro - Return to the road and ascend the disappearing platform. Instead of risking the narrower disappearing platforms, drop down to the brick floor and net the monkey.

Xeeto + Zanabi + Moops

From this lower section, ascend the wooden structures and climb onto another portion of the wall. Jump onto the roller and cross into the temple. Once you pass by the next entry, you'll be locked into a circular arena with three monkeys. Snatch them up as quickly as possible, but whatever you do, don't let them reach the gong. If they smack it, you're in for a world of hurt. After capturing all three, a Gold Specter Coin will become available.

Doxs - Ascend the stairs that appear after beating the three monkeys and continue on the path. Shoot the red button on the left with the Slingshot, then proceed forward past the spinning saw blade. At this point, watch for strange rolling objects. Drop to the brick floor, then run around the corner, ascend to the ledge on the left, and snag the monkey using the binoculars.

Buddha - Drop down to the brick floor again and climb up the large wooden structure, or run up the road and hit the switch to activate the bridge. Jump across the spinning logs and enter the temple. Cut to the left and activate the walkway. Activate another walkway then ascend the winding path. Use the Boomerang to hit the target on the pole, then use the pole to cross over to the green path and the monkey.



Kong + Phool

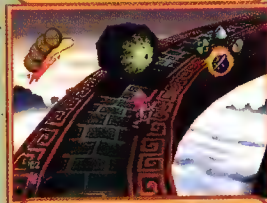
From Buddha, exit the temple and head forward to the trolley. Don't jump on the bar just yet. First, hop on top of the structure holding the trolley. Turn to the right, double jump, and Sky Fly to the grassy platform holding the Specter Coin. Now, backtrack to the trolley. Jump on the bar and, when you arrive at your destination, quickly take action and bag Phool before he can fill you full of lead or flee up the wall. If you miss this beast the first time, you'll have to hold off on him until later in the game. A short way up the road awaits Kong, another ill-tempered monkey. After you take down this primate king, a tile will drop on top of the tower revealing access to Phoot's hideaway. Drop down and get him if you haven't already.

Foopy - Requires RC Car

Head back to the temple where you found Buddha. Drop down to the glass on the right and use the RC Car to lure out Foopy.



Slide side to side.



Stick to the right.



Rekindle your SNES skills.

Twenty monkeys...Holy crafka! This level is stressful. The monkeys are ferocious...and plentiful. Plus, there's a ton of backtracking and button pressing. We're not gonna tell you to stay cool on this one...panic and throw as many fits as you like. Just don't break your game or PlayStation.

Naners - Don't head to the castle just yet. First, cut down the path to the left and give Naners some manners. Ha ha! Ouy...

Robert - After bagging Naners, turn back toward the path you just descended and cut around it to the right. This monkey is a tad dangerous, so use caution and sneak if you can.

Return - Return to the front of the castle, but again, avoid the entrance. This time, hug the left side of the castle and jump to the broken wooden walkway. Double jump and Sky Fly to the Specter Coin.

Donqui + Fej + Joey - Finally...enter the castle. As you can see, the main gate is closed for awhile so cut to the left and enter the door. As soon as you step in the door, you'll scare a monkey. This critter is an easy bag, but he will flee to the holes holding the bell ropes. Back away from the bells to make the monkey show his face again. From here, jump up on the ledge to the left and Sky Fly to Fej's hidden platform. Now, hit the wooden lever to raise the pillar. Move as quickly as you can up the platforms before the pillar sinks. Don't enter the door. First, jump to the

central pillar and put Joey out of his misery.

Neeners + Igor - From the bell room, ascend the platforms and enter the door. Pass through and snag Neeners. Before leaving, press the red button on the castle wall. Also, run past the strange monkey box and glide to the hill behind the castle. Hapless Igor awaits.

Gustav + Sir Cutty - Backtrack to the main gate and enter. Sneak up to the throne and net Gustav. Next, use the Sky Flyer to reach the candlestick chandeliers and net Sir Cutty.

Wilhelm + Emmanuel - From the chandeliers, jump to the platform and enter to the left of the throne. Grab the Specter Coin and apply the Net of justice on Wilhelm. Return to the chandeliers and hop to the other side. Here you will find Emmanuel.

Ringo + Densil - Run around the corner from Emmanuel's perch and jump onto the swing. Quickly hop off the swing to the door on the left and enter. Fall down the white slide and bag Ringo. Turn to the left and drop into Densil's cage and bag him too. Now, jump over to the lowest slide and use it to reach the Specter Coin.



Figero - Use the jelly bounce that held the Specter Coin to flip up to Figero's torture chamber. If you miss the jump, use the elevation on the left, then leap over to the slide and try again.

Castalist + Calligan + Devenoom - After you bag this Figero chap, drop down and challenge the knight. To take it out, wait until it slashes at you, then retaliate with a quick Stun Rod swipe. When it perishes, enter through the door, hit the red button, then jump into the water and snag Castalist. Make sure your air tank is full, then swim down and enter the cave on the right. Maneuver through the tunnel and at the end you'll find Calligan. Exit back out to the main pool and continue forward to find Devenoom.

Astur + Kilecrack - Jump out of the water and pass by the moving perils and then on through the tiny gate. There are two monkeys in this next gear room, and don't be surprised if one jumps over your head into the water upon your entrance. Run up the stairs, hop across the gears, bag any monkeys along the way,

PlayStation Cover Story

then press the red button to move the gear toward the Specter Coin. Make a valiant jump and it's yours.

Boss - The Purple Goliath

Back out of the castle and return to the roof. Enter into the newly opened door and look evil in the eye for the first time. That's right, Specter awaits...and he's not very happy...nor is Jake. Before you can shove your Net down their throats, a boss emerges and, thankfully, it's really easy to beat. Simply run away from it until it unloads its electrical ax slash. When it is electricity-free, smash it with your Stun Rod. Repeat, and defeating the Purple Goliath is inevitable.

Charles - Requires Magic Punch

Return to the roof of the castle and smash the monkey box to give Charles relief.



This boss is no match for a red-haired kid.

World 8 - Futurama

All right, it's a new gadget! Wait a minute...it's just a stupid RC Car! Even though this isn't necessarily an innovative gadget, it definitely is a cool item to use. What wondrous new troubles can we stir up with this little thing? Hmm...

Kaine - Run up the hill and use the RC Car to knock Kaine out of his cage. This little guy has been preparing for this moment his entire life...but he never expected his first fight to be against a red-haired boy with a lightsaber. Explicit violence is recommended for this capture.

Jaxx - From Kaine's cage, ascend the three stumps up to Jaxx's gym.

Alcatraz - Return to the main path and continue forward past the monkey on the pipe. Sitting on a park bench, doing his best Forrest Gump impersonation, is Alcatraz. Would ya like a box of whoop ass, Mr. Monkey?!

Tino + Q. Bee - Backtrack to the cage and tree stumps. Use the stairway against the far wall to reach the monkeyhole that opened. Drop in and head forward. Use the RC Car to press the button, then pass into the doorway. Turn to the right and use the

RC Car again to lure Tino out of his cage. Keep an eye out for Q. Bee. She's a mean lil' bugga!

McManic - Ascend the stairs and use the RC Car to form a path over the slant. Use the RC Car again to get the Specter Coin and press the button. From here, you'll run smack dab into McManic.

Dywan - Don't leave the complex just yet. Return up the stairs and jump into the larger sewer pipe. Use your Sky Flyer to pass by the oil drums and land on the platform with the cage. To get the Specter Coin, you'll need to jump on top of a blue barrel and leap up to the top of the cage. Now, drop down to the lower platform. Slide with the barrels down the ramp and leap out to Dywan's secret lair.

Winky + B Luv - Hop across the second set of oil drums, and enter into the second pipe that holds the monkey. If you're not quick in your netting, this little furball will run and join his

friend Mighty. Go get 'em both. (If you follow this guide, you'll only be able to snag one monkey. You'll have to return for the other.)

Camper + GK Hutch - Before hitting the next tube, drop into the water and dive to the square entrance. Quickly maneuver forward past the Camper and up to the next surface point. Take a deep breath and return to get the monkey. Now, jump up onto land and snag the other monkey. If one of these two monkeys flees, simply place the RC Car on the red button to chase.

Huener + Gehry - Exit the cage and hop over the second set of drums again. Enter back into the water room and head through the pipe on the right. Dodge the spinning blades and drop into the next room. Swim to the left wall and jump up to the Energy Chips. Now, angle jump out and Sky Fly back to the ledge above that holds Huener. Jump back into the water and exit through the tube on the opposite end of the room. Jump up to the Specter Coin and assault the monkey on the tube a few clicks down. This level is complete! Badda bing! Badda boom!



The RC Car will lure this monkey out of hiding.



Slash this beast, then retreat before it has a chance to retaliate.



Hop off a blue barrel to reach this height.

World 8 - Futurama

10

Stage 8-2 - Specter's Factory

Any level that demands you use the RC Car over and over again is okay in our book. This stage is rather small, but some of the jumps, which happen to be obnoxious and trying, will make it seem like it lasts forever.

Big Show + Drees - Jump into the tank and destroy one of the two striped block stacks closest to the tank station. Behind these blocks lies the foul creature, Big Show. Bring out the Slingshot or use the tank's power to down his UFO. Continue destroying the striped blocks and you'll run into a ramp. Ascend it and get ready to confront the mightiest monkey of them all, Drees:



From Drees' saucer pad, enter into the helmet factory and run to the other end of the room. Enter the door, then descend down the ramp to the right. Bring out the RC Car and drive it under the glass floor. Run with the RC Car to the red button (pretty whacked, huh?), then quickly jump up the stack of blocks that appear. Run with the car again across the moving platforms. If the car plummets, you'll find another entry point only a few feet back and to the left. After you pass this challenge, get ready for the hardest of all. You'll need to move the car from button to button as you cross the moving floor. To

get the Specter Coin, you'll have to be especially quick or willing to waste a life. At the end of this run awaits Weev.

Vince - Return to the chamber before the RC antics and head through the monkey door on the right. Follow the trail of Energy Chips through the incredibly easy challenge. Now, spin all three levers in order, then quickly jump across them to reach the next tier. Actually, you only need to spin two and use the Sky Flyer. Either way works well. Once you complete this, run across the walkway and enter through the door. At this point it's time to bag Vince - our kind of monkey.

Hurt - Plummert to the floor and activate the crank. Use the newly accessible lift to get back to the platform that is very reminiscent of the platform used in the father/son lightsaber duel in The Empire Strikes Back. Next, cut across the drawbridge and pass through the

door. Remember the monkey that we claimed to be the mightiest of all? Well, he's a pushover compared to hurt. Seriously folks, this next monkey is a son of a gun. His mecha suit is quick and powerful. Dodge the missile, dodge its shockwave, and avoid the slide. When it slides by, turn and whack its jets. You'll be bloodied after this one...that's a GI guarantee!



After destroying mecha monkey, jump over the boxes at the far end of the room, then proceed down the ramp. Call upon your 16-bit platforming skills to pass by the next stretch, then hit the lever to lower the tube. Instead of crossing to the next tube, ride this one up. Jump to the Specter Coin on top of the other tube, then backtrack to the fence path and net Radd.

Shimbo - From here drop to the floor. Use the RC Car to knock shimbo onto the killing field.

String - Return to the top and pass onto the second tube. Now, enter through the door, and carefully ascend the conveyer-belts up to the far left corner where the brain-fried monkey sits and mocks us all.

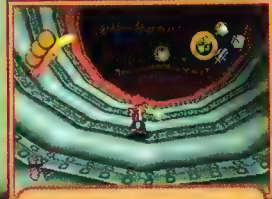
Khamo - Continue up the tiers of conveyer belts and cross over to the platform. Guess who? It's another mecha monkey!! Agh!! Don't fear...your knowledge from the last battle will ensure that you survive and conquer all.

Shonek - Requires Magic Punch.

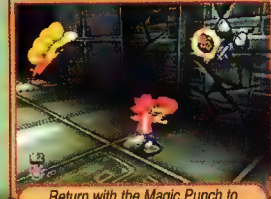
Return to the gear that lowers the tube, and use the Magic Punch to remove the metal wall on the right. Inside awaits a much-needed web geek monkey.



The tank rocks...use it as much as you can.



Ride this tube to a surprise.



Return with the Magic Punch to unearth some new secrets.

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Stage 8-3 - TV Tower

The monkeys on this stage are fairly docile. Sure, there are a few who choose to destroy your strong will with missile showers, but one swift swipe with the Net will end any monkey charade. Enjoy this level. Love it like your childhood puppy. From here on in, this game isn't so nice.

Tortuss - Run straight forward into the building and hang a left to meet face-to-face with this foul-mouthed monkey.

Manic - From the entrance of this building, run, straight forward through the glass doors. You'll find Manic a few clicks in. This monkey may flee up the wall to the left. Use the Sky Flyer to give chase. Bag it, then hit the red switch on the opposite side of the clock to lower the water.



Exit the clock room and jump down through the opening created by the removal of water. Hop down the stairs, pass through the door, run to the right, and jump to the alcove up and to the right. Now, fly to the orange walkway, and carefully walk across the green extension to get the Specter Coin. From here, drop down and

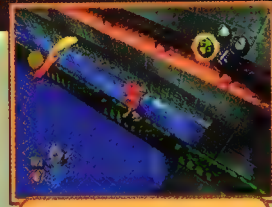
swim to the mini-platform holding Mach 3. Lastly, swim through the green-tinted tube and use the Slingshot to knock Charlee down.



Return to the lobby of this building and pass through the glass doors again. Run up the ramp to the right and pass through the monkey door. Jump into the tank and hit L2 to bring up the scope. Shoot the red and white boxes directly ahead to reveal Ruptis and a Specter Coin. Drop to the grass and nab these two items, then head to the right and snag Eighty 7.

Danio - Return to the tank, and follow the flashing green path all the way to the top where Danio eagerly awaits your arrival.

Roosta + Whack + Frostee + Tellis - Use the tank's bombs to blow away the blocks behind Danio's UFO pad. Enter into the structure and run across the pipe to the left. Break the glass and hit the switch. Return across the pipe and ascend the flashing arrow blocks. Run across the ramp and step on the lift. The trick here is to net the monkeys as they swing across the poles. If



Careful...



This monkey is packing heat.

you wait too long, the fans will blow you away. The red button on the right will reverse the lift. Step on it when you get too low. Bag both monkeys and a new hope will be revealed. Ride the lift down, staying close to the red button, and use the Slingshot to destroy the glass. Ride the lift back to the top, then run over and drop into the newly exposed room as the lift drops. Snatch up Frostee and hit the red button. Before leaving this room destroy the computer on the far right. Exit and jump on the lift again. The fans are now dead, so Tellis can finally be captured.

Boss - Da Flying Machine - Backtrack down to the red button and second monkey door. Enter it to confront Specter. Just like last time, this coward will hide behind a gigantic boss. This flying machine is actually easier than it looks. Dodge the missiles. When it lands, run and avoid the fire and mini-UFO assault. When the green eye appears, run up and whack it. Repeat this process. You'll also have a clean shot



To be saved or not saved...that is the question.

of the eye when the ship turns and flies. Use the Slingshot during these instances. After a few hits, the vehicle will flash red, signaling victory is near.

Fredo - Requires Magic Punch

This level is easy to finish off. From the beginning, simply run to the left and smash the metal monkey box.

This level is massive. The monkeys are spread across multiple segments and some of the jumps are extremely tough. You'll also run into a slew of bosses. Keep your guard up and in the words of Darth Sidious, "Wipe them out. All of them."

Western Land - This segment is small...but loaded to the hilt with the most wretched hive of monkeys this side of Apetoline.



Clou

Immediately after entering this stage, turn around and ascend one of the two wooden poles on the sign to get a Specter Coin. Next, jump on the roof of Day Goods Western and net Clou.

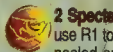


Flea + Nak + Shaw - Drop down to the ground and bring out the Slingshot. Hurl your rock of justice at the three monkeys in the Western Hotel windows, then net them while they fall.

Coaster - Just like Western Land, this level is extremely short, but we think you'll thoroughly enjoy riding on the tremendously fast coaster. The goal on this level is to save a dear friend. Coasters rule! Monkeys drool!



Goopo - Before boarding the coaster, head straight ahead and drop down to the grass. Sky Fly across the pit, then ride the platform to Goopo's hidden arcade sanctuary.



2 Specter Coins - Jump on the roller coaster and use R1 to jump over the skull gates. Keep your eyes peeled and you'll see an extra life and 2 Specter Coins that can be acquired by jumping at the appropriate time.



Porto + Cris + Junk + Slam

After the red coaster ride, follow the red carpet to the wooden wall on the left. Use your Stun Rod to break through, then ascend the stairs. Destroy all of the pots on the way, then cross over the narrow path and drop down to Porto. Step on buttons in Porto's cage, then head out and enter the next door. Before hopping across the skulls, jump straight up and nab the Specter Coin. Then maneuver to the next room. Drop down and catch the coffin-jumping monkeys. If you need Cookies, bat away the blue ghouls. With the girl saved, jump into the second coaster and return to the main gate. If you missed a Specter Coin, this is a good opportunity to go get it. Otherwise, there's no point staying here any longer.

Specter Circus - Take your time on this level. There are no checkpoints, so every death restarts the level - even with the clown boss at the top of the cage. To defeat the clown, dodge his rolling attack and counter with a slash to the clown

body. You cannot hack the ball he rides on. You'll need to jump to get in a good shot. If you time it correctly, you can whack the clown five times before he does a thing. When you fall, switch to the Sky Flyer and safely land, or you'll take on damage. Now, simply hit the clown after he bounces off the fence and double jump his rolling attack. Piece of cake.

Go Cars - To access this level, you'll need first to beat Specter Circus. To destroy Jake's mighty car, start out by dodging the RC Cars. Next, step into the red box to activate the green light. This will make Jake rev up and slam into the wall. Move out of the way and whack the green spot on the back of the car. Repeat and Jake will go down.

Main Gate - After getting reacquainted with Jake, enter the main gate behind the Specter fountain.



Schafette

Run along the outer rim and Sky Fly to Schafette's position. Now, drop to the valley and hop on top of the teleporter to get a Specter Coin.



BG + Laura + Donovan

Enter the teleporter and a Specter Coin awaits to the immediate right. Continue further to the right and ascend the block up to the alternate door. Enter and run past the spinning blades to the far wall. Ascend the two narrow ledges and jump up to the balcony. Use your Slingshot to activate the button, then jump to the Specter Coin. Return down to BG's hiding spot. Back out to the yard and knock Laura's saucer out of the air. Next, run to the left and knock Donovan out of the sky.



Gordo + Raesid + Poo-Pie

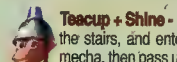
Now, enter the monkey door. Head up the stairs and enter the room with the two buttons on the floor. Hit the button on the wall, then back out to the main chamber. Angle to the left and pass through the red-lit steel door. Use the RC Car to open the door, then run in and bag Gordo. Continue forward in this side chamber to nail Raesid and use the energy warp to the left to snag Poo-Pie, who just happens to be the best-named monkey in the game. Now, turn to the left and jump to the Specter Coin.



Carlito + Bungee + Carro

Drop down to the ground and step on one of the floor buttons, then drive the RC Car on the other. Switch to the Dash Hoop to make it through the hallway. Enter into the monkey head room. Shoot the light off the monkey statue's head, then run to the right. Drop into the hole and hit the lever that extends the monkey's eyes. Sprint back to the ramp and jump onto the monkey's head. Next, cross into the room that was once blocked by a siren. Net the monkey and the Specter Coin, then back out into the previous chamber. Jump to the right, and proceed into the next chamber.

Grab the monkey to the left, hit the switch to lower the field, then use the RC Car to lure out Carro.



Teacup + Shine - Return to the purple room, ascend the stairs, and enter into the darkness. Destroy the mecha, then pass under the moving energy field. Run up the multi-colored path to the red path. At this point, keep your eyes peeled for Teacup off to the left. Sky Fly to get to his locale. Continue up the path to the blue-lit platform. Now, go show Shine how cruel the Z words can be.

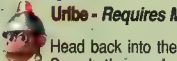


Bronson + Wrench - Enter the door, pass by the two flying bots and cautiously cross over the next two sets of perils. Run around the corner to the RC Car hole. Drive the car in and park it on the central red button. Now, Sky Fly to the right and snag Bronson and the Specter Coin. Now, back down to the green path just before the RC entrance. Run to the end of the platform and jump to the right, then Sky Fly to the far platform to snag Wrench.

The Most Troublesome Red Button in the World

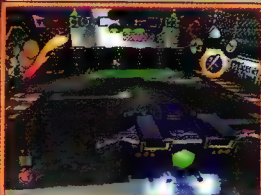
Work your way back up to the top and when you come to the blue energy platform, use the two gears to spin the energy hold to the side that the platform is floating toward. If you don't energy hold, the platform will zoom away. At this point, you'll need to destroy the green mecha to get access to the most troublesome red button in the world. Now, return to the main lobby of this gigantic building. Cross through the entrance that was previously hidden behind Specter's painting. Ride the water transports up to the top of this large cavern, and get ready for a confrontation against Specter.

Big Bad Mecha Daddy - After using the Slingshot from an awkward angle, this boss will show its true form. Just like Dr. Wily from Mega Man, Specter hides behind machines. His mecha shell is menacing in appearance, but can be conquered easily. It'll probably take you three or four lives to test his boss' every movement, so come prepared. The mecha has four initial attacks. One - it raises its arms and slams the ground causing a shockwave. Jump to avoid the shock. Two - the mecha will pound on its chest and summon its hench-droids to plaster you. Run away from these floating balls until they reach the pinnacle of their power-up. Jump to avoid their blasts. Three - the mecha raises its arm and shoots out electricity. When this happens, dodge the green glow on the ground. After all the explosions disappear search for a Cookie. There's always one left after this attack. Four - a rail of arm-mounted lasers sweep across the platform. Wait until the mecha is done firing, then hit the green spot on the arm that fired the lasers. After you hit the arms of the mecha three times, they will fall off and the mecha will move into its final assault pattern. A large energy blast will be propelled from the mecha's head. Make sure the blast hits the side platforms, not the central one. When the blast impacts, the platform will temporarily disappear. A few seconds after the blast, a green zone will appear on the front of the mecha. Hit it, then repeat to defeat this foe, and beat the game. After the ending rolls, save the game, then enter any level to get the Magic Punch.



Urbe - Requires Magic Punch

Head back into the main gate and enter the hall. Smash the monkey box to the left to get this crazy monkey.



Stay in the green, then dodge the car rush.



Shoot this light to find a secret chamber.

World 10 - Dimension X

Peak Point Matrix

Collect all of the monkeys (reaching a 100% Completion rating on every level) to trigger this stage.

Specter Strikes Back

After pondering a possible return to the circus, Specter opts for an alternate future - kickin' da tar out of you. It's up to you to return the favor. This boss is really easy. Simply use the Sky Flyer to launch over the

four shockwaves, then counter with the Slingshot. Specter's next (and last) phase is just as easy to beat. Bring out the Magic Punch and smash Specter's force field. When he propels purple energy, run around in a circle to avoid taking on damage. Smash

Specter five times and the field will break. Now, use the Magic Punch to nail his bare-naked rear. Repeat and net Specter once he gazed down.

ELECTRONIC ENTERTAINMENT EXPO '99

The annual gathering of video games called the Electronic Entertainment Expo, or E3, met once again in Los Angeles, California for yet another three days of pageantry. As always, this is the one show a year where all the big names in video games, and even some we've never heard of, come together and show off what they have in store for the coming year. From new product announcements to the unveiling of new systems, E3 has it all. But perhaps the most interesting battle that takes place here is the one for hardware supremacy. With Sega back in the fold, the hardware wars are once again a three-way free-for-all that will certainly unfold like an afternoon soap opera. Sega, armed with its new Dreamcast, hopes to make a valiant comeback, but you can rest assured that Nintendo and Sony will do everything in their power to keep the Dreamcast from becoming a dominant force.

E3 is the first round of a long battle to determine who will control your gaming dollars. Each company has a plan, a course of action, but much like a game of chess, each move requires a reevaluation of the possibilities. Here is a review of each company's plan, and the game ammo that it will use to fuel its war machine.





The Comeback Kid – Sega

After a disastrous showing with the Saturn, Sega is back with its new Dreamcast. Of course, Sega's battle cry for the Dreamcast is that it is here now. It's not an announcement. It's not a collection of specifications. It's a reality and it is available now in Japan and will hit the States on September 9, 1999.

Sega has a tough road ahead of it, as it must rebuild a customer base that has been disappointed again and again since the 32X and Sega CD. But if you surf the web for five minutes, you'll quickly see that there is a large group of Sega faithfuls out there, and they are more than willing to support Sega once again.

So the real question for Sega is,

will it be able to take the system past the first million units? Certainly gamers like us, and many of the hardcores out there, will be lining up to get their hands on the Dreamcast. But breaking into the mainstream is more of a task.

Sega knows this and has put together a lineup of games that will be hard to ignore, even in the shadow of Sony's PSX2 and Nintendo's Dolphin technology. Sonic will be a major title of the Dreamcast's release, but Visual Concepts' NFL 2000 may be much more important to its plans. Few would argue that Madden was a big part of the Genesis' success, and many can, or will, see the logic in how NFL 2000 will be pivotal to the Dreamcast.

With 15 titles at launch, and as many as 30 by Christmas, the Dreamcast will have one of the best launch lineups in the history of video games. Depending on your

point of view, the arcade ports are either a great way to bring the arcade home or a simple way to port some games down for a launch.

Luckily, Sega is not alone, as Midway will back the Dreamcast's launch with a spectacular game in Ready 2 Rumble, and Namco will have a better-than-arcade port of Soul Calibur. These two games, combined with NFL 2000 and Sonic, will be the driving force for Dreamcast this fall.

The second part of Sega's attack is the announcement (pg. 27) that the modem will be packed in with the unit at the consumer friendly price point of \$199.99. Sega will make sure that everyone knows about the Dreamcast's low price point with a \$100 million marketing campaign here in the States.

Sega hopes that the price point, the lineup, and the obvious power of Dreamcast over the current systems will be enough to propel it into the new millenium. But it only has a year to bring the magic back to Sega as both Sony and Nintendo have announced a fall 2000 launch for their next generation systems.



The Contender – Nintendo

In classic Nintendo style, it said nothing and it said everything at the show. The evening before E3 commenced, Nintendo held a press conference where it unveiled a new system in development code-named Dolphin (pg. 26). Claiming that it didn't want to show its hand to its competitors, Nintendo only gave a few measly specs. Dolphin will incorporate IBM copper chip technology to create a 0.18 micron CPU running at 400 MHz. This will enable Nintendo to either "match or exceed the graphic capabilities of Sony's PSX2," according to Howard Lincoln, soon to be ex-CEO of Nintendo of America.

Nintendo claims that the Dolphin will see a worldwide launch in the fall of 2000, but Game Informer seriously doubts this, as Nintendo rarely launches a system on time. In actuality, the announcement of Dolphin is more than likely a reminder to the press and the rest of the world not to count Nintendo out.

After Nintendo watched Sony successfully unveil its PSX2 technology, it didn't want to be left out of the next generation system hoopla. This move also puts the screws on Sega, as it gives consumers another reason to wait and see what "awesome technologies" will come from Sony and Nintendo rather than commit to Sega.

However, Game Informer does believe that Nintendo will sell a ton of its Nintendo 64 titles Donkey

Kong 64 and Perfect Dark when they are released this holiday season (for more on these games check out the previews in this issue). Perfect Dark was easily the best title at the show, and Donkey will appease the masses like few titles can. Nintendo even predicts that Donkey Kong will be bigger than Zelda, though Game Informer believes the big punch in its lineup will be Perfect Dark. Nintendo will also have a number of stellar titles before the holiday rush, including StarCraft, Mario Golf, Jet Force Gemini, and the already released

Episode I: Racer.

Unfortunately, Nintendo still suffers from a lack of solid third-party support as most of these titles will continue to be sub-par.



The Champ – Sony

Still running away with the video game market share, Sony came to the show with nothing to prove. Its plan for the show was simple: continue to bring out solid titles from both first and third-parties and everything should be all right. Did it work? That still remains to be seen, but there is little doubt that the masterminds at Sony are still in charge.

While the PlayStation will still be mired in lots of me-too and shoddy



Perfect Dark



KillaB



Escape the Deep:
Dinosaur of the Future



Donkey Kong 64



Eternal Darkness



WARPATH
THE LAST DAYS

Best of Show

And the Winners Are...

- Star Wars: Episode I The Phantom Menace – PS-X
- Spider-Man – PS-X
- Dino Crisis – PS-X
- Perfect Dark – N64
- Spawn – Arcade
- Donkey Kong 64 – N64
- Pokémon Stadium – N64
- Tony Hawk's Pro Skater – PS-X
- Final Fantasy VIII – PS-X
- Resident Evil 3: Nemesis – PS-X
- Mario Golf – N64
- Tomba 2 – PS-X
- Sled Storm – PS-X
- Ready 2 Rumble – DC
- Gran Turismo 2 – PS-X
- NFL 2000 – DC
- Soul Calibur – DC
- SaGa Frontier II – PS-X
- Crash Team Racing – PS-X

Honorable Mentions

- StarCraft – N64
- Vigilante 8: Second Offense – N64/PS-X/DC
- Monster Rancher 2 – PS-X
- Metal Gear Solid VR Missions – PS-X
- Vandal Hearts II – PS-X
- Suikoden II – PS-X
- Wipeout 3 – PS-X
- Jet Moto 3 – PS-X
- Survival Kids – GBC
- Ace Combat 3 Electrosphere – PS-X
- Team Buddies – PS-X
- Ecco the Dolphin – DC
- Harvest Moon 64 – N64
- Shenmue – DC
- Parasite Eve II – PS-X
- SeaMan: A Forbidden Pet – DC
- Final Fantasy Anthology – PS-X
- Grandia – PS-X
- THQ's WWF Titles – PS-X/N64
- Colony Wars: Red Sun – PS-X
- Resident Evil 2 – N64
- Spyro 2 – PS-X
- Pokémon Yellow: Special Pikachu Edition – GBC



product, there is still a lot to look forward to for the rest of the year. From Sony proper, titles like Gran Turismo 2 and Crash Team Racing will keep PlayStation engines revving across the land. And platforming fans will be pleased with Spyro 2 and Ape Escape.

Luckily, PlayStation still has superb third-party support. Capcom will sell millions with both Dino Crisis and Resident Evil 3: Nemesis. And 989 Studios will deliver all the classic sequels gamers are hungry for with Jet Moto 3, Cool Boarders 4, and Twisted Metal 4. And even in this year of sequels, companies like EA will deliver some great new products like Medal of Honor and Sled Storm.

So did Sony get par for the course? Certainly. But it positively didn't blow down any doors. Sony had a playable version of Gran Turismo 2 running on the PSX2 and the demos from the Japanese announcement, but it didn't take E3 as an opportunity to slam-dunk the competition. A true PlayStation

2 game could have given Sony an edge on Dreamcast, and could have deflated Nintendo's announcement of Dolphin. But you can expect Sony to drop the price of the PlayStation down to \$99 on or near the launch of the Dreamcast.



So Who Won?

The winner of this year's E3 was obvious – the gamer came out of this show with plenty to look forward to. With the launch of the Dreamcast imminent, and Sony and

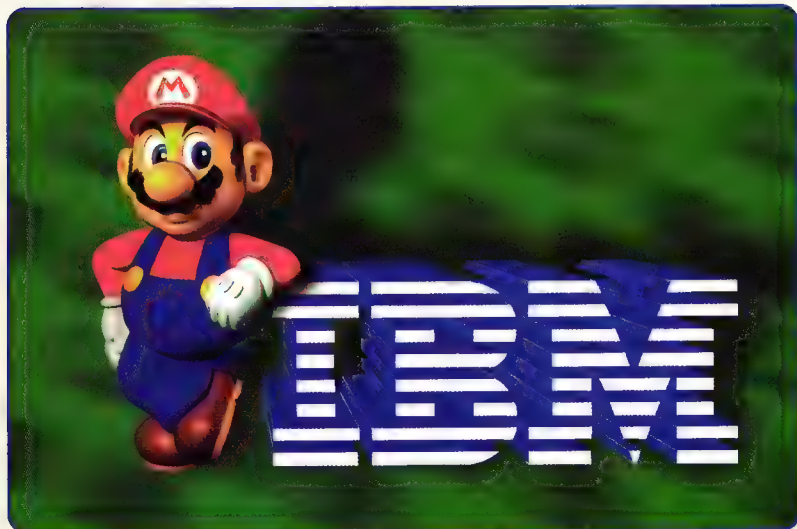
Nintendo putting out some of its best product yet, we have quite a year to look forward to. And if that wasn't enough, we can also expect to get many a glimpse at Sony and Nintendo's new machines as we sit around and play NFL 2000 on Dreamcast. So sit back boys and girls, and enjoy the ride. It looks as if neither Sega nor Nintendo are going to take Sony's supremacy lying down, and Game Informer wouldn't want it any other way.

Nintendo Throws Down the Gauntlet – The New Nintendo “Dolphin”

Nintendo finally played its hand at E3 by announcing its plans for a new system. Temporarily code-named “**Dolphin**,” the new Nintendo console is set to debut in the fall of 2000. Via a three-way pact on the project, Nintendo has enlisted the talents of **Matsushita (Panasonic)** and **IBM** to help them develop the CPU (Central Processing Unit) which will run at 400 MHz, a speed comparable to all but the most recent PCs. The chip will take advantage of IBM’s 0.18 Micron Copper Technology. This sounds fancy, but all it means is that copper, which has hitherto been too difficult to work with in micro-circuitry, is a better conductor than the metals used in previous chips.

IBM will be responsible for developing the Dolphin’s CPU (Central Processing Unit) which will run at 400 MHz, a speed comparable to all but the most recent PCs. The chip will take advantage of IBM’s 0.18 Micron Copper Technology. This sounds fancy, but all it means is that copper, which has hitherto been too difficult to work with in micro-circuitry, is a better conductor than the metals used in previous chips.

The graphics chip for the dolphin will be designed by ArtX, a company headed by Dr. Wei Yeng, the man who was primarily responsible for the **N64** graphics chip. The Dolphin’s ArtX chip will run at 200 MHz.



Matsushita, better known as Panasonic in the States, will develop the Dolphin’s DVD drive, which should encourage third party developers who shied away from the N64’s expensive and time consuming cartridges.

Nintendo made a number of promises that we’re just a little skeptical of here at Game Informer. For one, Nintendo’s Howard Lincoln claimed that the Dolphin’s debut in the year 2000 would be “worldwide,” suggesting a simultaneous release throughout all of Nintendo’s global markets. It was also stated that the Dolphin’s CPU will be the “most powerful of any current or planned home video game system.” As for the cost of the new system, it was promised that the Dolphin would be “retailed at a mass market price.”

New Developers For the Dolphin

While very little is known at the moment as to who will be developing software for the Dolphin, we expect there have been a lot of deals in the works previous to this E3 announcement if Nintendo really does plan on sticking to its system’s release date this time (a goal they failed to meet for both the **SNES** and the **N64**).

We can be certain that **Rare** will play a big role in supporting the Dolphin as they did with the N64 in its early days when it was gasping for software support. As far as **Nintendo of Japan** is concerned, you can be pretty certain that plans for the next Mario game are already in the works. A new company headed by former Iguana Studios staff, **Retro Studios**, has already announced that it will be developing sports titles for the Dolphin.

The only big third-party name we know of so far is **Eidos**, who has already signed a development deal with upstart company, **Free Radical Design**. Free Radical’s development team consists of former members of the **GoldenEye 007** crew for N64. No titles from Eidos/Free Radical will ship until 2001, so we have to speculate that Nintendo already has a reasonable number of third-party supporters or it simply expects to be able to meet the release date with more than a handful of titles.



Sega Dreamcast: Everything You Wanted to Hear

While our first reaction to **Nintendo's** announcement of a new DVD system was, "Sega is screwed," Sega came out looking pretty good after its press conference (which took place after Nintendo's). The **Dreamcast** will be arriving in stores on September 9th with an in-box 56k modem without raising the previously announced \$199 price tag.

To support the modem, Sega will have its online gaming network up and running the day the system launches. The network will feature chat, email, web browsing capabilities, news, sports scores, gaming sites, and national scoreboards. And of course, this will be the place that Dreamcast owners go to play online multiplayer games together. We are somewhat hopeful that with hardware equality between players, the Dreamcast could completely revolutionize online gaming. We'll have to wait and see.



Two new online multiplayer games for the Dreamcast were also announced. **Codename: Frontier** by a developer named **Turbine** will allow thousands of players to interact in a similar fashion to **Origin's Ultima Online**. Also, the hit PC title, **Baldur's Gate**, from **Interplay** will be ported over to the Dreamcast to help fill out its online gaming requisite.



Sega also inked a deal with **omega** to develop a disk drive for the Dreamcast. **omega**, makers of the popular PC Zip drives, will adapt its 100MB Zip system for use with Sega's upcoming system. **omega** plans to release the disk drive in the third quarter of this year along with Sega branded Zip disks tentatively called "Dreamcast Zip 100MB" disks.

Sega has also committed itself fully to the Dreamcast's launch with an investment of \$200 million devoted to marketing in America and Europe. The launch campaign will feature Dreamcast being a sponsor of MTV's 1999 Music Video Awards and a new **Sonic Underground** cartoon on Saturday mornings. Cross your fingers for Sega, people. If they don't screw this one up, we could end up having some amazing video game experiences this Christmas.



PocketStation Meets the Reaper

The search for the mysteriously absent **PocketStation** has come to a conclusion. **Sony Computer Entertainment America (SCEA)** has canceled its current plans to release this device in the U.S.

As reported, the PocketStation is plagued with shortages in Japan and is also prone to quick battery consumption. Although the PocketStation is receiving strong support from the Japanese development community, gamers are quickly realizing that PocketStation is not much different from a standard PlayStation memory card.

A SCEA representative commented that work is underway to redesign the PocketStation for use with the **PlayStation 2**. Plans call for increased memory storage and better use of battery power.

editors top ten

- 1 GetBass – Dreamcast
- 2 Tenchu – PS-X
- 3 Rising Zan – PS-X
- 4 Super Smash Brothers – N64
- 5 Legend of Legaia – PS-X
- 6 Need For Speed: High Stakes – PS-X
- 7 WWF Attitude – N64
- 8 Ape Escape – PS-X
- 9 Driver – PS-X
- 10 Star Wars: Episode I Racer – N64

reader's top ten

- 1 Vigilante 8 – N64
- 2 Legend of Legaia – PS-X
- 3 Gran Turismo – PS-X
- 4 Beetle Adventure Racing – N64
- 5 Need For Speed: High Stakes – PS-X
- 6 Mario Party – N64
- 7 The Legend of Zelda: Ocarina of Time – N64
- 8 Super Smash Brothers – N64
- 9 Pokémon – GB
- 10 Syphon Filter – PS-X

top ten places to meet geeks like yourself

- 1 On a mall bench in front of Victoria's Secret, supposedly waiting for a "friend".
- 2 Any arcade where Mortal Kombat is still played religiously.
- 3 The Rising Zan Fan Club.
- 4 At a comicon where they discuss the Defenders Vs. the Avengers.
- 5 Game Informer HQ.
- 6 Any parent's basement where polyhedron dice are being rolled.
- 7 At your local Star Wars toy or "doll" dealer.
- 8 At a midweek, noon showing of Episode I.
- 9 In the mob waiting to see a booth babe or "girl" at E3.
- 10 High School.

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!

989 Gets Cool & Twisted Again

Have you ever heard the old saying, "If it ain't broke, don't fix it?" Well, in the world of video games the saying goes, "If it ain't broke – fix it; give it a new title and sell it all over again." This is a lesson that **989 Studios** has learned well. This November, 989 Studios will release the fourth installments of both the **Cool Boarders** and **Twisted Metal** series.

Twisted Metal 4 will feature new vehicles, new characters, and new weapons. Also, the infamous Sweet Tooth is said to have an increased role in the game. Gameplay changes include faster and easier to use combo moves, and revamped physics that allow you to drive, jump, and sideswipe other cars while driving on two wheels.

Cool Boarders 4 includes a plethora of endorsement deals including board manufacturers Burton, K2, Salomon, Ride, and Forum; and clothing companies like Billabong, Levis, and Arnette. Players can choose to ride as a number of professional snowboarders such as Jim Rippey, Shaun White, Ross Powers, Chris Engelsman, Michelle Taggart, and many more. 989 has added a Trickmaster mode which allows riders to learn and practice their own tricks on long courses with dozens of jumps. There are five mountains, each with its own Downhill, Half Pipe, Slope Style, CBX, and Big Air events, not including the hidden special events that you can unlock. The 3D engine has been improved, as has the fighting feature, which enables faster and harder hitting than last year's model.

Look for both of these titles this fall.



Go!n' Down To South Park..Acclaim Introduces New Games

Acclaim announced details on three **South Park** games that should make it to store shelves before the end of the year. South Park is definitely a hot property for Acclaim and it will take Kyle, Stan, Kenny, and Cartman in new directions. There's even some salty plans for Chef and most of the other residents of South Park.

Everyone knows that the mountain elevation of South Park is perfect for racing and Acclaim will graciously release **South Park Rally** for **Nintendo 64** and **PlayStation** this winter. Joining the ranks of the numerous character-based racing games in the development pipeline, **South Park Rally** promises a comical take on the genre popularized by **Mario Kart**. All your favorite South Park characters will be along for the fun, each with their own special vehicles; including Cartman's police tricycle and Chef's family truckster. And just wait until you see the Chocolate Salty Balls and other maniacal weapons.

Speaking of Chef, he'll be the master of ceremonies for a party/board game scheduled for this summer. **Chef's Luv Shack** has a bunch of multiplayer minigames that include a derivation of **Asteroids** and a comical pop trivia game. Look for Chef's game to surface on PS-X and N64 late this year.

Details have emerged on Acclaim's first **South Park** game for PlayStation. In a cookie cutter move that Acclaim was so well known for in the past, the company is merely translating the N64 first-person shooter directly to PS-X. Look for it in August.

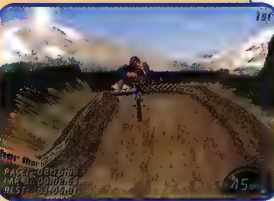


Nintendo Surprises and Excites

One of the most exciting moments of the annual **Electronic Entertainment Expo (E3)** is **Nintendo's** unveiling of secret software. This year we expected to be slapped silly by the unveiling of a 64-bit **Metroid**. Again, it remained in hiding. Two new games did debut and both are true surprises. Track building returns to the game market in a 3D revamping of the **NES** classic, **Excitebike**. This wild supercross game will feature 3D gameplay loaded with big jumps and painful biffs. Even though **Kirby's Air Ride** was canceled, the pinkest character in vids will still star in his own game thanks to **Hal Laboratories**. The inventively named **Kirby 64** will bring gamers back to Dreamland and appears as though it will feature many gameplay similarities to the NES and **Game Boy** releases.

This really isn't a surprise, but Nintendo showed off a video of **Super Mario Adventure**, formerly **Super Mario RPG 2**. Nintendo still hasn't solidified the release date of this game. Let's pray that it doesn't slide out of the year. When asked about **Pokémon Silver & Gold**, Nintendo commented that Yellow is its primary focus and Silver & Gold will be dealt with at a later time, which we speculate to be early next year.

Super Mario Adventure
— N64 (right)



Excitebike

Kirby 64 — N64 (below)



Turok Say Kill Deathmatch Good!

Acclaim's Turok: Rage Wars builds on the **Turok 2** engine, boasting all-new textures and character animations. This time around, Acclaim appears to be aiming at **GoldenEye** fans, putting the emphasis on the multiplayer deathmatch mode. There are over 15 deathmatch levels and 18 characters, featuring new personalities like Adon, the Oblivion Deathguard, the Campaigner, and Lord of the Dead. Killing your enemies becomes an absolute pleasure when you have 16 dual-function weapons to choose from, including the mini-gun. **Turok: Rage Wars** also has stat tracking, enabling players to look back at their kill counts with pride. Medals and awards will be granted to those with an aptitude for executing their foes. Also, you can unlock secret arenas and new skins by completing levels. Although the game is definitely about the multiplayer deathmatch levels, there is also a 1 to 2-player mission based game, which has a performance-based mission tree to ensure a variety of gameplay, and improved Bot AI. **Turok: Rage Wars** should be out this fall.



The Parasite Returns

Aya and her handful of Mitochondria tricks are returning to **PlayStation** in the sequel to last year's sleeper hit, **Parasite Eve**. **Square Soft** gave the video game press a sneak peek of **Parasite Eve II** at this year's **E3**. What we saw was mostly rendered cuts, making us believe that Square's U.S. development house is once again shooting for a cinematic RPG design. We briefly caught a glimpse of gameplay, and from what we could tell, dramatic camera angles and lifelike motions are all part of the package. Stay tuned for more developments and a release date in the coming months on this unexpected sequel.



Game Informer's Site O' The Month

Queen Amidala.com
<http://www.queenamidala.com>

Hotza, hotza, hotza. This site gives us all the gossip and news from around the world on naughty Natalie as that luscious leader of Naboo, Queen Amidala. Fan sites like this help make sure she'll never have a date where she isn't asked to wear just one stripe of lipstetck on her lower lip.

VIDEO GAME

TRIVIA

- 1 What is the code name for Nintendo's next console?
- 2 Name the two Japanese developers that THQ is tapping for its new WWF games.
- 3 Due to manufacturing problems, what PlayStation peripheral will not be launched in the States?
- 4 True or False: The Dreamcast will come packed with a modem in the U.S.
- 5 In Mike Tyson's Punch Out for the NES, who was the first boxer you faced in your career?

[Answers on the bottom of page 32]

Name That Game!

Based on a movie about virtual reality, the Sega Genesis adaption developed by Time Warner Interactive was virtually unplayable. Levels consisted of flying through an Atari 2600 landscape, playing a side-scrolling "virtual" war, flying through a cyber tube, and if you were really into torturing yourself, fighting Cyber Job. What game is it?

[Answer on the bottom of page 32]

Data File:

► **Sega** will continue its steady stream of sports titles for **Dreamcast** and will bring the NHL to its new system early next year. **NHL 2000** (working title) is currently being developed by **Black Box Games**, a Vancouver based company.

► According to the April 16 issue of MCV magazine, **Mr. Fuji**, or Harry Fujiwara in real life, is suing **THQ** for developing and publishing, **Nintendo** for manufacturing, and **Prima Publishing** for printing a strategy guide for the **N64** game, **WCW vs. NWO**. According to the complaint, the game includes "10 photographic likenesses" of Mr. Fuji. The law suit also claims that the game uses Mr. Fuji's fictional background. Mr. Fujiwara, who has also wrestled under the name Master Fuji, is seeking \$1.5 million.

► **ASC Games** has announced its first game for the **American Dreamcast**. **TNN Motorsports: Hardcore Heat** is a retooled, retitled version of the Japanese Dreamcast game **Buggy Heat** by CRI.

► Upstart developer, **metro3D**, has signed a strategic licensing agreement with **Nintendo of America**. **metro3D** is developing **Game Boy Color** titles **Chase HQ: The Secret Police**, **Puzzle Master**, **Bubble Bobble**, **Ninja**, **Armada**, and **The Cage**.

► **Sony Computer Entertainment America** opened a "first-of-its-kind" **PlayStation** retail store at Metreon, a super mall/entertainment complex in San Francisco. The store, called **PlayStation**, had its grand opening on June 16 and is being used as a testing ground for new merchandising and promotional concepts.

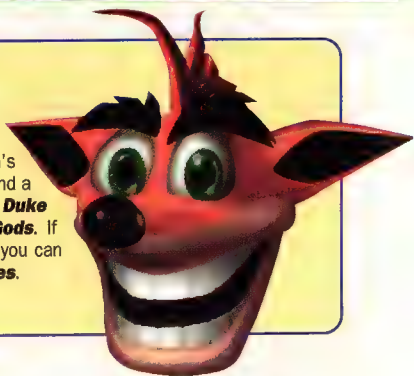
► **Pocket Books** has released the third and fourth books in its series of **Resident Evil** novels. Entitled "**Resident Evil: City of the Dead**" and "**Resident Evil: Underworld**", the books are written by S.D. Perry.

► **Midway** now has a coin-operated game locator on its website - www.midwaygames.com. Players can quickly and easily identify locations featuring the latest Midway video games and WMS pinball games. The database is updated every business day, and allows visitors to quickly and easily submit new locations.

► **SNK** is looking **Nintendo** right in the face and saying, "Bring it on!" The pricepoint on its bigger, badder, and better **Neo Geo Pocket Color** will be \$69.95 when it goes on sale online June 1 at www.snkusa.com.

Eurocom Adopts Crash Bandicoot

After the third game he will rise again. *Game Informer* has learned that **Crash Bandicoot 4** is in development, and as reported last year, it will not be pieced together by Crash's original developer, **Naughty Dog**. **Crash Bandicoot 4** has found a new home at **Eurocom**, the famed studio that brought us **Duke Nukem 64**, **Cruis'n World**, **Machine Hunter**, and **War Gods**. If you're worried about Eurocom working on a platform game, you can check out its work in the readily available, **Disney's Hercules**.



Acclaim Eyes Sporting Future

Not only will **Acclaim Sports** continue to support the **Nintendo 64** with titles like **NFL Quarterback Club 2000** and **All-Star Baseball 2001**, the company is committed to future platforms. All of them.

"We're developing for the **Dreamcast**, the **PlayStation 2**, and the next-generation **Nintendo 64**," remarked Jaime Grieves, Acclaim Studios' executive sports director.

Acclaim is already hard at work with the Dreamcast and hopes to have *Quarterback Club* ready to go sometime in September. *Game Informer* also learned that *All-Star Baseball* for the DC is underway. Obviously, the PSX2 and next Nintendo system are more than a year away, but early design ideas are taking form. Expect to see Acclaim's existing baseball, basketball, and football titles on future platforms, but also look for possible additions such as soccer and golf coming from Acclaim.

However, Acclaim is not forgetting about the past and present.

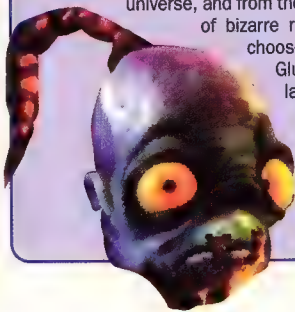
"One thing we're not going to forget is the old platforms. Sports gamers don't convert to the new system immediately," stated Grieves. "We cannot forget those people, so we will continue to develop on the old platforms well after we see the new systems."



Oddworld Reincarnates Twice

GT Interactive's development house, **Oddworld Inhabitants**, will be putting out two new titles in its **Oddworld** series on the **PlayStation 2**. The long awaited **Munch's Oddysee** is officially the second title in the **Oddworld Quintology**, despite the release of two **Abe's Oddysee** games. **Munch's Oddysee** will introduce **Oddworld** fans to a new rabbit-like protagonist, Munch, and will replace the old Glukkons corporate villains with a race called **Vykkers**. The **Vykkers** primary interest appears to be science, particularly along biotech lines, and Munch is the lab rabbit. Munch will be different from his predecessor in that players will actually be able to choose between being a hero or a self-preserving backstabber.

Hand of Odd is a strategy game that will be available for **PC** and **PlayStation 2**. The game takes place in the **Oddworld** universe, and from the sounds of it, will be some kind of bizarre real-time in which players can choose to play the **Mudokons** or the **Glukkons**. We are currently speculating that these new **Vykkers** might also be available as a playable species or at least somehow involved, but we'll have to wait for some more solid information before we can say so for sure.



A Look At The Next PlayStation?

Behold the **PlayStation 2** – well, maybe not. While we are almost certain that this picture was created by someone outside of **Sony**, we are even more certain that this artist's rendition of the PlayStation 2 is extremely interesting to look at. Note the text display and front loading mechanism that the artist has obviously borrowed from Sony's car audio designs. Another reason we believe this to be a hoax is the lack of four controller ports. Even if this isn't what the PlayStation 2 will look like, it sure is cool to look at.



Mickey Mouse For The Next Nintendo Console?

Disney slipped **Nintendo** a Mickey. That's right, the M, the I, the C, to the K-E-Y is coming to the **N64** and the **Game Boy Color**. **Rare** has been tapped to develop the series of Disney games for Nintendo, but that's just the tip of the iceberg. There are signs that lead us to believe there is a Disney game in development for the next generation Nintendo console, code named **Dolphin**.

Mickey Racing for the GBC will be released sometime this year, and **Disney Racing** will follow in 2000 for the N64 and GBC. In 2001, **Mickey Adventure** will be released for "Game Boy Color and a home console." Since Nintendo mentions a "home console", not specifically the N64, we have to assume that this means it plans to release **Mickey Adventure** for Nintendo's new Dolphin system. Stay tuned for more developments.



Star Wars: Episode I The Phantom Delay

On May 17, a simultaneous release of two completely different **Star Wars: Episode I** console titles was almost a success. **LucasArts** stated that both of these games would launch together, but when the 17th rolled around, one game was noticeably absent. **Episode I Racer** sped ahead and launched on time for **Nintendo 64**. But **The Phantom Menace** for **PlayStation** was nowhere to be seen. To this day, this phantom game still hasn't hyperspaced to retail. LucasArts representatives state that the game will be finished soon and it should show up around the end of July or early August. This anticipated product was delayed to fine tune the gameplay or because Jar Jar Binks 'accidentally' destroyed half of the game during a test session. Wesa no liken Jar Jar. Destroying himsa wesa should.



THINK ABOUT THIS!

Sega's presence at E3 brought about many a discussion regarding Dreamcast's future. *GI* put two writers of highest caliber to the task of making a stand: Dreamcast good or Dreamcast bad? Sealed in air tight, soundproof containers these geniuses at work put together their theses before the oxygen ran out...



Dreamcast A #1 Cool Sexy Machine

by Jay

The naysayer's main argument against Sega succeeding with the Dreamcast is that both Nintendo and Sony have superior consoles on the horizon. However, most of America isn't aware of the upcoming console war. Dreamcast is up and running now, while PSX2 and Dolphin are still on the drawing boards, with vague release dates proposed. The populace's first inkling that new systems are on the way will be in the form of Sega's advertising blitz coming on \$100 million strong. With a push like that, and a one year (at the least) head start, Dreamcast should get off on the right foot.

Plus, Sega is welcoming all third-party developers into the fold, while Nintendo and Sony seem to be pulling in the reigns. Of course there are going to be bad games (there always are), but more developers equals more games equals better titles to match or beat the competition.

And then there's the simple facts. Dreamcast games look better and play faster than anything currently available. The unit will be affordable and will come packed with the modern. Plus, why would Sega repeat the mistakes that they made with the Saturn? Corporations like to make money, and the Dreamcast should treat Sega just fine.

Saturn's Failure Makes Sega Too Anxious

by Bergen

Some people fail to realize that the Dreamcast will be as successful as a hot dog stand at a bar mitzvah. Here's one problem: Most of the people who will buy a Dreamcast this fall are the diehard Sega freaks – those of you, who when you read something about the Dreamcast, get hysterical just because the author doesn't happen to mention that the Dreamcast is the greatest thing ever seen on earth just to sooth your feelings.

Certainly, less fanatical people will buy Dreamcasts too (I may buy one myself), but when all the dust and rubble settles, the Dreamcast will be even less successful than the Saturn. A lot of PlayStation and N64 owners are perfectly happy with the status quo. Both still have exceptional games and their user bases are incredibly high. Without question, the Dreamcast has exceptional games too, with more on the way this fall, but obviously its user base will be smaller. Not enough people will be motivated to buy a Dreamcast when their current system can still play a lot of awesome games. Maybe in one or two years (not coincidentally about when Sony and Nintendo release their new consoles) will the mainstream (and majority) of gamers be ready to shell out a wad of cash for new hardware.



Namco Grants Nintendo a Ridge Racer Title

Ridge Racer fans yearning for a title on the **Nintendo 64** will be excited to hear that **Nintendo** has acquired the rights to work named **Ridge Racer N64**, will be a **Ridge Racer** in name only. We spoke with **Namco** on the subject and were told that it would have absolutely nothing to do with the development of **RR64**. From this, we assume that Nintendo will be developing **Ridge Racer 64** from the ground up without any support, including code from the previous **Ridge Racer** titles. Whether the game will play like the classic series or not is dubious, but we'll have to wait and see. **Ridge Racer 64** will be the first ever Namco licensed title on the **N64**.



New Video Game Toys From Resaurus

Resaurus launched a new series of **Crash Bandicoot** toys based on **Crash Bandicoot: Warped**. Available in stores right now, the line features **Bazooka Crash** as well as **SCUBA Crash**. Look for a total of six toys in the series.

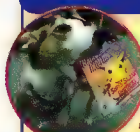
Resaurus is also launching a line of figures based on **Capcom's Street Fighter** franchise. The first series is planned to include 6" - 8" figs of **Ryu**, **Ken**, **Cammy**, **Vega**, **Blanka**, and **Alex** (strange choice, huh?). Another series is also in the works and is based on the character designs in **Pocket Fighter**. These figs stand at 4" and include partial articulation. The first wave will feature **Ryu**, **Ken**, **Akuma**, and **Chun-Li**. The **Capcom** based

figures are slated to hit toy shelves in the fourth quarter. And who knows? **Resaurus** may make a few plush **SF** figures as well.

toys! toys! toys!



NOT GETTIN' ANY?



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Video Game Trivia Answers:

1. Dolphin.
2. Aki (N64) & Yuke's (PS-X).
3. PocketStation.
4. True.
5. Glass Joe.

Name That Game Answer:
The Lawnmower Man

THE GOOD, THE BAD, THE UGLY

UGLY - 989 Studios originally planned to publish **Kenji** through **Praxis** for PlayStation, but the game has changed hands and is now being published by **Electronic Arts**. We asked why the game made the switch. **989 Studios** executive vice president **David**



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new releases

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

Release Date	Title	Publisher/Distributor	System
JUNE			
6/15/99	Golf w/rumble	TOMMO	GBC
6/15/99	Kluster	Infogrames	GBC
6/15/99	Legend of the Sea King	Crave	GBC
6/15/99	Puchi Carat	TOMMO	GBC
6/15/99	Tom & Jerry	MAJESCO	GBC
6/15/99	Vigilante 8 w/rumble	Vatical	GBC
6/15/99	Zebco Fishing w/rumble	Vatical	GBC
6/15/99	Star Shot	Infogrames	N64
6/15/99	V-Rally	Infogrames	N64
6/15/99	World Driver Championship	Midway	N64
6/15/99	Centipede	Hasbro	PS-X
6/15/99	Iron Soldier 3	Vatical	PS-X
6/15/99	Next Tetris	Hasbro	PS-X
6/15/99	Shanghai	Sunsoft	PS-X
6/15/99	Ultimate 8 Ball	THQ	PS-X
6/16/99	Tarzan	Activision	GBC
6/16/99	Fighter Maker	AGETEC	PS-X
6/22/99	Duke Nukem	GT Interactive	GBC
6/22/99	Ape Escape	Sony	PS-X
6/22/99	Warzone 2100	Eidos	PS-X
6/28/99	Pokemon Pinball	Nintendo	GBC
6/28/99	R-Type DX	Nintendo	GBC
6/28/99	Command & Conquer	Nintendo	N64
6/28/99	Bugs Bunny Lost in Time	Infogrames	PS-X
6/28/99	Driver	GT Interactive	PS-X
6/29/99	Chase HQ: Secret Police	Metro 3D	GBC
6/29/99	Quake 2	Activision	N64
6/29/99	Rugrats Scavenger Hunt	THQ	N64
6/30/99	Asteroids	Activision	GBC
6/30/99	Lucky Luke	Infogrames	GBC
6/30/99	Monaco Grand Prix	Ubisoft	N64
6/30/99	Monaco Grand Prix	Ubisoft	PS-X

JULY

7/13/99	Bass Hunter	Take 2	GBC
7/13/99	NFL Xtreme 2	989 Studios	PS-X
7/14/99	Jade Cocoon	Crave	PS-X
7/15/99	Cage	Metro 3D	GBC
7/15/99	Deer Hunter	Vatical	GBC
7/15/99	Micro Machines 1&2	THQ	GBC
7/15/99	Motocross Maniacs 2	Konami	GBC
7/15/99	Puzzle Master	Metro 3D	GBC
7/15/99	Revelations: Demon Slayer	Atlus	GBC
7/15/99	Spawn	Konami	GBC
7/15/99	Yoda Stories	THQ	GBC
7/15/99	All Star Tennis 99	Ubisoft	N64
7/15/99	In Fisherman Bass Hunter	AIM	N64
7/15/99	All Star Tennis 99	Ubisoft	PS-X
7/15/99	Echo Night	AGETEC	PS-X
7/15/99	Knights of Carnage	THQ	PS-X

Release Date	Title	Publisher/Distributor	System
7/15/99	Quake 2	Activision	PS-X
7/15/99	Return of Ninja	TOMMO	PS-X
7/15/99	Shao Lin	THQ	PS-X
7/15/99	Toonstein	Vatical	PS-X
7/20/99	Tarzan	Sony	PS-X
7/26/99	F1 World Grand Prix 2	Nintendo	N64
7/26/99	New Tetris	Nintendo	N64
7/26/99	Pokemon Snap	Nintendo	N64
7/27/99	WWF Attitude	Acclaim	N64
7/27/99	NCAA Football 2000	Electronic Arts	PS-X

AUGUST

8/1/99	R-Types Delta	AGETEC	PS-X
8/10/99	Pocket Bowling	Jaleco	GBC
8/10/99	Monster Truck Madness	Take 2	N64
8/10/99	Jet Moto 3	989 Studios	PS-X
8/15/99	Bubble Bobble	Metro 3D	GBC
8/15/99	Return of Ninja w/rumble	TOMMO	GBC
8/15/99	Skateboard Kid w/rumble	TOMMO	GBC
8/15/99	Survival Kids	Konami	GBC
8/15/99	Track & Field	Konami	GBC
8/15/99	US Open Tennis w/rumble	TOMMO	GBC
8/15/99	Goeman's Great Adventure	Konami	N64
8/15/99	Lego Racers	Lego Media	N64
8/15/99	Atlantis	Infogrames	PS-X
8/15/99	Demolition Racer	Infogrames	PS-X
8/15/99	Dreams	Infogrames	PS-X
8/15/99	Lego Racers	Lego Media	PS-X
8/15/99	Mission: Impossible	Infogrames	PS-X
8/15/99	Sled Storm	Electronic Arts	PS-X
8/15/99	Soul of the Samurai	Konami	PS-X
8/15/99	Suikoden 2	Konami	PS-X
8/15/99	Virus	Infogrames	PS-X
8/17/99	Duke Nukem Zero Hour	GT Interactive	N64
8/17/99	South Park	Acclaim	PS-X
8/17/99	Um Jammer Lammy	Sony	PS-X
8/23/99	Gex 3: Deep Cover Gecko	Crave	N64
8/24/99	NFL Blitz 2000	Midway	N64
8/24/99	Re-Volt	Acclaim	N64
8/24/99	NFL Blitz 2000	Midway	PS-X
8/24/99	Re-Volt	Acclaim	PS-X
8/25/99	Magical Tetris Challenge	Capcom	GBC
8/25/99	Madden 2000	Electronic Arts	N64
8/25/99	Tonic Trouble	Ubisoft	N64
8/25/99	Madden 2000	Electronic Arts	PS-X
8/30/99	Jet Force Gemini	Nintendo	N64
8/31/99	Shadow Man	Acclaim	GBC
8/31/99	NFL QB Club 2000	Acclaim	N64
8/31/99	Shadow Man	Acclaim	N64
8/31/99	Shadow Man	Acclaim	PS-X
8/31/99	Tiny Tank	Sony	PS-X

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- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** New Level Designs; 4 Multiplayer Modes; 4-Player Split-Screen; 3 Difficulties; Secrets: Power-Ups: Rumble, Controller, & Expansion Pak Compatible; Password Save
- **Replay Value:** Moderately High
- **Created by:** Raster Productions/Rogue Entertainment for Activision
- **Available:** Late June for Nintendo 64

Bottom Line: 7.75

QUAKE II

When Quake II first appeared on the PC, it was probably the best 1st-person shooter on the market. Of course, that was eons ago and, while it's still solid, there are now superior games in the genre, most notably Half Life. Yet let's say you don't have a PC, but instead the trusty Nintendo 64. Then your options are extremely limited.

The latest 1st-person shooter to join the N64 ranks is indeed Quake II. Midway published the first Quake installment for the N64 and it was so-so. Quake II from Activision is slightly better. First off, the two-player split-screen uses all of the display area. Also, Quake II has a 4-player split-screen that can be used in all four multiplayer modes - Deathmatch, Fragteams, Flagwars, and Deathtag. Each is a unique and entertaining game by itself.

To improve the graphics, Quake II is also compatible with the Expansion Pak. The graphics don't become as sharp as Turok 2's, but still there is noticeable difference in quality. Resolution is increased and lighting effects are implemented.

If you are a serious Quake II fan you may scoff at the idea of playing this game on any console, but some serious changes have been made in the game. The enemies, weapons, and power-ups are all the same, but all the levels have been redesigned. The developers took the original level designs and tweaked them to the point that they are virtually unrecognizable, giving new thrills to those who have mastered the original.

Quake II's control is very commendable and friendly. Sure, aiming with a mouse is ten times better than using a joystick, but keeping your gun steady isn't that hard with the N64 controller. Plus, strafing doesn't cause the auto center feature to engage; only forward and backward movements do that, allowing you to keep your arc of fire for enemies up above while ducking back behind a wall.

Is Quake II as involved as GoldenEye? Not really. The story is merely a couple of paragraphs in the manual. Are the graphics as stunning as those of Turok 2 (with RAM Pak)? No way. But the levels have a better flow and you won't spend hours looking for that next save point which, in Quake II, only happens at the end of each level.

Quake II proves to be a solid first-person shooter with multiplayer options that are equally impressive. Plus, those who have already played Quake II can still find suspense in the redesigned levels.

Enter the Meat Grinder

ANDY THE GAME NOMBRE

Concept	7
Graphics	7.5
Sound	8
Playability	9
Entertainment	8.75

8

OVERALL

"Even though Quake II is a million years old now, it's still a great game. Compared to the Turoks and GoldenEyes of the world, Quake II may not quite have the flash, but it certainly has all the gameplay you can handle. The levels are a tad smaller on the N64, but the new level designs will keep even the most seasoned Quake veteran entertained as they dish out plenty of evil minions for you to annihilate. But perhaps the best part of Quake II are the multiplayer modes, with both team and head-to-head play. If you've got three friends and an itchy trigger finger, don't miss out on Quake II; it's a blast."

PAUL THE GAME PROFESSOR

Concept	7.5
Graphics	8.5
Sound	5
Playability	8
Entertainment	7

7.25

OVERALL

"There's nothing to get really excited about here. It's a standard port of the extremely popular PC game. Even so, the game looks excellent with or without the RAM pak. Everything is vivid and gruesome, and that's exactly what I expect from a game like this. Another thing I expect is some good sound and music, but I thought in this department it was fairly average. There is a fair amount of challenge in Quake II, but I found the enemies to be exceptionally dumb. **The saving grace for this game is a very entertaining multiplayer mode.** If you're into first-person shooters and have yet to play Quake II, you have to go for it. Otherwise, this really doesn't have anything over GoldenEye, Turok, and the like."

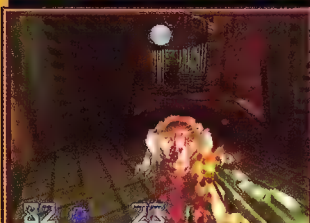
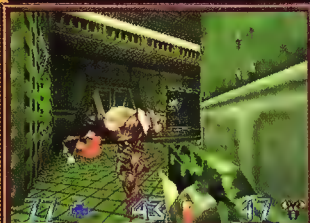
REINER THE RAGING GAMER

Concept	7.75
Graphics	8.5
Sound	6.5
Playability	8
Entertainment	8.5

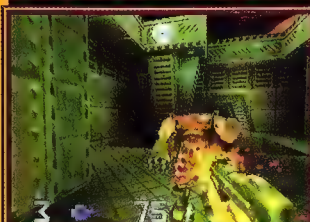
8

OVERALL

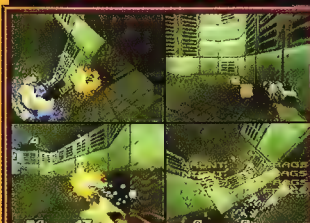
"Unlike its predecessor, Quake II is equipped with a commendable multiplayer mode. It's not as smooth or option heavy as GoldenEye, but it's developed well enough to plant the addictive seed into a group of four players. The single-player game is also quite admirable. From a graphical standpoint, the effects and lighting crush the PC offering, but still don't come close to touching Turok 2's realism or explosive show of effects. Since it is an old PC game to begin with, Quake II also misses out on some of the unique enemy AI techniques and weapon innovations that have debuted within the last two years, like limb-specific hit zones and the sniper rifle. Just like id's previous games, **this one delivers mindless action that just happens to be entertaining.**"



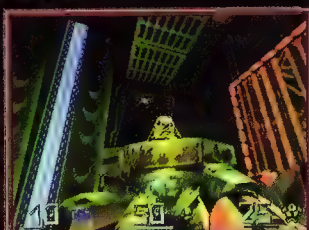
These things literally suck the life out of you



When they lose their heads, watch out for stray bullets.



Deathmatch is one of four multiplayer modes



Splat!



- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Improved Create-a-Wrestler; Impressive Sound, Music, & Entrances; 40 WWF Superstars; Commentary by Jerry Lawler & Shane McMahon; No Nude Codes; Rumble Pak Compatible
- **Created by:** Iguana West for Acclaim Entertainment
- **Available:** Late July for Nintendo 64

90% Complete



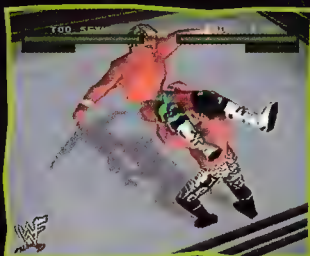
Puppies Not Included

Talk about timing. WWF Raw ratings are at an all-time high, making people ravenous for a new WWF game. It may be Acclaim's last release for the world's largest sports entertainment company, but WWF Attitude has become more anticipated than The Rock regaining the World Heavyweight belt, and will certainly inspire more controller grapples than Sable's Playboy photos.

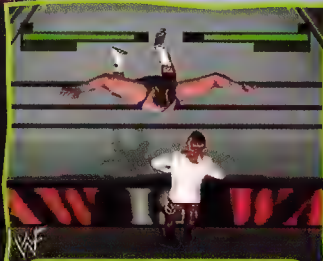
The gameplay will be familiar to anyone who was a master of War Zone, with the exception of the 150 some moves that have been added. Gone is the much reviled Stun Meter. Wrestlers instead have one bar that shows health, changing from shades of green to red to show fatigue. A good variety of moves and holds will not only cause your opponent to be momentarily dazed, but will also cause more damage than repeating the same grapple over and over. Attitude also has shorter match lengths, making 5 minutes in the ring more common than 15. If not decided by pinfall, an after-battle score card decides a winner based on superior maneuvering.

Speaking of avoiding redundancy, Attitude has more modes and options than The Godfather has lady friends. The 15 modes (Vs., Lumberjack, and Tag Team, to name a few) can be mixed with the nine match stipulations (First Blood, Cage Match, etc.) and fought in three different rings. Once the WWF's personalities have worn thin, the incredibly expanded Create-a-Wrestler allows practically any kind of grappler, real or imagined, to be made. To get a good mix of it all, Career mode lets players traverse the long, hard road to stardom. Starting at lowly house shows, a player may eventually achieve top billing at the next pay-per-view. Heck, since it's your wrestler's moment in the spotlight, you may as well use the Create-a-Pay-Per-View to give it that special touch. Choose the name, the eight matches, the signs, banners, even the rope and lighting color.

Acclaim could have put out a piece of trash, and it would have sold just fine thanks to having the letters WWF on it. Instead, it is now producing one of the most solid and accurate wrestling games around. The proof? In simulation, The Rock beats Steve Austin every time.



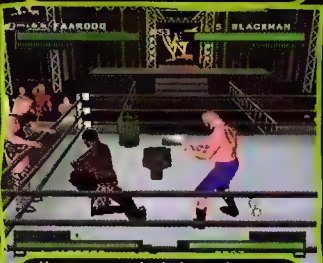
An after-match graph decides the winner if pinfall doesn't.



High-flying action included.



Valbowski and a vampire meet in the cage.



New weapons include a guitar case and a bedpan.



Rock smacks down Austin again.



Create-a-Wrestler can make your nightmares come true.



Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Strategy
- **Special Features:** Rental Pokémon for First-Time Players; Packaged With 64GBPack Adaptor; Multiple Stadium Environments; Minigames; 2-on-2 Tag Team Battles; Features All 151 Pokémon
- **Created by:** Nintendo
- **Available:** Fall for Nintendo 64 (Now in Japan)

80% Complete

POKÉMON STADIUM

PIKACHU BEYOND THUNDERDOME



Poliwhirl performs the deadly kung-fu booty bump.



There are nine minigames.



"Vai" Venusaur would like to say "Hi" to all the pretty ladies.

Everyone's favorite trouser-dwelling critters are set to take over the Nintendo 64 with the release of Pokémon Stadium. The game is the sequel to the Japanese game Pocket Monster Stadium, which was never released in the States. It will be titled Pokémon Stadium in the U.S. and should be in stores this fall.

This time out, the 3D battles can be fought by all 151 Pokémon that appeared in the Game Boy original, as opposed to the 40 accepted Pokémon of the first Pokémon Stadium.

Pokémon Stadium features six different tournaments, each with its own rules and level restrictions. Players compete against CPU trainers, except in the Free Battle mode where 2-on-2 tag team battles can be fought. Each player can enter three Pokémon in this mode. The 64GBPack, which will be packaged with the game, allows you and your friends to load data from your Game Boy onto your N64 to see whose Pokémon are the bomb. For those few who haven't played the Game Boy version, there are Rental Pokémon that you can use to compete in tournaments and tag battles.

To take a breather from the battle action, check into the Chibikko Club, which contains nine minigames, including a Ratata Race, and Lickitung's Rotating Sushi Platter, in which players use their Gene Simmons-length tongues to gobble up hunks of sushi. Delish!

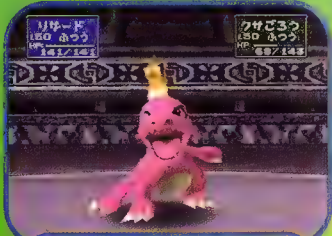
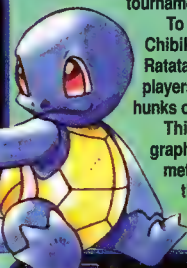
This game should be huge when it hits our shores. The graphics are superb, with a cute-factor that's almost off the meter. The gameplay is simple, but addictive. When you add the ability to play your Game Boy Pokémon on the big screen, Pokémon Stadium looks like a license to print money for Nintendo.



It's Pikachu's world, we just live in it.



"How you like me now?"



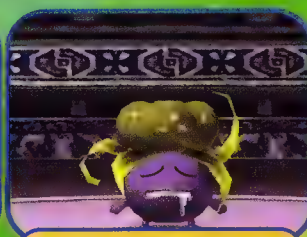
Charmeleon shows off his dental work.



He's just a Squirtle tryin' to get a nut.



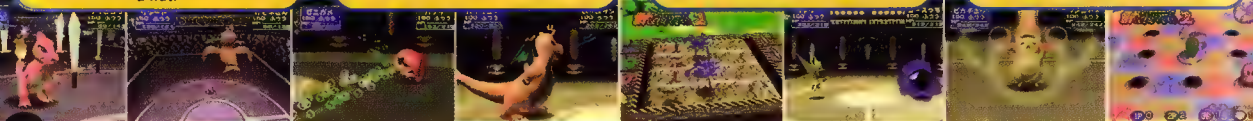
Medusa has a bad hair day.



Gloom sez: "It's cool to drool!"



Blastoise is packing heat.

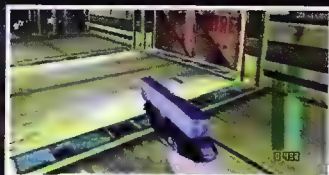


- **Size:** 256 Megabit (With Built-In Save)
- **Style:** 1 to 4-Player Action
- **Special Features:** 20+ Weapons; 3 Difficulties (With Added Objectives For Each); Over 1 Hour of Real-Time Cinema; 10-Player & Army Deathmatch Modes; Create Multiplayer Characters; Rumble, Transfer, Expansion, & Controller Pak Compatible
- **Created by:** Rareware
- **Available:** December for Nintendo 64

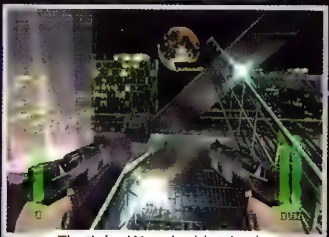
Making 007 Obsolete

If you wanted more players in GoldenEye, Perfect Dark delivers an unlimited supply. If you wanted more multiplayer arenas, Perfect Dark delivers twice as many plus some recycled GoldenEye levels. If you wanted a longer and more complicated single-player game, Perfect Dark delivers an

adventure so large and so perplexing that it will take you a lifetime to completely conquer. If you want it, Perfect Dark has it. At this year's E3, Rare had Perfect Dark on hand and it looked nothing short of stunning. Most impressive of all were the new additions. Read on and get ready for some highly excitable surprises.



The new laser scope is the ultimate tool for headshots and limb specific targeting.



The John Woo double pistol action is in full force.



Mix and match stock bodies and heads, or use the Game Boy Camera to implement yourself into multiplayer mayhem.

GoldenEye's story slithered tightly against the tale in the movie, and in its own unique cinematic styling the game retold the important plot twists, reintroduced the important characters, and reinvented some of the slow segments in the film. In Perfect Dark, a whole new story has been forged, and it looks like Rare went haywire with the writing and directing of this new

New & Improved

Perfect Dark is equipped with one of the most explosive arsenals in video games. New weapons include a FarSight XR-20 that allows you to see through walls, trace an opponent's heat trail, and hone in on his or her position. Accompanying such favorites like the Sniper Rifle and Rocket Launcher is a new power weapon that drops a missile and launches it at enemies' ankles. You'll also cross paths with over 20 new and improved guns and gadgets. Joanna can ride a hoverbike, and she can even hide behind specific objects and propel them at the opposition. A big change in this semi-sequel is the inclusion of enemy voices. If you don't see them, listen for them.

A Familiar Taste

All of the new weapons and gadgets sound great, but let's face the facts, the best part about Perfect Dark is that it's running on an improved GoldenEye engine that not only runs smoother, but looks better as well. Double pistols, limb specific hit zones, and similar CPU intelligence are on the way. The mission structures are also very similar, and yes, each mission features added objectives for difficulty level adjustment.

Multi-Player Explosion

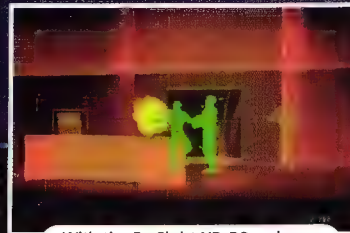
A dream of every video game enthusiast is to be included into a game as a playable character. In Perfect Dark this dream has been recognized and answered. Thanks to the Transfer Pak (a Game Boy adapter that fits into the N64 controller), the Game Boy Camera can be used to take a mug shot of your ugly face and whoever else you'd like to incorporate into the multiplayer modes in Perfect Dark. This technology allows players to create characters that look even more impressive than those in GoldenEye. The

photos taken can be saved onto the built-in memory, plus the Controller Pak (if you need more space). Perfect Dark's multiplayer marvels don't end here. 'Deathmatch' can have up to 10-players (4 human, 6 CPU drones); you can also form mini-armies consisting of five characters. With these platoons, you can command your CPU allies to lay down cover fire, attack the enemy, and flank to different positions.

Cinematic Punch

Perfect Dark will include well over an hour of real-time cinema, depicting Joanna's battle against dataDyne and the mysterious involvement of the 'Grey' aliens. From what we've seen so far, the cinematics look really good. Voice-overs accompany each segment, and Rare didn't back down on incorporating new animation for these cuts either.

75% Complete



With the FarSight XR-20, players can now look through walls.



The texture quality has improved tenfold, and new motion capture has been added, but still...Perfect Dark's gameplay feels just like GoldenEye.



Rare estimates that there will be over an hour and a half of real-time cinema packed into this shooter.



Preview

- **Size:** 256 Megabit
- **Style:** 1-Player Action (1 to 4-Player Minigames)
- **Special Features:** 5 Different Characters; Multiple Paths On Each Stage; 30+ Minigames; Mine Cart & Roller Coaster Stages; Weapons; Expansion Pak Included; Rumble Pak Compatible
- **Created by:** Rareware for Nintendo
- **Available:** November 22 for Nintendo 64

75% Complete



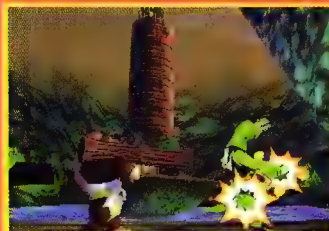
RETURN OF THE BANANA BELCH



Each level comes packed with at least five different routes. Here, Lanky does a dance before heading through his exclusive level segment.



The lighting effects and texture quality squash those in Banjo-Kazooie.



All of the characters wield a weapon of special power. Here a wooden gun shoots a nut into a butt.

For three years now we've speculated that Donkey Kong would return to the Nintendo 64. Alas, in all three of these years we've been stood up by the big ape. Then of all things, in the year we turn our back on Kong, he sneaks up behind us, taps on our shoulders, and hurls a nasty banana belch right into our faces. Yes, the king of the SNES frontier is finally making his N64 debut, and in typical Rare fashion, this frantically anticipated release will stretch the boundaries of 3D gaming while still incorporating the heart and soul of the original releases.

At first glimpse, Donkey Kong 64 looks as though it is strapped onto the Banjo-Kazooie engine and sent for a wild ride. The graphics are similar and the gameplay is eerily reminiscent. But lo and behold, DK64 is nothing like Banjo at all. After an hour of gameplay, you come to realize that the only similarity to Banjo is the third-dimension. DK64 is basically the SNES version with a few E.H. in Banjo-Kazooie, and even Mario 64, the goal throughout every level is to find an object, in DK64 the goal is to hit *Teak* (meaninging to end just like you did years ago on the SNES).

To add a little juice to this 3D recreation, Rare has implemented five different playable characters. Joining Donkey Kong is his long time pal Diddy and three new faces not yet seen in any game. So without further delay, give a warm welcome to: Tiny, a female character who looks and moves just like Dixie; Chunky, a fat primate with the ability to grow on command; and Lanky, a character who walks on his hands through most of the game. Of course, all of these characters won't be available for play from the get go and there may be more hidden...only time will tell. You'll need to find and unlock all of the characters (excluding Kong) through gameplay. Once you do unlock a new ape or monkey, new portions of each level can be accessed as well. Basically, each level consists of five different routes - one for each character.

The Donkey Kong Country trilogy thrived on tricky platforming, and Rare has attempted to transport this important aspect to this 3D adventuring first. Vine swinging, mine cart riding, and over 30 minigames have been incorporated into this beast of a game. The action is fast, demanding quick reflexes and pinpoint accuracy in jumps. The minigames will allow up to four players to compete head-to-head. Once you unlock a minigame it will be saved to the built-in memory, allowing play at any time.

The last surprise with DK64 is the fact that it only works with the Expansion Pak. Fortunately, when this game hits retail on November 22, it will come packaged with the 4Meg expansion. Rare says that Donkey Kong 64 will be priced no higher than Zelda: Ocarina of Time, that's a guarantee. And believe us, come November you'll have



Those tricky swimming levels have moved from 16 to 64-bit.



Racing is one of over 30 different minigames.

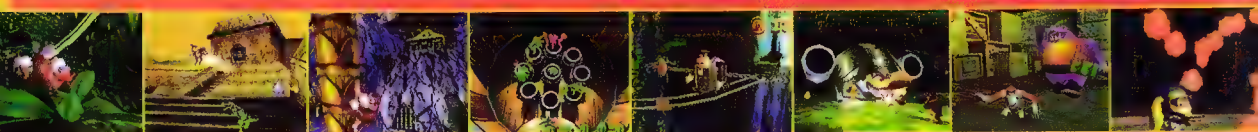


Tiny can shrink...



...while Chunky can grow.

ape fever in anticipation for this game. Nintendo is launching the biggest marketing campaign in the history of vids for this one. If you despise Kong, then you might as well move to another country because he's going to be everywhere.



Buy a Pokémon Red or Blue & a Game Boy pocket

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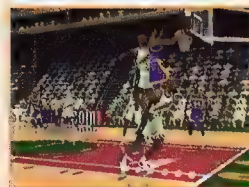
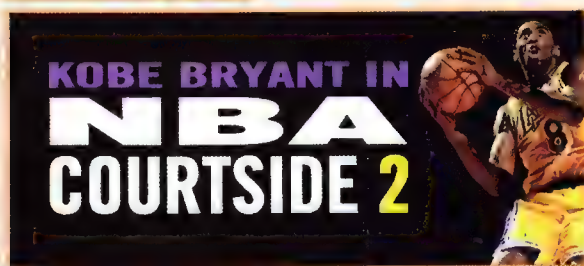
FuncoLand®

Bring Home The Fun®

- **Size:** Unknown
- **Style:** 1 to 4-Player Sports
- **Special Features:** Fully Licensed; Improved CPU AI; New Moves & Dunks; Icon Passing; Realistic Face Textures; Hi-Res Graphics; Rumble Pak Compatible
- **Created by:** Left Field Productions for Nintendo
- **Available:** November 1 for Nintendo 64

80% Complete

The NBA's Finest Shines Again



With Kobe Bryant off the courtside and in the Lakers' starting lineup, Nintendo should really change the name of this game to something more appropriate. Perhaps "Ball Hogs R' Us" or "World's Most Famous Starting Scrubs" would describe the cover boy's game a little better. Granted, Nintendo should ditch Kobe in the first place and sign Allen Iverson, but alas, when signing a video game license the player must first be able to fit his head through the door of the attorney's office.

In Courtside 2 not much has changed. Kobe's still out of control, Marbury's gone to the place where God told him to, and Chrissey Laettner is still a wuss. Now to some facts. The gameplay in this cart is more or less the same, only now the CPU competitors are smarter and more aggressive. Even without the Expansion Pak, Courtside 2 delivers hi-res graphics and intricate details, especially in the players' faces.

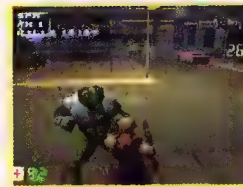
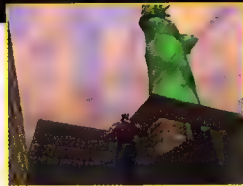
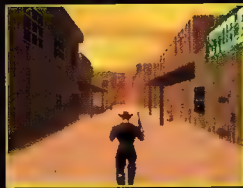
Nintendo has kept this game under tight development, but there's a good reason why, it's not coming out until November 1. The details are scarce now, and from what we saw at E3, this game is your typical sports game update. A little razzle dazzle here. A new move and dunk there. But everything else is mostly the same game from last season. Stay tuned though, something big may turn up...like Shaq's butt.



- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 4 Time Periods; 20 Levels; 15 Enemies (Plus Bosses); 18 Weapons; 1st or 3rd-Person Perspective; Innuendo Laced Surroundings; Rumble, Controller, & Expansion Pak Compatible
- **Created by:** Eurocom for GT Interactive
- **Available:** August for Nintendo 64

75% Complete

Un-Fargin-Censored



Duke Nukem is to Nintendo's squeaky clean image as pornography is to the Pope. Despite this, GT Interactive is pushing the envelope by releasing Duke Nukem: Zero Hour on the Nintendo 64 in all its lewd glory. This time around, Duke has to travel through four different time periods (Post-Apocalyptic New York, Gold Rush Old West, Victorian England, and Time Collision Zones) to stop the epoch-traversing aliens from not only destroying all humanity, but also killing his ancestors and preventing his existence!

With the camera in either first or third-person, players run Duke through 20 chronologically diverse levels, shooting leaping lizards and swine police with weaponry appropriate to each era. Not only can anything that walks be shot, but so can pretty much any object onscreen. Car alarms sound, windows shatter, and Spice Girls mannequins explode when fired at through the cross hairs.

GT is focusing more on mission-based gameplay so, rather than just shooting everything in sight, Duke will have to achieve certain goals while shooting everything in sight. There are historical figures to save—some to keep Duke alive, others just thrown in for fun. Also, certain switches can't just be flipped by hand, but will require wire cutters or crowbars for activation.

When the destruction and dirty jokes get old in one-player mode, it's time to gather some gutter-minded friends and go to the four-player cooperative (for wimps) or death-match (for studs). Duke Nukem may be getting on in years, but he doesn't look to be getting old quite yet.

Preview

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Full NFL & NFLPA Licenses; Create Player & Team; Historic Sim Mode; Team-Specific Playbooks; Pin-Point Passing Mode; Controller, Rumble, & Expansion Pak Compatible
- **Created by:** Iguana Entertainment for Acclaim
- **Available:** Late August for Nintendo 64

70% Complete

A NEW SEASON FOR ACCLAIM



NFL players will soon report to training camp in preparation for another grueling 17 weeks of smashmouth antics. Like clockwork, video game developers are also readying themselves for their football season, and Acclaim's Iguana Entertainment is again bringing its successful Quarterback Club series to the Nintendo 64.

The emphasis for Quarterback Club 2000 is on gameplay. On the defensive side of the ball, the computer artificial intelligence (AI) is being worked over, and secondary coverage is being concentrated on. Blitzes will also be more effective and will reward players who like to take risks. On the other side of the ball, blocking schemes will get attention as will new play features. Iguana has added a new passing mode called Pin-Point Passing. This mode will allow a quarterback (you) to throw under and over coverage. Iguana has also removed the turbo button and replaced it with a break move that is similar to a juke move.

The look of QBC 2000 has also been revamped. It is not a drastic change, but Iguana motion-captured 1200 new animations that will hopefully add to the realism. The look of the players will also benefit from small details such as individualized face masks, arm pads, eye black, and breath strips.



Review

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 34 Cars; 10 Varied Tracks; 5 Modes (Training, Arcade, Championship, Vs., & Time Attack); Controller & Rumble Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Boss Game Studios for Midway
- **Available:** June 16 for Nintendo 64

Bottom Line: 6.25



	ANDY	PAUL	REINER
Concept:	6	6	6.75
Graphics:	7	8.75	8.75
Sound:	5	5	1.75
Playability:	6	9	6.75
Entertainment:	5	9	5.25
Overall:	5.75	7.5	5.75



On the Road to Mediocrity

How many times has it been said before? There are too many racing games for Nintendo 64. If a racing game wants to rise above the overwhelming competition, it has to have some kind of hook that will send it to the top of the heap. Enter Midway's World Driver: Championship, coming to the contest with many a feature.

For a quick race, there's Arcade, Vs., and Time Attack, but Championship mode is where the action is. Players initially choose to represent one of two teams, each having one car to race. Winning an event earns you points that increase your rank in the World Driver scene. As points and ranks are racked up, more teams, cars, and tracks become unlocked. In all, there are a total of 15 teams (each representing a different country) and 34 cars. To make acquiring points a bit of a chore, the ten tracks are reversed, mirrored, and mixed to make 120 different paths that seasoned drivers thought they knew.

To make World Driver an attractive racing option for all, Midway has implemented a letter box format, which eliminates the need for the Expansion Pak. At any time during a race, the graphics can be switched to high-res, shrinking the display height by nearly half and thereby doubling the resolution. With such beauty whizzing past the screen, players just might want to save their finest speeding moments. The instant replays of great races can be customized and saved via the Controller Pak.

Andy, The Game Hombre

"While there is a lot of gameplay packed in this racer, it falls in the middle of the pack. The realistic driving model is nice, as is the team-recruiting system, but why not have crashes if you don't have any licenses to restrain you? Boss could have separated this one from the pack, but without them this game is standard fare."

Paul, The Game Professor

"I can't get too excited about yet another racing game for the N64, but World Driver is pretty solid. It has great track designs and excellent playcontrol. It is a game for the true racing enthusiast. Novices may find it far too difficult."

Reiner, The Raging Gamer

"Where World Driver excels it also fails. The graphics are superb, yet nothing happens in the environments or to the cars. The gameplay, while loaded with options, lacks significant challenge. And the soundtrack assaults your ears with torturous metal licks."

PlayStation Review

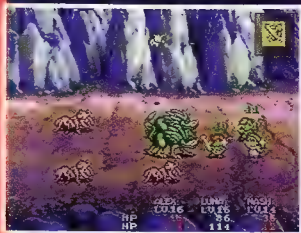
- **Size:** 4 CD-ROMs (2 Game Discs, Soundtrack, Making of)
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 45 Minutes of Anime FMV; New Plot Points & Story Direction; Intuitive Combat Scenarios With Auto-Battle Feature; Includes Cloth Map; Dual Shock Compatible
- **Replay Value:** Low
- **Created by:** ESP/Game Arts/Jam for Working Designs
- **Available:** Now for PlayStation

Bottom Line: 7.75

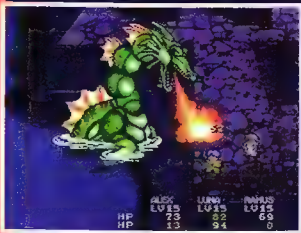


You'll never find a more wretched hive of scum and villainy...plus, the beer is watered down.

Star Wars quote? Watered down beer? Looks like the penmanship of none other than Working Designs.



If combat becomes too tedious, turn on auto-battle and let the computer duke it out for you.



And just like that... Alex vanished forever.

word misspelled. To accompany this exciting release, Working Designs has whipped together quite a package. Joining the two game CDs are a soundtrack CD, a Making of Lunar CD, a cloth map, a leather-bound booklet, and a chrome cover.

If you enjoyed the involving love story and high-brow humor from the first attempt at Lunar, then you should probably get reacquainted with this second (and hopefully last) Lunar: Silver Star Story endeavor.

There is good reason why Lunar: Silver Star Story has been resurrected. On the Sega CD, this relic lived large and garnered a following of RPG faithfuls. Lunar intertwined classic role-playing mechanics with an incredibly deep story, and for those who took the time to get acquainted with the unique characters and trek the treacherous lands, this RPG delivered an engrossing journey unlike any before it. But according to Japanese developer, Game Arts, nearly 90% of this adventure was garbage. To put it lightly, Game Arts was far from happy with Lunar. So instead of looking back to a dismal past, the hard-working staff of Game Arts stepped forward and rebuilt Lunar into the classic they thought it should be.

If you thought you knew all the conflicts taking place between Alex and Luna, then think again. Only 15% percent of the original script is intact. The rest has been trashed and replaced with new dialog and new plot twists. Game Arts has also designed a dozen new characters to interact with the main cast. Some mean well, others pose a great threat. Lunar's animation sequences have also been revamped. Gone are the pint-size, still frame cutscenes, as well as the whopping two minutes of animation. Now, over 45 minutes of fluid anime has been dispersed throughout this rewritten adventure. From a graphical standpoint, Lunar is more or less the same old bag of tricks. The resolution is far superior to the Sega CD version, and the colors appear to be more vibrant, but the little sprite characters whose heads are as large as their bodies have been restored in perfect form. And as expected, the gameplay hasn't been touched at all. It's identical to the first effort. The sit-back-and-relax auto-battle is still there, and the combat chemistry is once again well balanced, and at times, rather difficult.

This redesigned PlayStation version launched long ago in Japan, and it is just now hitting the shelves in America. The reason for this delay? None other than Working Designs. As we've seen time and time again, the dedicated staff of Working Designs has held this product close to its hearts and cherished it as if it were its own child. Before releasing it to the streets, they first needed to translate it

perfectly — meaning not one comma out of place, nor one word misspelled. To accompany this exciting release, Working Designs has whipped together quite a package. Joining the two game CDs are a soundtrack CD, a Making of Lunar CD, a cloth map, a leather-bound booklet, and a chrome cover.

If you enjoyed the involving love story and high-brow humor from the first attempt at Lunar, then you should probably get reacquainted with this second (and hopefully last) Lunar: Silver Star Story endeavor.

LUNAR

SILVER STAR STORY
COMPLETE

**Redesigned...Rewritten...
and Late As Usual**

ANDY
THE GAME HOMER

Concept
7.75

Graphics
6.75

Sound
9

Playability
8.75

Entertainment
8.75

8.25

OVERALL

"Working Designs certainly can't meet a deadline, but it sure does put out some excellent games. While Lunar is certainly dated (the Genesis-esque graphics are archaic, and the simple animations get a tad annoying at times), it more than delivers with a big quest, a great story, beautiful music, and lots of full-motion video. Generally, I don't let video alter my score, but in Lunar's case it does a good job of keeping the story interesting. I did find that the game made you level up quite a bit, which gets a little old, but I can forgive it for this little problem. Lunar is a worthwhile product that is a must for your RPG nuts, even if you played the Sega CD version. And hey, maybe now that it's complete, WD will find another cool product to bring over."

PAUL
THE GAME PROFESSOR

Concept
7

Graphics
7.25

Sound
6

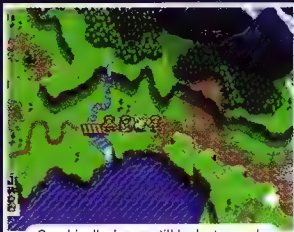
Playability
8.5

Entertainment
8.5

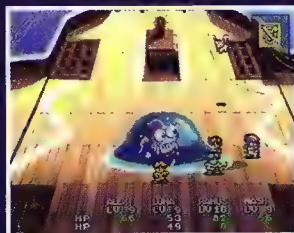
7.5

OVERALL

"After countless months in development, I'm glad to see Working Designs has finally made an English version of Lunar a reality. This RPG doesn't exactly break new ground in the genre. Everything in Lunar is adequate. The graphics, menus, and battle control, although atypical, are nicely done. The animated interludes are a little disappointing as they are really grainy and not even full screen. That's really a small gripe because Lunar has an entertaining story filled with enjoyable clues. Plus, the game is pretty difficult. Luckily, you can save anywhere. The PlayStation is becoming very RPG heavy and Lunar is a great addition to the library. However, with Star Ocean, Grandia, and FF VIII on the way, I would suggest holding off on Lunar."



Graphically, Lunar still looks top rank.



Mucus alert! Mucus alert! All hands on deck!

REINER
THE RAGING GAMER

Concept
7.75

Graphics
7

Sound
6.75

Playability
8

Entertainment
7

7.25

OVERALL

"This Lunar regurgitate is an entertaining package. Its graphics and gameplay, while old school, still hold their own with today's crop. Lunar's biggest triumph is the story. The character development isn't as systematic as it was on Sega CD, and the plot takes some unexpected turns that keep it from becoming monotonous. Granted, at times you'll just want to click through text, but don't be surprised if you find yourself totally immersed with Working Designs' fine translation. I have one complaint I have with Disney's animated films. I absolutely despise it when a character breaks out in song during a crucial plot moment. Lunar, while not spewing musical numbers, does produce a few cheesy licks that you'll want to write off."





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PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Capture & Combine Over 160 Monsters; 2-Player Arena Battle Stage; Over 600 Gorgeous Pre-Rendered Backgrounds; Animated Cutscenes; No Random Encounters; Save Points
- **Created by:** Genki for Crave Entertainment
- **Available:** Late July for PlayStation

95% Complete



Gotta Catch 'Em All

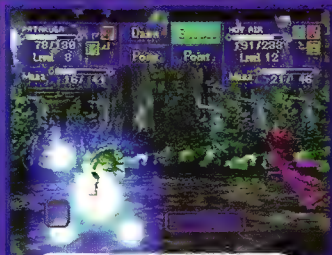
Don't have a Game Boy? Feeling left out of the Pokémon craze? If you have a PlayStation, then Jade Cocoon could cure your woes. In this eye-pleasing RPG, you'll embark on a quest through enchanted forests filled with nasty monsters. Instead of killing these creatures, you'll want to beat them silly just enough to capture them.

As the Cocoon Master Levant, you have the ability to imprison evil minions in cocoons. Then, you must bring them to a Cocoon Sorceress for purification. After that, you can equip them to be called upon in battle to fight in your place. Once you build up a good supply of monsters, merge them together so they have more power and versatility. To avoid a poor merger, Jade Cocoon allows you to preview any creation. You can see what the beast will look like, as well as what spells it will have and the maximum number of hit and mana points. In all, you can store 24 minions, but only three of them can be brought into battle. Plus, you can challenge a friend to a multi-monster battle (one to three each) with no fear of losing ownership.

Finding different monsters to conquer and control is definitely a blast, but Jade Cocoon has more. The 600 or so prerendered backdrops and animation sequences are lush and colorful, creating an excellent setting for the story. The story itself has a couple of facets. First, there are the Locusts of the Apocalypse that have infected many of Levant's fellow villagers with a sleeping sickness. As Levant, you will search enchanted forests to find a cure and, not surprisingly, the plot will take a number of twists that reveal more about the sickness and its origin. In addition to the quest, the story also focuses on Levant and his relationships with his family and other villagers.

Every Cocoon Master is married to his Cocoon Sorceress. The catch is, purifying cocoons is unhealthy for the Sorceress. Levant's father, also a Cocoon Master, left his mother to spare her further harm. Some villagers call him compassionate, some a coward, but either way you are driven to discover your father's fate. This fact affects your relationship with your wife, Mahbu, and the other villagers, some of whom see you as an outcast. The story becomes a commentary on the place of tradition in society.

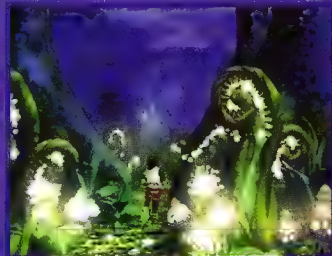
As deep and intriguing as Jade Cocoon's story is, the monster capturing and merging are what keep you playing. Like many RPGs, Jade Cocoon starts a little slow (and the monsters a little boring), but eventually picks up so that you crave (pun intended) the power of a new beast.



Challenge a friend to duel in the Arena Battle Stage.



Get a preview of your creation before you commit to merging.



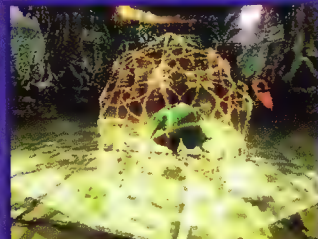
Jade Cocoon is loaded with stunning back drops.



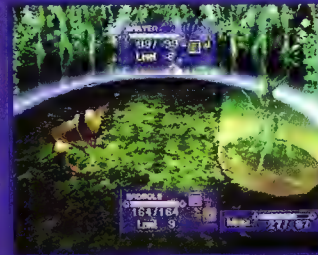
You'll meet all sorts of interesting creatures.



The battle heats up as Levant takes on two minions.



Behold the capturing of a minion.





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4. ODDS OF WINNING: The odds of winning depend on number of valid entries received.

5. ELIGIBILITY: Promotion open to residents of United States only. Return of any prize/prize notification as undeliverable will result in disqualification and an alternate winner will be selected. Winner may be required to sign an affidavit of eligibility/release of liability/prize acceptance within 14 days of receipt or forfeit prize. If the winner is a minor, then prize may be awarded to winner's parent or legal guardian. By acceptance of prize, winners agree to the use of their name and/or likeness for purposes of advertising, trade, or promotion without further compensation, unless prohibited by law. Employees of the Sponsor and its parent and affiliated companies and their families are not eligible. Neither the Sponsor nor its affiliates, subsidiaries, division or related companies are responsible for any damages, taxes, or expenses that winners might incur as a result of this sweepstakes or receipt of prize.
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7. RESTRICTIONS: Void where prohibited or restricted by law.



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Role-Playing Game.
- **Special Features:** 9 Characters (2 Playable); 2-Player Simultaneous Play; 3 Character Party; Land Make System; 11 Weapon Types; Combining Moves Creates New Attacks; Dual Shock & Analog Compatible
- **Created by:** Square Soft
- **Available:** Summer in Japan (U.S. Release Undetermined)

Translation Analysis *Difficult - Lucky guesses are required to discover new moves, places, and people.*

Setting the Scene

LEGEND OF MANA

It's been a long time, four years to be exact, but Square is finally bringing a sequel to Secret of Mana for SNES to the States. Although Legend of Mana for PlayStation loses the three-player option that Secret had (two players can now adventure together in a three-person party), it more than makes up for it with a larger quest, increased options, and a pastel world of watercolor backdrops.

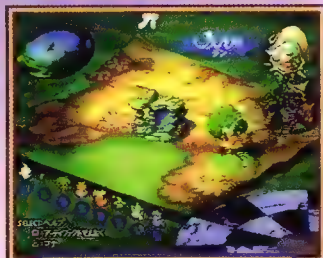
Like most RPGs, Legend of Mana's story begins small. After choosing between two female lead characters and deciding which of six initial weapons to wield, you begin the adventure in a small village. It's not long before it's time to depart from this boring burg, and that's where the Land Make system first comes in. Every time a person tells you of a new town, landmark, or dungeon, a wheel on the world map will have objects for you to place. Once set down, these Artifacts transform into the locale you've heard so much about. Every space on the map is aligned in varying degrees with the eight Mana (light, dark, wood, gold, fire, earth, wind, and water), and setting a location down in a different part of the world will change the layouts, monsters, events, and even the shop items within. Thus, Legend of Mana is practically guaranteed to be different for every player.

Once you place that dungeon, it won't be long before you get into a scuffle. The other people in your party will fight bravely at your side, but if you don't learn to take care of yourself by using the Action Edit menus, the adventure will end prematurely with the party's death. Action Edit allows players to combine any two moves they've learned (which depend on the weapon selected) to create something new and assign it to a button. For example, mixing Crouch with Jump brings about a High Jump. The new maneuvers you create can also be combined once more with other specials to create a maneuver of stellar bruising capabilities. These specials take away some of the power shown on your energy bar, but do much more damage than boring standard attacks. Also, if two characters are close to one another and their energy bars begin flashing, they can join to perform a powerful Synchro Attack.

Square hasn't given any kind of indication when we might be seeing Legend of Mana in North America, but it's coming. Something this good has to be shared with the world.



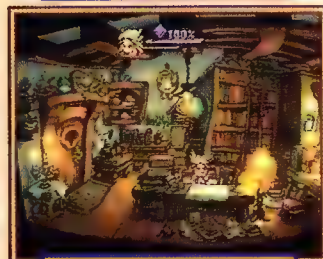
Legend of Mana cast photo.



Don't want your dungeon to the west? Don't put it there!



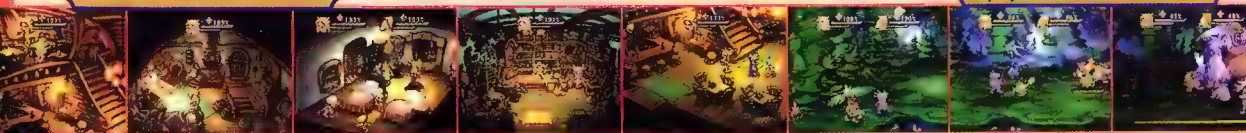
The boss breathes a chilling wind.



Every nook and cranny is displayed in this watercolor world.



Powering-up for a super attack.



SLED STORM

GAS and Snow Come Together

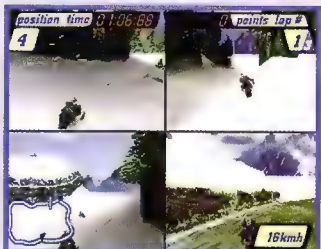
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (4-Player Via Multi-Tap)
- **Special Features:** 2 Racing Modes; Tricks & Combos; 8 Characters; Night Racing; Short Cuts; Taunts; 3 Engine Classes; 1st & 3rd-Person Perspectives; 4-Player Split-Screen; Dual Shock & Analog Compatible
- **Created by:** Electronic Arts
- **Available:** Summer for PlayStation

70% Complete



Night driving makes it a little more dangerous.



Sled Storm should offer the first 4-player split-screen for PS-X.



Characters are rated in five categories.

The title of this game can be misleading for those not hip to the lingo. Sled Storm does not use those red plastic sleds seen on the snow-covered hills of the northern states. No, we're talking about gas-chugging snowmobiles. But Sled Storm isn't what you may think of as typical snowmobiling. Here, trails aren't timid and you'll find no bars out in the middle of the forest.

If you've seen the snowmobile racing on the X Games, then you have an idea of what Sled Storm is all about – racing, jumping, and performing tricks. In Sled Storm, there are two kinds of courses: six SnoCross tracks and eight Open Mountain tracks. SnoCross is the stuff you see on the X Games – man-made, tightly built tracks with a lot of bumps and opportunities for air. The Open Mountain tracks feature varied and open terrain that contains short cuts, alternate paths, and a greater variety of snow surfaces like ice, water, and mud that affect the handling of your sled.

In addition to the racing, there are also tricks to perform. In all, there are over 50 tricks that can be combined, like Superman airs, Heel Clickers, and Decades. Once you master these tricks, you'll score points that can be collected to upgrade and customize your sled. There are three engine classes (400cc, 600cc, and 800cc) to acquire.

Sled Storm has six characters, plus two hidden, who also affect performance. Each is rated in top speed, acceleration, handling, and stability. Plus, each has his or her own trick set and verbal taunts.

Driving around in these snow-covered environments is a lot of fun. The control is a little loose to accurately reflect the sensation of floating across powder in the Open Mountain courses. The SnoCross courses demand more technical expertise as the turns are tighter and, with tons of bumps packed closely together, you'll need to display timing and rhythm.

Night racing and the first-person view add variety to Sled Storm, but perhaps the best feature for extended replay value is the 4-player split-screen. The only problem is the noticeable drop in framerate from 30 fps to 20.

Being northern boys, we at Game Informer are excited about a snowmobile racing game. But this game could also appeal to other geographic regions due to its tricks, solid control, course variety, and multiplayer features. Look for it this summer.



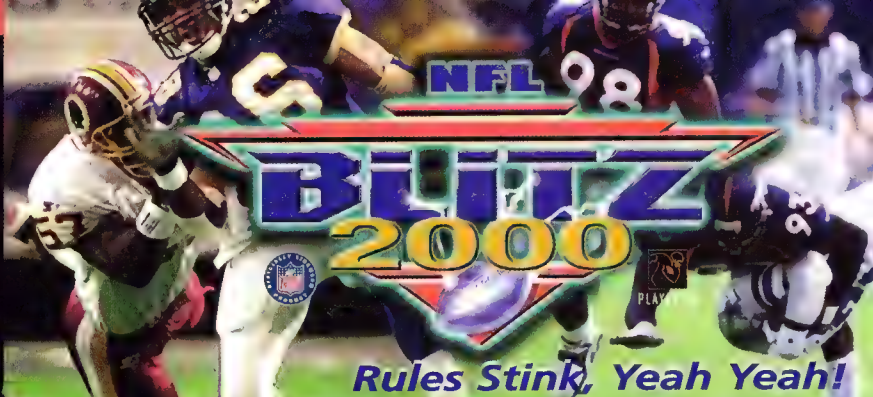
Air is plentiful.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports; (4-Player Via Multi-Tap)
- **Special Features:** 4 Modes (Arcade, Tournament, Season, & Practice); Offensive & Defensive Play Editors; Fire Mode; 3 Difficulties; Fantasy Stadiums; Secret Players; Icon Passing
- **Created by:** Midway Home Entertainment
- **Available:** Fall for PlayStation

70% Complete



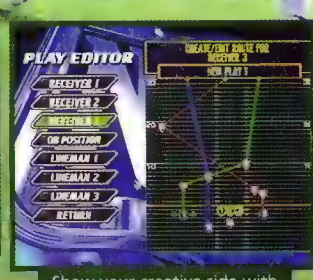
Blitz has high-flyin' action.



We hope Favre is okay.



In Blitz, sparring is totally legal.



Show your creative side with the play editor.

If you've been locked in your room for the past year playing Xenogears, then you may be unfamiliar with the relatively new football feud between Midway's NFL Blitz and 989 Sports' NFL Xtreme. In both of these games, the number of players on the field are reduced in order to open up the action; and many of the rules are simply ignored, especially those having to do with good sportsmanship. Therefore, late hits, body slams, and excessive taunting are all expected and accepted.

Last year, when Blitz and Xtreme went head-to-head in the battle of high-scoring, arcade football action, there was no question that Blitz was the ultimate champion. But since then, both Xtreme and Blitz have undergone their fair share of subtle changes, leaving the door to arcade-style football supremacy wide open.

The engine and gameplay of Blitz 2000 are exactly the same as last year, but there are some new additions to this year's PlayStation offering. Naturally, Midway has updated the rosters and added the Cleveland Browns, but there are more noteworthy changes. Last year, Blitz on the Nintendo 64 came with an awesome play editor that was missing from the PlayStation. This year, Blitz 2000 gives PS-X players the ability to create their own offensive and defensive plays and save them to a play book. Plus, Midway has added its own plays to the team play books for even more offensive and defensive strategy. But that's not all. Blitz 2000 allows up to four players to join in the fracas with a Multi-Tap and has added icon passing to make passing downfield more precise. Furthermore, Midway has included new fantasy stadiums, secret players, and codes.

Creating your own plays on offense and defense is a great feature that Xtreme 2 does not have, but Blitz 2000 does fall short in a couple of other areas. For instance, unlike Xtreme 2, Blitz 2000 has no create player, nor does it have expanded rosters that allow you to make substitutions. But in this sports genre, the front-end is icing on the cake. What really makes these games tick, not to mention sweet and delicious, is the gameplay. The action onfield has to be fast and furious with no regard for human life. No doubt, the winner of this year's battle between Blitz and Xtreme will have the superior gameplay, but we'll have to wait for some review copies of the game to determine who earns the title.



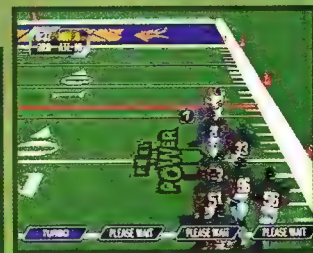
Ouch!!



Blitz has a number of fantasy stadiums.



Robert Smith makes a mad dash for the goal line.



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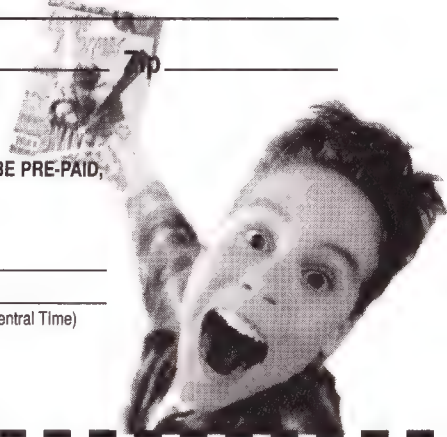
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Moves List

Dunks

Hold Turbo down and hit the Jump/Shoot button within the three point zone.

Evade

Double tap the Turbo button.

Pushing

Hit the Turbo and Pass button simultaneously.

TRAINING CARD #47

Take this card with you to your local arcade and show'em who knows all the moves!

Double Dunk

With Ball: When teammate goes up for an empty handed dunk and starts flashing, start to perform a dunk as well and hit Pass.

Without Ball: When teammate goes up for a dunk, do an empty handed dunk and tell him to pass the ball right before he reaches the basket.

Fire

Game Informer

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Secret Characters

BEAR	1228	HORNET	1105
BENNY	0503	OLDMAN	2001
BOOMER	0604	PINTO	1966
BRIDE	1935	RAPTOR	1020
CRUNCH	0503	SASQUA	7785
FRANK	1931	SLY	6765
GORILA	0314	TURBO	1111
HAWK	0322		

Vs. Screen Codes

Note: You must be on the Vs. (Versus) Screen to make these codes work.

Tournament Mode – Press all three buttons once and then hit Joystick Down.

Big Heads – Press Turbo once and hit Joystick Right.

Play With ABA Ball – Press Turbo twice, Shoot three times, Pass twice, and hit Joystick Right.

Fog (Outdoor Courts Only) – Press Turbo once, Shoot twice, Pass three times, and then hit Joystick Up.

Snow (Outdoor Courts Only) – Press Turbo once, Shoot twice, Pass once, and hit Joystick Left.



007 Tomorrow Never Dies

Bonding With the PlayStation

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** 2-Player Deathmatch; 3 Kinds of Action (Foot, Skiing, & Driving); Sniper Mode; Auto Aim; Real-Time Cutscenes; Stealth; Three Camera Views; Power-Ups; Film Footage
- **Created by:** Black Ops for MGM Interactive/Electronic Arts
- **Available:** Fall for PlayStation

75% Complete

Someday, somehow, Electronic Arts will release Tomorrow Never Dies (TND). With the enormous and continuing success of the last Bond game on the Nintendo 64, it certainly behooves developer Black Ops to make sure TND is in high form – but let's get a move on. Fortunately, the PlayStation 2 will be backward-compatible because, although TND is slated for a fall release, you never know what other delays this product may encounter.

Unlike Rare's GoldenEye, TND uses a third-person perspective. Obvious comparisons can be made to Metal Gear Solid and Syphon Filter with TND's gadgets and items, stealth, and overall espionage intensity. But the Bond license will help set TND apart from the other two. That means you'll get to hear Bond's catchy jingle as well as see Pierce Brosnan's handsome mug in the form of cutscenes that use actual footage from the motion picture.


In typical Bond fashion, TND will feature over a dozen gadgets and special weapons à la Q, including exploding cufflink detonators, microscopic tracking devices, satellite up-link cameras, ski pole rocket

launchers, and a versatile cell phone device. Often, specific gadgets will be introduced for particular missions.

TND will have over ten single-player missions and, in many instances, these missions can take you into more than one environment. One minute you could be blowing up a communications tower and the next you could be skiing down the slopes, pulling daffys while avoiding enemy Uzi fire. There is actually a decent variety of tricks that can be performed, and these were all motion captured for a fluid and natural look. Many (but not all) of the locations in the game are taken straight from the film. Some of the places you'll visit are the Military Outpost, Arms Bazaar, Carver Media Center, Hotel Atlantic, Ski Ridge, and Ha Long Bay.

Unlike Metal Gear and Syphon Filter, TND has multiplayer capabilities. With either a horizontal or vertical split-screen, you and a friend can enjoy the game's deathmatch mode as Bond, Wai Lin, or a select few other characters from the film. Deathmatch also features several levels and regenerating power-ups.

Other features of this spy thriller are three third-person perspectives, three styles of gameplay (foot, skiing, and driving), and analog and dual shock support. If all goes according to plan, expect to see TND this fall.



As expected, James is handy with a sniper rifle.




James crashes the Arms Bazaar.



James weighs his options.



James sneaks into the enemy compound.



James looks for hail damage on his precious BMW.



It's payback time.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Interactive 3D Environments; Dinosaurs Stalk, Disarm, & Toy With Prey; Weapon Creation; Blood Trails; Dual Shock & Analog Compatible; Save Points & Continues; Puzzles
- **Created by:** Capcom
- **Available:** September for PlayStation

65% Complete



"Now that's disgusting."



「さあ、死ねばいい」
If only we could establish the cause of death.



Regina comforts the dying.



Sometimes it's best to run.

Capcom

is not afraid to find a niche and stick to it. We project that in two years there will be as many Street Fighter releases as there are Bob Dylan albums. In addition to fighting games, Capcom loves its survival horror. The RE series promises to get bigger with exclusive releases planned for the N64, PlayStation, and Dreamcast. But, as many of you already know, Capcom is bringing the genre to a new universe with Dino Crisis.

A young Dr. Kirk is conducting secret research on Ibis Island to discover a clean energy source called Third Energy. It's very unstable, however, and in the wrong hands can be used as a weapon of mass destruction. But that's not all. Third Energy also has the side effect of opening a dimensional portal allowing dinosaurs to travel to Ibis Island. How convenient. Naturally, it's up to you to stop the dinosaurs and get the data on Dr. Kirk's energy experiments.

You are Regina, a member of a small assault force led by a man named Gayle. Sure, it's a girl's name, but let us assure you, Gayle is all man and then some. Then there's Rick, a wise-crackin' techno dude who's really good at restoring lost power to buildings and gaining access to computers.

Without a doubt, this game screams Resident Evil. But that's okay since RE has produced some of the best games around. Plus, there are enough subtle differences to make Dino Crisis a must-have game, provided you don't get squeamish at the sight of blood and mangled bodies.

Regina has a couple of moves up her sleeve that her RE counterparts did not. For instance, she can walk with her gun drawn and perform a 180° quick turn. The latter is especially useful since dinosaurs attack a lot faster than any zombie ever could. Plus, the dinos are relentless. If you leave a trail of blood, they will follow it. If they catch you, they might play with you by grabbing your arm with their teeth and shaking you to a slow and painful death. Also, the dinos can knock weapons out of your hands, creating all sorts of problems.

Dino Crisis seems to have it all. Horrifying enemies, solid control, great graphics, dramatic cutscenes and camera angles, humorous dialogue, and of course, lots of blood. Look for the horror to begin this September.



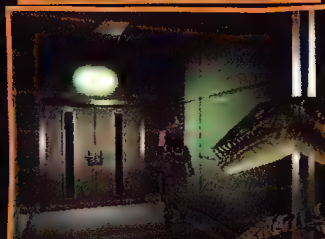
Regina, Rick, and Gayle get ready for action.



"Hey! That's a brand new desk!!"



"Oh \$@%#!!"



- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 125 New Taunts, Sound Bites, & Celebrations; 230 New Player Animations; 4 Modes (Quick Start, Season, Playoffs, & Tournament); 5 Players on a Team; Everyone's an Eligible Receiver; Create Player; Roster Substitutions
- **Created by:** 989 Sports
- **Available:** July 15 for PlayStation

90% Complete

XTREME 2

REVENGE THERAPY

Let's face it. The Vikings had their best chance in years to win the Super Bowl, but threw it all away in the NFC championship game against the Dirty Birds. As devoted fans of the Purple, many at GI have been in mourning ever since that fateful January afternoon. To deal with the depression of the loss, some of us release aggressions on punching bags while others, every morning before starting the day, chant positive affirmations like: "The Vikings are a good football team. Randy Moss is fast and tall. Offense wins Super Bowls. Red McCombs would never move the Vikings to Texas."

Another way we deal with the pain is to avenge the loss by conducting rematch after rematch of the NFC championship game on arcade-style football games like Xtreme and Blitz. In case you haven't been paying attention, Xtreme and Blitz are football scoring fests that emphasize late hits, crazy tackles, trash talking, and other rule benders. For instance, in 989 Sports' NFL Xtreme 2, defenders can grab a ball carrier by a limb, swing him around, and launch him into the air. Some rules have been seriously altered as well, like the option to pass the ball beyond the line of scrimmage, making scoring even easier.

If you're a sports fan, then you have no doubt noticed the increased popularity of trash talking and celebrating. Football is no exception, and Xtreme attempts to deliver the shameless self-promotion on the field. Last year, the trash talking in Xtreme was horrible. The dialogue was unoriginal and was delivered with the flair one would expect from comedian Steven Wright. For Xtreme 2, 989 Sports has added 125 new player taunts, sound bites, and celebrations. But unless the latest preview copy we played is omitting the choicest bits, the dialogue and delivery still lack the edge needed to convey the true attitude of poor sportsmanship.

Xtreme 2's graphics are better than last year's and no longer look like a pick-up version of GameDay. The control has also been simplified, no longer requiring many of the multi-button combos of last year's game. Ball carriers will be able to lateral, shoulder charge, high step, hurdle, stiff arm, and jump flip. On defense, you'll be able to perform a swim move, flip a blocker over your head, dive tackle, and unleash a clothes-line move.

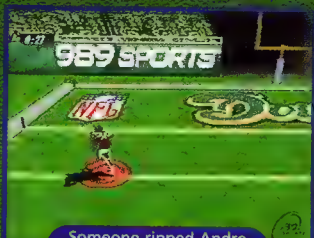
The first Xtreme was okay, but Blitz blew it out of the water. Clearly, Xtreme 2 has improved in many aspects, but will it be enough to slam Blitz onto the AstroTurf of the virtual gridiron?



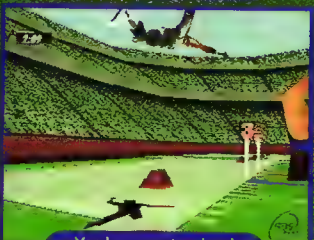
Randle reflects after a job well done.



Carter celebrates on his way to the end zone.



Someone ripped Andre Reed's shirt off.



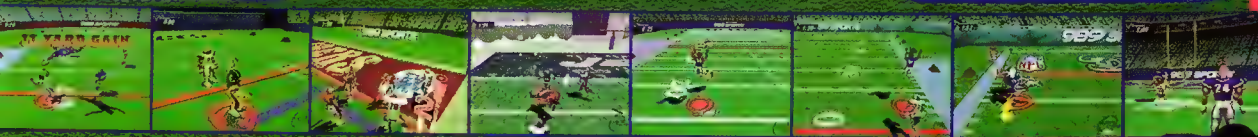
Yards are not gained after being tossed.



Hoist 'im up and slarn 'im down.



If he gets a first down, take him out of bounds and punish him.



PlayStation Preview



- **Size:** 1 CD ROM
- **Style:** 1-Player Shooter
- **Special Features:** 9 Zones With Both a Mid & Last Boss; 1st & 3rd-Person Camera Views; Full Replay With 4 Camera Angles; 2 Weapons With Multiple Power-Ups
- **Created by:** Polyphony for Sony Computer Entertainment
- **Available:** Now in Japan for PlayStation (U.S. Release Third Quarter)

Translation Analysis

Easy – Most basic instructions, like button functions, are in English.

Ω M E C A B O O S T

Rage Against the Machines!

Computers – our friends. They make our jobs easier. They keep us in touch with friends and family through email. The Internet brings us a world of knowledge with a simple click of the mouse. We love our computers. Still, don't you sometimes get the sneaking feeling that, if given a chance, your computer would violently take over the world and enslave humankind? We do, but then maybe we haven't been getting enough sleep.

This technological paranoia figures strongly in the plot of Omega Boost. It seems that a group of evil mechas, called the Alpha Core, have traveled back in time to 1946 and replaced a vacuum tube in the original ENIAC computer, triggering a chain of events resulting in the mechanical domination of Earth. Your mission is to go back after them and replace the vacuum tube with the original, freeing mankind from the tyranny of the Alpha Core. However, this is no job for a mild-mannered computer tech with taped-together glasses. To vanquish your foes, you must use your own well-armed mecha to turn the Alpha Core into scrap metal.

The most striking aspect of Omega Boost is the graphics – some of the best we've seen on PlayStation. The FMV introduction and cutscenes have production values that put many Hollywood sci-fi clunkers to shame. Throughout the game, you'll be astounded by the detail and size of the enemies and bosses.

Despite the detailed graphics, Omega Boost is a lightning-fast shooter. Enemies swarm from all directions, making the action so intense that you might have to pry your fingers off the controller after a long session. To help you inflict maximum damage, you are equipped with two weapons: a Vulcan Cannon which fires off short bursts, and a Laser Cannon which locks-on to a target and delivers a deadly, accurate blast. Also, a power-up weapon called the Viper Boost emits a comet-like ball of destruction that pulverizes anything in its path. The Scan function immediately detects and zeros in on enemies. The Boost button comes in handy when it's time for some evasive action.

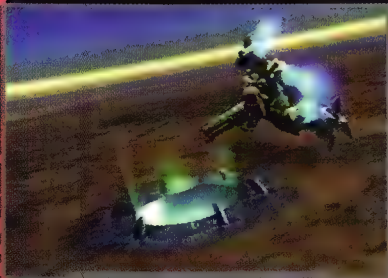
Omega Boost also offers a wide variety of backgrounds, enemies, and gameplay. Some levels have you blasting it out in deep space, others have you scouring the surface of a planet

for adversaries to rub out. The Timeshaft levels send you rushing down tubes filled with obstacles and robotic weapons. You face enemies ranging from huge, heavily-armed spacecraft to mechanical super-gophers; from enormous sand worms to 20th-century fighter planes.

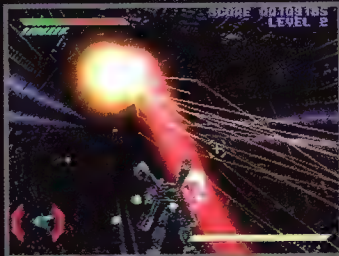
Shooter fans should definitely be in line for Omega Boost when it drops in the States. It offers amazing graphics and intense action, and compares favorably to the classic Sega Saturn series, Panzer Dragoon.



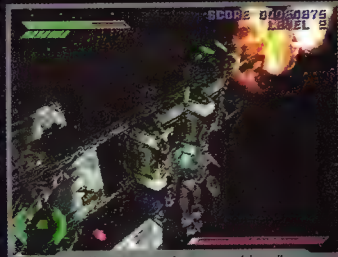
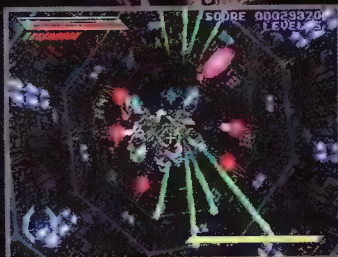
"Giant mechanical spiders are, like, totally gross."



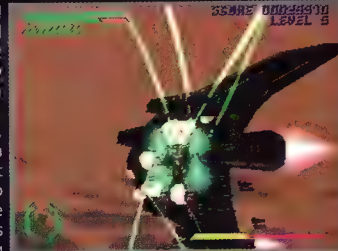
"I found the Earth's bellybutton!"




The laser cannon does some serious damage.



"Houston, we have a problem."





A Jedi Knight must
remain focused.
Mastery of the Force
requires that one
purge all unnecessary
activities from daily life.

STAR WARS
EPISODE I
THE PHANTOM MENACE

Prepare to immerse yourself in the epic adventure that is *The Phantom Menace*.
As the central character, you will journey to all the stunning locations of
Episode I, where you are destined to play a decisive role in every key event.
All-consuming? Yes. But then, there's no such thing as a part-time Jedi.



www.lucasarts.com/products/phantommenace
www.starwars.com

© Lucasfilm Ltd. & TM. All rights reserved. Used under authorization. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. 3D accelerator hardware required for PC version.

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Anime-Styled Graphics; Three Playable Characters; Letter Box Format; Onscreen Inventory; Sneak Mode; Fear Meter; Multiple Targets; Dual Shock & Analog Compatible
- Created by: Kronos for Eidos
- Available: November for PlayStation

50% Complete

My Three Mercenaries

After seeing *Fear Factor* (FF) in action, our initial reaction is positive. When Eidos claimed FF was going to look like an anime, we were skeptical, as we are with all claims of this nature. In this case, however, FF will likely come pretty close. The cutscenes look fantastic and, even during gameplay, the graphics convey that anime feel.

Fear Factor is very comparable to *Resident Evil* (minus the zombies). It uses a third-person perspective with a fixed camera, and controlling the character is very similar in that you will have to draw your gun and pivot the character to aim. FF builds on this concept with weapons like twin hand guns and twin Uzis that allow you to target two enemies at the same time. Eidos also claims FF will have significantly less loading time than either of the *Resident Evil* games and, from what we saw, that looks to be true.

The story of FF centers around three mercenaries trying to rescue the kidnapped daughter of a powerful leader of the Hong Kong Triad. All three mercenaries are playable, but you don't get to choose. Instead, each character is made available for certain parts of the game.

A unique feature of this game is the Fear Meter. As a character's fear (and with it the meter) increases, so does his or her adrenaline. When this happens, the character becomes more calm and focused, and kills with greater skill and efficiency. One-shot kills are more apt to happen with the Fear Meter high, but if the character gets shot or makes other mistakes, adrenaline goes down and some control is lost.

FF, with its RE-style gameplay and anime-style appearance, is definitely a game to watch for as its November release date draws closer.

- Size: 1 CD-ROM
- Style: 1-Player Action/Adventure
- Special Features: Not Just a Brawler Anymore; New Engine; 1 Playable Character; Sniper Mode; Stealth; Gravity Motion Effects
- Created by: Core for Eidos
- Available: October for PlayStation

45% Complete

Under the Knife

FIGHTING FORCE 2

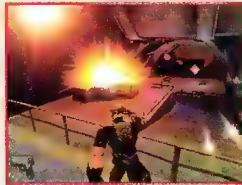
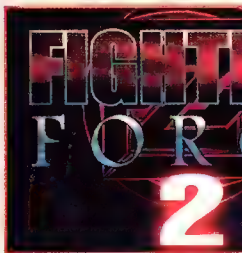
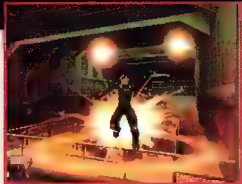
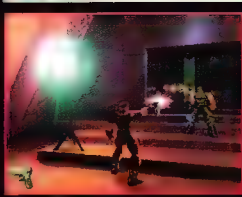
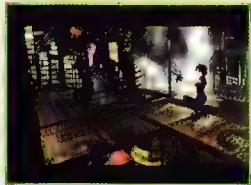
If you've been reading *GI* for over a year, then you may recall that we were not big fans of *Fighting Force*. Not that it mattered, because the game still sold well for Eidos, which began work on a sequel. Despite the success the original *Fighting Force* found, Eidos has decided to give *Fighting Force 2* (FF2) a serious facelift.

Dr. Zeng is gone and so is most of the rest of the cast. The only one left is Hawk Manson, who has been hired by the CIA to infiltrate the faceless and evil Nakamichi Corporation to find out about the cyborg technology it acquired from Dr. Zeng.

Also gone is most of the brawling that was in the original. FF2 has turned into an all-out action/adventure game with more story, more weapons, more ammunition, and even a little bit of stealth. There are so many weapons, we think you'll rarely have to use your fists.

Core has also given this game a brand new 3D engine that supposedly runs faster. Also, Core has put in place gravity motion effects that affect clothing and hair, and real-time lighting that casts shadows on the characters as they move. About the only thing remaining from the original FF is the non-linear level progression that lets you decide what level you want to conquer next.

The original *Fighting Force* sold well for Eidos, yet it is taking a gamble by drastically changing the sequel. Therefore, even though we didn't care much for the original, we're excited to get our hands on FF2 and see if this metamorphosis transforms the series into something worth paying for.



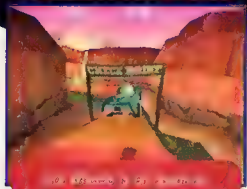
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 40 Classic Hot Wheels; 4 Environments With 3 Tracks Each; 3 Modes; Stunts & Classic Hot Wheels Tracks; Turbos; Half-Pipe; Alternate Paths; Rockin' Soundtrack
- **Created by:** Stormfront for Electronic Arts
- **Available:** Fall for PlayStation



Many tracks have alternate paths.

50% Complete



Crash 'N Burn



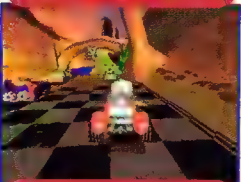
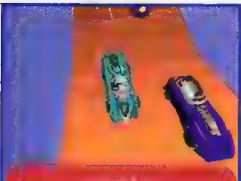
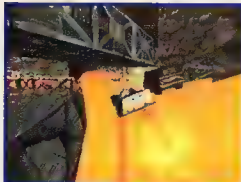
If you're like us, you have a special place in your heart for those tiny automobiles known as Hot Wheels. How many afternoons have you spent trying to find out which of your hot rods can jump the farthest, roll the fastest, or endure the most punishment? EA has decided to take these classic toys and deliver them to both the PlayStation and Nintendo 64.

Thousands of different Hot Wheels cars have graced toy shelves throughout the years, but EA has narrowed its selection down to 40, about half of which must be unlocked. Each car is rated according to top speed, durability, control, and stunts. That's right - stunts. Once in the air, you can command your car to do flips, spins, and rolls. If you successfully perform a trick, you are rewarded with turbos. And the greater the difficulty, the more turbos you get. Plus, you'll encounter classic Hot Wheels track sections like the Danger Changer, loop-to-loop, and Criss, Cross, Crash.

In all, there are 12 tracks divided into four unique environments - Volcano Island, Glacial Rift, Wild West, and Haunted Highway. The tracks themselves vary as much as the cars do, so that different cars work better on different tracks.

Hot Wheels has three modes of play. The Cup Series is a standard season mode and the Exhibition mode is for single races. The Air Time Challenge is what EA refers to as a party mode. You are given a certain amount of time to perform tricks and earn as many points as you can.

EA has also included a thumpin' soundtrack with music from Metallica, Mix Master Mike, Primus, and the Reverend Horton Heat. Look for Hot Wheels this fall.



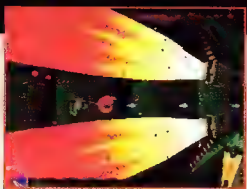
The racing field is six cars strong.

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** 4 Unique Spacecraft (1 Hidden); 7 Levels; 3 Dimensions; Flight Record Save Via Memory Card; Ambient Soundtrack; Unlock Backgrounds; Dual Shock Compatible
- **Created by:** IREM Software Engineering for AGETEC
- **Available:** July for PlayStation



80% Complete



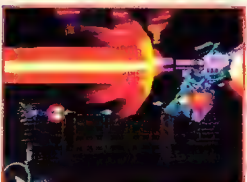
Shooting for the Third Dimension



Two dimensions may have entertained a decade ago, but now a game's got to have at least three to trip the buyer's trigger. R-Type Delta is finally bringing this twelve-year-old shooter series up-to-date on the PlayStation. Those damnable parasitic pests, the Bydo, have returned to vex the Earth once more, and have apparently gotten a little smarter as time has rolled along. Not only will they strike from the left and right, but from the background as well.

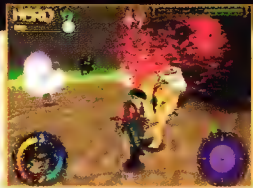
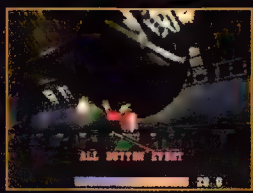
To defend against this revitalized menace, players will have three ships to choose from (one of which must be unlocked) in addition to the trusty R9. Each has its own unique weapon and power-up configurations, allowing players to find that special R-Type to fill their needs. For serious devastation, every spacecraft comes equipped with the limited use Delta weapon, which warps space in front of the ship, seriously mangling anything in its path.

With a memory card plugged in, players are able to keep a record of their war efforts. Along with high scores, things such as hours played, average destruction rate, and how many times the Delta weapon has been used are kept for later perusal. Overall success at obliteration will not only unlock that mysterious fourth ship, but also 12 background screens that display your craft in their finest moments. Additionally, high scores can be registered on AGETEC's website, so players from around the world will know who's really doing all the work saving the planet.



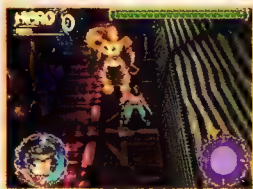
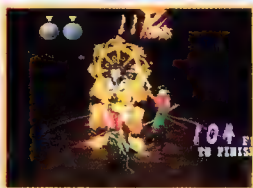
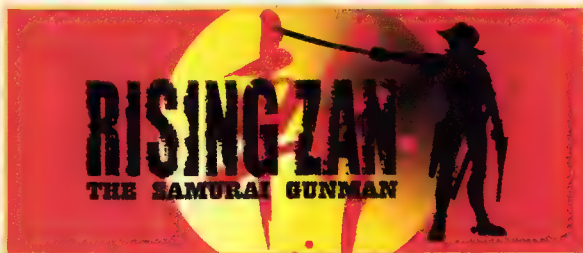
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Western, Sci-Fi, & Kung Fu Collide; 10 Levels; 3 Difficulties; 1 Johnny No More: Hidden Characters; Secret Areas; Minigames; Dual Shock & Analog Compatible
- **Created by:** UEP Systems for AGETEC
- **Available:** September for PlayStation



95% Complete

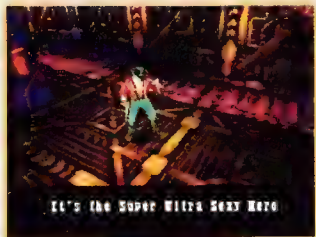
Evil Is Bigger Than Your Gun



In the 1800's, a cowpoke named Johnny finds out that evil is bigger than his gun, so he trains under a samurai, changes his name to Zan, and returns home to fight ninjas and robots galore. A mixed plot like this shouldn't work, but it does in AGETEC's Rising Zan. This 3rd-person slash-and-shoot spectacular will have you laughing while saving townsfolk: that is, when you're not singing the theme song.

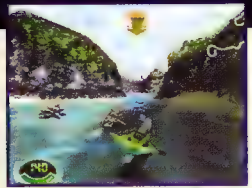
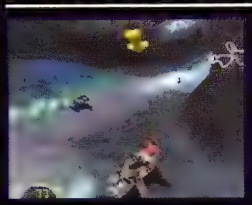
Zan, the self-proclaimed Super Ultra Sexy Hero, has a load of special moves to help him take out the evil forces that threaten his home. Sure, it's easier just to plug away while the enemy approaches, but you'll earn no Sexy Points that way. Killing while looking good is very important to Zan, and the more Circle Sweeps, Sword Charges, and Spinning Slashes you perform, the higher your Sexy Meter becomes. When enough sexiness has been acquired, a push of the button makes Zan a super-fast killing machine for a brief time.

In addition to the standard minion-slaying action, Rising Zan also relies on all-button jamfests. A sumo pushing machine gets in your way? Slam everything to push back. Just beat a boss? Press like mad to earn more cutting and shooting time. Why? Because it's sexier that way.



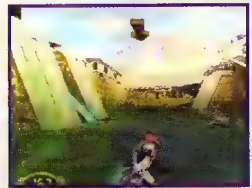
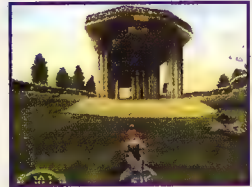
PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** New 3D Engine; 16 Tracks in 6 Environments; 11 Hover Bikes; 4 Modes (Practice, Single Race, Season, & Stunt); 3 Difficulties; Radar/Map; Turbo Dual Shock & Analog Compatible;
- **Created by:** 989 Studios
- **Available:** September for PlayStation



65% Complete

A Refined Air

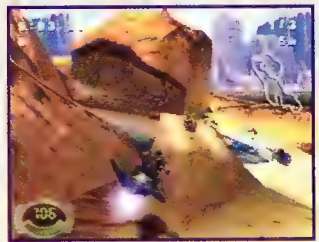


Single Trac has no part in Jet Moto any more. As with other Sony franchises (like Twisted Metal and Cool Boarders), 989 Studios is changing the developer of Jet Moto 3, opting to keep it in house.

Naturally, a change in developer means changes in the game. In Jet Moto 3's case, this means only minor modifications. The new 3D engine runs at 30 frames per second and has improved lighting effects that add things like reflections to the 11 hover bikes, each of which is rated according to acceleration, top speed, and handling. The racing is faster and the hover bikes are easier to spin, allowing you to pull off even crazier aerial maneuvers.

Of course, much of the game is identical. The magnetic grapple is still in place for difficult turns. In all, there are 16 Moto-esque tracks located in six different environments: water, dirt, sand, ice, snow, and concrete. The tracks can be raced in three modes, Practice, Single Race, or Season. Plus, if you beat the Season mode on the hardest difficulty, you will unlock a Stunt mode.

Jet Moto 3 won't have any drastic changes, so fans of the series needn't worry about the change of developer. This September, expect to see a refined and improved Jet Moto racing game.

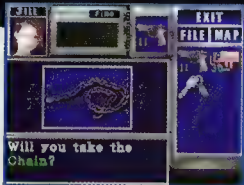


PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Starring Jill Valentine; Developed by Shinji Mikami; 10 Types of Zombies; New Dodge Move; Live Selection Feature Lets You Affect the Story's Outcome
- **Created by:** Capcom
- **Available:** November for PlayStation

40% Complete

horror galore



Will you take the Chain?

RESIDENT EVIL 3



Capcom is kicking horror into high gear. With *Dino Crisis* for PlayStation, as well as unique *Resident Evil* titles for the PlayStation, Dreamcast, Nintendo 64, Game Boy Color, and game.com. There will be no shortage of soiled underpants this winter.

Resident Evil 3 Nemesis will be the next chapter in the ongoing saga of the experiments of the evil Umbrella Corporation. Although the third in the series, *Nemesis* will actually occur hours before *RE 2* in time. You will start the game in Raccoon City as S.T.A.R.S. team member, Jill Valentine, while she packs for a trip to Europe. Unfortunately for Jill, Raccoon City is already crawling with zombies, and she is knocked unconscious and injured severely before she can escape the town and catch her plane. You must then search for a cure to save Jill from death with the help of Carlos Oliveira, a young, "hot-blooded, tough guy from South America."

In all, *RE 3* will feature ten types of zombies; some will be from past games, while others will be totally new. In this adventure, enemies can come back to life at any time. To counter this annoying enemy trait, Capcom has implemented a new dodge feature that makes it easier to avoid attacks. Also, you will be able to interact more with the environment and use background objects for defensive purposes.



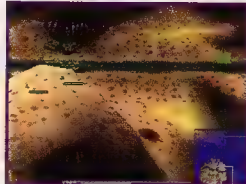
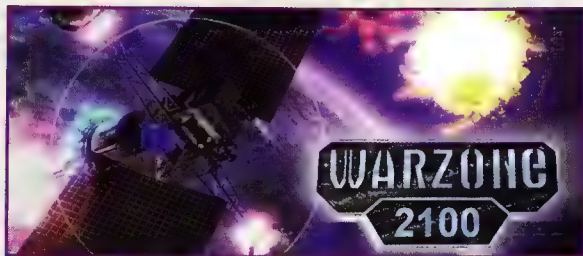
PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy
- **Special Features:** Real-Time; Unit Design; Find & Research Technologies; Improvements & Units Carry Over; Designate up to 4 Squads; Dual Shock & Mouse Compatible
- **Replay Value:** Moderate
- **Created by:** Pumpkin Studios for Eidos
- **Available:** Now for PlayStation

Bottom Line: **7.75**



	ANDY	PAUL	REINER
Concept:	8.5	7	8
Graphics:	7.75	7.75	7.25
Sound:	8	7	7
Playability:	8	5	7.5
Entertainment:	8.75	9	8.5
Overall:	8.25	7.25	7.5



In *Warzone 2100*, the player takes on the roles of a handful of survivors of a global nuclear holocaust who have committed themselves to restoring society. Your initial goal is to go out into the wastelands, establish a base, and attempt to salvage old technology. Of course, this usually involves destroying other survivors' bases and picking up relics for research back at your home base. As with most real-timers to date, diplomacy is not an option.

One of the more interesting things about this game is the fact that all units and base improvements carry over between missions. Thus, particularly astute players can prepare themselves for future engagements by riddling the territory around their bases with defenses, finishing all available research, and creating large reserve armies before meeting their final mission objective.

The game has a wealth of interesting features. Vehicles, for instance, can be designed by choosing between three different component types: chassis, means of locomotion (wheels, treads, hover, VTOL), and turret system. While the design system is simple enough that players will constantly be upgrading to the newer, tougher technologies from the beginning of the game, the choices do become less obvious as a greater diversity of powerful technology becomes available.

Warzone 2100 also features a unique battle view, in which players can take control of an individual vehicle in a third-person over-the-top view. While it's nothing incredibly new, *Warzone* offers plenty of options and solid AI work to keep any real-time strategy fan satisfied.

Andy, The Game Hombre

"For strategy nuts, *Warzone* is a notable addition to the PS-X library. Its interface is easy to manage (once you get the hang of it); researching and designing units is entertaining in its own right; and the action is quite fierce. Poor resolution and no personality are its only drawbacks."

Paul, The Game Professor

"Initially, the cursor control is cumbersome and extremely frustrating. However, like many good real-time strategy games, this title is highly addictive. If you enjoyed *Command & Conquer*, take a look at this one."

Reiner, The Raging Gamer

"You gotta love it. There's absolutely nothing wrong with a 3D version of C&C, especially considering there aren't many real-time strategy games on the consoles. *Warzone 2100* shows a nice design that capitalizes on vehicle R&D and carry over missions. Better clarity would have been nice, but hey, that's a small gripe."

Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Racing
- **Special Features:** Over 40 Tricks With Various Combos; 9 Racers; Open Race Courses With Multiple Paths; Practice Mode; VMU Compatible
- **Created by:** Criterion Studios for Acclaim
- **Available:** October for Dreamcast

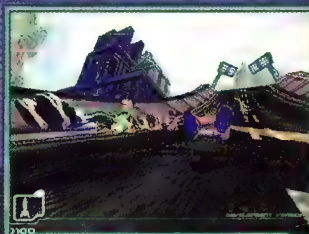
60% Complete

RACING IS IN ACCLAIM'S FUTURE

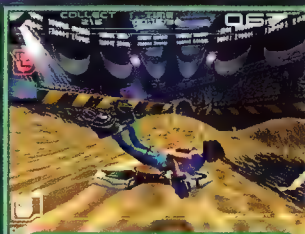
Acclaim is into Dreamcast development full swing with two titles expected to release around the Dreamcast's launch in September. After *Quarterback Club 2000* hits the DC in late September, Acclaim will follow with *Trickstyle* in October. Formerly known as *Velocity* (see GI May '99), *Trickstyle* is part racing game and, as the name suggests, part stunt-based action.

Trickstyle is set in the future. A future where utopian society has led to a bored populace. To revitalize their apathetic lifestyles, the masses have turned to gravity surfing. High above major cities across the world, urban surfers have quickly made this gravity surfing the new global pastime. Now seeking fame and glory, the best urban surfers have gathered for a worldwide competition.

The basis of the competition in *Trickstyle* is not only to beat your opponent to the finish line, but also to see who can pull off the most outrageous tricks. There are over 40 different tricks that can be executed, and tricks can be



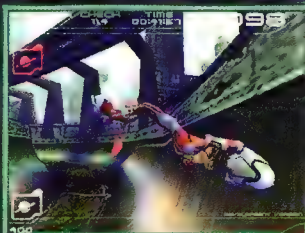
For extra speed you can go luge style...



...or head-first sled style.



Extreme air off the transition.

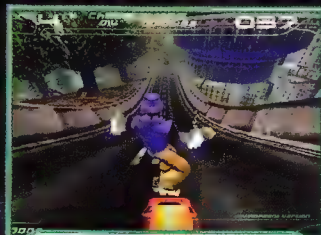


There are more than 40 different tricks.

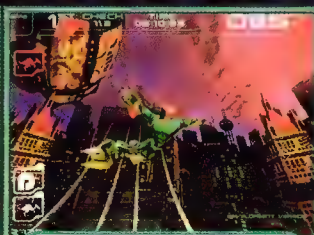
linked together to offer hundreds of different combos. Executing moves will score points, boost the overall speed and open access to alternate paths. For example, if your racer has enough speed, it will allow you to launch over obstacles and bypass a longer route. Likewise, some obstacles and jumps can send you into the abyss, and back to the rear of the pack.

There are a total of nine racers who compete in the *Trickstyle* competitions. All have varying strengths and weaknesses that can be exploited in city environments such as London, Tokyo, and Manhattan. In addition, the gravity surfboards have different attributes, more of which can be found throughout the competition. Plans also call for *Trickstyle* minigames via the Virtual Memory Unit. The VMU will allow players to build up characters and access new boards. There is also a practice arena called the Velodrome. Here you can perfect tricks and get the feel of this radical, futuristic sport.

Trickstyle may not have the most original concept, but the game is looking impressive. Stay tuned for more on this title in upcoming issues.



Strollin' through the park - urban-surfer style.



Hangtime over London.



Trickstyle offers very detailed graphics.



There are nine racers in all.

Dreamcast Preview

- Size: 1 GD-ROM
- Style: 1 or 2-Player Fighting
- Special Features: Rumble Meter for Powered-Up Punch; Voice-Overs by Michael Buffer; Multiple Camera Angles, 1st-Person Mode; Dreamcast Modem Compatible; Manager (Championship) Mode
- Created by: Midway
- Available: September for Dreamcast (Launch Title)

70% Complete

READY 2 RUMBLE BOXING

Hit 'Em Where It Hurts!

Ladies and Gentleman, we here at GI are pleased to announce the arrival of a new video game hero. Comin' straight from the NYC, he goes by the name of Afro Thunder a.k.a. the Chocolate Boy Wonder; known for leaving the competition 6 feet under, drinkin' milk straight from the udder, and never gettin' caught with the foul-ups, the bloopers, or the blunders! His righteous republic shall not be torn asunder – and that's word to the mother.

Sure, the slim young brother with the hundred-pound hair is cool, but that's far from all Midway's Ready 2 Rumble Boxing has to offer. This game was attracting large crowds at E3 and could be the first blockbuster title for the Dreamcast. Instead of offering up another run-of-the-mill boxing simulator, Midway has jam-packed Ready 2 Rumble with wacky fighting action the likes of which have not been seen since the glory days of Super Punch-Out on the SNES.

So far, we've seen eight of the 20 boxers that will be in the final game. The cast of characters includes: Salua Tuna, a big-boned sumo: "Raging" Rivera (no relation to GI's Ragin' Gamer); Tank Thrasher, a chrome-domed heshy with a bad disposition; and Selena Strike, a pretty pugilist with a wicked jab. Each fighter has his or her own strengths and weaknesses, as well as unique animations.

This game makes the most of the Dreamcast's graphic capabilities; the detail on each character is stunning and the animation is fluid. As the fight heats up, you begin to see injuries like black eyes and split lips appear on your fighter.

While its cartoonish yet hyper-realistic graphics are definitely amazing, the real draw of Ready 2 Rumble is the gameplay. Each boxer has a variety of different punches, and a Power-Up Super Punch. Screw the sweet science – Ready 2 Rumble is an all-out slugfest.

You can go head-to-head in two player mode, compete against the computer for the championship belt, or compete via the Internet using the Dreamcast's modem. There is also a Championship mode, where you can manage a boxer, controlling your fighter's money and workout time. Unfortunately, there is no Don King mode where you set your fighter up against tomato can chumps on Pay-Per-View and fleece your client for every dime he's got.

Stay tuned for more on this one in September; it's set to be a launch title for the Dreamcast and released for the N64 and PS-X at the same time.



"Go on with ya bad self!"



Tank and Butcher share a tender moment.



"Hit me – just don't mess the hair."



Two tons of fun.



"AAARRGH!
My hands are on fire!!"



Jet Li executes his Super-Punch.

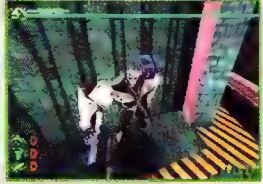
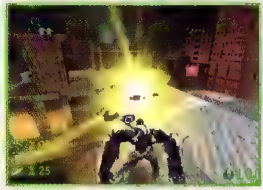
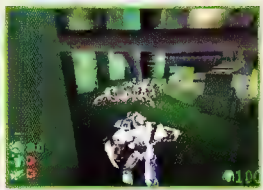
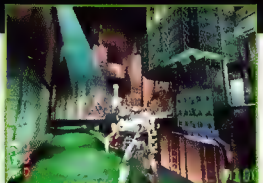
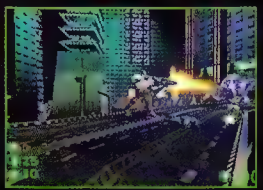


Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action/Shooter (12-Player Via Internet)
- **Special Features:** Destructible Environments; 15 Weapons; Throw Rubble & Cars When Desperate; 12-Player Deathmatch; Big Freaking Robots.
- **Created by:** Accolade
- **Available:** September for Dreamcast (Launch Title)

70% Complete

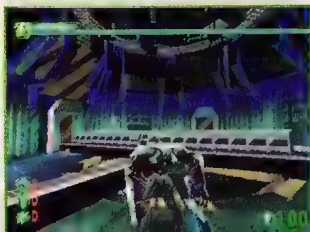
Anime Mecha Stylee



Let's take a look at the upcoming Dreamcast lineup. We've got a good showing of fighters, some promising sports titles, and racing games up the butt. Heck, there's even a couple giant mecha games on the horizon: From Software's *Frame Grinde* and now, *Slave Zero* from Accolade.

Taking place 500 years in the future, players control a human fused with the frame of a 60-foot-tall mecha that goes by the name of *Slave Zero*. Played in a third-person perspective, the emphasis of this game is on scale and interaction. When your giant robot comes stomping through town, people get out of the way. Bridges can be smashed, buildings jump-jetted on, and humans squished. You can even throw cars and rubble when you're in an ammo jam. Luckily, such a situation will rarely come up, as huge weapons lie about the city. *Slave Zero* can carry one gun and sling another across its back. All this to fight off the forces of *SovKahn*, who has the giant metropolis of *S1-9* in his iron grip.

The single player game will provide 40 hours of action through city, sewers, and suburbs, but add in the 4-player split-screen battle mode and *Slave Zero* starts to show a lot of promise. Oh, did we mention there's going to be a 12-player deathmatch thanks to the Dreamcast's built-in modem? Now we're getting somewhere.

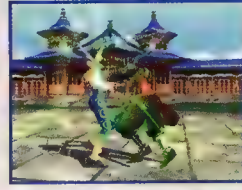
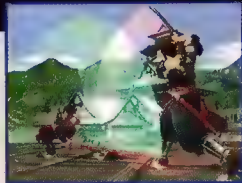
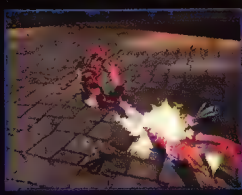


Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Weapon-Based Combat; 10 Characters Plus 7 Hidden; Custom Combos; 4 Types of Throws; Active & Neutral Guarding; Unblockable Attacks; Sidestepping; 60 FPS.
- **Created by:** Namco
- **Available:** September for Dreamcast

65% Complete

Blade Hunter



Soul Calibur is the sequel to the arcade game *Soul Edge* (aka *Soul Blade* on PlayStation) and continues the weapon-based combat saga. In *Soul Calibur*, players are on a quest for a mystical weapon called the *Soul Edge* that is said to have limitless power. However, there is a catch to this super weapon. The *Soul Edge* is also rumored to corrupt its owner, attempting to take the soul of the one who holds it.

Ten fighters, plus seven hidden, are available to control and shred with. Naturally, each have their own unique weapon and special moves. Moves can also be fitted together with other moves, allowing you to effectively create your own custom combos.

The defensive system is somewhat extensive with two basic types of blocks: active and neutral. Neutral blocks require no button and can be broken down by attacks that stagger you or come in rapid succession. Active blocking is the most common and effective means of defense because it protects against almost all types of attacks. For active blocking, using the block button is required.

There are, however, some unblockable attacks that help balance *Soul Calibur*. In addition, you can sidestep out of harm's way, and then move in to perform one of four different types of throws.



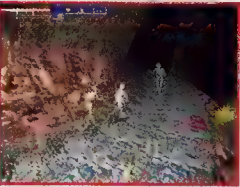
Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** New Villain in League With Dracula; Two Characters; 3D Environments; Large Bosses
- **Created by:** Konami Computer Entertainment of America
- **Available:** 4th Quarter for Dreamcast



30% Complete

Resurrecting the Belmonts



Since the original Castlevania on the NES, the Belmont family's eternal quest to stop the repeated resurrections of Dracula has established itself as a mainstay of the gaming consciousness. The excellent PlayStation offering, *Castlevania: Symphony of the Night*, best revealed the experience to be a Gothic saga, rather than a game about a guy with a whip, by straying from the usual Castlevania accouterments while continuing to focus on the same Gothic themes.

Following the mediocre N64 offering, we hope that Konami has learned to respect the fact that Castlevania isn't about a big name or a three dimensional environment. *Symphony of the Night* proved that by sticking to the traditional 2D sidescrolling environment and still winning a place as one of our all-time favorites.

While details on *Resurrection* are scarce, we do know that this time around, Dracula is in cahoots with the Countess of Castlevania who has helped him return to the mortal plane and cause trouble for the living. To stop this menace, ancient heroes of the Belmont clan have been resurrected to return to the eternal labor that is the curse of their lineage - staking Dracula.

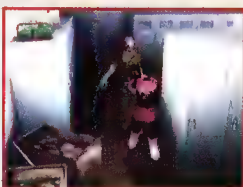
Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 1st-Person Battles; European Setting; Return of the Hunter Beasts; New Things to Kill; Lovely Dreamcast Graphics
- **Created by:** Capcom
- **Available:** Winter for Dreamcast



40% Complete

Horribly Beautiful



Do you want to know the truth? We here at GI don't know that much about *Resident Evil: Code Veronica*, we just wanted an excuse to show you seven pictures, so we made it a half page story. Rather than use a bunch of five syllable words and an incredible amount of conjunctions, how about this - we spill what little we do know, you stare in fascination at the pictures for a half hour or so, and we all walk away happy.

Exclusively for Dreamcast, *Code Veronica* has Claire Redfield leaving Raccoon City and heading for Europe, following scant clues regarding the whereabouts of her missing brother, Chris. Upon arrival, Claire soon finds a remote Umbrella Corporation laboratory, and that's where her nightmare really begins.

Capcom promises to incorporate a 1st-person perspective when battles take place that will entrench players' minds even deeper into the survival horror series. Naturally, with *Code Veronica* running on the power of Dreamcast, enhanced graphics, lighting, sound, character detail, and freakiness can be expected. Also, from the videos Capcom has been showing, it seems we can look forward to the return of the hunter beasts from the first *Resident Evil*. What are you still reading this for? Stare. Drool. Dream. Sweat.



Nintendo 64

Review

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 3rd-Person Perspective; Practice Mode; Create Special Plants To Get Past Obstacles; Rumble & Controller; Pak Compatible
- **Replay Value:** Moderately Low
- **Created by:** Disney Interactive/Traveller's Tales for Activision
- **Available:** Now for Nintendo 64

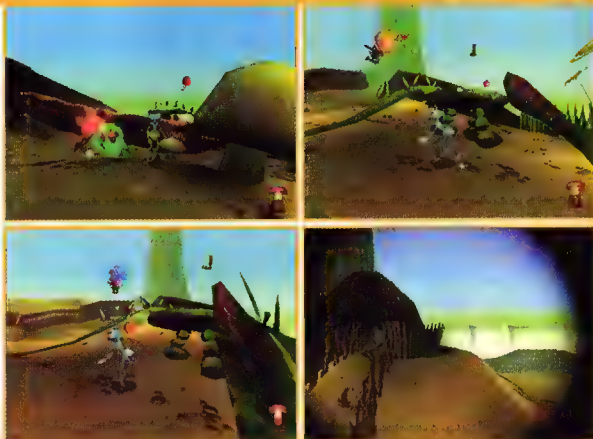
Concept:	3
Graphics:	8
Sound:	6.75
Playability:	5
Entertainment:	4

Bottom Line: **5.25**

A Bug's Life

by Jeff Labrecque

Although it looks like a lot of effort was put into making this cardboard cutout "free-roaming" action/platform game, one still gets the feeling that Disney Interactive was just banking too much on people buying anything with the Bug's Life name on it. It's one thing to do a solid game within a genre that's already saturated with copycats, but to do it worse than everyone before you is unforgivable. Flik may be a lovable little guy and the art is pretty enough, but this doesn't make up for lousy play control and dull levels. We'd call it a kid's game, but the awkward handling might be too much for them.



Nintendo 64

Review

- **Size:** 128 Megabit (Built-In Save)
- **Style:** 1 or 2-Player Sports (Up to 4-Player Season)
- **Special Features:** Player Create; Wide Screen Mode; Virtual Stadium Tours; Full Umpire Crew; Rumble; Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Angel Studios for Nintendo
- **Available:** Now for Nintendo 64

Concept:	8.5
Graphics:	8.75
Sound:	7.75
Playability:	9
Entertainment:	8.5

Bottom Line: **8.5**

Ken Griffey Jr.'s Slugfest

by Paul, the Game Professor

This game is essentially the same game as last year, but it now has a much needed Player Create feature. Without a doubt, the camera perspective in Griffey is the best of any baseball game. Charging ground balls in the infield and judging pop flies in the outfield brings the fundamentals of the true game to life. The animation is terrific, but the players still look strikingly similar. Additionally, the simulation of games is fairly slow and does not account for any of the bench players. In the end, this is the best playing N64 baseball game available. However, it does fall short of All-Star Baseball in options that many simulation fans crave.



PlayStation

Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter (2-Player in Arcade mode)
- **Special Features:** 6 Worlds With Many Levels in Each; 3 Camera Views; 15 Power-Ups; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Real Sports for Hasbro Interactive
- **Available:** Now for PlayStation

Concept:	7.5
Graphics:	7.5
Sound:	6
Playability:	7
Entertainment:	7

Bottom Line: **7**

Centipede

by Jay, the Gonzo Gamer

In Centipede for PlayStation, everything from the Atari arcade hit has become 3D, plopped into scenic surroundings, and sprinkled with a story. As Wally, the reluctant hero, players must pilot the Shooter ship through six worlds, each with slightly varying level goals, to save the world from a terrible bug menace. While trying to save villagers that live amongst fungus, Wally finds many power-ups to aid him in his exterminating chores: Ladybug Shields, Triple Shots, and Lob Bombs, among other things. Centipede succeeds in translating the classic into a playable 3D game, but doesn't add enough innovation to make it much more than an update. The fact that playing the classic Arcade mode is almost as fun as the rest of the game speaks volumes. Still, this title is worth renting at the least.





Croc 2

The reptilian marauder is back, and as expected, many of the problems that besieged his first escapade have in fact been fixed or completely revamped. *Croc 2* showcases larger environments, faster gameplay, and smoother controls. It also comes packed with gameplay variety and a more involving story. But alas, *Croc 2* still isn't for everyone. The cuteness factor that ran rampant in the first game has been spread even thicker in this sequel. Every second of play comes accompanied by a funny little voice, a goofy beat in the soundtrack, or a wacky animation or two. I enjoy the challenge that this platformer dishes out, but it's almost too cute to play. Until *Croc* develops an appetite for Gobbo, I don't think I can ever truly get into a *Croc* adventure. The kids will dig it though.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 40 Levels; 4 Gobbo Tribes; Secret Village; 7 New Bosses; New Moves Like Crocgy Paddle & Power Flip; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Argonaut Software; for Fox Interactive
- **Available:** Now for PlayStation

Concept:	7.25
Graphics:	8.5
Sound:	8
Playability:	7.25
Entertainment:	6.75

Bottom Line: 7.5

by Matt, the Original Gamer



Ultimate 8 Ball

There is nothing like the feel of a long shaft of wood in your hands. Unfortunately, it's not always possible to whip out your stick and smack some balls around. Thankfully, THQ has created *Ultimate 8 Ball* for those of us who don't have pool tables in our homes. Pool, not being the most action-packed sport, doesn't provide you with many thrills. What *Ultimate 8 Ball* does provide is realistic gameplay and a wide variety of games. Players compete in a number of different locations ranging from a ritzy gentleman's club to a seedy biker bar. Each location has its own cast of pool sharks (our favorite being Japanese hottie, Idoru) and table conditions. You must adjust your shot selection and strategy for each table if you want to be successful. Pool fanatics should check out this well done pool game. The average gamer might want to save this for a one-night rental.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 16-Player Sports
- **Special Features:** 14 Different Pocket Games; 15 Tables & Configurations; Tutorial Mode; Trick Shots; Hustle, Single Match, & Tournament Modes; Odd Shaped Tables; 10 Environments; 17 Computer Opponents;
- **Replay Value:** Moderate
- **Created by:** THQ
- **Available:** June 16 for PlayStation

Concept:	5
Graphics:	6
Sound:	4
Playability:	8
Entertainment:	6

Bottom Line: 6.5



Hello Kitty: Cube Frenzy

Being male with some traces of cultural gender bias, it's hard to dig a game where the goal is to unlock new outfits for Hello Kitty to choose from on future levels. The puzzle aspect of the game itself, while not very challenging, definitely tweaks that intuitive cluster of brain cells that women are supposed to be so "naturally" inclined toward. The goal of each level is to acquire all of the items that have been scattered around by using blocks as stepping stones for Kitty. Sometimes blocks will need to be cleared out by lining up matching colors of three or more. Young girls who have a thing for Hello Kitty should throw an extra point or two on the entertainment score for this review, but the rest of us may find it hard to avoid feeling silly when playing this game.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Story & Puzzle Modes; Passing Areas Unlocks Snazzy New Outfits; Extra Chapter Added to Storybook After Each Area; Dual Shock Compatible; Targeted at Younger Female Audience
- **Replay Value:** Moderate
- **Created by:** NewKidCo.
- **Available:** Now for PlayStation

Concept:	5.75
Graphics:	7
Sound:	7
Playability:	6.5
Entertainment:	6

Bottom Line: 6.5

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** Must Be Used With Original Grand Theft Auto CD; 50 New Missions, New Vehicles & Characters; Vintage Trojan Records Reggae Soundtrack; First-Ever Mission Pack for the PlayStation
- **Replay Value:** Moderate
- **Created by:** Rockstar Games for Take-Two
- **Available:** Now for PlayStation

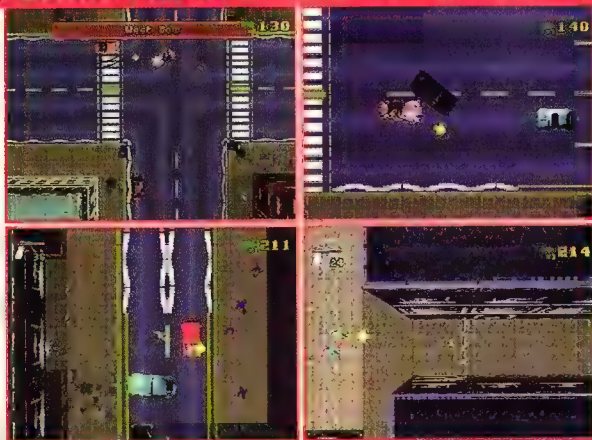
Concept:	6.5
Graphics:	5
Sound:	5
Playability:	7
Entertainment:	7

Bottom Line: **7**

Grand Theft Auto: London 1969

By Matt, Pro, Mophead, Dumb

Grand Theft Auto: London 1969 proves that all criminals are alike, some just have funny accents. This mission pack, which must be used with the original GTA, takes its predecessor's felonious gameplay to the swinging streets of late 60's London. You are a crook working for the notorious London criminal lords, Albert and Archie Crisp. The Crisps assign you jobs ranging from rubbing out rival gang members to stealing a scooter-load of bennies from some Mods. The gameplay and look are exactly the same as the first GTA, complete with less-than-dazzling graphics and slightly sloppy control. But as any O.G. will tell you, the car jacking, cap-busting action remains a unique game experience and a bloody good time. Throw in the sheer joy of running over limeys, and you've got something that GTA fans might want to throw down a few quid for.



PlayStation Review

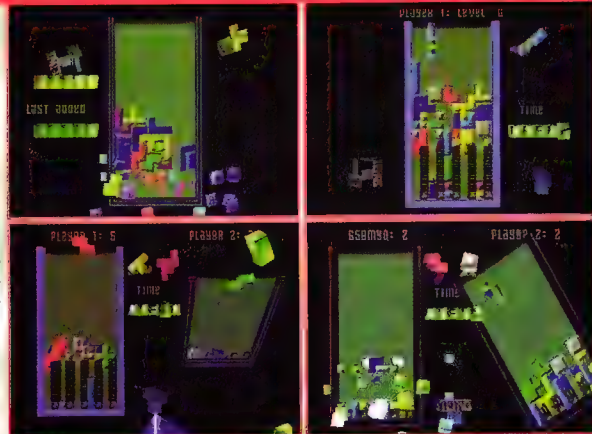
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Puzzle
- **Special Features:** Cascading Blocks; Marathon, Puzzle, Classic, & Score Marathon Modes; Leader Board & Player Record Save Via Memory Card; Spinning Playfields; Dual Shock Compatible
- **Replay Value:** High
- **Created by:** Blue Planet Software for Hasbro Interactive
- **Available:** Now for PlayStation

Concept:	5
Graphics:	6
Sound:	6
Playability:	7
Entertainment:	7

Bottom Line: **6**

The Next Tetris

This may be the most appropriately named game to come along in a while, for that's all it is: The Next Tetris. The newest addition tacked on to this standard Tetris model is the cascading blocks. Some bricks will come in two different colors, and if there is space below where the shades split the block, it will slide on down. Two-player mode gives adversaries the opportunity to give one another vertigo. Whenever two, three, or four lines are scored, the other person's playfield will spin in a varying direction. With about a thousand different versions of Tetris floating around for every system since the NES, one must truly ask themselves, "Do I need this?" The answer is probably not, since Classic mode proves almost as entertaining as the rest of the game.



Game Boy Color Review

- **Size:** Unknown
- **Style:** 1-Player Fighting
- **Special Features:** 20 WWF Superstars; With Trademark Finishers; 7 Modes (Challenge, Career, King of the Ring, Vs., Tag Team, Cage Match, & Training); No People's Elbow
- **Replay Value:** Moderate
- **Created by:** Crawford Interactive, for Acclaim
- **Available:** Now for Game Boy Color

Concept:	7.5
Graphics:	7
Sound:	5.25
Playability:	7
Entertainment:	6

Bottom Line: **6.5**

WWF Attitude

By Jay, the Gonzo Gamer

First, the good news. Acclaim's WWF Attitude for Game Boy Color is packed with wrestlers and modes, with gameplay very similar to that of War Zone for PS-X and N64. A health meter ranges from green to red, to show the wrestler's status, with the blue stun meter counting down after each shade is depleted. When the small circle in the corner flashes white, it's time for the finisher. Now, the bad news. The background music and sound effects are about as wussy as it gets, wrestlers flying off the top turnbuckle act like heat-seeking missiles, there is no 2-player link option, and you often stand up not facing the computer opponent, who will then pull about eight atomic drops on you. Attitude is, however, the only wrestling game available for Game Boy Color, and that will truly be the bottom line for many wrestling fanatics.



All-Star Baseball 2000

by Reiner, *The Raging Gamer*



This pint-sized version of Iguana's graphically acclaimed baseball series pairs fast arcade play with a sharp Baseball Stars appearance. All of the MLB's top athletes like Sammy "I'm Gonna Kick Mark McGwire's Butt This Year" Sosa, and Rickey "I Ain't Dead Yet" Henderson are all a part of this exciting release. For the true enthusiast, an entire 162 game season complete with 1999's authentic schedule is packed in for hours and hours and hours of fun. But without a battery to save down to, you'll need to ink a monstrous password after each game. Ugh! Playwise, this game is pieced together nicely. There's a good sensation of speed behind each pitch, and the fielding, while a tad sluggish around the corners, is executed nicely. If you want nine whopping innings of microscopic joy, look no further.

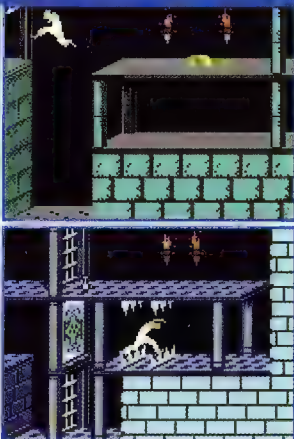
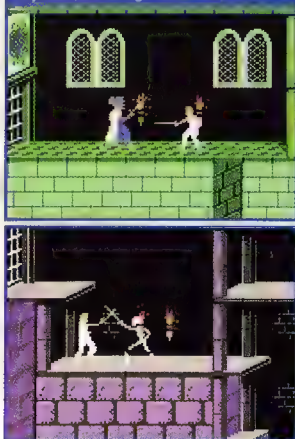
Game Boy Color Review

- **Size:** 8 Megabit
- **Style:** 1-Player Sports
- **Special Features:** Home Run Derby; Complete 162 Game Season; 2 Difficulty Levels; Auto Fielding Option; Current MLB Rosters; Password Save
- **Replay Value:** Moderately High
- **Created by:** Realtime Associates for Acclaim Entertainment
- **Available:** Now for Game Boy Color

Concept:	7
Graphics:	6.25
Sound:	6
Playability:	7.5
Entertainment:	7

Bottom Line: 7.25

by Matt, *The Original Gamer*



Prince of Persia

Old games don't die, they just get ported to new systems. Such is the case with the PC classic Prince of Persia. This epic adventure game has been reincarnated as a Game Boy Color title. In its day, Prince of Persia was an innovative title. Its mix of exploring, puzzle solving, and fighting make it the precursor to games like Tomb Raider and Legacy of Kain. This GBC adaptation stays true to the original Prince of Persia, right down to the fluid character animations. While the graphics and sound might seem a little primitive by today's standards, the gameplay remains engaging. Unfortunately, Prince of Persia's notoriously touchy control remains unchanged. The difficulty of the game coupled with the unforgiving control can cause frustration at times. However, if you're looking to relive old memories, or in search of an addictive and demanding game for the GBC, Prince of Persia delivers.

Game Boy Color Review

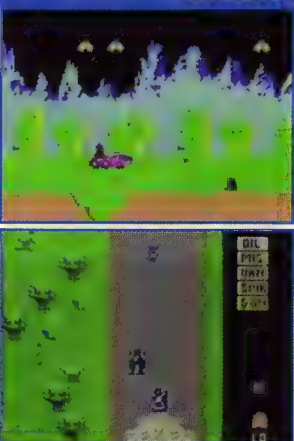
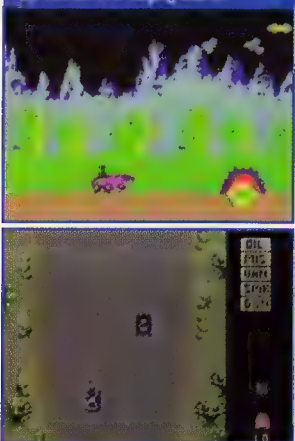
- **Size:** Unknown
- **Style:** 1-Player Action/Adventure
- **Special Features:** Game Boy Compatible; New Training Level & Enemies for Game Boy Color; Language Options Include English, French, Italian, German, & Spanish
- **Replay Value:** Low
- **Created by:** Red Orb for Mindscape
- **Available:** Now for Game Boy Color

Concept:	7
Graphics:	5
Sound:	3
Playability:	5
Entertainment:	7

Bottom Line: 6

by Reiner, *The Raging Gamer*

Moon Patrol/Spy Hunter



Both of these games look just like their original counterparts. Heck, they even sound the same. But both happen to be somewhat difficult to play on the Game Boy and Game Boy Color. The controls in Moon Patrol are silky sweet, however, the UFO bombs are nearly impossible to see. In Spy Hunter, the play is pieced together kind of clunky. As I've said before, any game that requires that the Start button be used as a primary function is troubled. Spy Hunter forces the player to throttle with the Start button. On such a small screen, reacting at high speeds is incredibly tough and not nearly as intense as it was in the arcades. Just playing Moon Patrol again was a blast, but one that quickly loses its classic bite.

Game Boy Color Review

- **Size:** 2 Megabit
- **Style:** 1-Player Action
- **Special Features:** Authentic Soundtrack & Graphics; Multiple Courses (Moon Patrol) & Multiple Paths (Spy Hunter); Top Secret Weapons & A Bouncy Lunar Patrol
- **Created by:** Digital Eclipse Software for Midway Home Entertainment
- **Available:** Now for Game Boy Color (Game Boy)

Concept:	6.5
Graphics:	7
Sound:	6.5
Playability:	5.75
Entertainment:	7.25

Bottom Line: 6.5

STARCRIFT - NINTENDO 64

CREATED BY: MASS MEDIA/BLIZZARD FOR NINTENDO
AVAILABLE: SEPTEMBER 27

StarCraft was a hit on the PC for its wide variety of units, three different races, and intriguing mission designs. The missions for the Nintendo 64 number over 50 and are pulled directly from the original StarCraft and its expansion pack. The game also features competitive and cooperative multiplayer modes via a 2-player split-screen.



HARVEST MOON 64 - NINTENDO 64

CREATED BY: NATSUME
AVAILABLE: FALL

Here's a foreign concept in the vid market: no killing. Instead, Harvest Moon 64 challenges players to run a successful farm and lead a happy life. Raise crops and animals, participate in town festivals, go to market, take a part-time job, even find a hot farm mama and settle down (we're talking humans here, gutter-brains). There's even 400 subplots to draw you away from the daily farming grind.



MONSTER TRUCK MADNESS - NINTENDO 64

CREATED BY: ROCKSTAR GAMES
AVAILABLE: JULY

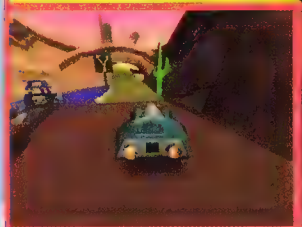
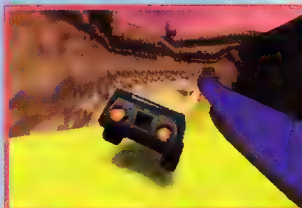
Monster Truck Madness, originally a popular PC game, is a big truck racing game featuring a wide variety of vehicles, a racing circuit mode, and a king of the hill-style battle mode in which players must stay on the top of a platform the longest. Tracks are furnished with a number of breakables, shortcuts, and jumps with crazy air time. While Monster Truck Madness is supposedly "Beta" at this point, the game doesn't appear to be anywhere near finished yet. Monster truck maniacs may want to hold off on getting too excited about this one until seeing a review.



HOT WHEELS - NINTENDO 64

CREATED BY: ELECTRONIC ARTS
AVAILABLE: FALL

The classic miniature hot rods are coming to a console near you in a racing game that is all about getting enough air to pull off as many stunts as possible. In addition to the stunts, on certain tracks you'll be able to perform wall stalls and drive on the ceiling. EA has included 40 real Hot Wheels for use on 12 tracks located in four unique environments. Hot Wheels fans will love this game that is due out some time this fall. For information on the PlayStation version of Hot Wheels, turn to page 55.



MINI RACERS - NINTENDO 64

CREATED BY: LOOKING GLASS FOR NINTENDO
AVAILABLE: UNDETERMINED

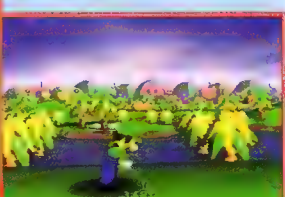
This game is something of a cross between RC Pro Am racing and Micro Machines. The game features remote control car racing. From the look of it, players will be able to upgrade their vehicles or get power-ups and repairs by picking up parts on the track. Up to four players can compete against each other on a split-screen.



MARIO GOLF - NINTENDO 64

CREATED BY: CAMELOT FOR NINTENDO
AVAILABLE: JULY 26

This game is being made by the same people who brought us Hot Shots Golf on the PlayStation. The gameplay of Mario looks to be very similar to Hot Shots with the same powerbar concept and a number of other look-alikes. The characters will include Mario, Luigi, Baby Mario, Wario, Yoshi, Princess Toadstool, and a number of other non-Nintendo mascot characters.



MORTAL KOMBAT SPECIAL FORCES - PLAYSTATION/NINTENDO 64

CREATED BY: MIDWAY
AVAILABLE: FALL

In this prequel story, players guide either a motion-captured Jax or Sonya through seven 3D worlds filled with an assortment of power-ups and weapons. Using the fighting engine of MK4 with some new moves, Special Forces adds role-playing and puzzle solving facets to make the game interesting. Hey! The TV series should try that. "I knew I'd find that secret portal somewhere."



SPIDER-MAN - PLAYSTATION/NINTENDO 64

CREATED BY: NEVERSOFT FOR ACTIVISION
AVAILABLE: SPRING

Spider-Man is coming to the PlayStation and N64, and from what we've seen so far, that could be a good thing. The game features a 3D environment full of wall crawling and webslinging action. Doc Ock and Venom are the only two villains that we know of so far. Keep an eye on this one. We liked it at E3.



RAYMAN 2 - PLAYSTATION/NINTENDO 64

CREATED BY: UBI SOFT
AVAILABLE: PLAYSTATION - 2000; N64 - OCTOBER 1999

Although the original Rayman achieved Greatest Hits status on the Sony PlayStation, we were never all that impressed with it. We have to give Rayman 2 its due though. It is a visually appealing game and appears to have quite a variety of environments. Fans of the first game will no doubt be immensely pleased. Skeptics had best wait for a review.



WCW MAYHEM - PLAYSTATION/NINTENDO 64

CREATED BY: ELECTRONIC ARTS
AVAILABLE: FALL

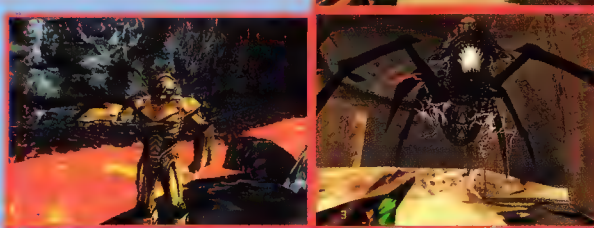
With features like these, why have sentence structure? Over 60 wrestlers; dressing room fights as seen by a security camera; commentary by Tony Schiavone, Mike Tenay, Bobby Heenan, and Gene Okurlund; a create-a-wrestler that recognizes names; controls that are easy to learn but hard to master; over 600 mo-cap moves; ring entrances with music and pyro; 15 WCW sets; crowd reactions; & extensive facial expressions.



ARMORINES - NINTENDO 64/PLAYSTATION

CREATED BY: PROBE FOR ACCLAIM
AVAILABLE: WINTER

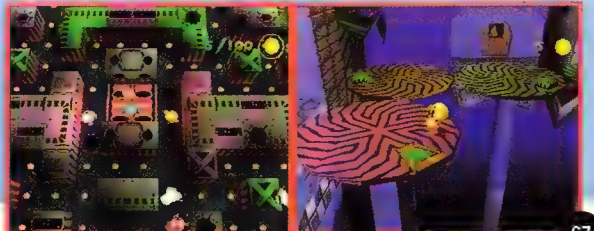
Believe it or not, Armorines was once a comic under the now defunct Acclaim Comics label. Like Turok and Shadowman, Acclaim is resurrecting the world of Armorines and turning it into a first-person shooter. The game will make use of Acclaim's Turok 2 engine, as well as Probe's Forsaken engine. The story sounds something like Starship Troopers and Acclaim boasts that there will be swarms of bugs to kill.



PAC-MAN WORLD - PLAYSTATION

CREATED BY: NAMCO
AVAILABLE: FALL

This fall, history marks the return of Pac-Man. The release of Pac-Man World will also mark the first time that the Pac Daddy's voluptuous curves will be rendered in full 3D. The game's Quest mode updates the franchise as a 90's-style action/platformer. Not just content with munching pellets, the new Pac-Man can jump, roll, shoot, swim, and "butt-bounce." (Shake what ya Momma gave ya!). The Maze mode brings the classic Pac-Man gameplay into a 3D environment, with a few new tricks. Gamers resistant to change take heart: Namco has included a Classic mode, which features the original arcade game.



DRIVER - PLAYSTATION

CREATED BY: REFLECTIONS FOR GT INTERACTIVE
AVAILABLE: JULY 8

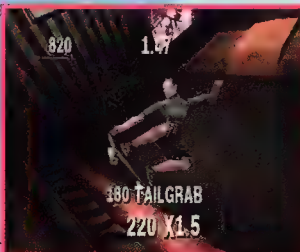
For the criminally minded among us, Driver is a game that allows players to terrorize the roadways like Tommy Lee after a few Long Island Iced Teas. You are Tanner, an undercover cop who poses as a driver for an underworld crime ring. Complete the missions, and you'll advance from small-time spot runner to big Willie, gathering information to bring down the organization from the inside. The realistic cities (NY, LA, San Francisco, and Miami), are modeled from actual photos. Add in tight controls, cinematic cutscenes, hilariously hard-boiled dialogue, and a Director mode; and you've got a game that will make players burn rubber to the nearest retailer.



TONY HAWK'S PRO SKATER - PLAYSTATION

CREATED BY: NEVERSOFT FOR ACTIVISION
AVAILABLE: OCTOBER

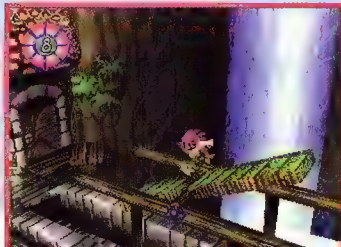
Hot diggity dog! This game is gonna rock da ramps to the ground! Since last previewed, Tony Hawk's Pro Skater has improved greatly. While the new copy still only included two tracks (School and Skate Park), four new professional skaters have been added into the mad phat mix. Joining Tony Hawk are Bucky Lasek, Chad Muska, Bob Burnquist, and Geoff Rowley. For your viewing pleasure, and to sedate your lust for this product, we've included pictures of four of the known skaters. Keep in mind, more ramp rackin' fiends are on the way.



TOMBA 2 - PLAYSTATION

CREATED BY: WHOPEE CAMP FOR SCEA
AVAILABLE: FIRST QUARTER 2000

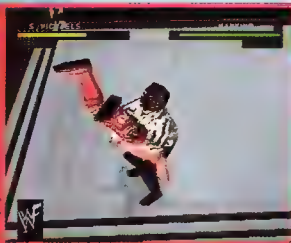
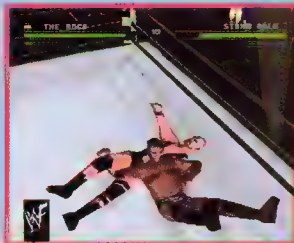
The pink afro made its three-dimensional debut at this year's E3 and to our satisfaction, the gameplay mechanics haven't changed a bit. Tomba can still swing around poles, hop on pigs, and turn and jump into the background. The big change is the absence of loading and an entirely new adventure to embark on. Tomba 2 will rock.



WWF ATTITUDE - PLAYSTATION

CREATED BY: IGUANA WEST FOR ACCLAIM ENTERTAINMENT
AVAILABLE: JUNE

Attitude is going to hit the console market harder than The Rock smacks around Steve Austin. Acclaim is working very hard to have the options and look of the N64 and PS-X versions as similar as possible, yet the PlayStation will most definitely have a touch better sound and a sweet FMV intro. Then again, it will also have load times. The choice will be tough for those with both systems, but either one will be dynastically Rockalicious.



FOX SPORTS NHL CHAMPIONSHIP 2000 - PLAYSTATION

CREATED BY: RADICAL ENTERTAINMENT FOR FOX SPORTS
INTERACTIVE
AVAILABLE: FALL

FOX Sports is set to crosscheck the PS-X with NHL Championship 2000. Officially licensed by the NHL and NHLPA, the game features FOX Sports television presentation with play-by-play and game analysis by



Kenny Albert & John Davidson. Players can create, edit, and trade players; and utilize adjustable coaching strategies. Fluid AI and multiple difficulty settings allow players of all skill levels the opportunity to enjoy the thrill of hockey without losing any teeth.

DEMOLITION RACER - PLAYSTATION

CREATED BY: PITBULL SYNDICATE FOR ACCOLADE
AVAILABLE: SEPTEMBER

Some members of the Destruction Derby 1 and 2 team have gotten together to bring us an unofficial sequel in the form of Demolition Racer for PlayStation. One or two players race amongst 16 cars around the track, attempting to cause as much collateral damage as possible. Fun features of this game include hidden cars (a hearse and a bus, for example), customizable paint jobs and decals, and destroying all in your path.

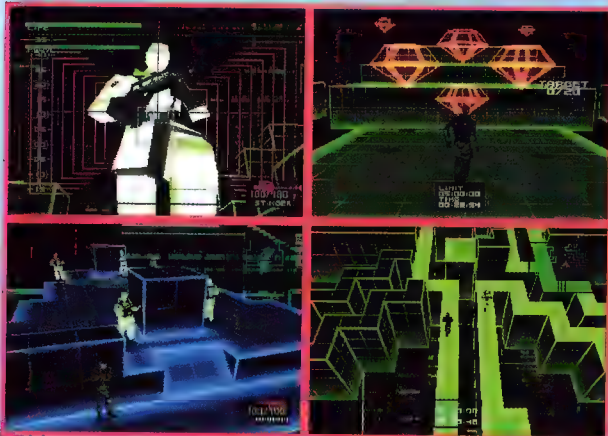


METAL GEAR SOLID VR MISSIONS -

PLAYSTATION

CREATED BY: KONAMI
AVAILABLE: OCTOBER

Metal Gear Solid VR Missions consists of nothing but puzzle intensive virtual training missions. The game will focus on all of the puzzle aspects of the previous Metal Gear Solid and will require the player to use deductive reasoning to solve murder cases as well. While we're not so sure what we think of Metal Gear Solid with nothing but training missions, there are 300 of them, which could equal a lot of playtime. In some of these missions, the ninja is playable. Cool.

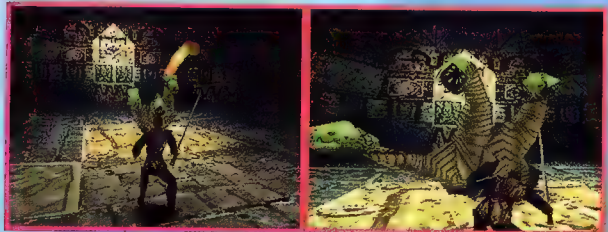


CRUSADERS OF MIGHT AND MAGIC -

PLAYSTATION

CREATED BY: THE 3DO COMPANY
AVAILABLE: FALL

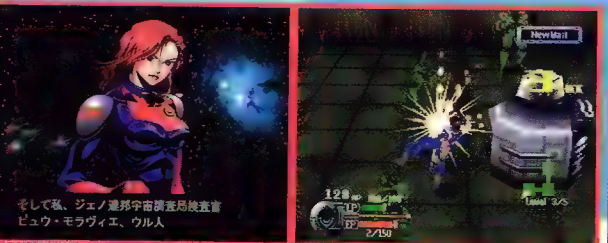
Might & Magic fans whose PCs are too far gone to play the latest of the series can look forward to a new Might & Magic title on the PlayStation. If you're hoping for strategy or role-playing, Crusaders may be a disappointment at first. The game is an action-based adventure along the lines of Tomb Raider, with a focus on exploration, fighting, and some RPG elements. The game's environments will be a mix of open outdoor areas and dungeon crawls consisting of tight corridors and mazes.



CYBER ORG (ONLY IN JAPAN) - PLAYSTATION

CREATED BY: FUZZBOX FOR SQUARE SOFT
AVAILABLE: NOW IN JAPAN (U.S. RELEASE PENDING)

Picture if you will a cross between Project Overkill and Xenophobe. Now, strip away any potential of this combination shaping into a decent game. Developer FuzzBox pieced together a fascinating concept, but the 3D engine this game runs on is as archaic as they come. How much fun can a fast moving action game be when the camera doesn't self-adjust and the angle is always a nuisance? Not very much at all. The combat is moderately amusing in a Fighting Force sort of way, and the individual character use is also rather interesting. But as a whole, this game doesn't add up to much. Don't expect to see it in the States.



TENCHU II - PLAYSTATION

CREATED BY: SONY MUSIC ENTERTAINMENT JAPAN FOR ACTIVISION
AVAILABLE: SEPTEMBER FOR PLAYSTATION

The first Tenchu stands as the greatest ninja game ever created, so naturally, we are fidgeting to get our hands on this upcoming game. Tenchu II will be a prequel to Tenchu and still set in feudal Japan. This time, the game will feature three playable ninjas instead of just two and, from the looks of it, one will be the honorable Rikimaru. There will also be new



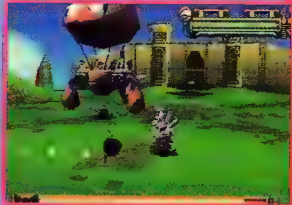
ninja tools, weapons, mission objectives, and character abilities. If that underwater picture is any indicator, you'll be able to see your prey above the surface while swimming and then sneak up for the kill. Tenchu II will have a multi-level Training mode, a Story mode, a Two-Player mode, and a Custom mode which will allow you to create your own levels. Hail!



TAIL CONCERTO - PLAYSTATION

CREATED BY: BANDAI FOR ATLUS
AVAILABLE: SUMMER

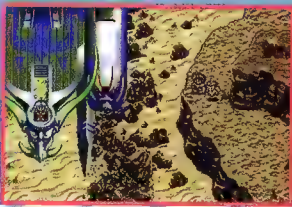
It's a well-known fact that if a cat's owner dies, it will feast upon the corpse. In Tail Concerto, these troublesome animals, members of the nefarious Black Cat Gang, are wreaking havoc on the floating islands of Prairie. You are Waffle, a police dog who must stop their plot to resurrect the Iron Giant God. If this doesn't sound nutty enough, Waffle is in command of his own mech, armed with a bubble gun (!?). This whacked-out premise leads players through eight levels filled with platforming action, Zelda-style exploration and puzzle-solving, plus anime cutscenes.



LUNAR 2: ETERNAL BLUE - PLAYSTATION

CREATED BY: WORKING DESIGNS
AVAILABLE: WINTER 1999

Although we're rather skeptical of the winter '99 release date, Working Designs will have to be working fast and hard on this title before the new systems start to take away the spotlight from the old. As with the first, Lunar 2 will sell with a number of extra trinkets, including a cloth map, a soundtrack CD, and yet another wacky "making of" CD.



KONAMI RALLY - PLAYSTATION

CREATED BY: KONAMI
AVAILABLE: NOVEMBER



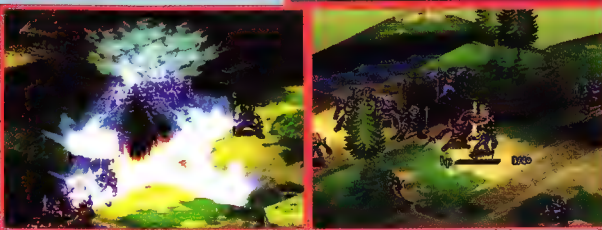
A racing game where brains, as well as engine brawn, are needed. Know thy tracks! As 1 or 2-players take their fully customizable cars through courses from around the world, an eye must be kept towards proper maintenance and adjustments. Shoddy workmanship will cause a lazy driver to get mangled on the courses' many hills, turns, and dips.



VANDAL HEARTS II - PLAYSTATION

CREATED BY: KONAMI
AVAILABLE: NOVEMBER

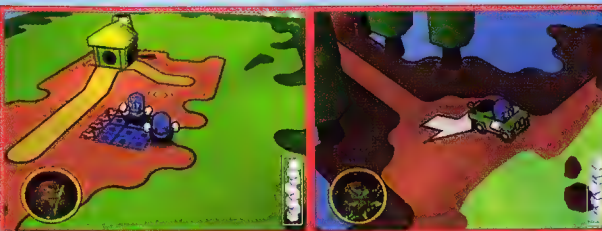
The sequel to the precursor of Final Fantasy Tactics, Vandal Hearts II will feature a unique character class system that is based on which of the 120 different types of armor and weapons your characters are carrying and how high those trinkets have leveled up. As the items acquire experience, special moves unique to each will be unlocked, allowing characters to unleash devastating attacks. The game will also feature a simultaneous turn-based system that will make it difficult to anticipate the AI's strategy.



TEAM BUDDIES - PLAYSTATION

CREATED BY: PSYGNOSIS
AVAILABLE: WINTER

Real-time strategy has never been so adorable! Up to 4-players on split-screen collect falling crates with their team of vitamin-shaped buddies. Different box configurations create weapons and vehicles for the buddies to use, or entirely new buddies to join the team. NPAs (non-player animals) abound across the eight playgrounds to thwart, love, or attack the buddies. Look at the little buddies run around! Hee, hee!



VIGILANTE 8: THE SECOND OFFENSE - DREAMCAST/NINTENDO 64/PLAYSTATION

CREATED BY: LUXOFLUX CORP. FOR ACTIVISION
AVAILABLE: FALL



Dreamcast

The original Vigilante 8 proved that a car combat game can always be a winner, even without breaking new ground. Second Offense will feature more of just about everything. New power-ups, weapons, special moves, and characters should keep fans of the original waiting in giddy anticipation for the game's fall release. People who plan on buying a Dreamcast on September 9, should be wary of the fall release date.



PlayStation



Nintendo 64

JEREMY MCGRATH SUPERCROSS 2000 - N64/PS-X/DC/GBC

CREATED BY: PROBE FOR ACCLAIM
AVAILABLE: OCTOBER



Acclaim is spreading this supercross racing game across all platforms and, as the name suggests, it stars supercross legend, Jeremy McGrath. Together with seven other racers, McGrath will feature eight authentic supercross circuits as well as a 3D track editor to allow players to design crazy circuits of their own. Hit the whoop-de-dos and showboat over the table top jumps in this crazy racer from Acclaim.

TEST DRIVE 6 - PLAYSTATION/DREAMCAST

CREATED BY: ACCOLADE
AVAILABLE: FALL

Test Drive 6 represents a major overhaul in the Test Drive series. This latest offering has over 40 American and European dream cars and an improved physics model aimed at making each vehicle have its own unique driving style. Each car can be upgraded up to five times as races are won. The game will also feature huge "all units" police car chases, including helicopters that track the player, breakable objects (a la Felony 11-79), and over 30 new tracks.



Dreamcast



PlayStation

NFL 2000 - DREAMCAST

CREATED BY: VISUAL CONCEPTS FOR SEGA
AVAILABLE: SEPTEMBER (LAUNCH TITLE)

Sega's NFL 2000, which features every NFL team, player, and stadium; is shaping up to be an impressive title. Visually stunning, the game features over 1,300 motion-captured player animations and 12 collision zones on each player. From what we've seen, this game will set the standard for graphics in a football game. NFL 2000 looked really good at E3 with only the Exhibition mode working, but we've been promised that there will be a Create Player mode, Play Editor mode, and impressive stat tracking. This game looks so realistic, we ran a play-action long bomb to Randy Moss for a touchdown, and we could have sworn we were in the Dome.



NFL QBC 2000 - DREAMCAST

CREATED BY: IGUANA ENTERTAINMENT FOR ACCLAIM
AVAILABLE: LATE SEPTEMBER

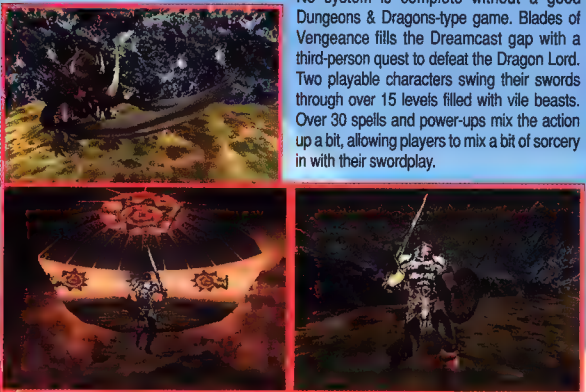
The sports scene on the Dreamcast will benefit from Acclaim's successful Quarterback Club football franchise. Joining Sega's own football title, QBC 2000 will make its way to the Dreamcast soon after its launch. In terms of playcontrol, we don't expect a lot of variation between this version and the N64 game. However, the graphics will be far superior. Look for rich details on the player models and other graphical tricks only capable via Sega's new workhorse.



BLADES OF VENGEANCE - DREAMCAST

CREATED BY: TREYARCH FOR CRAVE
AVAILABLE: WINTER

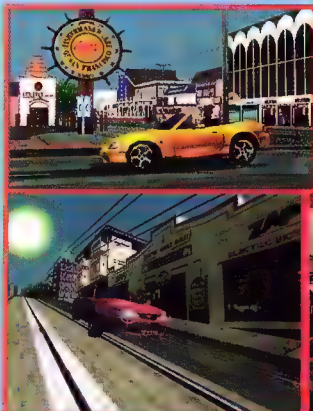
No system is complete without a good Dungeons & Dragons-type game. Blades of Vengeance fills the Dreamcast gap with a third-person quest to defeat the Dragon Lord. Two playable characters swing their swords through over 15 levels filled with vile beasts. Over 30 spells and power-ups mix the action up a bit, allowing players to mix a bit of sorcery in with their swordplay.



METROPOLIS STREET RACING - DREAMCAST

CREATED BY: BIZARRE CREATIONS FOR SEGA
AVAILABLE: WINTER

This Dreamcast racing game has players ripping through full city environments with realistic weather effects. Both arcade-style racing and hardcore physics models are available to make this game accessible by all. From the pictures, it's obvious that Bizarre remembered to include the sweetest ride of them all: the Ford Mustang.



DYNAMITE COP - DREAMCAST

CREATED BY: SEGA
AVAILABLE: UNDETERMINED

Sega makes Die Hard Arcade and it's a good action game. They lose the license, expand the game, and make Dynamite Deku. With Dreamcast on the way, Sega makes Deku 2 for the arcades, then releases it for the home

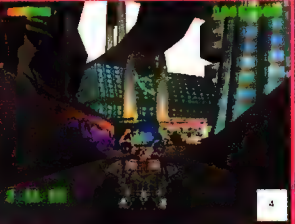


market under the name Dynamite Cop. Confused? Luckily, the game's more basic. Three characters (controlled by up to 2-players) can punch, kick, and shoot enemies 'til doomsday. The newly added character inventory aids in the slaughtering quest.

RED DOG - DREAMCAST

CREATED BY: ARGONAUT FOR SEGA
AVAILABLE: UNDETERMINED

So there's this dog who likes beer. One night after a real bender, it builds a car/tank thing with guns, drives through the city, and shoots stuff. It eventually passes out and is then thoroughly thwacked with a newspaper. Sega will probably change the story before this title hits the market, but we swear that's what it was. It's not that we don't know anything. Ooooh, pictures!



MOTOCROSS MANIACS 2 - GAME BOY COLOR

CREATED BY: KONAMI
AVAILABLE: SEPTEMBER

This Game Boy favorite returns with not only colors, but more tracks and features thanks to the power of the GBC. Once tired of the 10 new courses and hidden bonus tracks, existing courses can be edited, or entirely new tracks created. A 2-player mode is available via link cable, but if you don't have any friends, the Ghost Rider feature lets you race against yourself, get mad at yourself, and punch yourself in the arm. Vroom! Vroom!



8.5 Half-Life: Team Fortress Classic - Sierra



As far as first-person shooters go, I'm not too big on playing online. Sure, deathmatches are fun, but after a while I can get bored with the endless slaughter of strangers. I like having my victims near by so I can rub it in. But playing Half-Life online goes beyond the deathmatch.

If you've played Half-Life online before, you know it offers team play. The Half Life add on, Team Fortress Classic (TFC), is also about coordinating your efforts with others. Sure, you can be a rogue and try to win the games by yourself, but naturally, you'll have more success if you cooperate with teammates.

Before choosing a team, you'll have to decide what kind of game you want to play. One is your typical capture the flag where each team has a base containing its flag. To enter the other team's base, you can either run through the front door or swim through an underground passage to the basement of its base. If you manage to capture the flag, return to your base to score points. Your base has supply rooms filled with health, ammo, and armor, but you cannot access the supply rooms in your enemy's base. If low on health while in the enemy's base, you can call for a medic to pump you full of health.

In another capture-the-flag-style game, each team defends a base. Your objective is to infiltrate the enemy's base and get its key card. Then, bring the key card to its gas chamber (in its base) and insert the card in the proper slot to release a deadly nerve gas. If your team gets gassed, there are two ways to save yourself - find a bio suit or hop in the water.

Another interesting game is called the Hunter where there are three character types to choose from. One type simply tries to escape a large military compound by accessing a truck. But it's not as simple and boring as that may sound, because you can also choose an assassin whose goal is to kill all those attempting to escape. The third type, the body guard, is there to protect the escape artist by mowing down the assassins.

While these games aren't that innovative, they're still a good change of pace from the typical deathmatch. But the coolest thing about TFC are the different character types (available in most games) that have unique abilities and arsenals. For example, the spy can pose as the enemy; the heavy weapons guy is slow, but has a lot of armor and a big chain gun. The engineer carries a gun, but can also build auto-controlled turret cannons just about anywhere. Medics can not only cure allies, but also poison enemies. In addition there is a scout, soldier, pyro, and demolitions expert.

The teamplay aspect of TFC is solid, but what really hooked me was trying to master the strengths of each of the character types. Oh yeah, I almost forgot. You can also download this baby for free.

preview Darkstone - G.O.D.

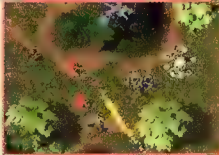
Not that this is a bad thing, but Darkstone has clearly been influenced by Diablo. But the real question about the game will be how it compares to Diablo II.

Seriously though, the story, the interface, and the game play are almost the spittin' image of Diablo. Darkstone has a couple of additional character types to choose from; the graphics, while not as detailed, are more 3D; and the camera is focused closer on the characters and action. There are a total of eight interchangeable characters, and you can control two simultaneously through 32 dungeons filled with monsters and bosses like the Prince of Darkness. The goal of Darkstone is to find seven magical crystals to empower a mystical orb and defeat the evil dragon Draak. Look for Darkstone this fall.



preview Total Annihilation: Kingdoms - Cavedog

While Total Annihilation remains a real-time strategy game, Kingdoms abandons its futuristic setting and returns to the days of castles, knights, wizards, and dragons. Combat is not only ground-based, but takes you to the seas and skies as well. There are four armies to command, each corresponding to a certain Kingdom: Veruna, Aramon, Taros, and Zhon. Also, each family is aligned with one of four elements - earth, air, water, and fire - which provide unique powers. Some specialize in more traditional weapons (Aramon and Veruna), while others have magical abilities (Taros and Zhon). Like its predecessor, Kingdoms has a ton of units (160 in all), from deities and knights to dragons and skeletons. I was not a big fan of the original TA, but Kingdoms, with its fantasy motif, diverse units, air and sea combat, and exceptional graphics and animation, has me drooling with anticipation. It should be available sometime this June.



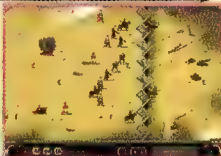
preview Braveheart - Eldos

Often, when a movie is made into a game, it's merely a brittle shell that relies on the movie's reputation to bolster sales. I thought this would be the case with Braveheart, but was mistaken. Although only in preview form, it's obvious it is a very involved strategy game that emphasizes both empire management and warfare. The computer can help you manage the business side of things if you'd rather focus on warfare, but unfortunately, the computer control can't be toggled on and off once the game begins. On the combat side, the warfare takes place in huge and beautiful 3D environments. There are dozens of Scottish clans to command, including Wallace and Robert the Bruce. Naturally, I opted for the Wallace clan led by the sexy Mel Gibson. If you like in-depth strategy like Civilization and a combat engine with a lot of potential, don't blow off Braveheart. Look for it this October.



7 Imperialism II -SSI

This turn-based strategy game is in the same vein as Civilization, but is not nearly as wide in scope. The game begins in the 1500s and continues past the 1700s. As one of the world's great powers (Spain, England, Holland, and others), you must try to develop your country while exploring and exploiting minor nations and the tribes of the new world. Taxation is not an issue, but you'll manage natural resources, food, trade, labor, research, and the military. Fortunately, computer control for almost everything can be toggled on and off during the game. Imperialism II also lets you enter the field of battle where you can have the computer take control of the turn-based fracas, but where's the fun in that? Imperialism starts out slow, but there is definitely a lot to do and, once you learn the game's quirks, it becomes a lot more fun. If you like world domination but were overwhelmed with Alpha Centauri, Imperialism II should make empire building more fun.



8.75 Requiem - 3DD

Requiem isn't the most revolutionary game, but I still liked it a lot. First off, the story actually seems like it was crucial to the game and not just window-dressing. It's the 21st century, and some angels have gone against God's will and descended upon earth to end human life. You take the role of the angel Malachi who is sent by God to destroy Liith, the leader of the Fallen, and her minions. The story is advanced, in part, through interaction with other characters who give clues or sometimes assign missions. All of the enemies - humans, droids, and the Fallen - are designed nicely and can be attacked with either traditional human weapons, like the "Trinity" Combat Shotgun, or Divine Powers that include the ability to warp time, possess a victim's body, turn an enemy into a pillar of salt, or boil an enemy's blood.



8 Worms Armageddon - MicroProse

If you think humor is important in a turn-based strategy game, then Worms is for you. In Armageddon (third in the series), cartoon worms take to randomly generated 2D battlefields and duke it out with an arsenal of wacky weapons. Armageddon is the sequel to Worms 2 and is basically the same game with a couple of exceptions. Some mission-based games have been added, as well as some new modes like Basic Training and Deathmatch. There are some new weapons too, like Skunk, Earthquake, Aqua Sheep, and Mole Bomb. But, as with past versions, the meat of Worms lies in the multiplayer. Over the net is fine, but face-to-face is even better. You can do a victory dance in your opponent's lap if you want, but you'll probably end up laughing hysterically together. This game is a riot, but if you already have a Worms game, you don't need Armageddon.



ARCADE BRIGADE

By Beaux, The Arcade Assassin

The arcade scene is picking up a bit this month. We are starting to see the summer lineups hit, and all the veteran gamers and weekend scrubs are piling in, offering some new competition. Late in the issue, I caught a glimpse of Tekken Tag Team, and it looks very cool with features like "tag combos" (one character starts a combos, tags out, and the other continues it). Expect to see some info on this title very soon. We also heard that Capcom is releasing arcade cabinets marketed for consumers; consoles are great but can never truly capture the same feel as the arcade. A bit of bad news though: it appears that Jo Jo's Adventure didn't test as well as Capcom hoped and will most likely not be released, which is a shame since it looked very nice.



NBA Showtime

REVIEW



Size: Standard and Deluxe Cabinets
Style: 1 to 4-Player Sports
Special Features: Create Player; 2-on-2 Matches; Instant Replays; NBA & NBC Licensing; Up-to-Date Rosters
Replay Value: Moderately High
Created by: Midway
Available: Now in Arcades

A must for any real basketball fanatic, Showtime offers a new addition to

Showtime from NBA Jam. Showtime is filled with many features such as combat codes and a Create Player option that lets you build up your characters by earning points to distribute among their various attributes. The game moves a little slowly, but this allows you to use a bit more technique since you are able to juke and make combination moves like alley-oops and double dunks. The camera is top notch, really getting you into the game by showing replays and nice close-up shots. Probably the most annoying thing in the game is the computer assist. It's not bad in the 2 to 4-player game where it's more fun to have a close game. But it can really tick you off in a 1-player game when you're up by 10 to 15 points and, all of a sudden, your team becomes a couple of drooling idiots. This one's not bad and will most likely have a long life at the arcades.



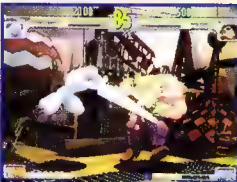
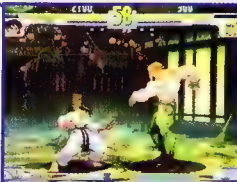
PREVIEW



Dead or Alive 2

Size: Unknown
Style: 1 or 2-Player Fighting
Special Features: Tag Team Mode; Large Battle Areas; Multiple Costumes; New Characters
Created by: Tecmo
Available: Late '99

It's still a little early to say, but Dead or Alive 2 seems to be coming along nicely. All the characters are crisp and clean on the new Naomi board, and the arenas are large with a lot of detail. So far there is only one new character (we don't know her story yet); but more are in the works, and all the original crew is returning. It is unknown if Dead or Alive 2 will feature the same danger zones as the first, but it's a safe bet the multiple costumes and wild feminine physics will make it to this version. Probably the most exciting new addition is the Tag Team mode which might have you seeing double, double. Keep an eye out for this one; it will hopefully be worth the wait.



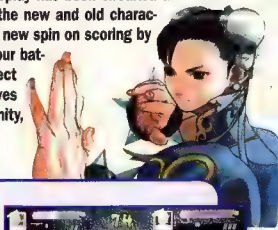
PREVIEW



Street Fighter III 3rd Strike

Size: Standard and Deluxe Stand-Up
Style: 1 or 2-Player Fighting
Special Features: 4 New Characters; The Return of Chun-Li (19 Characters in All); New Backgrounds & Animation
Created by: Capcom
Available: 3rd Quarter

The third installment of Street Fighter III is looking very exciting, boasting even more new characters and a new rating system. 3rd strike also marks the return of Capcom's foremost female combatant, Chun-Li. The new character line-up includes Remy, a vengeful Frenchman (hmm...where have I heard that before?); a girl gifted in karate, named Makoto; a mysterious enigma to the world known as Q; and Twelve, a genetically engineered killing machine created from the same experiments that made Necro. Gameplay has been tweaked a bit to ensure the balance between the new and old characters. The new rating system offers a new spin on scoring by ranking you on various aspects of your battle. If you fall around too much, expect a low score; but if you hit your moves on cue and counter at every opportunity, your score should reflect it.



REVIEW



Zombie Revenge

Size: Standard and Deluxe Stand-Up
Style: 1 or 2-Player Action/Adventure
Special Features: Hidden Areas; Simple Puzzles; Varied Attacks; 3 Playable Characters; Status Effects
Replay Value: Moderately High
Created by: Sega
Available: Now in Arcades

Zombie Revenge is a side adventure to the ever popular House of the Dead series. It portrays the exploits of three agents trying to solve the mystery of the zombie invasion. The level layouts are fairly simple with arrows to guide you to the end of each level and to the various story-developing stops. The levels are also littered with many weapons, varying from axes and shotguns to a fully automatic guitar case plucked straight out of the movie Desperado. Enemies in the game are relatively stupid (well, they are dead). Their dim wits are your gain, due to the fact that your life bar drops very quickly when the zombies decide you might be a tasty snack. The control is a little tricky and can become annoying at times, especially during a heated fight. One feature the game has, which is almost unheard of in an arcade game, is puzzles. There is one that has you stopping a train by pulling the break while fending off an endless supply of corpses. Other than the poor control and a slippery life bar, the game is a very nice change from the big three (driving, fighting, and shooting games), and I do recommend it.



Nintendo 64

Super Smash Brothers

The hints and tips compiled in the April issue were tested on the Japanese version and thus, a few changes occurred. Here's the complete listing for the U.S. version of Super Smash Brothers.

Play as Captain Falcon – Beat the game on any difficulty with any character in under 20 minutes without continuing to be thrust into battle against the nefarious Captain Falcon. Defeat the Captain and he'll be added to the Character Select screen.

Play as Purin (Jigglypuff) – Beat the game with any character under any difficulty setting to enter battle against this weak Pokémon. Win the fight and she's yours.

Play as Ness – Beat the game with three lives, without continuing, on the Normal difficulty setting. Then, take down Ness.

Play as Luigi – Complete "Break The Target" with the eight original characters to bring about a fight with Luigi, Mario's underrated bro. Don't worry, you can reach a completion rating on these boards in Practice as well.

Unlock Mew – Unlock the four bonus characters listed above to randomly unleash Mew in Pokéballs.

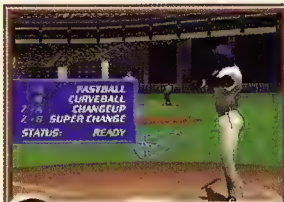
Mushroom Kingdom Level – Simply beat the game with all eight original characters.

Item Menu – Rack up over 50 games in the Versus mode to unlock this cool option.

Sound Test – Defeat all of the bonus games with every character (even the hidden ones).

Bonus Points – Seconds after beating an opponent, press the L Button to perform a taunt. If your character is still taunting when the camera zooms in, you'll be rewarded a few bonus points.

"The Rhino"
Toledo, OH



Ken Griffey, Jr.'s Slugfest

Easy Home Run – This code kind of stinks because it only works for The Kid, but hey, he deserves his props now and then. When Ken Griffey Jr. is at bat, press **Left (x2)**, **Right (x3)**, **Left (x2)**. After this, Mr. Griff will point to the outfield just like Babe Ruth did 2000 years ago. Now, connect with the pitch to smack a dinger.

Michael J. Fox
Shortlittleguy Town, NH

All Star Baseball 2000

Enter all of these codes at the Enter Cheats screen.

Big Baseball – BCHBLKTPTY
Blackout Mode – WTOTL
Blur Mode – MYEYES

"Scarecrow"
Burt Hills, NY

Doom 64

Enter these codes at the Password screen. Pause the game to access the new features unlocked by these codes.

Cheats Menu – ?TJL BDFW BFGV JVVV
Puts Level 32 in Demo – RVNH 3CT1 CD3M 0???

Daniel, The Retro Wookiee
Tental, WA



Triple Play 2000

Enter both of these codes at any point during gameplay.

Add Run to Home Team – Simultaneously press and hold **L Button**, **R Button**, and **Z**. Now, press **Left C (x2)**.

Add Run to Away Team – Simultaneously press and hold **L Button**, **R Button**, and **Z**. Now, press **Right C (x2)**.

Yani Boni Goal
Hickelburg, KY

Milo's Astro Lanes

Enter the first three codes while your ball is rolling down the lane.

Mega Ball – Left (x2), Right (x2), Left, Right
White Dwarf Ball – Right (x3), Left (x3)
Booster Ball – Right (x2), Left (x2), Right, Left
Clone Ball – Left (x3), Right (x3)

Enter this code when it's your turn to bowl.

All Green – Right, Left, Right, Left (x2), Right

Clark "Manager of the
Party Museum" Pood
Orlando, FL



California Speed

If you're looking for codes you might as well give up your search, because Cali Speed has none. You'll have to unlock it all manually, and as you know, this is a grueling feat. Here's how to do it.

Five-Oh Car – Beat the Sport Series.
Predator Car – Use Five-Oh to beat Sport Series.

Mano Car – Use Predator Car to beat Sport Series.

Squirrel Car – Beat Light Series.
Insect Car – Use Squirrel Car to beat Light Series.

Forklift Car – Use Insect Car to beat Light Series.

MD Pickup – Beat Heavy Series.

OL Truck – Use MD Pickup to beat Heavy Series.

Camper Truck – Use OL Truck to beat Heavy Series.

Semi – Beat California Cup.
Dozer Truck – Use Semi to beat State Mode.

Fuji and Clover Tracks – Beat Sport Series Week 2.

Round Track – Beat Heavy Series Week 2.

San Andreas Track – Beat Heavy Series Week 3.

California Track – Beat California Cup Week 5.

Thomas "The Big Round Man" Rolfe
Lancaster, IL

code of the month

Star Wars: Episode 1 Racer

Cheat Menu – These codes must be entered at the Name Entry screen (Save Game file). When inputting a code, hold **Z** then use the **Left Button** to tap a letter. When you do this, the letters you input appear in the lower left hand corner of the screen. After the desired code is entered hit the **Left Button** with the cursor on "End" icon followed by **A**. The word "Ok" will appear, signifying correct code entry. Now, start a race, pause, and use the digital pad to hit **Up**, **Left**, **Down**, **Right** (rather quickly). Doing this will bring up the Cheat Menu.

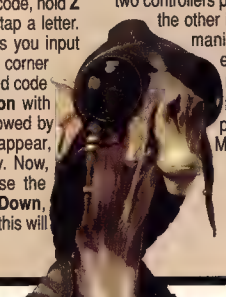
Invincibility – RRJABBA

Mirror Mode – RRTHEBEAST

Dual Controllers – RRDUAL (Must have two controllers plugged in, one into port 1 the other in port 3. Each controller manipulates a separate engine.)

Unlock Jinn Reeso – RRJINNRE (This new pod racer will replace Mars Duo when selected.)

Mark Davidson
New York, NY



ENTER TO WIN!

Send in your codes and passwords, and if we choose your entry as Code of the Month you'll win a wonderful prize from the Game Informer Vault! All other entries printed within these hallowed pages will receive a Secret Access T-shirt.

Send To:

Secret Access

Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail:

secretaccess@gameinformer.com

PlayStation

Grand Theft Auto: London 1969

Enter all of these codes as a player name.

Mack Daddy Code 1 – HAROLDHAND – This code unlocks All Levels, All Weapons, Infinite Ammo, Get Out of Jail Card, Mega Points, 99 Lives, No Cops, Armor, Display Coordinates, and the Parrot Picture.

Mack Daddy Code 2 – GETCARTER – This code unlocks All Levels, All Weapons, Infinite Ammo, Get Out of Jail Card, 99 Lives, Max Wanted Level, Armor, and Display Coordinates.

Mack Daddy Code 3 – FREEMANS – This code unlocks All Levels, All Weapons, Infinite Ammo, Get Out of Jail Card, Armor, and 5X Multiplier.

Little Daddy Code 1 – SORTED – This code unlocks All Levels, All Weapons, Infinite Ammo, Get Out of Jail Card, and Armor.

Little Daddy Code 2 – DONTMESS or TOOLEDUP – All Weapons, Infinite Ammo, Get Out of Jail Card, and Armor.

All Levels – RAZZLE or READERWIFE
London Levels 1 & 2 – MAYFAIR
London levels 1, 2 & 3 – PENTHOUSE
No Cops – GRASS
99 Lives – MCVICAR
9,999,990 Points – BIGBEN
5x Multiplier – SIDEBURN
Display Coordinates – SWEENEY
Max Wanted Level – OLDBILL

Mr. Monday Night
 Fargo, ND

5Xtreme

Enter all of these codes at the Codes screen. To find the codes screen, highlight Memory Card, then press Left or Right.

Unlock All Alien Characters – ASTROMEN
Race as Bink – BINK
Race as Lug Nut – LUGNUT
Race as Geep – GEEP
Race as Dominique – DOMINIQUE
Race as NYUB – NYUB
Race as Blue Car – BLUECAR
Race as White Car – WHITECAR
Race as Red Car – REDCAR
Race as TP – TP
All Exhibition Tracks – VOUEYUR
All Freestyle Tracks – TRIXXY

"Virtual Gap Boy 2000"
 Phoenix, AZ

Lucky Luke

Enter all of these serendipitous level codes at the Password screen.

Train 1 – Dalton, Dalton, Luke, Jolly Jumper
Train 2 – Luke, Luke, Jolly Jumper, Rantamplan
Pueblos – Dalton, Jolly Jumper, Luke, Rantamplan
Mine – Luke, Jolly Jumper, Dalton, Rantamplan
Indian Desert – Rantamplan, Rantamplan, Dalton, Jolly Jumper
Saloon – Dalton, Dalton, Jolly Jumper, Rantamplan
Waterfall 1 – Dalton, Luke, Luke, Jolly Jumper
Waterfall 2 – Rantamplan, Dalton, Rantamplan
Mine Cart – Rantamplan, Dalton, Dalton, Jolly Jumper
Bush Wackers – Jolly Jumper, Dalton, Rantamplan, Rantamplan
Dalton City – Jolly Jumper, Jolly Jumper, Luke, Rantamplan

"Scary Mary"
 Butugli, RI

Monster Seed

All Monsters – Enter the Options screen from Soulin Monster Ranch and highlight the "Buy Monster" icon. Now, press R2, R1, L2, L1, R1, R2, L1, L2 (x2).

All Items – At the Options screen press R2, L1, R1, L2, R2, L1, R1, L2 (x2).

View Ending – At the Title Screen press L2, R1, L1, R2, L2, R1, L1, R2 (x2).

"The Kramer Gamer"
 Whitefish, MT

ESPN X-Games Pro Boarder

Enter all of these codes at the Password screen.

Unlock Circuit – ✕, ●, ✕, ▲, ▲, ■
All Tracks & Circuits – ■, ▲, ✕, ■, ●, ●
Super Circuit & Boarders – ▲, ✕, ■, ✕, ▲, ●

"The Rhino"
 Toledo, OH

A Bug's Life

Unlimited Lives – This really isn't a cheat, but more of a helpful tactic. Enter the Training Mode and collect the F, L, I, and K letters to gain a life. Repeat this process over and over again to as many lives as you desire.

Carl Delgadoeagnelistica
 Pooville, SD



Rollage

Enter all of these codes at the Password screen. Note: Ignore the "Invalid Password" message.

All Leagues, Mirror Mode, Mega Trials, & More Options – MAXCHEAT
Expert Tracks, Bonus Car, Mega Trial, Mirror Mode, & Deathmatch – HHMPNEED
Hard & Mirrored Tracks – EADNCMAH
All Leagues and Neoto Deathmatch – KKKJBCFA
Harpoon Deathmatch – HAFJJEAF
Air Horn – AIRHORNS (Press Select during play to hear the horn.)
High Scores – BESTLAPS

"GI Droid"
 (location unknown – last seen walking Broadway with a three-armed gypsy)

R1 Revenge

Play as Animal – During a single player game go to the Character Selection screen, highlight Stan the Man, hold L1, and press Start.

Play as Master Ishi – Beat the game with any character.

Alternate Character Color – Highlight a character and simultaneously press L1 and ●.

Johnny "Oh My" Daria
 San Wan Ban Tan, AZ

Need For Speed: High Stakes

Enter this code at the User Name menu accessed through the Options screen.

Play as Cop Car in Hot Pursuit Mode – NFS_PD

Ed Lutan
 Washington, DC

Rushdown

Enter this code at the Main Menu.

All Tracks – Up (x2), Down (x2), Left, Right, Left, Right, ▲, ●, ▲, ●

Mark, The Mad Gamer
 Defrotto, AK



Hello Kitty's Cube Frenzy

Enter this code from the "Push Start" screen.

Extra Options – Up (x2), Down (x2), Left, Right, Left, Right, Down, Up.
 Ellis O'Donnell
 San Antonio, TX

Civilization 2

Here's the cheat code you've been scouring the earth for. Nearly 10,000 faithful GI readers have requested this code, and finally, one of our academically acclaimed readers has delivered the goods. Thanks DaStranji! Thanks a million!

Free Money – Head to the Town Name entry screen and hold R1. Now enter "_CasH" to get the moola.

DaStranji
 Webville, COM

Triple Play 2000

EA Sports Team – Select "Single Game" at the Main Menu, then at the Team Selection screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. If entered correctly, "Triple Play Baseball" will be spoken.

No On-Screen Clutter – Hold L1, L2, R1, and R2, then press ▲, Up, ▲ (repeatedly) and the on-screen display will disappear.

Conrad Heart
 Stone Mountain, CO

WWF: In Your House

Enter all of these codes from the Pause screen.

Freeze CPU Players – Left (x2), Up, Down, R2

Extra Damage – Up (X2), L1, L2, Down

Enable Combos – R1, L2, R2, L2, Right

Take Minor Damage – Down, Up, L2, Right, Left

Take No Damage – R2, L2, R2, L2, R1

Automatic Super-Pins – Down (x4), L1
 "Mr. Monday Night"
 Fargo, ND



Jet Moto 2

Unlock All Tracks – Enter the Options and set the difficulty to Master and the lap count to 5. Now, enter a 1-Player game and press **X** on Lil' Dave. Now press **▲** to back out to the Title Screen. While here press **Up, Down, Left, Right, R2, R1, L2, L1**. Re-enter the Options and set the laps to 3. Now, head back into a 1-Player game and press **X** on Wild Ride. Go back to the Title Screen and press **Up, Left, Down, Right, ■, R2, ●, L2**. If entered correctly you'll hear a bell. From this point, go into the Options again and set the difficulty to Amateur and turn the turbos off. Go to a 1-Player game and press **X** on Bomber. Back out to the Title Screen and press **Up, Down, Left, Right, Up, Down, Left, Right**. Go back into the Options for the last time and set the difficulty to Professional and turn the turbos on. Finally, back at the Title screen press **R2, R1, L1, L2, R2, R1, L1, L2**. A second bell will ring and all of the tracks will be unlocked.

Unlock Enigma – Go into the Options and set the difficulty to Master and the lap count to 6. Now, go back to the Title Screen and press **Left, ■, Down, ▲, Right, ●, L1, R1**. Ding!

Chad E Geist
Ephrata, PA



Jet Moto

Unlock All the Tracks – Enter the Option Menu and set your difficulty to amateur, trophy presenter to male, then hit Start. At the Title Screen press **Up, Right, Down, Left, Up, Right, Down, Left**. Doing this will place your cursor on the 1-Player icon. From here, hit **Left** and your cursor will move back to the options. Enter this menu and set the difficulty to professional, trophy presenter to rider's choice, then hit **Start**. Back at the Title Screen press **Up, Left, Down, Right, Up, Left, Down, Right**. Once this is entered, you will here a ding confirming that all the tracks are now open.

Marco Pollo
Teller, PA



Jumping Flash

Stage Select – At the title screen press **Up, Up, Down, Down, ■, ■, Left, Right, Left, Right, ✕, ✕, ▲**. Now, start a game and use the directional pad to select your stage.

"The Rhino"
Toledo, OH



Croc: Legend of the Gobbo

Enter these codes at the Password screen.

Level Select – Up Left Down Left Right Left Down Up Left Right Right Down Right Right Up

Unlock Almost Everything – Left Left Left Down Right Left Left Down Right Down Right Up Right

Douglas Adams
Pintayale, OH



Thunder Truck Rally

Big Trucks – At the Main Menu press **L1, R2, L2, R1, Up**.

Mega Car – At the Main Menu press **L2, Left, Right, Up, Down, R2**.

No Damage – At the Main Menu press **Left, Left, Left, Left, Up, Down, L1, R2**.

Ice Cream Truck – Hold **L1** and **R2** at the Vehicle Selection screen. Continue to hold these while selecting your driver.

"The Rhino"
Toledo, OH



Theme Park

No Money – To get more money than Uncle Sam input your nickname as BOVINE. Choose the rest of the options you desire, then enter your park. Now press and hold **■, ✕, and ●**. Some strange noises should be heard while holding this combo, and your money should start to pour in. Cha-ching!

Nate Baustad
Williston, ND



MechWarrior 2

Enter all of these codes at the Password Screen.

Weight Limit – #OXO/A>>O/

No Weight Limit – #OXO/A>>O/

All Mechs Have Jump Jets – #YXO/A>YOL

Unlock Every Mission – T<XO/AXA<=>

Extra Weapon Supply – T#XO/AX<<<

Extra Heat Sinks – #XXO/A4>Y+

Elemental Chassis – T/XO/AZ

Continuous Throttle – #AXO/A4YYA

Unlimited Ammo – TOXO/AX>TU

Tony Lamontone
Las Vegas, NV



Descent Maximum

Enter all of these codes in the Keys section.

Weapons, Energy & Shields – ■▲
●■▲✕▲●■▲✕

Weapons, Energy, Shields, Keys & Level Select – ▲■●✕▲ ■▲✕
▲■▲✕

All Keys – ■▲✕▲● ▲✕
▲✕▲■▲

All Accessories – ■▲●✕✕ ▲
■✕●■▲

Toggle Invincibility – ▲✕▲●✕
▲■▲✕▲●▲

Toggle Cloak – ✕▲● ■●▲■▲
▲✕▲●

Recharge Shields – ▲✕●■
■✕●▲■●■

Turbo Speed – ▲■●✕ ▲✕●
■▲●✕■

Slow Enemy Fire – ▲✕■ ■▲●
■✕●■▲●

Weird Colors – ▲✕● ▲■●✕
▲■▲●▲

Toggle "Go Wingnut" Mode –
▲■●▲✕▲■▲●▲✕

Acid Mode – ■▲●■ ▲■▲✕ ▲✕
▲●✕

Hello Minnie Mode – ✕●●
✕●✕●●●

"The Rhino"
Toledo, OH



Power Move Pro Wrestling

Play as the Announcer – At the Title screen press **L1, L1, L2, R2, R2, R1, ▲, Down, ✕, Up, and Select**. Now, at the Character Select screen, highlight Agent Orange and press **Select** to access this new character.

Play as the Referee – At the Title screen press **Up, Down, Left, Right, ▲, ✕, ■, ●, L1, R1, L2, R2, and Select**. Now, at the Character Select screen, highlight El Temblor and press **Start** to play as Sallie.

Play as Sparrow – At the Title screen press **●, Right, ▲, Up, ■, Left, ✕, Down, ✕, Down, ■, Left, ▲, Up, ●, Right, Select**. Now, at the Character Select screen, highlight Commandant and press **Select** to access this deadly new character.

"Captain Russia"
Oslo, Norway



Colony Wars

Enter these codes at the Password screen.

Unlimited Secondary Weapon –

Memo*X33RTY

Unlimited Shields – Hestas*Retort

Level Select – Commander*Jeffer

Unlimited Primary Weapon –

Tranquilleux

Turn Off Cheats – All*cheats*off

"The Rhino"
Toledo, OH



Rebel Assault II

Enter all of these codes at the Password screen.

All Easy Levels – ✕●●●●●

All Medium Levels – ✕■▲▲▲▲

All Hard Levels – ●■▲▲▲▲

"That Geeky Kid Around the Corner"
Smackdown Hotel – Rockville, IL



Cool Borders 2

New Uniforms – At the Main Menu press **Down, R1, Up, R1, Down, R2, Up, R2, Up, Up, R1, Down, Down, R2**. If this is entered correctly the announcer will scream "Here We Go!" after each movement is entered. Now, enter the menu and hit **R1** and **R2** to unlock the new uniforms.

Unlock the Alien, Boss, and Snowman – There is no easy code for this. To get the Snowman and Boss you must get golds on every track in the Free Ride Mode. For the Alien you must complete Master Mode.

Special Boards – Breaking records in Free Ride unlocks different boards.

No Music – During gameplay, press **Start** rapidly until the music continues to play on the pause screen. At this point, press **Start** one more time to resume racing with the music missing.

"Frosty the Snowboarder"
Redmond, WA

Game Boy

Prince of Persia

Enter all of these codes at the Continue Game screen.

- Level 2 - 06769075
- Level 3 - 28611065
- Level 4 - 92117015
- Level 5 - 87019105
- Level 6 - 46308135
- Level 7 - 65903195
- Level 8 - 70914195
- Level 9 - 68813685
- Level 10 - 01414654
- Level 11 - 32710744
- Level 12 - 26614774
- Final battle - 98119464
- End - 89012414

"Daddy Fat Sax"
Memphis, TN

Top Gear Pocket

All Cars and Tracks - YQX-%Z
Extra Goods - YQX+%Y

Jane McCracken
Red Rock, NV

Klax

Enter this code at the Password screen.

Unlock Bonus Game - Green
Alien, Green Alien, Circle, Square

Bobby "Game Star" Anderson
Monta Carta, CA

Bugs Bunny Crazy Castle 5

Enter all of these randomly selected level codes at the Password screen.

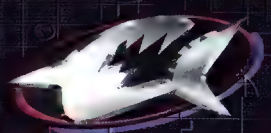
- Level 4 - SXBX47
- Level 5 - XCB84R
- Level 6 - CTB84R
- Level 7 - CCB84H
- Level 8 - TTB8GR
- Level 9 - 1TBX4J
- Level 10 - L1BXGW
- Level 11 - 51BV42
- Level 12 - .LVBGN
- Level 60 - 97X3GW

Tony Martin
Pittsburgh, PA

Pocket Bomberman

Enter both of these codes at the Password screen.

All Power-Ups - 5656
Ocean Level With All Items - 4622
"Scarecrow"
Burnt Hills, NY



ATTENTION
The codes below only work with the Product's GameShark enhancer attachment.

GAME SHARK VIDEO GAME ENHANCER



Vigilante 8

Unlock All Cars/Tracks -
81191298 1f1f
8119129a 1f1f
8119129c 1f1f
8119129e 1f1f
811912a0 1f1f
811912a2 1f1f
801912a4 003f

Invincibility -
81181572 0008

Rapid Fire -
81181572 0800

Enhanced Missile -
81181572 0400

Reduced Gravity -
81181572 0002

No Enemies Present -
81181572 0004

Can Choose Same Cars -
81181572 0020

Hardest Difficulty -
81181572 1000

Slow Motion -
81181572 2000

Ultra Hi-Res -
81181572 4000

Tires -
81181572 0001

Invincibility & Rapid Fire -
81181572 0808

Invincibility, Rapid Fire &
Enhanced Missiles -
81181572 0c08

Super Abilities & Health -
81181572 0f0f



Point Blank 2

Infinite Lives -
800bd4e8 0003

Infinite Lives (Player 2) -
800bd4ea 0003



Army Men 3D

Infinite Lives -
Infinite Health -
800432a0 2400

Infinite Ammo -
80057fd2 2400

Infinite Flame-Thrower Fuel -
80058e3e 2400
800bd4e8 0003

Infinite Lives (Player 2) -
800bd4ea 0003



Street Fighter Alpha 3

Infinite Health -
80194310 0090

Infinite Health (Player 2) -
80194758 0090

1-Hit Death -
d0194310 0090
80194310 0001

1-Hit Death (Player 2) -
d0194758 0090
80194758 0001

Max Guard Bar -
801944c0 0050

Max Guard Bar (Player 2) -
80194908 0050

Max Power Bar -
80194402 0090

Max Power Bar (Player 2) -
8019484a 0090



Ridge Racer Type 4

All Team DRT Cars -
800f3ae0 ffff
800f3ae2 ffff
800f3ae4 ffff
800f3ae6 ffff
800f3ae8 ffff
800f3aea ffff
800f3aec ffff
800f3aee ffff

All Team MMM Cars -
800f3af0 ffff
800f3af0 ffff
800f3af4 ffff
800f3af6 ffff
800f3af8 ffff
800f3afa ffff
800f3afc ffff
800f3afe ffff

All Team PRC Cars -
800f3b00 ffff
800f3b02 ffff
800f3b04 ffff
800f3b06 ffff
800f3b08 ffff
800f3b0a ffff
800f3b0c ffff
800f3b0e ffff

All Team R.T. Solvalou -
800f3b10 ffff
800f3b12 ffff
800f3b14 ffff
800f3b16 ffff
800f3b18 ffff
800f3b1a ffff
800f3b1c ffff
800f3b1e ffff

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- Hello Kitty's Cube Frenzy
- Jet Moto
- Jet Moto 2
- Jumping Flash
- K1 Revenge
- Ken Griffey, Jr.'s Slugfest
- Klax
- Lucky Luke
- MechWarrior 2
- Milo's Astro Lanes
- Monster Seed
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- Top Gear Pocket
- Vigilante 8
- WWF: In Your House

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.

- Accclaim**
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
- Square Soft**
900-407-KLUE(5583)
- THQ**
900-370-4468

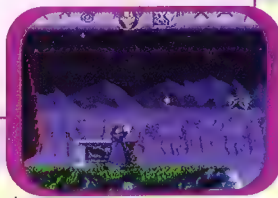
CLASSIC GAMES

Gaming from the past to the present

Warlock

Availability: Uncommon
Replay Value: Low
Similar Games: Cutthroat Island (SNES), Spawn (SNES), Batman Forever (SNES)
Created by: Acclaim
Access Tip: Here's the final code if you're actually curious about the ending, but don't want to waste time on the rest of the game: **DFGBH**
Overall: 3.5

SNES

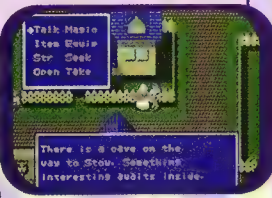


You'll get no beef from us for liking the so-bad-it's-good movie, but the game is one of hundreds of poor and inappropriately licensed games that Acclaim pumped out during the 16-bit era that nearly led to its downfall. While visually appealing at times, Warlock is repetitive and lacking in interesting enemies, and the only thing that challenges the player is the horrid playcontrol of the character. The true novelty of playing this game is appreciating just how great a comeback Acclaim has made in recent years with the acquisition of killer titles like Turok: Dinosaur Hunter. We'd play it if we were stuck in an elevator for a day, but after the 12th hour or so we'd start to go insane. If you ever get your hands on this jewel of a game, we find that it works best as a doorstop or a bookend.

Sword of Vermillion

Availability: Uncommon
Replay Value: Low
Similar Games: Might & Magic (Genesis), Shining in the Darkness (Genesis), Zelda 2 (NES)
Created by: Sega
Access Tip: Equipping cursed items and having them removed causes permanent agility and strength reductions. Do this repeatedly and you'll push them under 0, causing the game to read them as scores in the thousands.
Overall: 5.75

Genesis



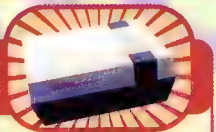
While Sword of Vermillion attempts to mix a number of interesting concepts, it flops desperately in all the aspects that make up a good, solid RPG. As one of the earliest games for the Genesis, SOV featured graphics that were impressive at the time, with sharp looking bosses and colorful towns. Unfortunately, the towns, while colorful, are lacking in detail and completely void of side quests; and the action-oriented boss and regular enemy scenarios are just plain dull. On top of that, you get the Sword of Vermillion from some irritating shopkeeper who steals whatever weapon you had in the middle of the game and then gives it back to you toward the end of the game. There is absolutely no quest for the sword whatsoever. Sorry to ruin it for you.



Kirby's Adventure

Availability: Common
Replay Value: High
Similar Games: Mega Man Series (NES, SNES, PSX), Super Mario Bros. 2 (NES), Kirby's Dreamland (GB)
Created by: HAL Studios for Nintendo
Access Tip: When in doubt, inhale. About 99.9% of enemies and projectiles can be sucked up without any problems.
Overall: 8.5

NES



Games about cute, pink blobs that go around inhaling enemies and digesting them in order to gain their abilities are always cool with us. Kirby originally debuted on the Game Boy and has since seen a number of sequels with Nintendo's various systems. While the game is lacking in serious challenge, this is more than made up for by the sheer entertainment of the whacked out bonus levels and voracious enemies. It's worth buying the game just for the bonus levels. "Intense" seems to be the watchword of more recent video games, but Kirby reminds us that sometimes "pleasant" can be just as entertaining. If you're getting tired of all the carnage and mayhem in your video game collection, Kirby's Adventure will definitely hold a special place in your video game library.

Dragon Warrior - NES

Game Genie Codes
 Start With 255
Energy - EAAKOZ
 Gain 255 Experience for Every Critter You Kill - **LLVL0P**
One-Hit Kills - YLIT0P
 Gear Upgrades Every Time You Check Your Inventory - **VTUZ0P**

Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left, B, Start.

Syndicate - Genesis
Mega Agents and Lots of Money - Enter the password **HACKER5QVAD.**



WWF Wrestlemania Challenge - NES

Tag Team and Survivor Series Mode Cheats
Select + A will cause your partner to jump in and help you without tagging.
Select + B will cause your partner to go on a rampage outside the ring and beat up on your opponent's partner.

Shadowrun - SNES
Bonus to Computer and Firearm Skills - D1BE-4DA4
No Loss of Karma for Killing People - CE6D-47A4
All Items Are Free - 6DAE-4FA7
Spell Points Never Run Out - 8E69-3DA4

Haunting: Starring Polterguy - Genesis
Toggle Music On/Off - Pause the game. Hold **A, B,** and **C** simultaneously and hit **Start.** This will send you back to the Title screen. When you start a new game, the music will be off. Repeat the code to turn it on again.

Ikari Warriors - NES

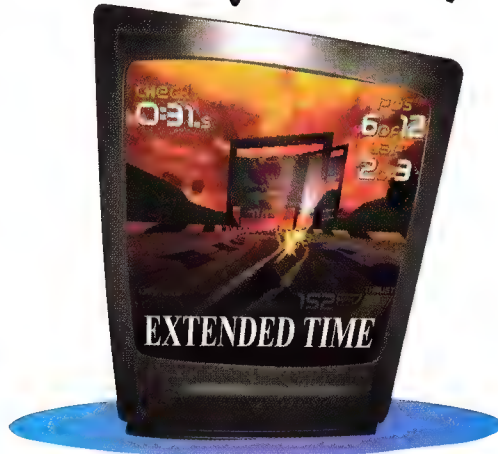
Level Select - This code takes some serious training. When the Title screen pops up, press **Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right,**

Super Mario RPG - SNES
Do 9999 Points of Damage - Get Geno in your party and use the Geno Whirl attack. When the ring goes off the screen, hit **Y** and you'll hear an explosion. This only works on normal enemies.

Level Skips
1st House - Enter the grandfather clock and hit **C, C, C, B** to skip up to the second house.
2nd House - Get into the toilet in the Jacuzzi room. Hit **C, C, C, B** to warp to the third house.
3rd House - Go into the garbage can in the garage and hit **B, C, B, B.** Leave the garage and you'll be in the final house.



This is your game.



This is your game on the blink.



ANY QUESTIONS?

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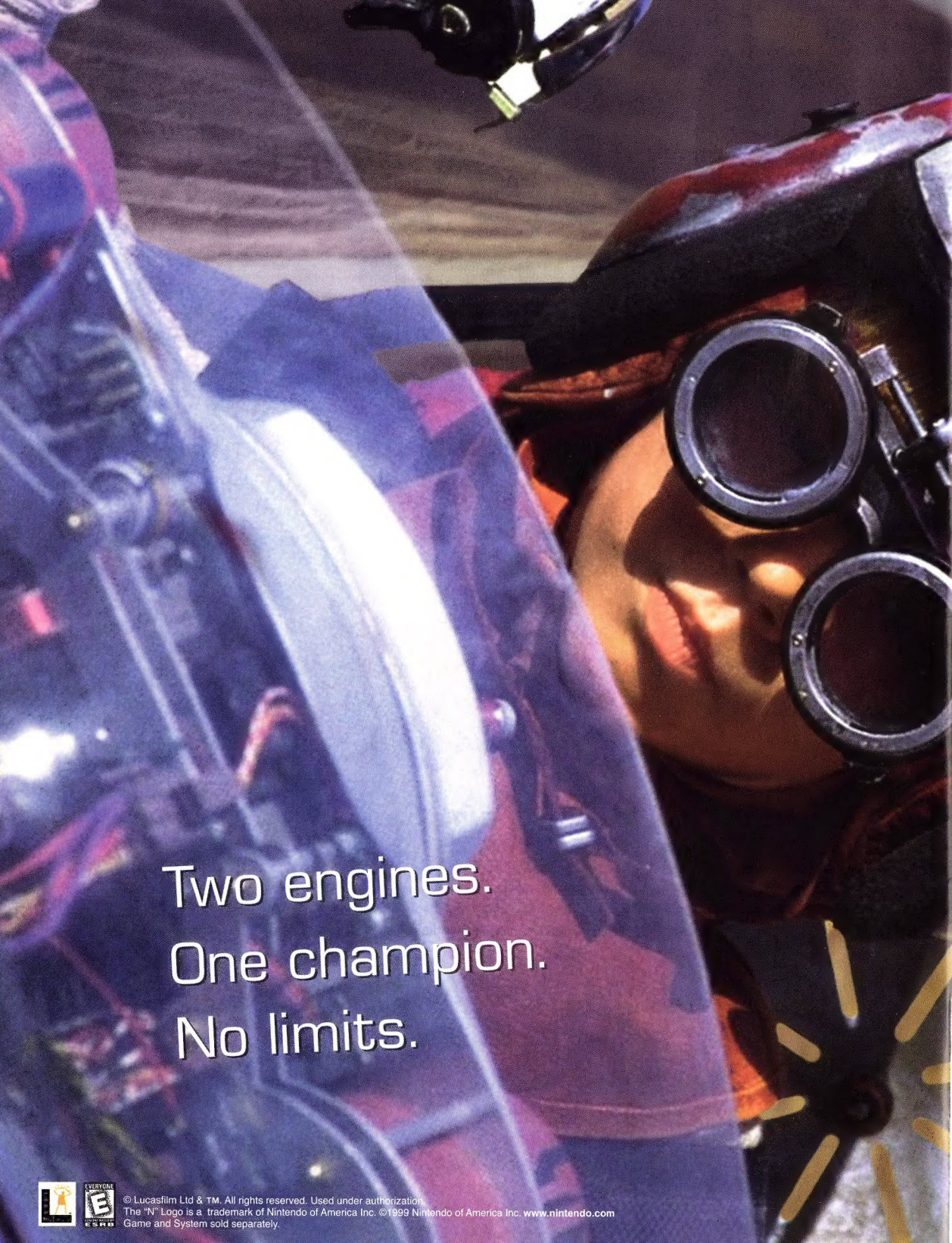
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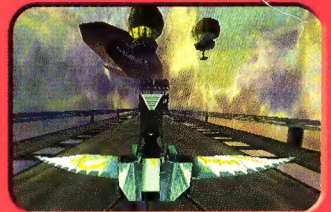
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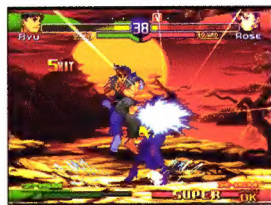


for high-speed racing



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GAME INFORMER



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