



Mario Golf
Nintendo Hits A
Hole-In-One

Game Informer

EXCLUSIVE INTERVIEWS

With **The Rock**
And **The Hardy Boyz**

MONSTER MOVES GUIDE

For **Attitude** On Both
PlayStation And **Nintendo 64**

THE INSIDE SCOOP

On **WCW Mayhem**, **Dreamcast Attitude**, And **THQ's WWF 2000**

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rock bottom

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August 1999 #76
Vol. IX • Issue 08



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TERRELL DAVIS

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WARRICK DUNN

Whipped and flattened into a pancake. Always a big hit!



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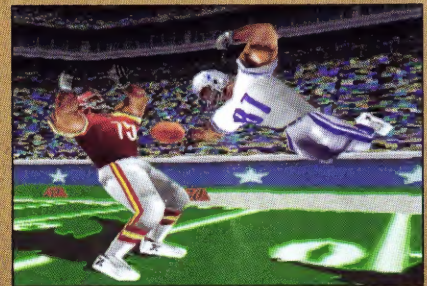
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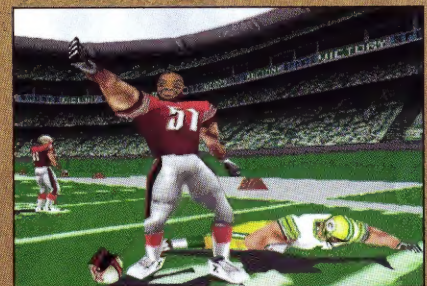
A BONE-JARRING, SMACK-TALKING,



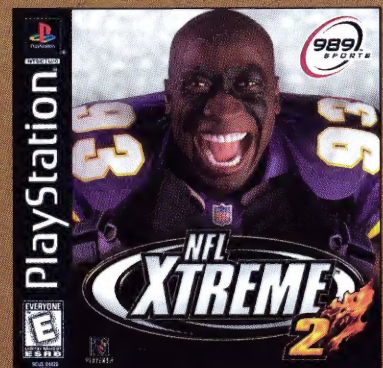
MOUTH-WATERING,



ARCADE-STYLE FOOTBALL FRENZY.



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Features

12 Cover Story: WWF Attitude

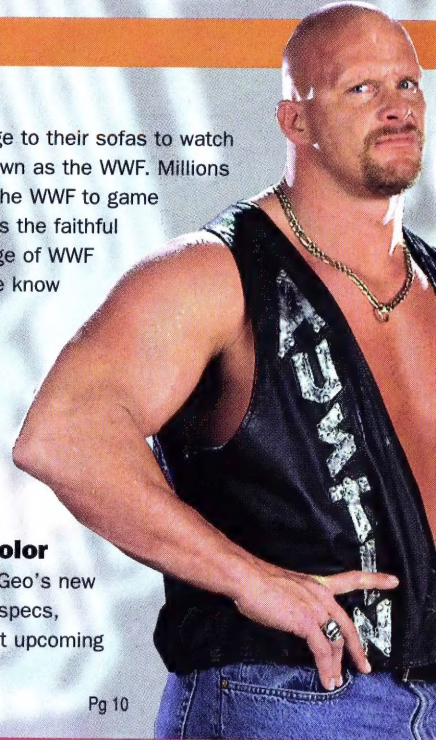
Every week millions make a pilgrimage to their sofas to watch the sports-entertainment religion known as the WWF. Millions more await the triumphant return of the WWF to game consoles across the globe. GI blesses the faithful with the most comprehensive coverage of WWF Attitude available on planet Earth. We know you can smell what we got cooking.

22 Feature: Visual Concepts' NFL2K For Dreamcast

Game Informer pow-wows with the Visual Concepts posse and gets the 411 on NFL2K, their upcoming Dreamcast football game.

26 Feature: Neo Geo Pocket Color

Game Informer blows the lid off Neo Geo's new handheld system. Includes hardware specs, reviews of launch titles, and a peek at upcoming NGPC releases.



Pg 10

Departments



Pg 6

6 Letter from the Editor

Three - It's The Magic Number

8 Dear Game Informer

GI readers shower us with questions, call Paul a bad name, and ponder the fate of Squirtle.



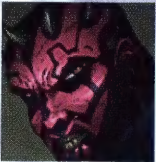
Pg 8

10 Envelope Art

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

28 GI News

THQ's New WWF Wrestling Games Unveiled, a first look at Floigan Brothers for Dreamcast, and tons-o-fun with Name That Game!, Trivia, and GI's Top Ten.



Pg 10

68 Photo Phil

Check out our super mini-previews of some of the industry's hottest games, including Mortal Kombat Gold, Um Jammer Lammy, and an exclusive look at Die Hard 64.

74 Game Informer PC

As the Game Burrito bids Game Informer adieu, he leaves us with reviews and previews of Star War Episode 1: The Phantom Menace, Metal Fatigue, Age of Empires II, and Ferrari 355.



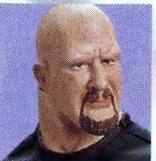
Pg 29

75 Arcade Brigade

Beaux, The Arcade Assassin, presents our readers with secret intelligence and demented ravings about Tekken Tag Tournament, San Francisco Rush 2049, and more.

76 Play To Perfection

As we are widely recognized as the Bible of WWF Attitude, one must read from the Game Informer scriptures. GI 3:16 says we must break down every stinkin' move in the whole damn game. Why? Because GI said so!



Pg 30

82 Secret Access

Codes and tips from our readers and the infamous Game Shark Swap Shop. This month features the hidden secrets for Star Wars: Episode 1 Racer, Superman, and Lunar.

86 Classic GI

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



Pg 52

Reviews & Previews

36 Nintendo 64

Mario Golf, Pokémon Snap, Rayman 2, Resident Evil 2, Shadowman, Starcraft, Supercross 2000, Vigilante 8: 2nd Offense

42 PlayStation

Ace Combat 3, Chocobo Racing, Detonator Gauntlet, Dino Crisis, FaceOff 2000, Final Fantasy Anthology, Final Fantasy VIII, GameBreaker 2000, GameDay 2000, Jade Cocoon, Jet Moto 3, Konami Arcade Classics, Legacy of Kain: Soul Reaver, Madden 2000, Medal of Honor, NHL 2000, Silent Bomber, Sled Storm, Soul of the Samurai, Suikoden, Tarzan, Too Human, Toy Story 2, WCW Mayhem

62 Dreamcast

NBA 2000, Soul Calibur

At a Glance

64 PlayStation

Bugs Bunny Lost In Time, Echo Night, R-Types

Nintendo 64

All-Star Tennis, Shadowgate, Superman, Tonic Trouble

Game Boy Color

Bust-A-Move 4, Spy Vs. Spy, Super Mario DX, Tarzan, V-Rally '99



Pg 63

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BY ANDREW McNAMARA

Game	Page Number
Ace Combat 3: Electrosphere	47
Age of Empires II: The Age of Kings	72
Aliens vs. Predator	72
All Star Tennis '99	65
Asteroids	73
Baldur's Gate: Tales of the Sword Coast	72
Baseball Stars	27
Bass Landing '99	72
Bass Rise '99	71
Beavis & Butt-Head	86
Bugs Bunny Lost in Time	65
Bust-A-Move 4	67
Carrier	73
Championship Motocross	70
Featuring Ricky Carmichael	70
Crucial Racing	43
Countdown Vampires	68
Crush Roller	27
Danger Girl	72
Demolition Man	86
Detonator Gauntlet	58
Deus EX	72
Dew Prism	71
Die Hard 64	68
Dino Crisis	51
Driver	72
Echo Night	65
FaceOff 2000	61
Fatal Fury: First Contact	27
Final Fantasy Anthology	51
Final Fantasy VIII	52
GameBreaker 2000	59
GameDay 2000	48
Hydro Thunder	73
Jade Cocoon	43
Jet Moto 3	47
Juggernaut	70
King of Fighters R-2	72
Kingsley's Quest	27
Kluster	73
Knights of Comma	69
Konami Arcade Classics	60
Legacy of Kain: Soul Reaver	60
Macross VF-X 2	59
Madden NFL 2000	49
Maniac Mansion	86
Mario Golf	36
MechWarrior 3	72
Medal of Honor	51
Metal Fatigue	72
Metal Slug: First Mission	27
Mortal Kombat Gold	73
NASCAR 2000	69
NBA 2000	62
Neo Cherry Master	27
Neo Dragon's Wild	27
Neo Geo Cup '98 Plus	27
Neo Mystery Bonus	27
NFL 2000	22
NHL Hockey 2000	60
Ogre Battle 3	68
Pac-Man Special Color Edition	73
Pocket Tennis	27
Pokemon Snap	40
Quake III: Arena	72
R-Type Delta	66
Rat Attack	71
Rayman 2	39
Resident Evil 2	41
Road Rash 64	68
Road Rash Unchained	72
San Francisco Rush 2049	75
Shadowgate 64: Trials of the Four Towers	64
Shadowman	38
Silent Bomber	59
Sled Storm	59
Soul Calibur	63
Soul of the Samurai	44
Spy vs. Spy	66
Star Wars: Episode I Racer	72
Star Wars: Episode I The Phantom Menace	72
StarCraft	41
Sukkoton II	46
Super Mario Bros. Deluxe	67
Supercross 2000	60
Superman	64
Terzan (GB)	67
Terzan (PSX)	45
Tekken Tag Tournament	75
Tiny Tank Up Your Arsenal	70
Tonic Trouble	64
Too Human	59
Toy Story 2	56
Um Jammer Lammy	70
V-Rally Edition '99	66
Vigilante 8: 2nd Offense	37
WCW Mayhem	57
WWF Attitude (N64)	16
WWF Attitude (PSX)	14

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We are really getting into this multiple cover thing. Just two issues ago, I told you about the two different covers for the Star Wars issue, and about how the issues were exactly the same. Well, obviously nobody reads my letter because there were a number of confused readers out there. So when the opportunity came up to do it again, we said to ourselves, "If two confuses 'em, let's try three and really screw with their minds!"

After the staff went hog wild and dug up all the dirt, moves, and interviews we could get on wrestling, we thought it best to put it out wrapped in a series of collectable covers. Of

the three covers, two of them are common – The Rock and Steve Austin – each of which account for 45% of our total print run. While The Three Faces of Mick Foley cover is on only 10% of the magazines, making it the most collectable Game Informer cover ever (if that means anything).

Not to sound like some kind of salesman or anything, but I figured some of you out there will want to get all three issues, so if you can't find the cover that you want at your local retailer, you can order it through our customer service department at (612) 946-7266. Peace out.



SEPARATED AT BIRTH?

Paul, The Game Professor
paul@gameinformer.com
"Here come the football games! This is my favorite time in the gaming year. Not only do I get to play the latest versions of Madden, GameDay, and Quarterback Club, I have spent some intimate time with the new Dreamcast football game from Sega. (You can read all about it in this month's feature.) Speaking of football, I hope to get a chance to talk with the Viking's defensive franchise, John Randle, in the coming weeks. We can hopefully show him using me as a tackling dummy in the next issue."

Reiner, The Raging Gamer
reiner@gameinformer.com
"As I write this meaningless blurb, I can only think of how stupid and utterly lazy some of my coworkers are. Bah! Ripping on them is so cliché! For the ladies, have I ever told you how nice my butt is? It's like a valentine, and silky smooth too! For the kids, I love Pokémon just as much as you. Squirtle rules!!! And for the gents, wrestling is cool, but I'd rather spend my nights examining the finer qualities of Natalie Portman. So in review: coworkers suck, my ass is fine, Pokémon rules, wrestling rocks, and a slice of Padmé please! Yeah!!!"

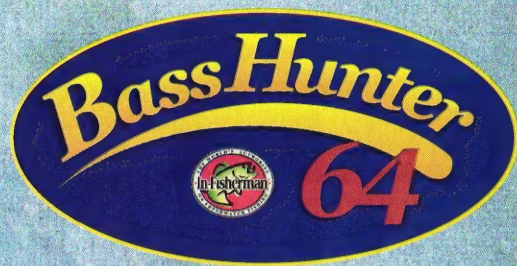
Bergren, The Game Burrito
bergren@gameinformer.com
"Well, it was fun while it lasted, but it is time for me to say good-bye. Playing games for a living is definitely the experience of a lifetime, so I highly recommend it to those who have the means. However, I have decided to live a more simple life, so I have taken a job painting the lines on the field at the Metrodome for my beloved Vikings and wiping the sweaty brows of all of the Timberwolves, even scrubs like Bill Curley. So long to all of my tortilla-loving fans."

Jay, The Gonzo Gamer
jay@gameinformer.com
"When I found out we were doing a wrestling extravaganza issue of GI, I was ecstatic. Then I found out I was in charge. If it weren't for the Gonzo, the other jaborinis in this office probably would have tried to get an interview with Kane. Who's dynastic now? After two weeks filled with 16+ hour days, I am officially taking credit for everything in this issue, even if I didn't write it! So if you like what you see, send all kudos to the G, to the O, to the N-Z-O. If not, I got two words for ya – Suck It!"

Matt, The Original Gamer
matt@gameinformer.com
"Now let's play big bank take little bank: I heard that Gonzo is talking yang about how no one else around here did any work on this issue. Well, speaking for myself – you damn right! I usually let my tricks do the work for me while I'm chillin' at the fort with a bottle of Cristal. Go ahead and put in 16 hour days, I've got a pedicure appointment at one and a beta of the Wu-Tang game to play. Wrestling is straight up tuff-fruff! if you ask me! I'd rather spend my time watching the ladies than a bunch of sweaty dudes in tights grabbin' each other's cookies."

Erik, The PC Jedi
erik@gameinformer.com
"The PC Jedi has returned to Game Informer. With this momentous event, his long-suffering fans can expect a number of vast improvements to the magazine. As in the past, any future stories relating to mecha will be sublime reading experiences; the PC page will once again become the home of stark raving loony reviews and bitter rants (plus we're hoping to get the silly thing a much needed facelift); and of course, the magazine just got a serious upgrade in class. Many thanks go to the infamous Burrito for taking excellent care of the page. The PC Jedi has spoken."

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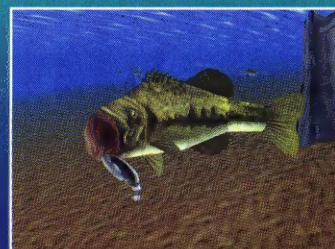
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Letters From Our Readers

Generalized Reader Question

I've been thinking about buying a [insert upcoming system here], but with the new [insert another upcoming system here], [system here], and [system here] on the horizon, I'm uncertain. What should I do?

Readers
Allover, USA

We get a remarkable number of letters concerning purchase decisions, and we usually take the easy path and suggest

that you buy all the systems. Obviously, most people don't have the financial means to plunk down \$200 for every system. We can suggest that when you are looking to buy a new console, you take a poll of your friends to find out their plans. With a network of people with the same machine, you can trade and make group purchases of games. Additionally, we recommend renting or trying platforms and/or games before dropping the cash.

Will the Fastest Gamer Please Stand Up?

Who beats the games the fastest and what does Jay do (other than sleep on the couch you pee on)?

Visser - N64
via aol.com

Without a doubt, the speed record goes to Reiner. He can dissect a game faster than anyone in the

industry. He has honed his skill over the last six years with the magazine, and there is no one that beats more games per month than him. As for Jay, The Gonzo Gamer, he is our literary point man as well as being GI's resident wrestling expert. Jay pens features and many other articles you read in the pages of GI. He also washes our cars every week.

Reader Berates Game Professor

Paul, why are you such a ___ck? You always hate the games I like.

Matt Ferrucci
via hotmail.com

Paul says: All my long hours of research and investigation have paid

off! I have been studying your gaming habits for years and have tooled my reviews to irritate only you, Matt. I don't hate the games you like - I despise them. Seriously, everyone has different tastes, so don't start with the name calling just because we don't agree. Twerp.

PCs or Macs?

Do you guys at GI use Macs, PCs, or both? I've looked in recent and past issues and all I see is Macintosh (Site o' the Month, etc).

G-Butt/zzzRAGEzzz
via aol.com

The entire magazine is written, designed, and laid-out using our beloved Apple Macintoshes. The models range from our old Centris 650

(what a workhorse) to the latest Power Mac G3 (it's like a Ferrari). In the world of publishing, Macs definitely lead the way and have served us well for more than seven years. Like most people we know, GI uses PCs primarily for playing games and accessing the Internet. We have a couple of souped up PCs in the office, and Andy has been bragging about the new 500 MHz machine he has at home.

Virtual Boy Sought



Do you guys know of anywhere I might be able to get a Virtual Boy? I tried it in a store a couple of years ago, but I didn't have any money and I haven't seen one since.

Henry "Frogger5000" Neels
via usa.net

The Internet is probably the easiest place to find a Virtual Boy because most retailers no longer stock this short-lived Nintendo machine. A recent search of ebay.com revealed a bunch of VB systems for sale, and you could probably find others elsewhere. We'd offer you our dust-laden Virtual Boy, but Andy says that it is going to be worth big bucks in about 15 years.

Financial Success Found at Gaming Magazine?

How much do you guys get paid anyway?

Vincent Chao
via aol.com

It's not polite to ask such a question, but you know us - we are not the most

courteous bunch. We won't disclose exact figures, but let's just say we can pay the rent and have some left over for Star Wars toys. An entry-level position in the field pays around \$18,000 to \$100,000 a year.

Readers Respond to Pokémon Hater

How could you even put that stabbed picture of Squirtle in your June issue?

Besides Butterfree and Bulbasaur, he's the best Pokémon in the game. Why not show a sucky Pokémon like Slowpoke or Onix getting stabbed? Why Squirtle? What did Squirtle ever do to you? It's almost like Gnasty Gnorc killing Spyro.

Sak Lunch #69
via aol.com

Pokémon rocks!! I saw that picture of Squirtle getting stabbed in the back and I am very unhappy. How could anybody stab a cute little Squirtle? I say anybody who dislikes Pokémon should keep it to themselves and not put such pictures in a public magazine!!! Tell that kid to leave Squirtle out of this!!!

Christopher Duflo
via aol.com

Tim Hamilton (Pokémon Hater, June 1999), I'm with you. There is a loyal resistance to the Pokémon craze.

Trav Carr
via hotmail.com

I have to agree with Tim Hamilton. Pokémon is a very odd show in which a bunch of dumb monsters constantly say their names and are caught in little red balls by people known as Ash and Croc, or Rock, or something like that. The video game is equally bitter! It is nothing to get all excited over! Pokémon may be bigger than the both of us, but it certainly is not better than us. No offense to you guys, I'm only expressing my opinions.

Tyler Cooney
via aol.com

Like we said in the June issue, some people just love to go against popular trends. We must clarify that Mr. Hamilton did not create the



Squirtle artwork featured with his letter - we did. We have nothing against Squirtle; in fact, he's our favorite Pokémon.

Be Careful With the Preview Covers

I can understand the reason for putting a preview game on the cover if it's Star Wars, but PLEASE don't make this a lasting habit. It's very nice just to quickly go through my GI collection and find the game I want to read about or get help with because it is featured on the cover. This is much better than any of that Gamepro crap. The other mags seem stupid and rushed when compared to GI, and that is the reason I am faithful to you guys.

John Vogt
via excite.com

We are trying our best to keep the Cover Feature centered around reviews and strategy guides, but we can't always pull it off. For example, the June issue has Crash Team Racing, a game that won't be out for a few months. We chose that game because there weren't any other reviewable games that stood out, and we have been thoroughly impressed by Naughty Dog's work in the past. We are going out on a limb with their newest game, but we have faith that the Dogs will produce another winner.

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Envelope Art

August Winner

"Mason"

Question About N64 Imports

Can you import games for the N64 like with PlayStation? If you can, is there a Mod Chip for the 64??

Gabe A. Mariani
via prodigy.net

The only lockout that prevents you from playing Japanese N64 titles on a U.S. machine is a little piece of plastic. As with the Super Nintendo, Nintendo made slight design adjustments

in the plastic cartridge casing that prevents Japanese cartridges from fitting into the U.S. machines. There are a couple ways around this. First, you can open the N64 and remove the plastic plate. (Note: you will need a special star bit to loosen the screws.) Second (and easier), Interact's GameShark or other video game enhancers will work to bypass the simple lockout.

We don't know who this Mason character is, but his Darth Maul is awesome.



James Brent, Detroit, MI
Someday all animals will walk upright and know karate. It is their destiny.



Accolades for GameInformer.com

I just wanted to commend you on your extraordinary work covering WWF Attitude. No other website I have seen has even come CLOSE to giving us as much information as you have - not even Acclaim's site and they make the game. You guys have done a great job of keeping me posted on this game. The sad thing is, I thought I was pumped up for War Zone, but that doesn't even

compare to how excited I am for Attitude!!!

Kevin Riley
via webtv.net

For those of you who aren't in the know, there are thousands of net surfers who have already discovered gameinformer.com's WWF Attitude People's Preview. If you haven't checked out the page or the game, we suggest you point your web browser to www.gameinformer.com and see what Mr. Riley is writing about. Thanks for the accolades, Kevin.

Michael Gordon, Nashville, TN
Doom gloom...this guy should have made Wonder Woman the center piece of this picture. Rar!



Hey, There Were TWO Covers!!!

I found this really weird. I received my May issue of GI and it showed Star Wars on the front. The cover was dark and it looks exactly like the one posted on your website. But on a recent trip I was checking out my friends GI collection and noticed a strange looking cover!! My heart was pounding rapidly because I thought that he received the new June issue before me. But on closer observation the "mysterious" issue was a May issue. The inside was the exact same as mine but the cover was, well, different. I think it was a different game too. The colors were also like a pink and purple color. Why is this???

Jon Outkast
via aol.com

We were amazed by the number of readers who were confused or upset about not getting both versions of the May

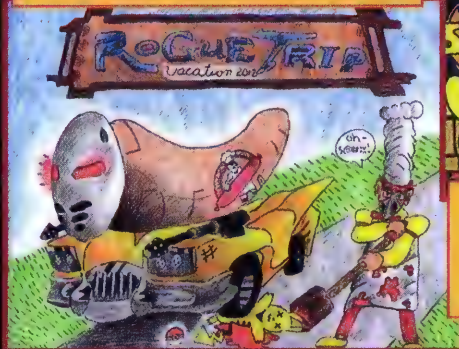
issue. However, the Letter from the Editor in that issue explained the two covers. Yeah, we know no one reads that stuff, but you should take a look at it if you are still confused. As far as distribution of the May issue went, one cover was sent to readers west of the Mississippi and the other was sent east. There was probably a little overlap and that could be why you got one and your friend the other.

If you are big on collecting, you can order the other cover by calling 612.946.7266 or send a check or money order for \$5.95 to:

Game Informer
ATTN: Back Issues
10120 W. 76th St.
Eden Prairie, MN 55344

(Be sure to specify either the Racer or Phantom Menace cover.)

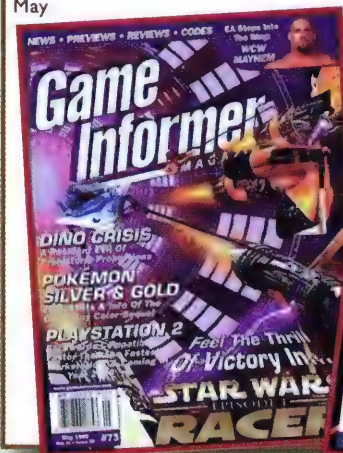
Billy Moran, Bricktown, NJ
This reminds us of a recipe our mama used to make - Pikachu Pork Pie!



La Rue Binder, Los Angeles, CA
Hmmm, Pikachu on stick - our favorite!



Jeannine Starkey, Akron, OH
At least this reader had the good sense not to continue with the Blasto in Uranus jokes.



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POW

ACES OF SCAR

NWO
new world order

EVER TO THE

Almost four years ago, a wrestling league by the name of World Championship Wrestling wanted to put together a new weekly program to showcase the vast talent pool it had assembled, thanks in part to the superior financing provided by its backer, Ted Turner. Not satisfied with being number two, WCW began airing Nitro directly against WWF's cable programming staple, Monday Night RAW. The critics considered this ratings suicide, if they considered it at all.

Sure, this century-old carnival attraction had briefly become a national spectacle, but times were different. Long gone was the rock n' wrestling connection of the 80's. With WCW eating into WWF's already minuscule viewer share, wrestling might survive, but it would never be what it once was. Ironically, the critics' prophecy came true. Wrestling changed alright - it became bigger than it had ever been.

With the competition on, the WWF woke itself from the stagnant slumber it had been in since the dawn of the decade, vowing to build its young talent into the superstars of the future. For two years, Nitro, with its always-live broadcasts and gangland-styled nWo bad boys, sat atop the ratings throne. But the RAW seed McMahon had planted soon came to fruition. By focusing on dramatic story lines, and borrowing a few extreme ideas that had helped a Philadelphia-based wrestling organization called ECW make a name for itself, it wasn't long before the WWF regained its crown. Today, this battle has more than 12 million viewers glued to their televisions every week.

The media is aghast with wrestling's new zenith, unable to accept the fact that with each passing week a few more Nielsen points are stolen from football, basketball, and other "real" sports. All the major news sources think they're shocking the world by revealing that more people are watching, KNOWING FULL WELL THAT IT'S FAKE! As if trying to put an inflated ball through an elevated ring or dressing in plastic armor to run at an opposing team is any more real! And let's not even get started on boxing... "How

did wrestling ever become so popular?" asks the columnist in a snide tone. "Why do people love it so much?"

There isn't any mystery. The answer is the same as to the question, why have wrestling video games been the best selling titles for the last two years? Unlike other fighting games, wrestling games don't require that we learn the combatants' history since we see it unfold weekly before our eyes. Unlike other sports titles, wrestling titles don't concern us only with statistics and ability, but also with emotion and style. Unlike other celebrities, wrestling heroes are accessible, performing as themselves (albeit exaggerated) as they travel across the country; and coming home to our consoles so we can take them to even greater glory.

The wrestling ratings' war continues to build up steam. WCW wants a rematch with WWF, but they had both better look out for the young up-and-coming ECW, which looks to be joining the cable ranks. In an interesting parallel, the wrestling match for video game dollars is about as hardcore as they come.

With the release of Attitude for Nintendo 64 in August, Acclaim will lose the WWF license to THQ. Not one to say, "I quit," Acclaim guarantees a new wrestling title for the year 2000. Will their game be tough enough to topple THQ's new Nintendo WWF offering in November, or its PlayStation title in 2000? Joining the three-way dance will be WCW Mayhem for PlayStation, EA's first WCW game in a five-year contract which promises to raise our wrestling game expectations yet again come fall. It seems like everybody is fighting for a piece of the mat. But then, this is wrestling we're talking about. Would we want it any other way?

Game Informer wouldn't. As with television, the competition is creating a stronger video game product. To celebrate the coming battle, we've compiled all the information available about what's here now and what's on the horizon. Everything you need to know, and even some things you don't, are contained within. Consider it some reading material to hold you over until next Monday night.

PEOPLE



WWF ATTITUDE

Get it

Get a Piece of the Rock

"WWF Attitude is without a doubt the best wrestling game to hit the PlayStation yet (THQ's feeble attempts in the past are no match for this wrestling masterpiece). Perhaps the best part of this monster is the new and improved Create-a-Wrestler that includes theme songs, entrances, nicknames (including the name I often use when referring to myself in the 1st-person - Mack Daddy), and a Move Edit that can't be beat. The fighting is still very similar to War Zone, but all the game modes are much improved, sporting perhaps the best Career mode in wrestling where you get to climb the charts and knock that jabroni Rock off his dynastic-lovin' pedestal. While the PlayStation version's graphics aren't quite as sharp as the N64, the sound is definitely better. If you love wrestling, get this game."

ANDY
THE GAME HOMBRE

Concept

9.25

Graphics

8.5

Sound

9.5

Playability

8.75

Entertainment

8.75

9

OVERALL

"In case you didn't know, my relationship with this game goes back a quite a ways. I've been playing this game for months, writing about it for the magazine and doing daily updates to the web site. I've easily clocked in over 100 Attitude hours, and I'm not even close to being bored. I'm still discovering new things, yet giving Austin the People's Elbow for the thousandth time is as thrilling as ever. Its graphics cause Attitude to run noticeably slower than War Zone, but this creates an interesting effect. It allows veterans to select their attacks more accurately, while still letting newcomers pull off some brutal moves by pressing everything. The collision is also far from perfect. Regardless, Iguana has again set a new standard when all that was expected was a rehash. Acclaim's going to sell a billion of these, and deservedly so."

JAY
THE GONZO GAMER

Concept

9

Graphics

8.75

Sound

9.5

Playability

8.5

Entertainment

9.75

9.25

OVERALL

"Attitude features over 40 characters, all equipped with their very own theme songs and entrances. All of the character models look better than they did in War Zone, and yes, the Rock gives the People's Elbow and Stone Cold's Stunner is authentically recreated. If you like the chants and commentary from War Zone, then wait until you hear what Attitude spews out. The sound in this game is truly remarkable, and the gameplay is also quite impressive. Attitude's Create-a-Wrestler feature is once again a work of art, and the new customizable Pay-Per-View adds even more depth to this wrestler. The PS-X version has more sound than the N64 Attitude, but the play isn't quite as smooth. Nonetheless, it's a great game."

REINER
THE RAGING GAMER

Concept

9.5

Graphics

8.5

Sound

9.25

Playability

8.5

Entertainment

9.5

9

OVERALL

It's time once again, and once and for all, to get on board the Acclaim train. Let's hear all the Attitude players up in the rafters say, "Keeping a license ain't easy!" After much delay, WWF Attitude for PlayStation is finally out. What took so long? Tiny tweaks here and there, mostly. But it's no wonder. There's only one word to describe the improvements Acclaim has made to War Zone - everything.

Gameplay

Grappling technique will be a familiar experience to those well-versed in War Zone. The exact methods have changed, mostly due to the 150 added moves, but the principle is the same. Thankfully, Acclaim has loosened up the controls, so giving your opponent a little love is much easier.

The main difference lies in damaging your opponent. A single bar that changes hue from green to red as it is depleted replaces the colored bars appearing between Stun Meters. In fact, the Stun Meter is no more. Rather, an opponent becomes dazed after a rapid succession of moves. The more variety and flow your maneuvers have, the more damage they will do, and the longer your opponent will be in la-la land. If the match length is increased, less health is lost proportionately from trading blows. Thus, if you and a friend want to play a 60 minute grudge match, be prepared for the long haul.



Success relies on pulling off big moves, like this...

and this...

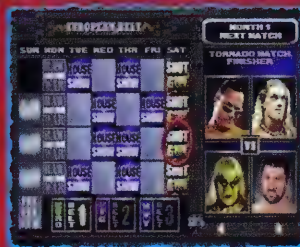
and this.

The Rocky Road to WrestleMania

With War Zone, the complaint with Career mode was that it was always the same, and too short. Have faith that Attitude will have you up for days on end as you have The Rock (or some other jabroni) climb the ladder of greatness. Your wrestler(s) of choice start out working non-televvised house shows. After fighting through a line of jobbers to finally get your hands on some name talent, you slowly start making appearances on Shotgun Saturday, Heat, and maybe RAW. And that's just to win the European Belt!

When you start to become a threat to the champion's popularity, he'll begin running in during your matches, doing whatever it takes to make you lose without actually risking the title. You may meet him in a 1-on-3 Hardcore match, but it will take a large winning streak to finally challenge him for the strap. Once the European Belt is won, it must be defended successfully five times to qualify for the Intercontinental Title. And then the process is repeated again to qualify for the Heavyweight Belt. In all, over 50 highly varied matches will be fought before you become WrestleMania material.

Keep in mind, all of the above is regarding a single wrestler's career. There's also a 1 or 2-player Tag Team Career mode, and with a multi-tap, up to 4-players can have a singles or tag team competitive race to the championship.



Climb up the ranks...



...by pinning no-name jobbers...



...to earn the glory.



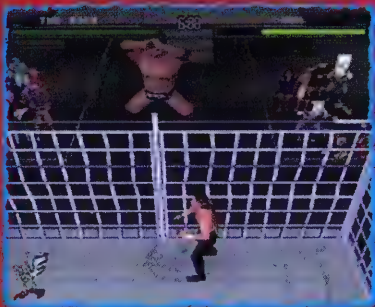
The People's Choices

Here's where Acclaim really laid the smack down. Attitude has more game options than Nicole Bass has ugly. Are you ready? Take a deep breath now. Any match mode (Vs., Tag Team, Tornado, 1-on-2, 1-on-3, Lumberjack, Gauntlet, Tag Gauntlet, Survivor Series, Royal Rumble, Battle Royal, War, Stable Match, Triple Threat, and Triangle) can be combined with a match option (Hardcore, Cage, Last Man Standing, Falls Anywhere) and one win modifier (Iron Man, I Quit, First Blood, Finisher Only, 2-out-of-3

Falls). The time limit can be set for 1, 2, 5, 10, 15, 20, 40, or 60 minutes, or for no time limit at all; and matches can be fought at either a House Show, RAW, or a Pay-Per-View arena. Few will be able to claim having done it all in Attitude.



Some super Tag Team action.



And Triple H headed for traction.

Rody-Poo-View

So you've taken The Rock through Career mode, you've fought him in every conceivable match, and you've whipped all the candy-asses you call friends. What now? It's time to go to the Create A Pay-Per-View mode. After a fitting name (such as Rody Poo VI) is decided upon, eight matches of any kind can be set up. After the electrifying line-up is finalized, the trivial details need to be decided. Eight colors for the arena lights, the entrance lights, side curtains, mat, posts, ropes, and stage aprons are available. There are also three stadium styles, 10 ring aprons, and 20 entrance signs and scaffold banners to pick from. Finally there can be a pay-per-view fit for The Great One.



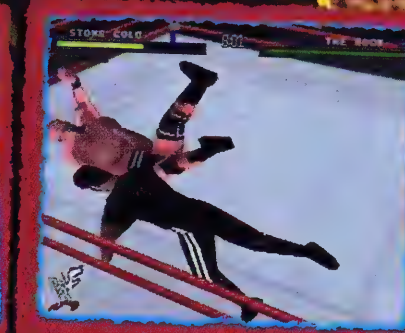
Set the stage.



And pick the matches.



Then lay the smack down.



Introducing Jaborntis to Rock Bottom.

PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Fighting (4-Player Via Multi-Tap)
- **Special Features:** Expanded Career Mode; Create Your Own PPV; Full Wrestler Entrances With Theme Music; The Rock & 40 Other Wrestlers (11 Hidden); FMV Intro; Dual Shock & Analog Compatible
- **Replay Value:** Moderately High
- **Created by:** Iguana West for Acclaim
- **Available:** Now for PlayStation

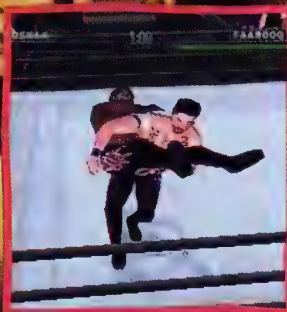
Bottom Line:

9

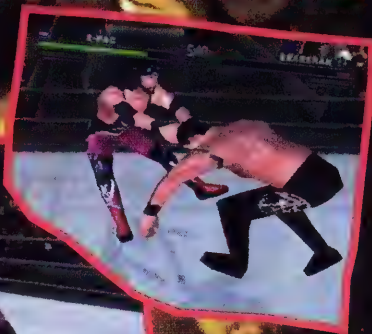
Owen In, Blazer Out



Due to the tragic death of Owen Hart during WWF's Over the Edge pay-per-view, Acclaim made a last minute decision to remove all Blue Blazer costume elements from Attitude's Create-A-Wrestler mode. Owen Hart remains in the game, however, with Attitude dedicated to his memory.



Undertaker posing after a win.



What Else?

There's so much to say about WWF Attitude, it's hard to fit it all into two pages. Luckily, Acclaim has worked very hard to make the features for the PlayStation the same as those on the Nintendo 64. Turn to the N64 Attitude Preview to read more on the features of Attitude.



2

WWF ATTITUDE

Get It

The Great (and Late) One

"Unlike the PlayStation universe, the N64 version of Attitude has plenty of good wrestling games to compete with. While nothing can touch Attitude's Create-a-Wrestler or Create a Pay-Per-View modes, I'd have to say that I like the fast-paced gameplay of THQ's WCW/nWo Revenge better. But you can toss all that out the window, because the WCW just isn't that cool anymore, and the Create-a-Whatever modes in Attitude give it legs that THQ's brawler could never have. The comedic value in the Create-a-Wrestler alone will have you and your buddies laughing and competing for weeks on end. I'm not saying that the play of Attitude sucks either. There are plenty of awesome moves to pull off, there is absolutely no loading, and the commentary during the matches just can't be beat. Definitely check this game out."

ANDY
THE GAME HOMBRE

Concept **9.25**

Graphics **9**

Sound **9**

Playability **8.75**

Entertainment **8.75**

9
OVERALL

"How Iguana managed to pack in all the music, voices, options, and intros they did, I'll never know. The graphics are sharper, with the wrestler's textures better defined. The N64 controls are basically the same, yet somehow looser, making it that much easier to send Austin to Rock Bottom. Best of all, there are no load times. Also, Attitude's AI actually presents a bit of challenge, making you really work your ass off to win a belt. You have no idea how excited I was when I finally got The Rock to his first PPV in Career mode. A lot of people are angry with Acclaim's constant delays of the N64 Attitude, but these same people will forgive all when they get their hands on it. Any WWF fan with a Nintendo 64 who doesn't get this game deserves to be powerbombed through two tables."

JAY
THE GONZO GAMER

Concept **9**

Graphics **9.5**

Sound **9.5**

Playability **9**

Entertainment **9.75**

9.5
OVERALL

"This is without a doubt the most electrifying wrestling game on Nintendo 64. From its hard-hitting gameplay and realistic graphics, to its incredible sound capacity and unsurpassed user interactivity, Attitude easily squashes War Zone and both of THQ's WCW releases. Attitude's gameplay, while a tad touchy, is executed nicely and is a serious blast to play (especially in multiplayer). Attitude also introduces a Career mode, plus a fully customizable Pay-Per-View. Best of all, the Create-a-Wrestler is back and better than ever. If you consider yourself a wrestling jabroni, then don't miss this release. I recommend this version over the PS-X offering simply because the graphics are crisper, the play is smoother, and loading is nonexistent."

REINER
THE RAGING GAMER

Concept **9.5**

Graphics **9**

Sound **9**

Playability **8.75**

Entertainment **9.5**

9.25
OVERALL

P

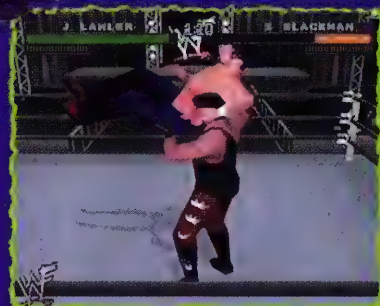
rofessional wrestling is a hard thing to keep up with. With sports-entertainment's fast-paced storylines, by the time a new wrestling game reaches the shelves, it's already a few months out of date. For example, Meat won't be slamming into Harry Beaver on a video game any time soon. It certainly doesn't help matters that Acclaim pushed the Nintendo 64 version of WWF Attitude back two months from its originally intended release date. However, Attitude will still be the chosen one among N64 wrestling fans.

In Stereo Rockvision

Acclaim worked hard to have the PlayStation and Nintendo 64 versions of Attitude as similar as possible. About the only discernable difference between the two is in the graphics. The textures on the N64 are slightly smoother, the wrestlers more defined, and the audience a bit crisper.

The most impressive aspect of the N64 Attitude is the sound. Thanks to massive file compression, Acclaim has managed to make this cart sound as good as its CD counterpart. Each wrestler has around two minutes of theme music that is heard during his or her intro, or any time you get the urge. In addition, all the wrestlers begin a match with one of a wide variety of trademark lines, and then they continue to verbally taunt their opponents through the match whenever a particularly damaging attack is made.

Play-by-play for Attitude is handled by Jerry "The King" Lawler and Shane "The Kid You Love To Hate" McMahon. Their commentary is much smoother than in War Zone, as they actually call the moves made and make jokes by playing off one another's remarks. Players are even treated to such classic Lawlerisms as, "Stone Cold took an IQ test and the results came back negative."



About the only time you'll hear Lawler shut up is when he's in the ring.



You will be amazed by the wrestler intros and music.

Create-A-Jabroni

Everyone loves the Create-A-Wrestler (CAW) feature. After everything else has been done with the WWF Superstars, it's always fun to make some loser for The Rock to smack around. Attitude's CAW is so massive, it's almost intimidating.

An annoying thing about War Zone was that the announcers always referred to you as "Player 1." Attitude lets you choose one of 32 nicknames for the commentators to use, such as Spaz, Mr. Showtime, and Jabroni. After a moniker is decided upon, it's time to work on your entrance. Stealing established grapplers' songs is an option, but there are 28 new themes as well. Your hopeful's voice can also be swiped from the name talent, or selected from 24 new options. Who your run-in partner is, how you enter, even crowd reaction to your arrival is up to you.

As everyone knows, though, looks are everything. Gender, body type, skin color, and muscle definition are the basics, but then things get really crazy. The head alone has 33 eye choices, 14 noses, 35 sets of lips, 33 hair styles, 21 facial hair options, 46 masks, 13 kinds of headgear, 11 styles of sunglasses, 18 different face paints, and 11 tattoo designs. Almost every accessory can have its color adjusted. Once shirts, jackets, gloves, boots, pads, and other gear start being put together, the possibilities of Attitude's CAW becomes truly daunting. Even letting the CPU randomly design wrestlers will never bring up the same thing twice (the bottom bar shows some of the CPU created).

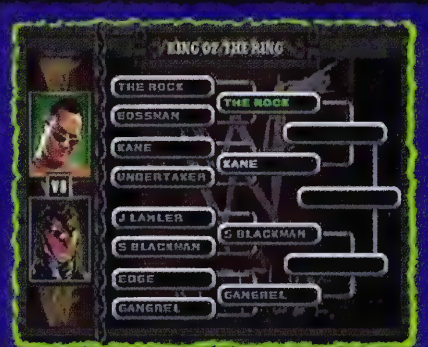
One of Acclaim's greatest CAW brainstorms is giving players the option to write text on their wrestler's clothing. Short phrases can be written on the chest, back, butt, arms, and legs of clothing. If your wrestlers can't say what they're thinking, at least they can spell it.



Write whatever you like on clothing.

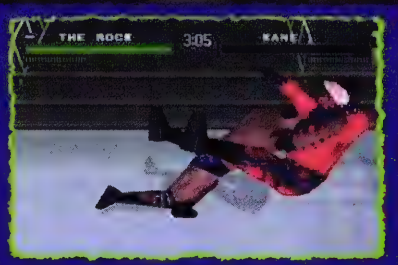


Rock Is King



Up to 8 players can compete in the tournaments.

It just may happen. You may be sitting at home with seven friends and they all want to play Attitude. King of the Ring is one of many tournaments that lets up to eight people duke it out to see who is the best. These bracketed melées give everyone a chance to get into the action.

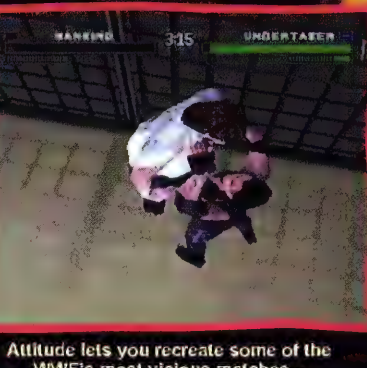
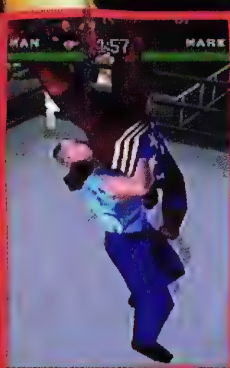


The natural result of The Rock facing an opponent.

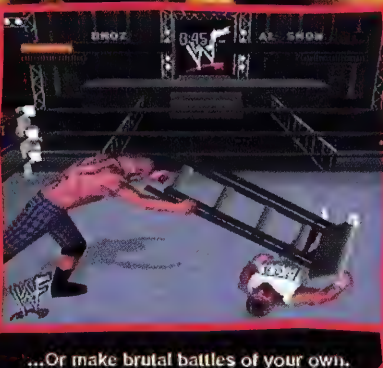
Nintendo 64 Cover Story

- **Size:** 256 Megabit
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Incredible Sound & Music; Commentary by Shane McMahon & Jerry Lawler; Verbal Taunts; Heavily Improved Create-A-Wrestler; The People's Elbow; 3 Difficulties; Rumble Pak Compatible
- **Replay Value:** High
- **Created by:** Iguana West for Acclaim
- **Available:** August for Nintendo 64

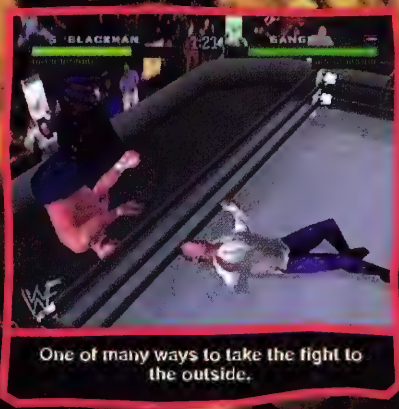
Bottom line: 9.25



Attitude lets you recreate some of the WWF's most vicious matches...



...Or make brutal battles of your own.



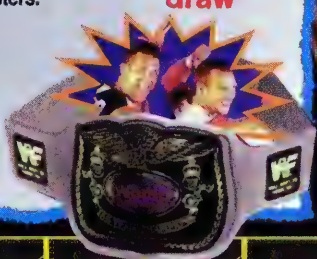
One of many ways to take the fight to the outside.

AMBIGUOUSLY GAY DUO (AGD) vs. TOO MUCH/TOO COOL

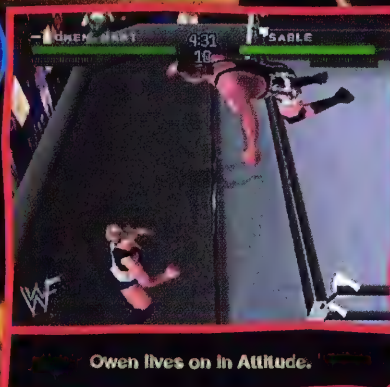
It's a classic confrontation that will go down in the annals of history - The animated dynamic duo of questionable sexuality against GI's favorite tag team (recently turned gangsta rappers) who are "best friends." If Too Hot and Too Sexy were to face off against Ace and Gary in a series of fairy tale contests, who would come out on top?

- | | AGD | TOO MUCH |
|--|-----|----------|
| 1. Has grappled with more men in funny costumes. | | X |
| 2. First to call TicketMaster for Barbara Streisand tickets. | X | |
| 3. Has been to Uruguay. | X | |
| 4. Really, really likes that banana in the tailpipe joke. | | X |
| 5. Bigger fans of the movie, <i>Priscilla, Queen of the Desert</i> . | X | |
| 6. Favorite planet in the solar system is Uranus. | | X |
| 7. Into sword fighting. | | X |
| 8. Likes Playing With Pocket Monsters. | | X |

draw



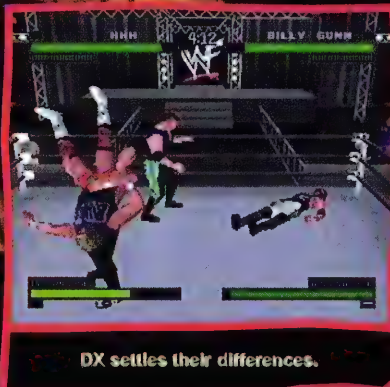
And the winner is: GrandMaster Sexy and Scotty 2 Hotty, the artists formerly known as Too Much.



Owen lives on in Attitude.



Two Too Sexys? That's too cool!



DX settles their differences.

What Else?

There's so much to say about WWF Attitude, it's hard to fit it all into two pages. Luckily, Acclaim has worked very hard to make the features for the Nintendo 64 the same as those on the PlayStation. Turn to the PlayStation Attitude Preview to read more on the features of Attitude.



THE MOST ELECTRIFYING INTERVIEW

Perhaps you've noticed it in our somewhat slanted Attitude coverage of the last few months. Maybe you've sensed it by reading our wrestling web coverage. Or it might be obvious from reading this month's issue. Game Informer loves The Rock. Whether he be wrestling, bragging, commentating, or just showing us the People's Eyebrow, we're proud to be among his millions...and millions of fans. When the opportunity arose to interview anyone in the WWF, the choice was made in less time than it takes to pin a jobber. GI had to talk to our supercilious hero.

The most electrifying man in sports-entertainment was kind enough to take time out of his incredibly busy schedule to chat with us about Attitude, wrestling, and those who just don't get it. We giggled shyly like schoolgirls who have never talked to a boy. He helped us through our star-struck stupor by asking the first question.

Game Informer: Rock, thanks for taking the time to...

Rock: I got one question for you. Am I going to be on the cover of this magazine?

GI: You are.

Rock: That's all The Rock wanted to know. The interview can go on.

GI: All right. Word around town is that you're not only the People's Champ, but also the video game champ of the WWF. True?

Rock: Well, yeah. A lot of the guys play video games here. The Rock is too much of a man to say he wins all the time. But win, lose, or draw, The Rock's always the champ.

GI: What games have you been playing lately?

Rock: Right now, NBA Jam 99, and obviously, I'm waiting for Attitude to come out. The Rock's also waiting for John Madden to come out because The Rock is the king of John Madden. It's been that way since his days at the University of Miami.

GI: Sports games are your main forte?

Rock: Yeah, for the most part. Role-playing games are pretty cool, too. It's hard because The Rock is one of those guys that needs to be satisfied immediately and you find that in sports games. Time is not one thing that The Rock has a lot of, so it's kind of difficult to get into the long role-playing games, but when I do have the time, that's cool.

GI: Are you excited about the new consoles coming out?

Rock: Absolutely. I'm mostly excited about the Dreamcast coming out this year.

GI: Let's talk about WWF Attitude. How close has Acclaim come to capturing you?

Rock: Very close. Extremely close. I played a demo in Germany and it was pretty damn cool, and that was four months ago. So obviously it's come a long way since then. It's great.

GI: When Attitude comes out will you be playing any other character besides The Rock?

Rock: When The Rock plays Attitude, he will play no one else but The Rock. It would be a disgrace to play any other jabroni on the game. It's one of those things - when everybody out there buys Attitude and they play The Rock, The Great One, The People's Champ, all their opponents will be rubbing elbows with greatness. The Rock, in the video game, is going to be making all the other characters' candy-asses famous. That's what's going to happen. Everyone should play only The Rock.

GI: THQ has picked up the WWF video game license. Are there any improvements you could suggest over what's been done already?

Rock: Acclaim has raised the bar in wrestling games, period. War Zone was incredible, the best. Acclaim has made Attitude even better. I can't say anything specifically, but if THQ wants to be the absolute best, they better beat everything else that's out there.

GI: Ever considered a "Sing Along With The Rock" game?

Rock: Not a "Sing Along With The Rock" game, but The Rock has been approached about doing a game where The Rock goes around fighting things and fighting guys. Don't know how you categorize it, but you know, a game called "The Rock." We'll see.

GI: Moving on to wrestling in general, is the success of the WWF a surprise or was it expected?

Rock: It's not necessarily a surprise, but at the same time it's a testament to creative story lines, hard work, and the innovative drama we put out there week in and week out. It's really no surprise we've blossomed as we have, nor will it be a surprise that we continue to be successful.

GI: Why do you think it seems like wrestling's success is such a shock to the mass media?

Rock: To quote our phrase, they don't "get it." We're no longer in the old days of professional wrestling. This is sports-entertainment. Nobody does it better than the WWF, and The Rock is king of sports-entertainment. We're not pulling the wool over anyone's eyes. What we do is pure showmanship, with things being predetermined. It surprises a lot of people who don't "get it." The media just can't seem to get over the hump of asking, "Is it real or is it fake?" I mean, c'mon, everybody knows it's theatrics. Just sit back, relax, and enjoy our action/adventure soap opera.

GI: On that note, when are you planning to bring the championship back to the people?

Rock: Good question. As we speak, we're lining up a championship match between The Rock and The Undertaker for King of the Ring. The Rock can't guarantee a win or a loss, but the Rock will guarantee that he will do what he does best. And that's entertain the millions...and millions of The Rock's fans, and he's going to do that by laying the smack down on The Undertaker's dead candy-ass.

GI: With your millions and millions of fans, do you find it hard to do things in public during your rare free moments?

Rock: Yeah, absolutely. I can't go to malls or movies or things like that during normal times. If I do go to a mall, I go right when it opens so I can get out before the crowds show up. When I go to movies with my wife, it's usually a matinee. I wear a hat and sunglasses, but that usually doesn't make much of a difference because somebody will see my sideburns and that's when the crowd starts. It's one of those things, though, that I'm not complaining about, it just goes with the show. I'm very blessed, very fortunate, and very lucky. I've also worked very hard to get where I am. I'll never, ever, complain about giving an autograph, and I'll never turn down an autograph seeker. Very humbling.

GI: We've formulated some matches here; you call the winner. The Rock vs. Rocky Balboa.

Rock: The Rock would hit him with so many lefts, he'd beg The Rock for a right.

GI: X-Pac vs. Keanu Reeves.

Rock: No doubt about it, X-Pac.

GI: Big Bossman vs. Boss Hogg.

Rock: Assuming Rosco P. Coltrane would get involved, it would have to go to Boss Hogg.

GI: Triple H vs. a bottle of Triple Sec.

Rock: Without a shadow of a doubt, the bottle of Triple Sec. If Triple H has pineapple juice for a mixer, then maybe Triple H has a chance. If not, Triple Sec.

GI: How do you feel about the fickle fans? For the most part, when you come out, the audience cheers. But say you come out against Steve Austin, they boo. What's up with that?

Rock: It's just one of those things. From day one The Rock has said, if you're a fan, you can boo The Rock, you can cheer The Rock, you can love The Rock, you can hate The Rock. That's completely up to you. The Rock's not too sure they would boo The Rock today. There haven't been any Rock/Stone Cold feuds in the last couple months. The Rock is a complete A-S-S-H-O-L-E, but he's a cool A-S-S-H-O-L-E, y'know? Regardless, The Rock will go out there and do his thing and entertain his fans no matter what they yell.

GI: Any reaction is probably better than none at all.

Rock: That's one thing that The Rock thrives on. He takes great pride in being creative and innovative, and going out there doing things and saying things, especially saying things on the microphone, you don't normally hear. Love me or don't. Whatever, your prerogative.

GI: A lot of WWF Superstars are appearing in other things. Will we be seeing The Rock in any upcoming television or movie roles?

Rock: It's funny we spoke about Keanu Reeves. We're looking into doing an upcoming film with him. I can't remember the name of it, but shooting is supposed to begin in July.

I'm not too sure if The Rock's going to be able to make it. But definitely, feature films are in The Rock's future. Right now, though, The Rock's going to stay king of the mountain in the WWF. But one day, The Rock will be accepting an Oscar.

GI: It wouldn't be a surprise, really.

Rock: NO! Not at all. He'll be thanking Steven Spielberg and the academy. Same old thing. The Rock will be the type of guy they strike up the orchestra for to get off the stage because he's been talking too long. The Rock will go on and on and on. He'll be up there in front of the academy yelling "roody-poo" all night long.

GI: Speaking of your mouth — far, far, far into the future, do you have any aspirations to become a wrestling commentator?

Rock: I don't know. You never know what the future might hold. It's no secret that The Rock loves the microphone. He loves saying things and cutting interviews with no inhibitions. The Rock will sing and say whatever he pleases when he has the mike.

GI: What can we expect in the future from The Rock?

Rock: The Rock foresees The Rock becoming fourth and maybe fifth time WWF champ. And going down as the most electrifying man in sports-entertainment and the best damn WWF champ that ever was.

GI: Can you define the word dynastic?

Rock: Is that like dynamic and fantastic put together?

GI: It's like, relating to a dynasty, a series of rulers. Like, you're a third generation wrestler, so your family would be a dynasty of champions.

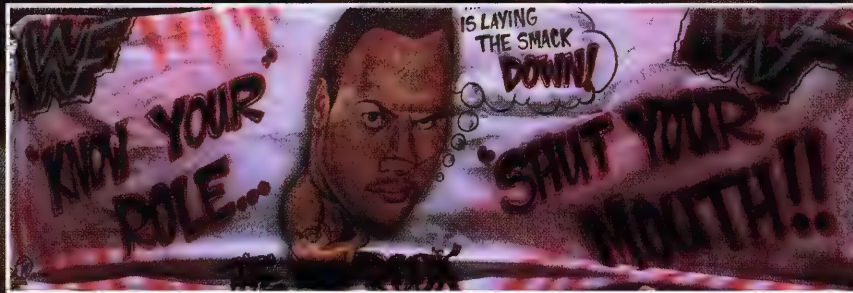
Rock: Is that a real word?

GI: Yeah.


Rock: That's pretty cool. I'm going to have to use that. Define dynastic — I would have to say that you look dynastic up in the dictionary and there's a picture of The Rock flexing the People's Eyebrow, and the caption says, "The Dynastic One."

GI: Finally, how much would it take for you to give up this wrestling biz, and take on a real job, like say, a video games magazine editor?

Rock: It would take approximately 3.6 million dollars, ya cockamamie clam-ass.



THE BOYZ BEHIND THE GAME



If there's two people that know about Attitude in the WWF, it's Jeff and Matt Hardy. Before this high impact duo started making waves in the World Wrestling Federation, they gave Acclaim all they had for five grueling days of motion-capture. Game Informer had to talk to the Hardy Boyz. Their amazing work for the game is second only to the seemingly impossible things they do in the ring.

The hardest working tag team in wrestling answered our prayers at the last minute. At the two and three-quarters count of this issue's deadline, they called us up and chatted for a bit about old jokes, new directions, and big plans.

GI: You guys did all the motion-capture for Attitude, but you're not in the game. What happened?

Matt Hardy: That's a good question. At the time, we had just started in the WWF and were at the bottom of the totem pole. There were a limited number of guys they could put in, and we didn't make the cut. If the game were being made now, I think we would have been in.

Jeff Hardy: You know what? I ask myself that every day. Now that it's time for the release, I'm really upset about that. We weren't really involved in the mainstream back then and we were just kind of fillers for the jobs like that. The WWF knew we could do everything, so they sent us out. I was hoping we'd be secret characters at least.

GI: But we'll be seeing you in the next WWF game, right?

Matt: I'm sure.

Jeff: I would think so, now that we've had our makeovers.

GI: How much time did you put in for Attitude?

Matt: We did five days of motion-capture, from 9 to 6 each day, and it was five days of hell. Our bodies are used to punishment, but we had to do things over and over again in these sensor suits. If just one sensor got knocked off, we had to do the move again. Obviously, since we were doing wrestling moves and were in close contact, sensors came off all the time. We would have to do moves 10 or 11 times for 300 or 400 moves. By the end of the week, we were physically destroyed.

Jeff: The first day, the guy showed us the list of moves we have to do and it's like a mile long. He had everything on there: Japanese, Mexican, and American moves. After the third day, I was starting to get real sore. But we got through it.

GI: After the mo-cap, then, did you take a couple days off?

Matt: As a matter of fact, we flew straight out to the Survivor Series pay-per-view after we were done.

GI: What would you guys do to get everyone's moves down?

Matt: Really, we didn't have to study too much. They had a VCR and TV that we would watch the moves on beforehand. But for most everything we did, we knew what it was. Jeff and I do most every

move in existence. A lot of guys have a real limited arsenal they stick to, but we can do almost anything. Most of what they had us do, we'd done before.

Jeff: We knew most of them, but if there was a move we didn't know, they would show us them on video. Even the little things, like Val Venis' hip gyrations. That was one of the hardest things for me to do, actually.

GI: So out of all the moves you guys did, which was the biggest pain in the ass to capture?

Matt: A lot of the powerbomb variations were tough, because you roll the guy up your body and the sensors keep coming off. I'm a little bigger than Jeff, so I'd usually be picking him up for moves like that. After having to pick him up over and over, it got really tiring.

Jeff: All the Japanese submission holds. Matt knew a few of them, but I'm real bad with submissions. I see 'em, but I can hardly ever remember how to put them on someone. Getting those in the right position and making it look painful was the hardest.

GI: Are you guys looking forward to WWF Attitude coming out?

Matt: I need to get a new system because I'm definitely getting Attitude. It'll be great to look at the images and see Jeff and I doing everything.

Jeff: I'm going to buy a PlayStation for sure. It's gonna be cool to see Stone Cold do the stunner and say, "That's us!" It's funny, because I always joke with Edge how Matt has jimmy-legs. His hips bend funny and his legs are all freaky when he gets up. I can't wait to play the video game, be beating somebody up, and see his jimmy-legs.

GI: Do you have any recommendations for those creating the Hardy Boyz at home?

Matt: You gotta have good looks. You need a lot of speed, charisma, drive, and will. Even if those abilities aren't in the game, you gotta have them. That's what we live off of.

Jeff: Baggy pants, tight shirts, wet hair, one fast, one kinda fast, and crazy as hell. Not afraid to dive in the ring and land on their head.

GI: So there you guys are at home playing Attitude. You've made the Hardy Boyz with the Create-A-Wrestler feature, and now you want

to have the ultimate challenge for your video game selves. Who do you fight or make?

Matt: I hope everyone at home is making the Hardy Boyz. Well, I'd have to put us up against Stone Cold and The Rock. We've already decided that we're going to set our goals high. If we could have a dream match, that's who we'd take on. The only way to get better is to be in there with the best.

Jeff: I'll go totally out of the wrestling world. The guy from the movie Powder and The Crow

GI: Former Freebird, Michael Hayes, has been helping you guys out, and your recent feud has been with another three man team, The Brood. Are you guys building a Freebird kind of thing?

Matt: We're definitely not shooting to be like the Freebirds, because the second coming of anything usually ends up being a disaster. It works out great the way it is. I don't know how much of a permanent fixture Michael will end up being, but I definitely appreciate him. He's got a vast knowledge of the wrestling business, and he's helped us out a ton already. He's a great mentor.

Jeff: At first, I thought we were going to be just like the Freebirds. But I was surprised when [the WWF] didn't want us to look anything like the Freebirds - especially Michael. They wanted a totally different approach. We still get a Freebird chant sometimes when Michael comes out with us.

GI: The Freebirds were notorious party animals. Has he trained you guys in that respect?

Matt: I tell you what, he's working on it. He's 40 now and I can't imagine him at 25. I'm 24 and I can't keep up with him now.

Jeff: He's still a party guy. Every night he likes to kick back a cold one. We're not big drinkers. I drank my first beer probably two months ago. Every so often, I try to drink a beer with him to be cool and drink with this guy I use to watch as a kid, but it's tough to keep up.

GI: Have you guys ever considered getting a valet named Nancy Drew?

Matt: Haven't heard that in a while. When we first started coming out, people saw us as a Rock N' Roll Express or Rockers-type team. But people are taking us a lot more seriously with our new look, so the Nancy Drew question doesn't come up as often. But in all honesty, we've never considered having a valet named Nancy Drew, or a valet at all.

GI: So you like the direction the WWF has you going now?

Jeff: I'm totally happy. The first night we wore our new outfits, I couldn't believe we were going to wrestle in them. I felt so awkward. But then I saw it on TV and everybody started talking about how much they liked the new outfits. When Debra said she liked our new look, I thought, this can't be wrong.

GI: If one of you guys got injured, would the other compete in singles? Or is it tag team or nothing?

Matt: Jeff and I are from a real small town in North Carolina, and no one expected us to be as successful as we are now. Our driving forces has been faith in ourselves, desire, and dedication. We really worked our asses off. So I'm sure one of us would give complete consent to the other to go ahead if that happened.

Jeff: I would hope so. I guess it would be up to the office. If I got hurt, I would hate for Matt to have to stop. With Michael Hayes, though, I wouldn't think we'd have to stop. Whoever was injured could stay on the outside until they recovered.

GI: We've got some fictional matches here, you make the call. Hardy Boyz vs. The Hanson Brothers.

Matt: Hardy Boyz. There's three of them, but they're too small and not vicious enough.

Jeff: The Hardy Boyz.

GI: Too Much vs. The Ambiguously Gay Duo.

Matt: If they were Too Cool, they would win. But if they were Too Much, they would lose.

Jeff: The Ambiguously Gay Duo.

GI: The Brood vs. the vampires in The Lost Boys.

Matt: The Brood all the way. I really appreciate being in the ring with The Brood because they're three talented guys. You know you're going to have a great match with them.

Jeff: Lost Boys because they're real vampires.

GI: Nicole Bass vs. Chewbacca.

Matt: Wow! Hmmm...that would be a draw. I can't even give you a straight winner on that one.

Jeff: Chewbacca. He's the big hairy guy, right?

GI: Jeff Hardy vs. Matt Hardy.

Matt: That would be a dream match up. It used to happen every day when we were kids. Since I'm on the phone right now, I'd have to say me. But if that match ever happens, I promise it will be something that you do not want to miss.

Jeff: Three years ago it would have been Matt, but now it's me. Or maybe a double knock out or DQ or something.

GI: With the WWF giving you guys a push lately, are you starting to be recognized in public more?

Matt: I can tell a huge difference in the last couple months, especially if we're with Michael. If we're alone, people aren't sure. But if they see all three of us together, they know beyond a shadow of a doubt. In Boston, after a live RAW, we couldn't keep people off us. It's weird, but I'll never complain that it's aggravating or anything

Jeff: A lot more. The power of RAW just overwhelmed me. The key to recognition is getting on RAW. After appearing for the first time on the show, it seems like now there's always at least one person that recognizes you in restaurants or stores. I'm sure it's only going to get worse. It's unreal. I can't imagine being Stone Cold.

GI: Any big plans for the upcoming year?

Matt: We would love to end this year being the tag team champions.

GI: Who will be your main competition for the tag team belts?

Matt: The Acolytes are the current champs, and they're a couple mean, tough, nasty guys. The Brood will definitely have their tag team title run. But Jeff and I will not have it any other way. We are going to be the tag team champions.

GI: Lastly, what's your opinion on a device that we think could save countless injuries in the ring - the nut cup.

Matt: Yeah, it's important to protect your nuts. I've never even thought about it. With all the flipping we do, it would probably cause more damage than it would prevent. I'll just have to take my chances and hope the other guys don't go for the low blow.

Jeff: You know what? I'm gonna start wearing one now that you mention it. We could get away with it in the loose pants. It might make the girls like us more, too.



Attitude On Dreamcast?

As this final page was being layed out, GI received a confirmation that WWF Attitude is being produced for Dreamcast! The wrestlers, moves, and voices will all be the same, but the graphics, textures, and speed will be greatly improved. We'll definitely be working to dig up more on this one.

SEGA NFL2K

THE NEW DEFINITION OF FOOTBALL

Sports game support usually plays a huge role in the success or failure of the many video game systems. In Japan, the Dreamcast sports scene has been very dry, but in the U.S. things will be different. Sports games will be prominent and may drive a considerable amount of Dreamcast hardware sales. Leading the way for Dreamcast sports games is Sega Sports' NFL2K. This Visual Concepts-created gridiron simulation received rave reviews at E3, and it likely will set a new benchmark for football games.

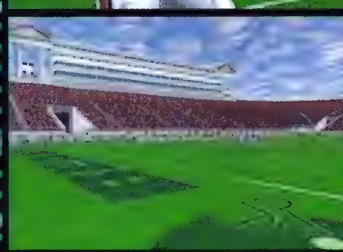
On the Field – Play Control

If you are a seasoned veteran of football games, it won't take you long to learn the basics of the NFL2K control scheme – but it will take some time to master them.

On the offensive side, the passing and running schemes are familiar. The QB stands in the pocket and surveys the field for the open receiver, and then hits the corresponding icon button to throw the ball. The passing game differs slightly from many games we've seen before, because the icons are immediately active and the user must toggle them off to scramble. There is also room for variation in pulling down a pass with a receiver. Of course, you can let the computer control the receiver, but the essence of the passing game is to swap to the receiver and pull it down yourself. This may mean jumping, diving, and/or speed bursting to the ball, but you still might not find success. Catching the ball also depends heavily on whether the ball hits the receiver's hands. This is something that blew us away when we saw NFL2K. You can watch the replays and see that a receiver didn't catch the ball because he didn't get his hands on it! The running scheme is straightforward with such moves as the stiff arm, shoulder charge, spin, and hurdle. You can also shake off tacklers when you get wrapped up. An interesting note on the speed burst is the ability to charge it up. This will give players on both sides extra strength to make the big play.

Defensively, the pass rushers have swim moves and shoulder charges. Line shifts are also possible when you want to fill the gaps in the line. Again, the defensive controls are at their essence when defending against the pass. There will be many instances where you have to quickly close the gap between yourself and the would-be receiver, then jump for the ball or put the smack down the receiver.

NFL2K's playcontrol feels tight and responsive and will only get better in the final stages of development.



Visuals & Sounds

There has never been a better looking football game. It makes any effort before it look like crap. The detail of the players, complete with pads, Breathe-Rite strips, and holes in their jerseys; the smoothness of the animation, such as a receiver reaching down to catch a pass or simply the divots in the turf, are just a few of the overwhelming visuals that NFL2K has to offer. The variety of animation is enormous, leaving you dazzled when you realize that a defender's wrist actually bent as he tipped away a pass or a receiver slid on the turf to catch a low ball. The list goes on and on, and you may not notice some of the subtler animations among the more than 1500 that Visual Concepts has created for the game. However, you will notice the changing weather conditions that cover the spectrum of meteorological phenomena.

You will not only see, but also hear the action in NFL2K. Crowd noises, quarterback calls, and bone-crushing hits are very ambient and are directly affected by the perspective you choose. For example, when you pull away from the field in the blimp camera perspective, the crowd and on-field noise will be muffled. Get closer and you're right in the action. Down on the field you'll also hear some trash talking from the players. Linebackers will bark out calls, cornerbacks will attempt to intimidate, and offensive linemen will just grunt. Of course, NFL2K comes complete with a play-by-play announcer.



Season Play & Statistics

The NFL season is the most exciting season of any professional sport, and NFL2K hopes to faithfully recreate the experience in all its glory. The setup of the season allows for any number of players to take their team to the Super Bowl. You can play any or all of the week-to-week NFL matchups. Or you can even create your own team of NFL stars and compete in the full season. No other current game allows you to put a loaded team into the normal NFL season. You may create a new powerhouse, or you may just realize that the Vikings are unstoppable – even against a loaded team. The only missing link to NFL2K is the lack of a GM mode. There are no free agency signings or salary caps, but Visual Concepts did say you can play consecutive seasons. Rookies will get better, but the old guys will just keep on playing.

Stats tracking is a prerequisite for any football game, and Visual Concepts promises to track a huge variety of individual and team statistics. Armed with the Dreamcast VMU, you'll be able to store and compile your season history.

Season play, stats tracking, and computer sims can make or break any sports title, and it takes a good length of time to explore the intricacies. What will surface with NFL2K's Season mode when we get a reviewable version?



Dreamcast Feature

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** 31 NFL Teams Plus Over 30 Classic & All-Star Teams; Play Editor With VMU Compatibility; Player Create & Draft; Practice Mode; Crazy Cheat Codes
- **Created by:** Visual Concepts for Sega
- **Available:** September 9 for Dreamcast (Launch Title)

90% Complete

Options & Menus

The NFL2K team at Visual Concepts got a lot of feedback about the play-calling screens in the game. Gone are the windows that show plays and formations. In comes a new scheme that you may see in other games next year. The formations and play-calls are overlaid directly onto the field, giving the user immediate feedback on how the players will lineup after the play is called. This confused some gamers used to the traditional windows because the names of the plays and formations are presented on bars on the top and bottom of the screen. As with anything new and different, there may be some who don't like the change, but we soon found NFL2K's play-calling to be helpful on both sides of the ball.

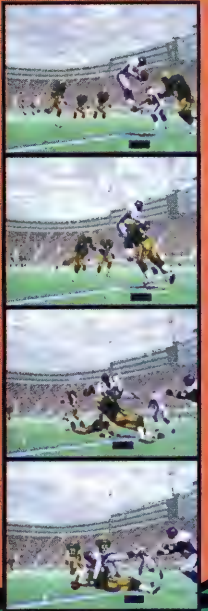
Rookie gamers will appreciate NFL2K's Practice mode. Here players can work on the fundamentals of catching, throwing, and tackling. You will also be able to run your offense and test plays. The Practice mode may also come in handy when using the play editor. Here you can add some classic and fictional football plays like the Statue of Liberty, QB option run, and the weak-/ HB option/ screen to the fullback.

Another favorite in any good sports title is the ability to create new players. Sure, some gamers like to put themselves into the lineup, but if you're around the GI offices, you build Assman, Vinny Le Screw, or good ole Johnny Castillo (former 3rd baseman for the Minnesota Twins). Anyhow, no matter whom you create in NFL2K, there are a ton of changes you can make to the player's appearance. Arm pads, shoes, gloves, mouthpieces, face masks, gut size, and wristbands accompany the common height and weight settings. Skills can be modified and adjusted to the max, or you can choose from a number of preset players such as a speed or power WR. Randy Moss is both, right?



Outlook

There is a new standard in video game football and it's called NFL2K. For any fan of sports video games, this Dreamcast football game puts PlayStation and Nintendo 64 offerings to shame. We spent at least four hours in heated NFL2K competition at the Visual Concepts' offices and haven't even scratched the surface of what this game has to offer. Forget Sonic, forget Soul Calibur, NFL2K looks to be the must-have title for the upcoming Dreamcast.



Greg Thomas, president of Visual Concepts Entertainment, was recently appointed head of Sega of America's product development. Thomas and his co-workers at Visual Concepts are seasoned game development veterans and have worked with such companies as Interplay, Midway, Electronic Arts, and, obviously, Sega.

Game Informer recently had the opportunity to meet with Thomas at Visual Concepts' offices in San Rafael, CA. Over some coffee, a few games of NFL 2000, and smack talkin' about favorite teams, we had a chance to discuss their new game and a bunch more.

Game Informer: What was the first football game Visual Concepts developed?

Greg Thomas: Madden '94 for SNES.

GI: How many football games have you done?

GT: We did Madden '94 and '95 and we also worked on Madden '96 on the PlayStation, but that was not completed.

GI: What happened with Madden '96?

GT: The failure to complete Madden '96 is something that really pains me and is something that I will never, ever forget for as long as I live. There are so many lessons to be learned from that experience by both VC [Visual Concepts] and EA [Electronic Arts]. On VC's side: learn to manage risk, do not trust code that you did not write, do not get caught up in politics. It's the game that matters and I learned even more personal lessons as well. From EA's side, trust your developers or do not give them the job, do not assume anything is easy, and do not assume that there is no competition. There really were a lot of stupid decisions made on Madden '96. For example, using the 3DO AI code was foolish. Working on a TV-style studio (FMV) for about eight months without worrying about the gameplay was ridiculous. But you learn from these things. With SegaSports NFL2K we did not even start on the front end until weeks before E3 because we really didn't care about it. All of our focus was on the field. We did this game from the ground up. We started from a blank screen in every single way - new hardware and no experience writing football AI. You have to understand that when you work on Madden, you don't write a football game. When you work on Madden, you make it faster and you add new features to it. But you use that world-renowned AI that was written on the Sega Genesis many years ago and is still in the game today. You just do these things because that's what EA does. They can't lose the grounding there. They have a lot to live up to, but [with NFL 2K] we had nothing! We started from nothing, so we took a lot of chances and we tried to do things the correct way.

GI: So do you think if Madden '96 had succeeded, you would be an EA in-house now?

GT: We did NHL '97 (PlayStation and Saturn) for them so we stayed with EA for another year. We had a good deal with them. We liked EA. I thought they were a great powerhouse. Yes, I thought that they were lazy in a lot of ways, but I thought that could change. I was wrong. If we could have had a bit more control over their sports games, like we do now, we could have helped a lot. Had Madden '96 succeeded, what would have happened? That's a tough one. I would have had a lot of arguments

with EA management and I'd be doing what I'm doing today. What it came down to was EA saying, "We're not taking any risks here, guys. This is Madden. It's bread and butter Madden. Just do this and don't try to do anything different! I don't care if you can get the DBs playing tighter coverage. I don't care if you think the zone coverage sucks. Just do the basics."

I just couldn't subscribe to this and with SegaSports NFL2K we didn't. We did it our way and I'm satisfied with the results.

GI: So where has football game development come since then?

GT: Well we've had a chance to play all the games each and every year as we were preparing to create SegaSports NFL2K and frankly, I've been disappointed. GameDay gave us total control which is real nice, but other than that there haven't been any

real strides. In fact, Madden has not even implemented total control in their game - which I believe is a large fault. They did add one button mode. Who wanted that? I wanted total control. With our game we're really giving both types of control to the users and I think that's the best way to go.

GI: What size is the NFL2K development team?

GT: Well it kind of started small, got larger (18 was the largest), and then ramped down to just the core team again.

GI: Break that down for us. How many artists, programmers, producers, designers, etc.

GT: At the largest we had 6 programmers, 9 artists, 1 project manager, 2 designers. But we also have full internal tools support, and library support. These

are two groups that all of our games use. We had a guy who's full-time job it was to make us videotapes of NFL footage. That was invaluable.

GI: It looks like the artists worked overtime on this one. Tell us a little about the graphics features.

GT: We're drawing about 20,000 polygons per frame. When people saw the game at E3 they thought it looked like TV. That's also something to look at Dreamcast and say, "Hang on a sec. This is a first generation game!"

The second generation is going to be better, the third generation will be even better yet! I think the message coming out of E3 from people was that Dreamcast is no slouch technically. I'm looking at the Gran Turismo demo on PlayStation 2 that was at E3 and I'm seeing jagged edges. I'm not seeing magic like they said. They did a nice PR spin, but I'm seeing a video game system like you'd expect to see, nothing more. People can think that the Dreamcast is underpowered but they would be wrong. When football ships, you're going to see a ton of polygons being drawn at 60hz consistently with a lot of effects - all

the snow flakes and rain drops and everything. This is no slouch hardware. Shenmue also proves it. If you saw the facial expression demo at E3, you will agree that Dreamcast is amazing. Have you seen our basketball game? The players in it? You'll freak out. I mean your boy, KG [Kevin Gamett on the Minnesota Timberwolves],

looks exactly like himself. We built him. We didn't just put a face on him. We built him how far his ears stick out, how big his nose is, the exact shape of his face. All the details are exact. Wait till you see him get pumped up doing a monster jam! It looks correct and that is not easy to do.

Do you think that, out of the gate, we are blowing people away?

GI: Everyone that we've talked to seems to think so.

GT: I think the biggest compliment we received at E3 (and this is also kind of concerning) was that Madden, Quarterback Club, and GameDay development guys pretty much lived at our booth and were playing our game every day of E3. I think I saw the GameDay guys playing our game for a few hours on one of the days. One guy from QB Club was taking notes! Next year, I guarantee you will not see any little windows on play-calling screens.

GI: What else do you think we'll see in their games next year that they took from yours?

GT: A proper collision system, for one.

GI: That's been the world of PlayStation football development. That give and take.

GT: Yes, the hardware can only do so much, but people also get lazy. They're just not making strides. There's the little thing here and there. But it's most important to get the nuts and bolts correct and that's what we've tried to do. We spent a lot of time on that. What you're going to see in other games is improvement in collisions - finally - but, not to the point that we've been able to take it on the Dreamcast. There are a decent amount of calculations that you need to make in order to get it correct and the other machines will have problems with this.

GI: So what are the nuts and bolts of NFL2K?

GT: There are so many new ideas in our game. Just the way we built our AI is different. It's a really modular system that can be added to and edited very simply and often without any coding necessary. Getting DBs to cover in our system is not a difficult task. Making them easy enough for beginners to catch passes on is what's difficult. It's a different way of thinking about AI systems as a whole. I can show you plays in all those other games and it's like, what was that AI player thinking? You're not going to see that in our game. Our animation system is really cool and allows for the most realistic movement we can deliver right now. If we can mo-cap it, we can display it in a very natural form. That's important. We really just try to copy the NFL. We review NFL tape very carefully to see what actually happens and then try to get our players, do what the actual players do. So when we're tuning the gameplay and we find problems, we just review NFL tapes to come up with the answers - just like any offensive and defensive coordinator in the NFL does.

GI: What was day one for developing NFL2K?

GT: Well, it sure seems like it was only yesterday. However, day one on NFL2K was really sometime in November of '97. That was when we began design and groundwork, but we did not receive final hardware until April of '98, I believe.

GI: Are the Viking the best ranked team or what?

GT: [laughs] You're just talking because they're your home team! Seriously, Randy Moss is absolutely amazing! I believe he personally put the Vikings in the position to get to the Super Bowl and will do it again this year. He goes up for the ball with two DBs around him and somehow comes down with it! What's



Greg Thomas



cool is that this also happens in our game due to our detailed collision and animation systems. Accuracy is everything in the NFL and in our game as well.

GI: You're a Dolphin fan, right? On paper, do the Vikes mop the floor with those Miami boys?

GT: [laughs] Dan is the man and Jimmy will get his running game, even if it costs him his personal life (kinda like making video games). I believe this coming year that Dan will get his ring (finally!). I can tell you one thing for sure - the Bronco's reign is over. A Vikes/Dolphins Super Bowl would be exciting...any bets?

GI: Other than graphics, what ONE thing sets your game apart from any other football game we've seen?

GT: Accuracy- the feeling you get when you go up on a receiver as a DB and tip the ball away at the last moment. It feels perfectly natural, but there are so many other things too. All of the special moves have been tuned so that they feel just great - not like trying to steer boats. It just feels right.

GI: What about the future of football?

GT: We already know, technically, that there is so much more we can, on Dreamcast that we've been unable to use this year due to time constraints. We're excited about the future! Already new ideas are coming into our heads about how we can make things better. Wait and see. This is just the beginning for a new revolution of sports games.

GI: Where do you think the Internet is going with the Dreamcast sports games?

GT: I'm not going to completely tip our hand here, but we are going to do things that have never been done online before. Now, online gaming is really in its infancy so there are many places to go. We have some really cool ideas. Currently, 99% of online gamers are deathmatching and I want

to change that. People are not thinking enough about innovations in online play, but we are.

GI: What about the Zip Drive? Is it just a ...

GT: I know nothing about the Zip Drive. I saw a picture of it in a magazine [laughs]...I know nothing about the Zip Drive. We really have nothing to announce.

GI: Do you think the Zip Drive is just a compliment to the online strategy and will be used to update rosters...

GT: There are a whole lot of things you can do, and you are heading down a road that I just don't want to go down.

GI: Back to sports, you have football and basketball. Who's doing hockey?

GT: Black Box, the guys who did Powerplay Hockey. It's gonna be killer! These guys are the premier hockey developers.

GI: What other sports are you thinking?

GT: There's obviously baseball.

GI: Sure. But will it be that old Sega formula where the U.S. does football, basketball, and hockey, and Japan does the baseball and soccer?

GT: No, I don't plan to follow formulas in that way. It is all about who will do the better job. Virtua Striker is an awesome soccer game and World Series has always been my favorite baseball game. I think that there will be a mixture of U.S. and Japan resources in

these titles to make sure that they are the best they can be.

GI: What about sports games just created in the Visual Concepts' offices? Are you looking to broaden the sports development here or is that going to be outsourced in other studios?

GT: One thing: VC is not specifically a sports game developer. VC is a video game developer and if you look around the walls [points at poster of One (PS-X) on the wall], some are sports games and some are not sports games. That's how this place is and that's how it will always be.

GI: Speaking of games other than sports, do you have anything on Floigan Bros.?

GT: Floigan is amazing! Floigan is going to be a very special title for Dreamcast, but if you look at how long it takes to make a really special title these days - Metal Gear Solid, Zelda, even Shen Mue - it takes a long time. I'm not interested in creating buzz for Floigan yet. It's just too early.

GI: You really won't go into more detail will you?

GT: Not until it's time and that time is not yet. I promise that I will let the Game Informer guys know the minute we're ready.

GI: You're getting into development of all Dreamcast games...

GT: Yeah, I'm in charge of everything now. It's a pretty daunting task.

GI: You get to try pretty much every Dreamcast game, give us a couple current or upcoming releases that you've enjoyed - and don't say one of your games.

GT: [laughs]... Crazy Taxi - can't get enough of it. We have a machine here and it's a ton of fun! The AM group is so talented. They fully understand game development and I'm trying to learn all I can from them. If they were giving a class, I would show up everyday.

I've also been playing MSR [Metropolis Street Racer], which is really sweet too. Bizarre have gotten the controls of driving a car down. I love flying down the street in San Francisco, coming up to a turn, and power sliding around it perfectly. It just feels so good.

Wait till you see Shen Mue and F355 Ferrari. Yu Suzuki - need I say more? Believe the hype about Shen Mue. It's groundbreaking and it's definitely not Dragon's Lair. Ferrari will re-establish the driving genre.

GI: What are the chances we're going to see those Japanese wrestling games coming here, and what do you think of wrestling?

GT: Well, that's interesting. Wrestling games sell like crazy in the States, but the best ones are developed in Japan. The Asmik ones were really nice and Giant Gram Wrestling from SOJ [Sega of Japan] on Dreamcast is really nice too. It's a great game, but there is no U.S. license. Me personally? I would bring it over because it's fun and that's what matters.

GI: You had the best of all worlds as far as development goes. You had the SNES, Genesis, PlayStation.

GT: Yes, we've developed for all of the best consoles,

but Dreamcast has been the most satisfying experience so far. It's easy to develop on and is really powerful. I've talked to other developers and they too agree. You're going to be seeing some really nice 3rd party games coming out soon too.

GI: ...but now that you are essentially Sega, do you think that when the next PlayStation or Nintendo machine surfaces you will really want to check out those development environments?

GT: From a developer's standpoint, we're definitely like that. We wanted to check out the 3DO and the Jaguar. Heck, I was the first person in the state of California to get a Jaguar.

But in hindsight, I sure am glad we didn't develop for them.

GI: Do you think you've locked yourself out of that now?

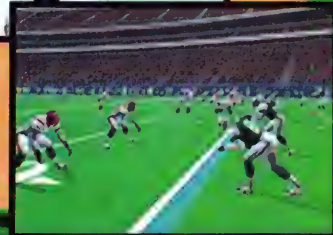
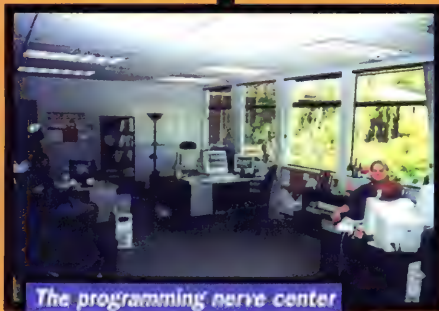
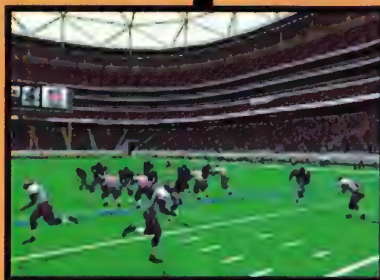
GT: I think you've got to look at the history of Sega and look at what we are all about. We are all about games. Sega have the greatest game designers in the world - bar none. Creating games is the most important thing to me, so I think I've made the correct decision.

GI: We've heard you've spent a lot of time in Japan with the AM designers...

GT: ...and I continue to. It's really cool actually. They were impressed with our football game and that's great because they do not get impressed easily. That helps open the doors of communication between our two groups. We freely share everything with them.

GI: Is it more game design issues or is it business too?

GT: No, I think the business cultures are too different between the U.S. and Japan, but game design? You bet. Control? Guaranteed. Physics? No doubt about it. I personally think the U.S. in general is not as good as Japan in making games [that are] easy to play, so this is one area. Another area is difficulty levels. The ramping up of difficulty is really important and SOJ understand this. There are so many more things too, like product management. Good game development requires tremendous effort and focus. Good game development is extremely difficult, but having someone like SOJ on your side makes it a bit easier. We're all more likely to create great games and, of course, it's all about the games. ■



NEOGEO POCKET COLOR™

Color Competition

While numerous handheld units have come and gone, one has remained a mainstay, garnering the title, "Iron Man of Video Games." This particular handheld is Nintendo's Game Boy. Kids dig it. Retailers love it. And competitors despise the infernal contraption. How tough a cookie is this pocket power? Game Boy has trounced every handheld to cross its path. Game Gear, Nomad, Turbo Express, Lynx – these are all names of promising handheld units developed by some of the industry's finest like Sega and Atari. Yet each of these units died beneath Game Boy's looming shadow. Now, another competitor has entered the pocket jungle, and it's ready to go to war against Nintendo's latest creation, Game Boy Color.

If you've been gaming since the 16-bit days or periodically monitoring the arcade scene, then you probably know who SNK is, and what it has done as a development house. Just like Capcom, SNK is known for its numerous arcade fighting games. It's also known for its incredible console machine. Years ago, SNK created the Neo Geo, a 32-bit powerhouse that was considered the Cadillac of the industry for its ludicrous prices on hardware and software. But rest assured, with SNK's new handheld and Game Boy combatant, the Neo Geo Pocket Color, you won't be forking out over 200 dollars for a fighting game. This 16-bit handheld, which is readily available on SNK's website (www.snkusa.com), will also appear on retail shelves this August with an affordable price tag of \$69.95. The software also has a handsome suggested retail price between \$29.95 and \$34.95 per game.

Game Informer has been studying this device for quite some time now. We've been monitoring its progress since its Japanese debut, and we've been watching SNK USA's every movement for

localization. The unit itself is pretty classy. It delivers exciting gameplay via a 16-bit CPU, and it highlights this play with a ton of color. The Pocket Color can display up to 146 colors at once on its reflective LCD screen. Without backlit technology, the Pocket Color requires light to be played. Most notable of all is the joypad – or should we say joystick? Since SNK loves fighting games, the Pocket Color is capable of superb maneuverability with its unique revolving joystick action. On the flip side of the coin, fighting games are best played with a ton of buttons. The Pocket Color only has two.

Software-wise, 12 games are available at launch; however, the three casino games are rumored to be only available at SNK's website. The packaging of the games is adequate, but kind of cheesy in a video rental sort of way. As for the software itself, well, most of it is great, taking full advantage of Pocket Color's color and play.

It's going to be tough to trounce Nintendo's handheld empire, and Pocket Color probably won't offer enough to accomplish this task. But if it does catch on, this will be a great new outlet for gamers to get a fix. Game Informer is in full support of the Neo Geo Pocket Color, and will continue to deliver coverage on its games.

Color Comparison

As you can see from the comparison chart, the Neo Geo unit has more vibrant on-screen color, whereas the Game Boy Color has a much wider variety of colors to choose from. But really, it doesn't matter if one unit slightly outperforms the other. It's all about games, and Game Boy Color is loaded with more software than we can keep track of.

	Neo Geo Pocket Color	Game Boy Color
CPU	16-bit	8-bit
Total Color Palette	4,096	32,000
Simultaneous Colors	146	52
Screen Display	TFT-format LCD	LCD
Screen Dimensions	45x48 mm (2.6 inches diagonally)	38x43 mm (2.25 inches diagonally)
Power	2 AA Batteries +1 Lithium Battery	2 AA Batteries
Battery Life	40 Hours	20 Hours
Built In Save	Yes	No
Built In Functions	Yes	No
Link Capability	Wireless + Cable	Infrared + Cable
Casing Color	6 Sassy Colors	6 Sassy Colors
Active Game Library	12	700+
Suggested Retail Price	\$69.95	\$69.95-79.95



Neo Geo Cup '98 Plus

- **Size:** 8 Megabit
- **Style:** 1-Player Action (2-Player Via Link)
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** Now

Bottom Line: 8

This is the kind of sports game that the high-end consoles are lacking. It's wacky, it's wild, and it's fun to play. The front-end boasts a deep Story mode that allows the player to manage a team and perform every action from controlling the players to buying new cleats, leggers, and uniforms. The gameplay is smooth, lush in look, and challenging in an addictive way. It would have been nice to see more of the field rather than large players, but this complaint can be overlooked once you get the hang of play.



Crush Roller

- **Size:** 8 Megabit
- **Style:** 1-Player Action
- **Replay Value:** Moderately High
- **Created by:** ADK for SNK
- **Available:** Now

Bottom Line: 7.5

The best description of Crush Roller is Pac-Man meets the wonderful world of painting. Instead of collecting pellets for level completion, you must coat every inch of the game board in paint. Instead of ghosts, you run from floating monsters. It's Pac-Man to a tee, just a tad freaky in design. While Crush Roller's control is not as responsive as we would have liked, its play is still irresistible just like those addictive Pac titles.

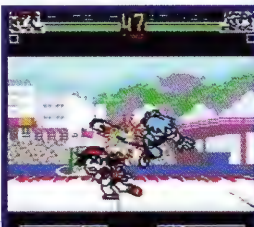


King of Fighters R-2

- **Size:** 16 Megabit
- **Style:** 1-Player Action (2-Player Via Link)
- **Replay Value:** High
- **Created by:** SNK
- **Available:** Now

Bottom Line: 8.5

This is the most action-packed handheld fighter on the planet. King of Fighters is crammed to capacity with 14 different characters, plus the awesome Making mode, which allows players to raise their very own custom-made fighter. R-2's controls are responsive, allowing for easy specials and combo attacks. The gorgeous scrolling backdrops and phenomenal character animation electrify the screen, and the AI challenge is up to par with SNK's arcade games. This is one bad motha of a fighter!

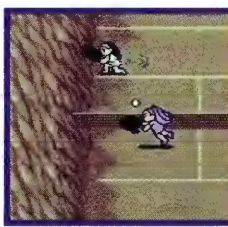


Pocket Tennis Color

- **Size:** 4 Megabit
- **Style:** 1-Player Action (2-Player Via Link)
- **Replay Value:** Moderate
- **Created by:** Yumekobo for SNK
- **Available:** Now

Bottom Line: 6.75

Traits of Super Tennis for the SNES run rampant through this volley simulator; however, the gameplay doesn't have the overall zing or complexity of the SNES classic. Pocket Tennis is moderately entertaining, and is a good tennis game, but it's just really hard to sink your teeth into for an entire tournament. If you're desperately seeking a tennis game, you won't be terribly disappointed with this one. But don't run out and buy it thinking you've just bought a piece of heaven.

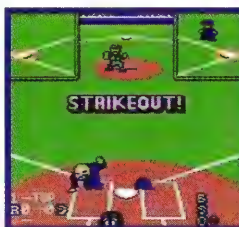


Baseball Stars

- **Size:** 8 Megabit
- **Style:** 1-Player Action (2-Player Via Link)
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** Now

Bottom Line: 6

As avid fans of the NES version, we can't help feeling a little disappointed with the lack of management options in this portable version. It was a blast to recruit new players and simulate seasons. But alas, these thrills are missing in this version. To its credit, the gameplay is mildly amusing and fairly competitive. But fielding can be a chore, and the graphics, especially during fielding, are a little too cartoonish.



Fatal Fury: First Contact

- **Size:** 16 Megabit
- **Style:** 1-Player Fighting (2-Player Via Link)
- **Replay Value:** High
- **Created by:** SNK
- **Available:** Now

Bottom Line: 8

Fatal Fury is just as solid a fighting game as King of Fighters R-2. But then again, it's just a straight up fighter – and that's about it. FF doesn't have character customization or a Team Battle mode, only straight up head-to-head combat just like the arcade releases. First Contact's playcontrol is phenomenal as are the graphics. If you're a fighting fan, you'll want to add this one to your library.



Metal Slug: 1st Mission

- **Size:** 16 Megabit
- **Style:** 1-Player Action
- **Replay Value:** Moderate
- **Created by:** SNK
- **Available:** Now

Bottom Line: 8.5

It's all-out war in Metal Slug: 1st Mission, and if you are a fan of the classic arcade game, Contra, or Bionic Commando, then you're in for a real treat. This game rocks the Neo Geo like no other game can. The gameplay is irresistible and the graphics are just downright pretty. One minute you're on foot shooting snipers out of trees, the next minute you're cruising around in the Metal Slug tank. Then, just when you get your bearings, you're swept off your feet and soaring through the skies in the Slug Flyer. It's complete madness...and lots of fun!



Samurai Shodown 2

- **Size:** 16 Megabit
- **Style:** 1-Player Fighting (2-Player Via Link)
- **Replay Value:** High
- **Created by:** SNK
- **Available:** Now

Bottom Line: 8.75

Fans of the arcade series will love this pocket conversion. Samurai Shodown 2's graphics are topped only by its amazing gameplay. Combos and specials can be summoned at will and the computer opponents are competitive and vigorous rivals. Samurai Shodown 2 features 14 playable characters, plus the mysterious fellow named Prompter. This fighter also comes equipped with a Collection mode that challenges the player to beat the CPU and unlock a ton of graphics cards. These action-packed skills can then be traded with friends.



Neo Geo Pocket Color Feature

Available Now!!!

Along with its stock of exciting software, SNK also has three casino titles readily available at www.snkusa.com. Sadly, none of these games are worth the bucks. Even if you could combine all three titles into a single game, it wouldn't be worthy of purchase. If you're addicted to gambling, then maybe...but be wary, none of these games actually spit out quarters.

Neo Dragon's Wild
Bottom Line: 3

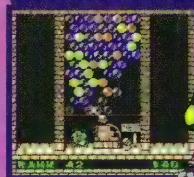
Neo Cherry Master Color
Bottom Line: 3

Neo Mystery Bonus
Bottom Line: 3.25

On the Horizon

With SNK supplying all the software for the system, it's surprising to see so many games ready to rock n' roll. Let's just hope the lack of licensed properties and big name developers doesn't sink this handheld unit. We watched it happen to Atari and its amazing Lynx unit, and it could very well happen again. SNK Vs. Capcom is a significant title that should boost sales and hopefully attract more gamers to this handheld, but is it enough? Here's what to look forward to in the near future.

Biomotor Unitron (RPG!!!)
Bust-A-Move Pocket
Dive Alert Burn Version
Dive Alert Rebecca Version
The Last Blade
NBA Hangtime
Neo 21 Blackjack
Neo Baccarat
Neo Turf Master
NFL Blitz
Pocket Fishing
Puzzle Link
SNK Vs. Capcom
World Heroes Pocket

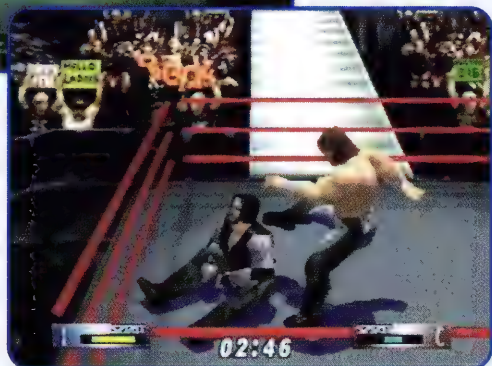
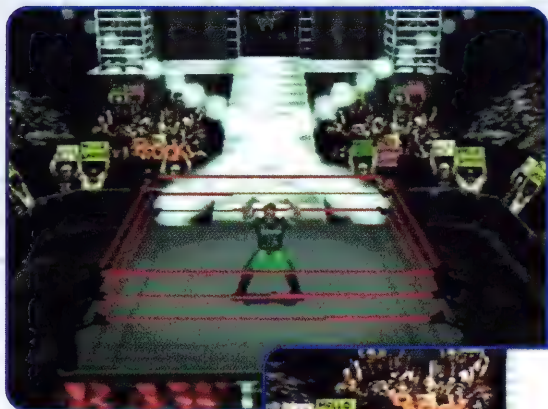


THQ vs. WWF

If there's one thing that has made professional wrestling so popular, it's the constant changes. **THQ** will kick off their 10-year licensing agreement with the **WWF** by bidding farewell to motion-capture, which it feels slows down the action of the squared circle.

THQ's untitled WWF games for **Nintendo 64** (pictured) and **Game Boy Color** are slated for a November 1999 release. **Natsume** is the developer for the GBC titles, while **Aki**, the same people who put together **WCW Revenge**, will be developing for the N64. In addition to having more moves than any other Aki game, the N64 WWF will also have true-to-life wrestler entrance videos shown on the **TitanTron!**

Due in the first quarter of 2000 is the **Yukes**-developed **PlayStation** WWF game. The same crew that put together **Toukon Retsuden 4** in Japan (a great game) are hard at work on a new WWF engine. At E3, GI was shown an early version of the N64 and PS-X titles behind closed doors. Both made us realize it's a great time to be a wrestling fan.



Life After WWF Attitude for Acclaim?

Acclaim may no longer be the holders of the **WWF** license, but that doesn't mean they're giving up the wrestling biz. To quote an Acclaim representative: "We have one of the most experienced wrestling design teams and one of the best wrestling engines. Acclaim will be releasing wrestling games in the year 2000 and beyond."

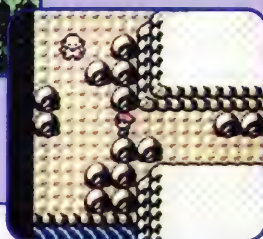
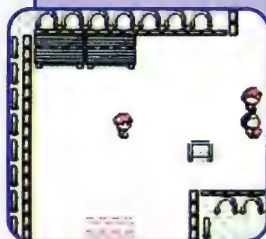
The Internet is abuzz with rumors that Acclaim is going to license characters from **Extreme Championship Wrestling** for its upcoming wrestling titles, but Acclaim is keeping tight-lipped about that possibility.



Pokémon Yellow



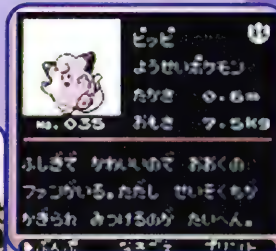
Pokémon Gold & Silver



Japanese Pokémon Gold and Silver Delayed, U.S. Waits

Nintendo Co., Ltd. of Japan announced that the release date of **Pocket Monster Gold** and **Silver** in Japan has been pushed back from June to early September. Apparently, Nintendo needs more time to perfect the link system and for additional playtesting. Reportedly, playable demos will be on hand at the **Nintendo Space World** in Tokyo on August 27th and 28th.

Nintendo offered no word as to how this will affect the American release of the game, but it likely means the two U.S. versions, known as **Pokémon Gold** and **Silver**, will not surface until the spring of 2000. Nintendo still plans to release **Pokémon Yellow** for **Game Boy** in early September.



A Fleeting Glimpse of Dreamcast's Floigan Bros.

Game Informer recently infiltrated the **Visual Concepts** complex and made off with two screenshots of their long-awaited **Dreamcast** title, **Floigan Bros.** The adventure/mystery game stars two brothers: one short and smart, the other strong and stupid. Set in the jazz age, the game has the brothers solve a gangland mystery, requiring players to utilize each character's unique abilities.

Visual Concepts is keeping quiet about the game, shunning any pre-release hype. Apparently, they are taking their time in development, and don't want to keep pushing back release dates again and again, as is the case with many high profile games. VC president **Greg Thomas** promises that this game will be a special one, but it may be a while until gamers can figure that out for themselves. Meanwhile, we also learned that **Sega** arcade games **Crazy Taxi** and **F355 Ferrari** (designed by **Yu Suzuki**) are being readied for the Dreamcast. Could VC be in on the development? Our sources say yes.



editor's top ten

- 10 Ace Combat 3: Electrosphere - PS-X
- 9 Ape Escape - PS-X
- 8 Star Wars: Episode I Racer - N64
- 7 Sled Storm - PS-X
- 6 Legacy of Kain: Soul Reaver - PS-X
- 5 NFL 2000 - DC
- 4 Driver - PS-X
- 3 Final Fantasy VIII - PS-X
- 2 WWF Attitude - PS-X, N64
- 1 Soul Calibur - DC

reader's top ten

- 10 Ape Escape - PS-X
- 9 Beetle Adventure Racing - N64
- 8 Need For Speed: High Stakes - PS-X
- 7 Mario Party - N64
- 6 The Legend of Zelda: Ocarina of Time - N64
- 5 Star Wars: Episode I Racer - N64
- 4 Super Smash Brothers - N64
- 3 Gran Turismo - PS-X
- 2 GoldenEye - N64
- 1 Syphon Filter - PS-X

top ten failed wrestler angles

- 10 The Janitor: "It's Moppin' Time"
- 9 Dr. Squirtle: "Squirtle Squirtle!"
- 8 The Eunuch: "No cheap shots for you!"
- 7 The Dungeon Master: "Better look out for my d4s!"
- 6 Fantastic Plastic: "My outfit is starting to chafe."
- 5 Mr. Unicorn: "If my horn doesn't get you, the glitter will!"
- 4 Stone Cold Steve Austin: "Please stop beating me up, Rock!"
- 3 Puppet Master: "Do you look out for me, or my little friend?"
- 2 Señor El Proctologista "Turn your head and cough!"
- 1 Abraham The Amish Assassin: "AAA's gonna churn your butter!"

All Too Real

Wrestling may be fake, but **Jakks Pacific** is making **WWF** action figures that are real to a freaky degree. Its WWF toys have been consistent sellers for the last couple years, flying off shelves faster than Star Wars figures in some areas. But it's no wonder why. These figures are amazing. With Jakks recently announced cross-promotional venture with **THQ**, expect not to find any of these figures at your local store. They'll be sold out.

Available now is the **Maximum Sweat** line. Sure, acting out wrestling fantasies with plastic has always been fun, but haven't you always wished that figs could become slimy as you played with them? Dream no longer. These physically distorted bruisers do what no other action figures can (and maybe never should): they sweat. The **Kane** figure also gives you the opportunity to do what no one in the WWF has ever done - remove Kane's mask, thereby doubling the gross-out factor. Fortunately, Jakks was kind enough not to make these figures stink like sweaty wrestlers.

Coming this fall from Jakks is the **WWF Wired.com** line, starting with the **Stone Cold Steve Austin** figure. It's a talking 12 inch figure, but the real kicker is you can make Austin say whatever you like. By plugging the figure in to your PC and using the enclosed CD-ROM rant manager, you can mix and match 200 pre-recorded words and phrases forming up to 45 seconds worth of trash talking. The figure also comes with a password that will give you access to a download site at wwf.com, allowing you to store favorite Stone Cold jabberings from last night's RAW or any other past audio performance. If you think this has got to be the coolest action figure walking, gimme a hell yeah!



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!



First Look: Hot Shots Golf 2

Sony Computer Entertainment Inc. is readying the sequel to the award winning **Hot Shots Golf**. Known as **Everybody's Golf** in Japan, the next installment of this million+ seller is scheduled to release in Japan this summer.

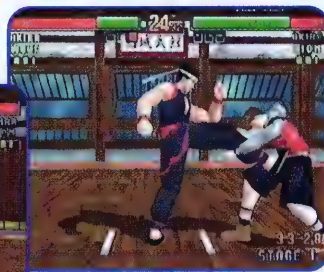
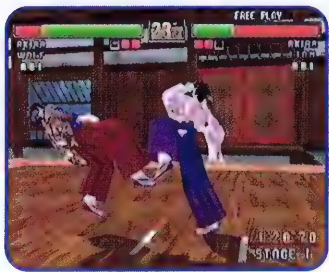
As for the U.S. version, it is likely that it will not appear here until next year. A Sony Computer Entertainment America spokesperson would not comment on any **Hot Shots Golf 2** details, but did confirm its existence. As you can see from the shots below, **Hot Shots Golf 2** does exist.



Sega's Virtua Fighter to be Delayed & Revamped

Sega's **Virtua Fighter** will not be available for the launch of the **Dreamcast** on September 9. Apparently, the delay is in response to complaints that there was no Versus mode in the game. Sega is taking a little extra time to add this feature, but promises that the game will come out in what they term the "launch window," which means it should be out 4 to 6 weeks after launch.

Fighter fans need not despair; for there will be plenty of Dreamcast fighting games available for launch, including **Mortal Kombat Gold**, **Soul Calibur**, and **Powerstone**.



LATEST WRESTLING NEWS.COM
<http://latestwrestlingnews.com>

What it lacks in flash, it more than makes up for in facts. Not opinions, not wild rumors, just hard-core wrestling news. Updated constantly, this site is the best place to find out who's going where, what's going to happen next, or even which wrestler just got a fat raise.

VIDEO GAME TRIVIA

- 1 What worthless prize did you get in the original Suikoden for collecting all of the characters?
- 2 The original Nintendo had a peripheral called R.O.B. What did R.O.B. stand for?
- 3 What's The Rock's real name?
- 4 What was the first Mario game to feature Princess Peach as a playable character?
- 5 What system did the first Phantasy Star debut on?

[Answers on the bottom of page 34]



Name That Game!

We made reference this month to a Titus racing game as the "Automobili Lamborghini landfill." What "classic" Lamborghini game did Titus put out on the SNES?

[Answer on the bottom of page 34]

Data File:

▶ Reports circulating in Japan indicate **Sony** will unveil the look of the new **PlayStation 2** at the **Tokyo Game Show** in September.

▶ The price tag for the **Japanese Dreamcast** was reduced from 29,000 yen to 19,900 yen (approx. \$166). This is no doubt to bring the Japanese unit's price in line with the upcoming **U.S. Dreamcast**, which will launch in September for around \$199.

▶ **Kalisto** will be bringing a new racing game, **XLeration-The Ultimate Race**, to the **Dreamcast** and PC this Christmas.

▶ **THQ** announced a licensing deal with **Psygnosis** and **Looking Glass Studios** to bring Psygnosis' successful **Destruction Derby** franchise to the **Nintendo 64** this Christmas. The N64 version promises more vehicles, additional tracks and arenas, and better graphics than its **PlayStation** precursor.

▶ Starting on July 26th, **Nintendo 64** Poképhiles can take their **Pokémon Snap** cartridges into **Blockbuster** to have their Poké pictures printed out as stickers.

▶ **Topps** announced that they have signed a final license agreement with **Nintendo of America** to market **Pokémon** trading cards in North America.

▶ **Sega Enterprises Ltd.**, **Hitachi Ltd.**, **Nippon Columbia Co.**, and **Hirano & Associates Inc.** have formed a partnership to develop an Internet/DVD distribution system for music and game software.

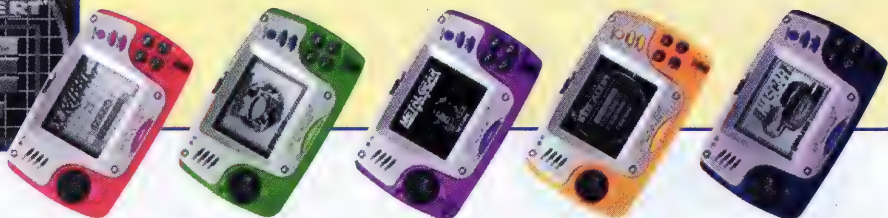
▶ A sequel to one of the original **PlayStation** RPGs is in the works in Japan. **Wild Arms 2** should surface in Japan this fall.

▶ **Interplay** announced recently that they were at work on a new fighter/beat-em-up called **Gekido**. Said to be inspired by "**Streets of Rage**," the new game will hit the **PlayStation** later this year.

▶ **Midway Home Entertainment** has teamed up with **Paradigm Entertainment**, the creators of **Pilot Wings 64**, to redo one most popular arcade classics of all time, **Spy Hunter**.

New Colors, New Titles for Tiger's game.com

Tiger's game.com Pocket Pro now comes in five new colors – purple, teal, orange, green, and pink – in addition to the original metallic gray. Also, the retail price of the unit has been lowered to \$29.95. To complement the Pocket Pro's new look, there will be some high profile games debuting for the system. Titles include: **Frogger**, **Metal Gear Solid**, **Command & Conquer: Red Alert**, **Deer Hunter**, and **Madden Football**. We can only hope that these titles are good enough to raise the system's almost nonexistent share of the handheld market.



Fatal Fury: Wild Ambition Assaults the PlayStation

SNK and **EA** have teamed up to bring **Fatal Fury: Wild Ambition** to the **PlayStation**. The game, based on the popular arcade game of the same name, brings fast-paced **Fatal Fury** fighting action, rendered for the first time in 3D polygons, from the arcade to your home. There are 14 characters, each with 30 or more single and combination moves. These characters are all from the arcade game, as are most of the fighting environments. There will be Arcade, Vs., and Training modes. Also, Team Battle mode lets each player select up to 6 fighters for a tag team battle royale.



THINK ABOUT THIS!



by Paul

Playing online with the console game systems of the future

A modem. For sure the Dreamcast will have one. Internet connections will likely be part of the new systems from Sony and Nintendo as well. If you're thinking about playing online games on these networked console systems of the future, I suggest you ruminate about it – there's not a chance you'll be playing them for long.

You may have done some surfing and emailing with a PC before. You may have even played a few games – maybe too many games. Maybe you spend way too much time on the 'Net. I can picture mom, dad, wife, girlfriend, or just ornery roommates coming to the realization that they never get any phone calls because you play Half-Life and download MP3s 24 hours a day. And that's with just your PC! Now you want to work double time and be known as the "Internect'd One"? If you have the means for another phone line, consider yourself the exception, but most console systems will stay offline.

I realize that some may have their first 'Net-sperience with the game systems of the future, but web surfing comes way easier on the PC – especially in excess. You can always chalk up a little EverQuest or ebay biddin' to job training if you work with a PC in your daily life. On the other hand, console systems are still viewed as toys and you can't get on-the-job training from gadgets like that.

It would likely be a blast to play **Rally** or **Gran Turismo** against someone in another part of the country, but the gaming experience may be more along the lines of posting high scores or loading other simple gamesave files. If anything, I'll be waiting for my PC to download, while I play a fighting or action/platform game on my console.

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Elena

- [EX] Cat Strike: b, d, db & K
- [EX] Sledge Hammer: hcb & P
- [EX] Blustering Dash.: hcf & K
- [EX] Shredder: f, d, df & K
- [EX] Reaper Spring: qcb & K (repeat 3 times)
- [SA] I Spinning Beat: qcf, qcf & K
- [SA] II Brave Dance: qcf, qcf & K
- [SA] III Healing: qcf, qcf & P

Akuma

- Hadou Ken: qcf & P
- Wind Hadou Ken: qcf & P (Air Attack)
- Fire Hadou Ken: hcb & P
- Shouryuu Ken: f, d, df & P
- Cutting Tornado: qcb & K (Air Attack)
- Rolling Rock: hcf & K
- Burning Air: f, d, df / b, d, db & PP / KK
- Demon Blast: f, d, df & K
- Demon Crush: Hit P (Air Attack)
- Demon Blade: Hit K (Air Attack)
- Demon Breaker: Hit LP & LK (When Close)
- Demon Surge: Hit K (When Close)
- Air Blade: d & MK (Air Attack)
- Nut Cracker: f & MP
- [SA] I Surge of Death: qcf, qcf & P
- [SA] I Demon Sky Plague: qcf, qcf & P (air attack)
- [SA] II Great Dragon: qcf, qcf & P
- [SA] III Giant Screw: qcf, qcf & K (air attack)

Hugo

- Outta Here: hcb & K
- Broken Spine: f, d, df & K
- Sky Drop: Rotate 360 & P
- Meat Grinder: Rotate 360 & K
- [EX] Palm Blaster: qcb & P
- [EX] Smack Down: qcf & K
- [SA] I Monster Breaker: Rotate 720 & P
- [SA] II Megaton Bomb: qcf, qcf & K
- [SA] III Hammerblow Machine: qcf, qcf & P, hold P to delay

Ibuki

- Electric Strike: hcb & P
- [EX] Lethal Weapon: qcf & P (Air Attack)
- [EX] Neck Trick: hcf & K
- [EX] Tornado: qcb & K (d & HK for a followup)
- [EX] Air Cutter: f, d, df & K
- [EX] Agile Bird: b, d, db & K
- [SA] I Burning Blood Cloud: qcf, qcf & hit P repeatedly (Air Attack)
- [SA] II AP Strike: qcf, qcf & P
- [SA] III Night Fall: qcf, qcf & P

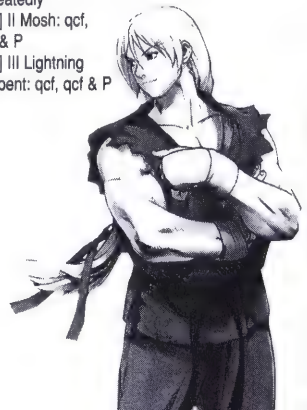
Makoto

- Power of the Sword: hcb & K
- [EX] Rushing Punch: qcf & P
- [EX] Lower Edge Punch: qcb & P
- [EX] Upper Rush Punch: f, d, df & P
- [EX] Flash Sword: qcb & K (Air Attack)

- I Restoring Balance: qcf, qcf & P
- II Crashing Wave: qcf, qcf & K
- III Center of Balance: qcf, qcf & P

Necro

- Snake Fang: hcf & K
- [EX] Whirlwind Spike: hcb & P
- [EX] Viper's Scale: qcb & P
- [EX] Cobra Wrath: qcb & K
- [EX] Static Blast: f, d, df & P, hit P repeatedly
- [SA] I Ultrastatic Blast: qcf, qcf & P, hit P repeatedly
- [SA] II Mosh: qcf, qcf & P
- [SA] III Lightning Serpent: qcf, qcf & P



new releases

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

Release Date	Title	Publisher/Distributor	System	Release Date	Title	Publisher/Distributor	System
JULY				9/7/99	Mortal Kombat Gold	Midway	DC
7/15/99	Cage	Metro 3D	GBC	9/7/99	Blitz 2000	Midway	DC
7/15/99	Deer Hunter	Vatical	GBC	9/7/99	Powerstone	Capcom	DC
7/15/99	Micro Machines 1&2	THQ	GBC	9/7/99	Ready 2 Rumble Boxing	Midway	DC
7/15/99	Puchi Carat	Tommo	GBC	9/7/99	Ms Pacman	Namco	GBC
7/15/99	Puzzle Master	Metro 3D	GBC	9/7/99	G-Police 2	Activision	PS-X
7/15/99	Revelations: Demon Slayer	Atlus	GBC	9/7/99	Hot Wheels	Electronic Arts	PS-X
7/15/99	Street Fighter	Capcom	GBC	9/7/99	Suikoden 2	Konami	PS-X
7/15/99	Vigilante 8 (rumble)	Vatical	GBC	9/9/99	CART Racing	Sega	DC
7/15/99	Wicked Surfing	Interplay	GBC	9/9/99	Dreamcast Unit	Sega	DC
7/15/99	All Star Tennis 99	UbiSoft	N64	9/9/99	House of the Dead 2	Sega	DC
7/15/99	Monaco Grand Prix	UbiSoft	N64	9/9/99	Monaco Grand Prix	Ubi Soft	DC
7/15/99	All Star Tennis 99	UbiSoft	PS-X	9/9/99	NFL 2000	Sega	DC
7/15/99	Monaco Grand Prix	UbiSoft	PS-X	9/9/99	Redline Racer	Ubi Soft	DC
7/15/99	Return of Ninja	Tommo	PS-X	9/9/99	Sonic Adventure	Sega	DC
7/15/99	Rising Zan	AGETEC	PS-X	9/9/99	Thousand Arms	Atlus	PS-X
7/15/99	Shanghai	Sunsoft	PS-X	9/13/99	Soul Calibur	Namco	DC
7/15/99	Tail Concerto	Atlus	PS-X	9/13/99	Monster Rancher 2	Tecmo	PS-X
7/15/99	Toonstein	Vatical	PS-X	9/14/99	Air Force Delta	Konami	DC
7/16/99	Echo Night	AGETEC	PS-X	9/14/99	Quarterback Club 2000	Acclaim	DC
7/20/99	NFL Xtreme 2	Sony	PS-X	9/14/99	TrickStyle	Acclaim	DC
7/20/99	Tarzan	Sony	PS-X	9/14/99	Earthworm Jim	Crave	GBC
7/26/99	Mario Golf	Nintendo	N64	9/14/99	Motocross Maniacs 2	Konami	GBC
7/26/99	New Tetris	Nintendo	N64	9/14/99	Asteroids	Crave	N64
7/26/99	Pokemon Snap	Nintendo	N64	9/14/99	Gex 3: Deep Cover Gecko	Crave	N64
7/27/99	Asteroids	Activision	GBC	9/14/99	NASCAR 2000	Electronic Arts	N64
7/27/99	WWF Attitude	Acclaim	N64	9/14/99	Jet Moto 3	989 Studios	PS-X
7/27/99	NCAA Football 2000	Electronic Arts	PS-X	9/14/99	Kingsley	Activision	PS-X
7/28/99	Jade Cocoon	Crave	PS-X	9/14/99	Mag 3	Crave	PS-X
7/29/99	In-Fisherman Bass Hunter	Take 2	N64	9/14/99	NHL 2000	Electronic Arts	PS-X
7/29/99	Monster Truck Madness	Take 2	N64	9/15/99	Aero Wings	Crave	DC
AUGUST				9/15/99	Evolution	Tommo	DC
8/1/99	Deja Vu	Vatical	GBC	9/15/99	Slave Zero	Infogrames	DC
8/2/99	Duke Nukem	GT Interactive	GBC	9/15/99	Swords of Vengeance	Crave	DC
8/3/99	Broken Sword 2	Crave	PS-X	9/15/99	Tokyo Street Racer	Crave	DC
8/3/99	Quake 2	Activision	PS-X	9/15/99	Bugs Bunny 4	Vatical	GBC
8/10/99	1942	Capcom	GBC	9/15/99	Cat Woman	Vatical	GBC
8/10/99	Pocket Bowling	Jaleco	GBC	9/15/99	Daffy Duck	Sunsoft	GBC
8/10/99	Konami Arcade Classics	Konami	PS-X	9/15/99	Elmo In Grouchland	NewKidCo	GBC
8/10/99	NCAA Gamebreaker 2000	989 Studios	PS-X	9/15/99	FIFA 2000	THQ	GBC
8/15/99	Antz	Infogrames	GBC	9/15/99	Frisbee Golf	Vatical	GBC
8/15/99	Bomberman RPG	ElectroBrain	GBC	9/15/99	Hello Kitty's Cube Frenzy	NewKidCo	GBC
8/15/99	Classic Bubble Bobble	Metro 3D	GBC	9/15/99	Madden 2000	THQ	GBC
8/15/99	Return of Ninja (rumble)	Tommo	GBC	9/15/99	Looney Tunes	Sunsoft	GBC
8/15/99	Survival Kids	Konami	GBC	9/15/99	Mission: Impossible	Infogrames	GBC
8/15/99	Championship Motocross	THQ	PS-X	9/15/99	NHL 2000	THQ	GBC
8/15/99	Demolition Racer	Infogrames	PS-X	9/15/99	Ninja	Metro 3D	GBC
8/15/99	Shao Lin	THQ	PS-X	9/15/99	Quest RPG	Sunsoft	GBC
8/15/99	Silhouette Mirage	Working Designs	PS-X	9/15/99	Skateboard Kid (rumble)	Tommo	GBC
8/17/99	Spawn	Konami	GBC	9/15/99	Tiger Woods PGA Tour 2000	THQ	GBC
8/17/99	Duke Nukem Zero Hour	GT Interactive	N64	9/15/99	Toy Story 2	THQ	GBC
8/17/99	South Park	Acclaim	PS-X	9/15/99	Yoda Stories	THQ	GBC
8/17/99	Um Jammer Lammy	Sony	PS-X	9/15/99	AirBoardin' USA	AGETEC	N64
8/24/99	Pacman	Namco	GBC	9/15/99	Road Rash 64	THQ	N64
8/24/99	Goemon's Great Adventure	Konami	N64	9/15/99	Bass Landing (with controller)	AGETEC	PS-X
8/24/99	Blitz 2000	Midway	N64	9/15/99	Clock Tower 2	AGETEC	PS-X
8/24/99	RC Re-Volt	Acclaim	N64	9/15/99	Detonator Gauntlet	Working Designs	PS-X
8/24/99	Chocobo Racing	SquareSoft	PS-X	9/15/99	Eagle One	Infogrames	PS-X
8/24/99	James Bond: Tomorrow Never Dies	Electronic Arts	PS-X	9/15/99	Lego Racers	Lego Media	PS-X
8/24/99	Blitz 2000	Midway	PS-X	9/15/99	Lego Rocker Raiders	Lego Media	PS-X
8/24/99	RC Re-Volt	Acclaim	PS-X	9/15/99	Mission: Impossible	Infogrames	PS-X
8/24/99	Soul of the Samurai	Konami	PS-X	9/15/99	R-Type Delta	AGETEC	PS-X
8/25/99	Tonic Trouble	Ubi Soft	N64	9/16/99	Dino Crisis	Capcom	PS-X
8/30/99	Jet Force Gemini	Nintendo	N64	9/21/99	Carrier	Jaleco	DC
8/31/99	Blue Stinger	Activision	DC	9/21/99	Resident Evil	Capcom	GBC
8/31/99	Shadow Man	Acclaim	GBC	9/21/99	Army Men Sarge's Heroes	3DO	N64
8/31/99	Quarterback Club 2000	Acclaim	N64	9/21/99	Gauntlet Legends	Midway	N64
8/31/99	Shadow Man	Acclaim	N64	9/21/99	Hot Wheels	Electronic Arts	N64
8/31/99	Final Fantasy VIII	Square Soft	PS-X	9/21/99	Hybrid Heaven	Konami	N64
8/31/99	Madden 2000	Electronic Arts	PS-X	9/21/99	Madden 2000	Electronic Arts	N64
8/31/99	NFL Gameday 2000	989 Studios	PS-X	9/21/99	Roadsters	Titus	N64
8/31/99	Shadow Man	Acclaim	PS-X	9/21/99	WCW Mayhem	Electronic Arts	N64
8/31/99	Sledstorm	Electronic Arts	PS-X	9/21/99	Medal of Honor	Electronic Arts	PS-X
8/31/99	Tiny Tank	Sony	PS-X	9/21/99	Space Invaders	Activision	PS-X
SEPTEMBER				9/21/99	Vegas Games 2000	3DO	PS-X
9/1/99	AMF Bowling	Vatical	GBC	9/21/99	Warpath: Jurassic Park	Electronic Arts	PS-X
9/1/99	Darts	Vatical	GBC	9/21/99	Wipeout 3	Activision	PS-X
9/1/99	Jeff Gordon Racing	ASC	PS-X	9/22/99	40 Winks	GT Interactive	PS-X
9/6/99	Pokemon Yellow	Nintendo	GBC	9/24/99	NASCAR 2000	Electronic Arts	PS-X
9/7/99	Hydrothunder	Midway	DC	9/24/99	WCW Mayhem	Electronic Arts	PS-X
9/21/99	Starcraft	Nintendo	N64	9/27/99	Starcraft	Nintendo	N64
9/28/99	International Track & Field	Konami	GBC	9/30/99	Gex 3	Eidos	GBC

STAR WARS: EPISODE I THE PHANTOM REVIEWER

TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE	TITLE	BL	DATE	
PLAYSTATION												
3Xtreme		5.75	Jun-99	GeX: Enter the Gecko	9.25	Mar-98	Ogre Battle Lmtd. Ed. One	6.5	Aug-97	VR Powerboat Racing Vs.	6	Apr-98
A Bug's Life		7.5	Jan-99	GeX 3: Deep Cover Gecko	8	May-99	OverBlood	7.25	Jun-97	Wargames Defcon 1	7.25	Sep-98
Ace Combat II		8.5	Sep-97	Ghost in the Shell	8	Oct-97	Pandemonium	6	Dec-97	Warhammer: Dark Omen	7.75	Jun-98
Activision Classics		5	Oct-98	Goal Storm '97	8.75	May-97	Parappa The Rapper	8.25	Oct-97	Warzone 2100	7.75	Jun-98
Adidas Power Soccer '98		2	Sep-98	Golden Nugget	8	Oct-97	Parasite Eve	7.75	Sep-98	WCW Nitro	6.75	Feb-98
Akuji the Heartless		6.75	Mar-99	Gran Turismo	9.5	Jun-98	Persona	8.5	Mar-97	WCW vs. The World	8	May-97
Alexi Lalas Int'l Soccer		2.25	Jun-99	Grand Slam Baseball	4.5	Jun-97	Pitfall 3D: Bynd. Jngl.	8.75	Sep-98	WCW/NWO Thunder	4.75	Feb-99
All-Star Baseball '97 w/ Frank Thomas		5.5	Jul-97	Grand Theft Auto: London 1969	7	Jul-99	Pocket Fighter	7.75	Sep-98	Wheel of Fortune	7	Jan-99
Alundra		8.5	Jan-98	Grand Theft Auto: London 1969	7	Jul-99	Point Blank	8.5	Feb-98	Wild 9	6.25	Dec-98
Ape Escape		8.75	Jul-99	Grand Tour Racing	7.75	Nov-97	Point Blank 2	8	Apr-99	Wild Arms	8.75	Jun-97
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CoolBoards 2		9	Nov-97	Mega Man Legends	8.5	Sep-98	SaGa Frontier	7.25	May-98			
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Croc 2		7.5	Jul-99	Mega Man Legends	8.5	Sep-98	SaGa Frontier	7.25	May-98			
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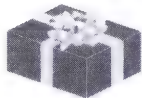
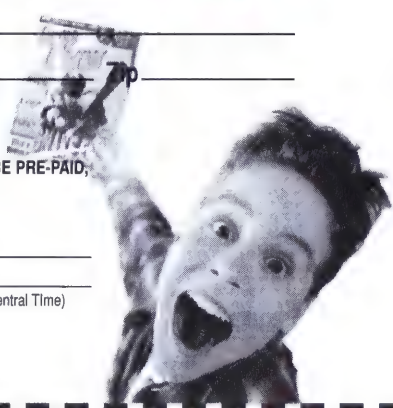
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Abbreviations:

f - Forward
b - Back
u - Up
d - Down

Note: Combinations like DF are possible. It simply means Forward & Down simultaneously.

K - Any Kick
P - Any Punch

WK, MK, & HK - Weak, Medium, & Heavy Kick
WP, MP, & HP - Weak, Medium, & Heavy Punch
qcf - Quarter Circle Forward (D, DF, & F)
qcb - Quarter Circle Back (D, DB, & B)

hcf - Half Circle Forward (B, DB, D, DF, & F)
hcb - Half Circle Backward (F, DF, D, DB, & B)

[EX] - Moves that can be powered up by pressing an additional Punch or Kick Button, (depending on which type of attack was used for the move) if you have enough power in your SA bar.

[SA] - Super Arts; You select one out of three of these during character selection. These moves are only possible when the SA bar is full or if you have one or more stored.

TRAINING CARD #48

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

Ken Masters

Zenpou Tenshin: qcb & P
Electric Kick: f & MK
[EX] Hadou Ken: qcf & P
[EX] Shouryuken: f, d, df & P
[EX] Tornado Kick: qcb & K (Air Attack)
[SA] I Leaping Dragon: qcf, qcf & P
[SA] II Divine Dragon: qcf, qcf & K, hit K repeatedly
[SA] III Lightning Kick: qcf, qcf & K

Chun-Li

[EX] Spirit Punch: hcf & P
[EX] Earth Kick: hcb & K
[EX] Rapid Fire Kick: Hit K Repeatedly
[EX] Spinning Spirit Kick: Dash, d, u & K
[SA] I Blazing Spirit Punch: qcf, qcf & P
[SA] II Fire Bird: qcf, qcf & K
[SA] III Star Burst: qcf, qcf & K

Dudley

Crouching Angle: hcf & K, then hit K
Crouching Forward: hcf & K, then hit P
[EX] Rapid Fire Punch: hcf & P
[EX] Omni Counter: hcb & P
[EX] Ball Peen Hammer Blow: hcb & K
[EX] Turbine Blaze: f, d, df & P
[SA] I Rocket Blaze: qcf, qcf & P
[SA] II Carpet Bomber: qcf, qcf & P, Hit P Repeatedly
[SA] III Corkscrew Blast: qcf, qcf & P

Alex

Da Bomb: hcb & Punch
Burning Helix: hcb & Kick
Flying Karate Chop In Air, d & HP
[EX] Blazing Karate Chop: qcf & P
[EX] Flying Knee Smash: f, f, df & Kick
[EX] Flying Riot: Dash, d, u & Kick
[EX] Elbow Cut: Dash, b, f & K
[SA] I Da Big Bomb: Full Circle & P (x1)
[SA] II Boomerang: qcf, qcf & P (x2)
[SA] III Shocking Head Smash
qcf qcf & P(x1)



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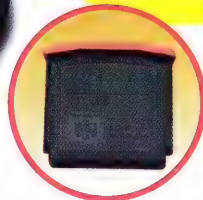
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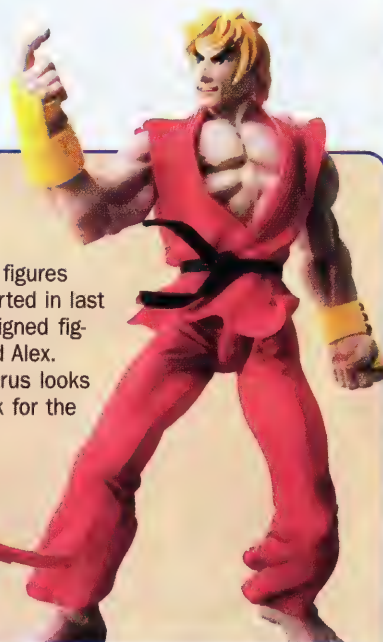
All **Nippon Airways** is bringing one of its fleet of **Pokémon** jumbo jets to San Francisco. The 232-foot aircraft's exterior is decorated with various **Pokémon** characters. Beginning July 3rd, the ANA **Pokémon** 747 will serve San Francisco five days a week on ANA's non-stop service from Tokyo. To celebrate the arrival, ANA will invite 20 San Fran-area tots and their parents to tour the aircraft and receive special **Pokémon** gifts. Pika Pika!



Street Fighter Action Figures Unveiled

Behold the first images of **Resaurus'** line of action figures based on **Capcom's Street Fighter** series. As reported in last month's issue, the first series of spectacularly designed figures will feature Ken, Ryu, Cammy, Blanka, Vega, and Alex.

After some mediocre figures from **Toy Biz**, Resaurus looks to breathe new life into the **Street Fighter** toys. Look for the series of toys in September for around \$8 to \$10.

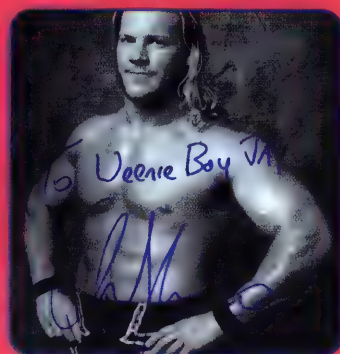


THE GOOD, THE BAD, THE UGLY

GOOD - **Sega of America** announced that they have secured 100,000 pre-orders for their soon-to-be-released **Dreamcast** console system. They have set a goal of 200,000 pre-orders, which would double the amount of pre-orders for the **PlayStation** launch in 1995. The Dreamcast will be available in more than 15,000 store fronts on its launch date, and Sega plans to set up 8000 interactive Dreamcast kiosks in retail outlets by the launch date.

BAD - There are currently five motocross games in development, all scheduled to release this fall on various systems including the **PlayStation** and **Nintendo 64**. Will the fan base of motocross fans really be able to support so many similar games? We say, no way.

BAD HAIR - The **WCW's** contractual expert, **Chris Jericho**, recently sat down with *GI* to talk a little wrestling. Look for the enlightening interview in the September issue.



UGLY - **Sweden**, a country that is slightly subtler to the fabulous nation of **Norway**, has once again showed that slight lapse in class that makes Norwegians feel a little silly about being right on their border. **Bergsala Company**, the people with distribution rights to **Nintendo's** product in Sweden, has recently convinced the town council of **Kungsbacka**, Sweden to name one of their streets "Mario's Gate" or "Mario's Street." We then heard a rumor that **Norway** is said to be considering **Crash Bandicoot Blvd.** for a street in **Oslo**.

GOOD - In a recent teleconference with **Sunsoft of America**, *Game Informer* learned that the timeless **NES** classic, **Blaster Master**, is returning to the video game scene in the form of a 32-bit action game for **PlayStation**. **Blaster Master** is one of *GI's* favorite **NES** titles, and hopefully, this new attempt will play more like its 8-bit predecessor rather than the horrendous 16-bit **Genesis** offering.

Sunsoft states that it plans to release this unexpected game this holiday season, possibly in December. All we know is some plot details. Jason's son, **Roddy**, takes up the crown and sets out to defeat the subterranean terrors that threaten terrestrial peace. Sounds cool, huh? We also know gameplay will be three-dimensional.

NOT GETTIN' ANY?



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Video Game Trivia Answers:

1. Gremio was resurrected
2. Robotic Operating Buddy
3. Dwayne Johnson
4. Super Mario Bros. 2
5. The Sega Master System

Name That Game Answer:

Lamborghini: American Challenge



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Nintendo 64 Review

- **Size:** 256 Megabit With 3 Slot Save
- **Style:** 1 to 4-Player Sports
- **Special Features:** More than 18 Characters Including Mario, Wario, & Yoshi; 10 Modes of Play; Rumble Pak Compatible; Acquire Characters Through Game Boy Color Version Using Transfer Pak
- **Replay Value:** High
- **Created by:** Camelot for Nintendo
- **Available:** Now for Nintendo 64

Bottom Line: **9**



MARIO GOLF

Nintendo Takes Some Tips From Sony

The golf scene on the Nintendo 64 can be best summed up as weak. Given the highly acclaimed and hugely successful Hot Shots Golf on the PlayStation, Nintendo has been forced to play catch-up. Nintendo has not only come back to take golf to the next level on N64, it has recruited the same developer, Camelot, who developed Hot Shots. Taking dead aim, Nintendo has brought forth Mario Golf – a title that mixes the traditional golf game with the video game personality that only comes from Nintendo.

At first glance, Mario Golf looks like a new version of mini-golf. In fact, this game includes a Mini-Golf mode, but that is only secondary to the heart of the game, its Character Get mode. Essentially a match play mode, Character Get pits a single player against the computer. By defeating the computer, the user is then awarded a new character with increased abilities and skills. There are only four characters to start with and through Character Get, a total of 14 can be acquired. Another mode that everyone will want to play is Tournament mode. This is a standard stroke play event where the player is rewarded experience points for top finishes. Accumulating experience points will open five additional courses.

The play mechanics of Mario Golf, like Hot Shots before it, is quick and straight forward. There aren't a lot of menus, but there are enough options to keep the most avid golf fans happy. Working the ball with fade, draws, and other ball spins is very simple. It is also a necessity to really score well. Other factors such as lie, wind, rain, and elevation play a big part in navigating the course correctly. You must have your golf game in perfect form to get under par, but Mario Golf isn't all about serious golf.

There are plenty of gameplay modes that will keep you entertained. For example, there is Speed Golf. Just as the name suggests, the object is to get through the course in the least amount of time (and least amount of strokes). If you are in top form, you could easily finish an entire round in less than 25 minutes. Now that's quick! Also, there is the Ring mode. In this mode, players must put the ball through golden rings placed throughout the course. Sounds simple enough, but the tricky part (and the only way to complete the hole) is to shoot par.

Mario Golf is a complete golf package and will keep you playing long into the winter. Hackers look no further.

ANDY THE GAME HOMBRE

Concept

8.75

Graphics

8.5

Sound

8.25

Playability

9.25

Entertainment

9

8.75

OVERALL

"Since Mario Golf was developed by Camelot, the very same developer that created the PlayStation title, Hot Shots Golf – arguably the best sports game of 1998, I had a feeling before I even played it that Mario Golf would be awesome. I was right. Take Hot Shots Golf, throw in better graphics, slightly tweaked gameplay, a couple of new modes, and a number of crazy characters from the Mario universe, and you've got Mario Golf. But I'm not complaining, as Mario Golf delivers the same easy to pick up, but hard to master gameplay that actually makes video golf enjoyable. If you like golf, or even if you don't, you should check out Mario Golf as it is truly one of the best sports games around."

PAUL THE GAME PROFESSOR

Concept

7.5

Graphics

8.5

Sound

9

Playability

9.5

Entertainment

9.5

8.75

OVERALL

"The best golf game to ever hit the PS-X is now found on the N64. I can't believe this is Hot Shots Golf hidden in Mario's clothing. That's not a bad thing, as Nintendo added just enough to make me want to play it all over again. The Ring mode is a good twist and brings sort of a puzzle element to the game. However, the best part of the game is unlocking new characters and courses, just like in Hot Shots. This game is pretty forgiving and you aren't penalized much for poor shots. This may be the only downfall of Mario Golf. After playing a ton of Hot Shots, this game is fairly easy. To its credit, Mario Golf is extremely entertaining and fun. Look no further, the N64 finally has a golf game worthy of a purchase."

REINER THE RAGING GAMER

Concept

9.25

Graphics

8.75

Sound

9.5

Playability

9.25

Entertainment

9.25

9.25

OVERALL

"Mario Golf is more or less Hot Shots Golf with cosmetic differences. Yet the addition of Nintendo mascots makes all the difference in the world. I loved the gameplay in Hot Shots, but the game lacked character. Mario Golf doesn't. It features the same dynamic play as the original and also drives home the classical brilliance of Nintendo's universe. The gameplay is top notch, the graphics are superb, and the front-end is jam packed with unique modes and challenges. All of the characters come equipped with signature shots and attributes, and a ton of secrets are buried into every hole in this golf masterpiece. Don't bother with PGA or any of the pro circuit sims out there. This is the only noteworthy golf game for Nintendo 64, and its an incredible product to say the least."



Let's see you get outta this, tongue boy!



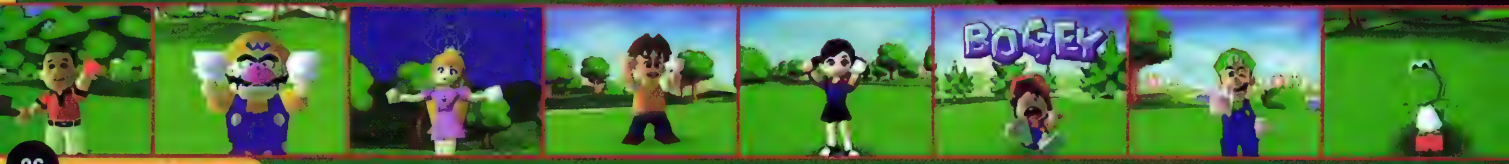
Hit a power shot just right and you'll get special effects like Yoshi's rainbow.



There are plenty of hidden golfers to uncover.



The Ring mode tests your shot making ability.



Nintendo 64 Preview

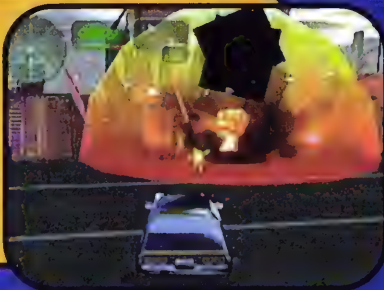


Time Traveling Car Crushers

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** 18 Characters; 12 Arenas; New Morphing Vehicle Feature; Quest, Co-Op, & Survival Modes; 4-Player Smear, Brawl & Team Modes; New Weapons; Expansion, Rumble, & Controller Pak Compatible
- **Created by:** Luxoflux for Activision
- **Available:** October for Nintendo 64 (Dreamcast & PlayStation)

60% Complete

The success of Vigilante 8 has brought on a sequel, and what a sequel it is. Instead of delivering more of the same, Activision and developer, Luxoflux, have transformed the V8 universe into a completely different entity. Sure, the basic premise is vehicular combat and the same game engine is used, but the vehicles have mutated into science fiction war machines, and the plot has changed from funkadelic lovin' to Back To the Future (minus Michael J. Fox and that kooky professor). Through means of the time stream, V8: Second Offense delivers weapons of the future, personalities of the past, and modern day gameplay so hardcore it will knock your underpants off!



Powering Up

Another new feature in Vigilante 8 is the ability to accumulate experience by destroying vehicles. The experience gained is distributed to five different categories – speed, power, etc. If you gain one hundred experience points in any one of these five groups, a new item will be added to the vehicle, and yes, you will see the cosmetic change. If you power-up all five categories, you will be rewarded with a brand spanking new body for your vehicle, which

to say the least really books and kicks serious exhaust!!!

Characters

Eight of the characters in Second Offense are regurgitates from the first venture, and don't worry, Chassey Blue and John Torque are two personalities that are returning. Luxoflux has also included ten brand spankin' new identities to rip metal with. Nina Loco and her El Guerrero prove to be one tough cookie, and Dallas 13's futuristic Corsair vehicle will be a serious competitor. Along with the new characters comes a new gang as well. Joining the Coyotes and Vigilantes are the Drifters. These guys have no motivation, they just want to blow stuff up!



Second Offense is home to 18 vehicles.

SELECT PLAYER



Power up your killer ride.

Mechanical Morphs

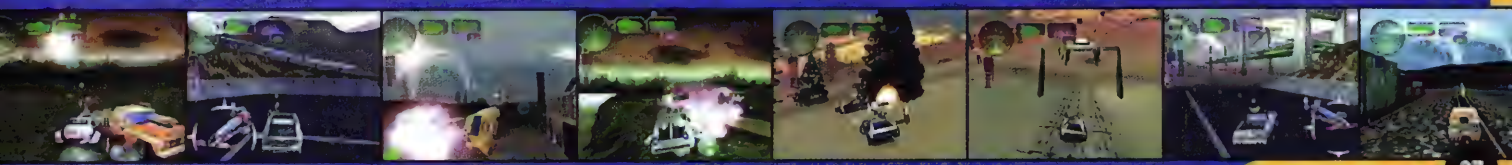
If four wheel gameplay is not your thing, then Second Offense invites you to compete in several new mechanical wonders. Certainly, most of the play will take place on rubber tires, but now all of the vehicles have the capacity to transform, just like Optimus Prime. The transformations are not as powerful as a human-loving robot, but they will allow players to take to the skis, ride on water, and tread through snow. For limited use only, a press of the button will unlock hover jets, water skies, and even snow treads. Some of these transformations require that a power-up first be obtained.



All of the cars can transform and utilize hydrofoils, snow treads, and hover jets.

Arenas & Weapons

What fun is a demolition game without weapons and interesting arenas? In the same fashion as the original, Second Offense grants the player the ability to destroy everything in an environment. If you see it, it can be eliminated. There are twelve levels in this game, and all of them take place in the good ol' U.S. of A. One stage even takes place in Wisconsin. As you hunt for the nastiest cheese in America, you can use eight weapons to eradicate any corn huggers who try to derail your search. Second Offense only has one new weapon, the flame thrower. As expected, this sequel also comes equipped with a longer Quest mode, more multiplayer options, a ton of new combos, and even flashier graphics.



Nintendo 64 Preview

- **Size:** 256 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** 20+ Huge Levels; First-Person Sniper Mode; Voodoo Magic; Re-entrant Levels; Non-Linear Storyline; Expansion Pack Compatible
- **Created by:** Iguana for Acclaim
- **Available:** September for Nintendo 64

75% Complete

SHADOW MAN

What Evil Lurks In the Hearts of Men?

Accclaim's *Shadow Man*, based on the comic book character of the same name, exists at the crossroads between the past and present, the living and the dead, dream and reality. The game follows the saga of Michael LeRoi, an English Literature student turned cab driver who discovers a large sum of money left in his taxi. Seizing the opportunity to break free from his dead-end life, he takes the money and flees home to his family in New Orleans. Unfortunately, the money belongs to the Mob, who are not amused. They attempt a hit, leaving Michael in a coma and his brother Luke dead.

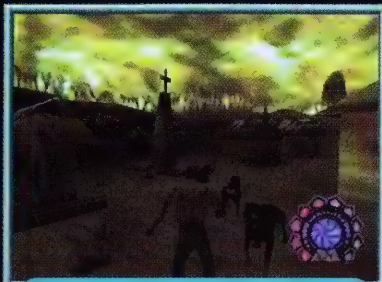
After he awakes, Michael finds work as a paid assassin. It is then he falls under the spell of Mama Nettie, a voodoo priestess who implants the Mask of Shadows into Mike's chest, transforming him into Shadow Man, the Lord of the Deadside. Enslaved by Mama Nettie, Shadow Man must do her bidding in the World of the Dead. Your quest is to find the secret of the Asylum, the place where all killers are imprisoned in the afterlife.

During gameplay, you explore both the Liveside (as Michael) and the Deadside (as Shadow Man). There are over 20 levels which combine to form both worlds. Every level can be re-entered at any time using your brother Luke's teddy bear. Often you must return to levels to discover new clues. These clues can be discovered from top-secret serial killer profiles or prophetic occult texts that you must discover in the Deadside. Some areas are not accessible until you gain new powers or weapons in later levels.

Most of the game's weapons have dual purposes that allow you to use them to solve puzzles and open new areas. For example, the Baton is a voodoo spear that can be used as a weapon, but can also activate teleports. Your main weapon is the Shadow Gun, which you use to destroy your enemies and then take their souls, a similarity Shadow Man shares with *Legacy of Kain*. There is also a first-person Sniper mode, much like the one in *Turok 2*.

Shadow Man is a third-person adventure, much like the highly-profitable *Tomb Raider* series. The huge 3D levels are very well rendered, thanks to Acclaim's new VISTA engine, which eliminates distance fog. The camera work is smooth, and Acclaim's motion-capture technology has resulted in lifelike character animation.

The developers have really captured the dark sensibility and voodoo mythology of the comic books. The dark, oppressive atmosphere of the game can induce shivers. Will *Shadow Man* duplicate the enormous success of *Tomb Raider*? Only time will tell. We are sure of one thing: Mike LeRoi ain't no Lara Croft in the looks department. At least we won't have to worry about people begging us for the secret *Shadow Man* nude code.



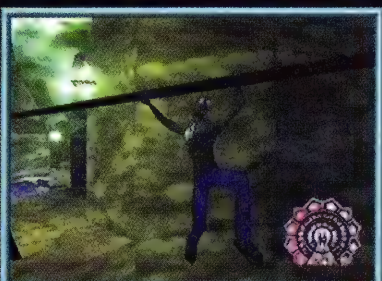
"These aren't Debra's puppies!"



Attack of The Naked Blue Women.



At the Gates of the Asylum.



The Shadow Gun takes another soul.



Shadow Man'll make ya Jump! Jump!



Shadow Man and Batrachain face off.



- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** 45 Areas Spread Out Over 13 Worlds; Freeing Friends Engenders New Abilities & Aid; Walking Bomb Rides; Helicopter Hair; Hand Drawn Environments; Expansion & Control Pak Compatible
- **Created by:** Ubi Soft Entertainment
- **Available:** October for Nintendo 64

75% Complete

RAYMAN 2

THE GREAT ESCAPE

He's a Good Driver

The 3D platformer was an exciting genre when it debuted three years ago with titles like Crash Bandicoot and Mario 64. Since then, we've seen this format fill out with an equal share of stinkers and classics, copycats and revolutionaries. While games like Banjo-Kazooie continue to add new life to the genre, other games simply reinvigorate what was already there by mixing up old concepts and throwing one or two new ideas onto the fire.

We were quite skeptical of Rayman 2 when we first got word of it. The original Rayman was one of those games that we judged to be mediocre, but that sold millions anyway, so we didn't expect much effort on the part of Ubi Soft to take its character to the next level. Fortunately, this industry is full of surprises.

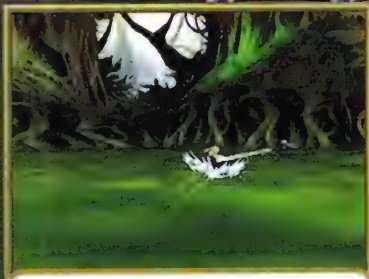
The new game features all the things that make a decent action platformer tick, with just enough variations on a theme to keep things interesting. Rayman has a number of different abilities, some of which must be earned before he can use them. His "magic punch" hurls mystical projectiles at enemies, activates switches, and can be used to grapple and swing from a certain type of object. If he needs to slow his descent or make a longer jump, he can use his helicopter hair.

Rayman also takes a couple of concepts straight out of previous games. The Mario 64 slide is here, complete with items that he will need to try and grab along the way. He can also jump on top of rockets with legs for a crazy ride through areas that he needs speed to overcome; something we first saw in the original Crash Bandicoot's warthog rides.

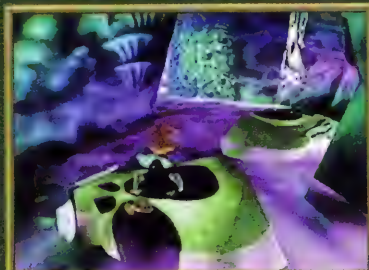
While we won't say that it's quite as engrossing as the world portrayed in Abe's Oddysee, Rayman 2 does tweak some of the same nerves with unusual sentients that react to external stimuli and a vivid environment. Oh heck, there are temple levels and the plot consists of a band of enterprising pirates who seek to enslave all the benign critters of Rayman's exotic world in order to make a killing at the galactic circus. You can definitely tell that Ubi Soft is at least reading the same books as Oddworld Inhabitants.

You will often need to take advantage of other characters' abilities by freeing them from the pirates. On one level, Rayman frees "Globox," a cross between Grimace and the Cookie Monster that summons rain clouds in order to put out fires and cause sudden plant-life growth. Globox will follow you around making bizarre sounds and clapping his hands together until enemies show up, causing him to run and cower in the nearest corner. By freeing a serpentine critter, Rayman gets to go on a crazy water-skiing ride through the marshlands.

By now, you've probably noticed the heaps of comparisons we're making in order to describe this game. It's definitely true that Rayman 2 borrows a great deal from a wide variety of sources, but they are good sources to borrow from and we think the game offers enough new ideas to keep the average platform fan engrossed. At this time, our only real criticism of Rayman 2 is its awkward camera control, the bane of so many of these games. Keep an eye out for a review of this game in the next couple of months.



Water-skiing with a friendly snake.



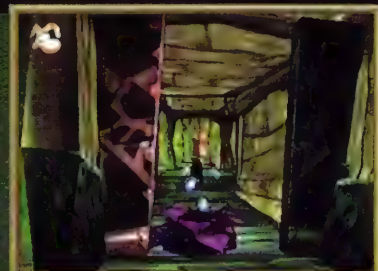
"It's like... like a dream..."



Most of the critters in this game are pretty goofy looking.



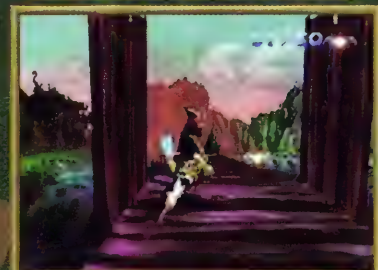
That purple thing is called a "lum."



Yes, Rayman is jumping out of that bush.



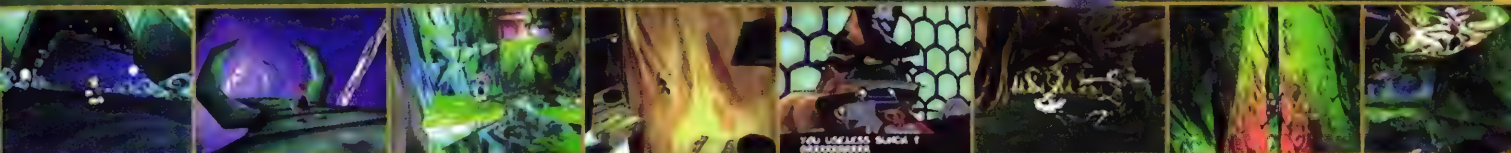
Scenic vistas like these are not uncommon.



Crash ride.



Mario slide.



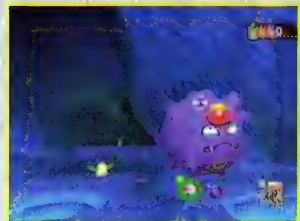
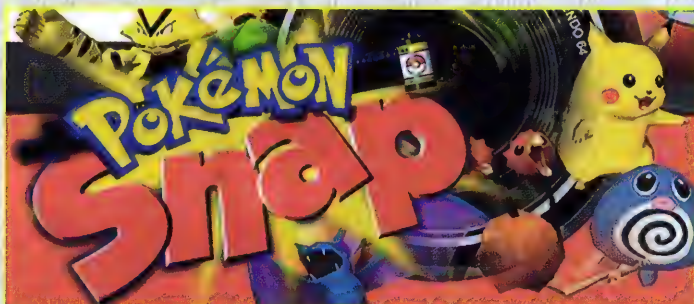
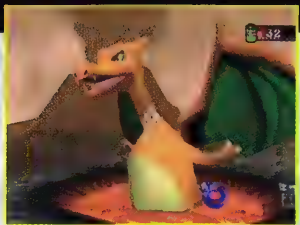
Review

- **Size:** 128 Megabit (With Built-In Save)
- **Style:** 1-Player Action
- **Special Features:** All 150 Pokémon; Camera With Zoom Lens; 60 Exposures Per Roll; Luring Techniques; Portfolio; Authentic Pokémon Behaviors
- **Replay Value:** Moderately High
- **Created by:** Hal Laboratories/Jack and Beans for Nintendo
- **Available:** July for Nintendo 64

Bottom Line:

7

	ANDY	PAUL	REINER
Concept:	7	6	6.5
Graphics:	8	8	7.25
Sound:	6.5	8	7.75
Playability:	7.75	8.5	6.25
Entertainment:	7	5	5
Overall:	7.25	7	6.5



Pokémonia has hit an all-time high, and the frenzy will only get bigger when Nintendo releases the first Nintendo 64 Pocket Monsters venture, Pokémon Snap. This time around, players don't assume the role of trainer, but rather an upstart photographer. Professor Oak has returned to give you guidance in the ways of photography.

In total, there are 63 different Pokémon to hunt down, and just like the original Game Boy title, these little creatures are elusive and well hidden as ever. Granted, Pidgey and Pikachu are always posing for the camera, but some of the creatures like Snorlax, Charizard, and Dugtrio are difficult to spot. For most of the Pokémon, you'll need to perform an act to lure them into your sights. Sometimes you'll need to throw an apple in the direction of a hungry critter to make it show its face. Other times, you'll be launching Pester Balls or using a flute to make different Pokémon show their colorful hides. On rare occasions, you'll need to perform feats like tossing an apple at a Charameleon in hopes that you hit it in the head and knock it into a lava pit so it evolves and returns to the surface as a Charizard. There is no exploring or character movement in Snap. As photographer, you simply ride on a cart and snap photos from any angle as you slowly maneuver across a predetermined path.

The better your photos, the better you'll score. A higher score usually breaks you into new gadgets and paths to explore. If you're good with the camera, you'll snag half of the Pokémon. If you're great, you'll snap 'em all!

Andy, The Game Hombre

"Every bone in my body tells me I should hate this game (as there's not much to it), but collecting those Pokémon is just too addicting. However, due to its ease, only Pokémon purists should purchase."

Paul, The Game Professor

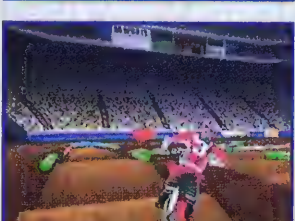
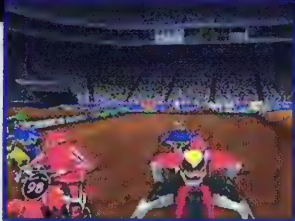
"Remember the hang gliding stage in PilotWings 64? This is a little better, but not much. If you can get only one Pokemon game for N64, skip this one and wait for Pokémon Stadium. Otherwise, go nuts Poké-maniacs."

Reiner, The Raging Gamer

"Pokémon Snap is strictly for kids who gotta catch 'em all. Unfortunately, Pokémon Snap doesn't allow you to catch a photo of all 150 critters, only 60 plus. The gameplay is very basic, and so easy that anyone can pick it up. Ride on the cart and take pictures, that's about it. Kids will eat it up as the next big Poké-experience, but adults will reap no benefits from it whatsoever."

Preview

- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Racing
- **Special Features:** 25 Supercross Personalities; Tons Of Tricks; Supercross Season; Commentary by Art Eckman & David Bailey; Rumble Pak Compatible
- **Created by:** MBL Research for EA Sports
- **Available:** October for Nintendo 64



80% Complete

Dirt Track Date

Supercross video games are seeing a resurgence. A number of companies, including Acclaim (Jeremy McGrath), Nintendo (Excitebike), and EA Sports (Supercross 2000), are readying renditions for the fall of this year.

Supercross 2000 is the first supercross game to make the prestigious EA Sports lineup, and will come packed with authentic racers and equally authentic tricks. EA has recruited 25 of the world's top supercross and freestyle riders for this game, and each is complete with accurate motocross garb and tricks. Gamers will be able to compete in an entire supercross season or go head-to-head in a freestyle jump off. A complex physics model is being created to add to the realism of the racing experience. The tracks will show the wear and tear of racing, deteriorating to form ruts and other obstacles as the race progresses.

With a TV-styled presentation and commentary by Art Eckman and David Bailey, Supercross 2000 promises a dirt slingin' experience for racing fans.



Nintendo 64 Preview

- **Size:** 512 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Play as One of Two Characters; Full Motion Video Sequences; New Hidden Costumes; Violence Level & Blood Color Adjustment Modes; Items Relocated Randomly After Beating the Game; 4-Meg Expansion Pak Support
- **Created by:** Capcom
- **Available:** October 15 for Nintendo 64

78% Complete

**It Will Scare the
Bejezus Out of You**

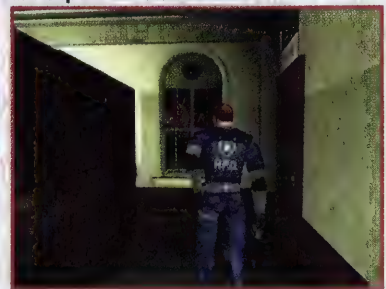


Nintendo 64 owners unfamiliar with Capcom's legacy of survival horror games have been missing out on one of the most intense gaming phenomena in the history of vids. These games have moments in them that are frightening enough to make you drop your controller, lose fistfuls of hair, and add a little color to your BVDs.

When we first heard Capcom was attempting to port Resident Evil 2 over to the N64, we didn't have very high expectations as the game essentially focused on the PlayStation's ability to pack in the polygons and use all that CD space for FMV. These two things are the Nintendo 64's primary weaknesses.

Now, with a playable copy of the game in hand, we must tip our hats to Capcom. The work they've done is nothing short of remarkable. Not only were they able to include tons of FMV, but the detail of objects and characters is far better than we would have expected.

To add a little more spice to the game for N64 owners, Capcom has thrown in a number of "extras." Players will be able to locate hidden costumes, find documents that reveal details about the overall plot of the series, and a visual scrapbook keeps track of previous FMVs. Prepare yourself for a "loadless" RE2 experience on the N64.



Nintendo 64 Preview

- **Size:** Unknown
- **Style:** 1 or 2-Player Strategy
- **Special Features:** Real-Time Strategy; 3 Races; Upgradeable Units; All the Missions From the Original StarCraft; Some Missions From Brood War; Split-Screen Head to Head & Cooperative Multiplayer Modes; New Multiplayer Maps
- **Created by:** Nintendo
- **Available:** September 27 for Nintendo 64

70% Complete

**Intergalactic Battle in
an Epic Real-Time
Strategy Game**

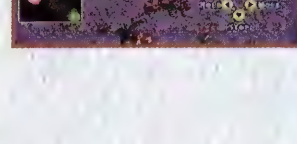


StarCraft is one of the most popular real-time strategy games ever put out on the PC, and Nintendo certainly made an excellent judgement call when they decided to port it to the N64. StarCraft's primary strengths are its variety of units and different approaches that need to be applied to each race.

The Terrans rely heavily on their war technology to counter the inherent abilities and strengths of their foes. The Protoss, an extremely religious race, derive their strength from a mix of arcane technologies and potent psionic powers. The Zerg are a bioengineered menace that use no recognizable technology, but instead fight their foes with vicious bioengineered monsters.

The races are different from each other in a number of ways. Their means of construction and gathering resources, coping with damage, and creating units all have intrinsic strengths and weaknesses that players must learn to exploit.

StarCraft on the N64 will feature all of the missions from the original game and many of the missions from the PC version's expansion pack, Brood War. Nintendo will also mock up entirely new maps for multiplayer battles. Psyched? You should be.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 8 Characters (10 More Hidden); 8 Tracks (2 More Hidden); Weapons & Powerslide; Story, Relay, & Grand Prix Modes; Non-Interactive Chocobo's Dungeon 2 Preview; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Square Soft
- **Available:** August for PlayStation



Bottom Line: 6.25



No Square Soft game is complete without a Story mode.



Chocobo versus Mog – the ultimate battle.



Each character can call upon a unique special power.

character at the end of each lap, and also Story mode, a cute tale about Chocobo and friends' search for shards of Magicite.

Chocobo Racing fills an empty market on PlayStation by delivering a character-based racer. It's worthy of sticking into the same bracket as Mario Kart and Diddy Kong, but the arrival of Crash may make all of these games seem obsolete.

In the wondrous world of television, a popular show has a good chance of expanding its roots into a touring on-ice special. In the somewhat sadistic world of video games, a popular title or character-driven franchise has good chance of mutating into a racing game. Mario jumped behind the wheel, Diddy Kong monkeyed around with a kart, and Crash Bandicoot is feverishly attempting to get his license. As hard as it is to stomach, and as strange as it may be, Final Fantasy is now a part of this high speed ring.

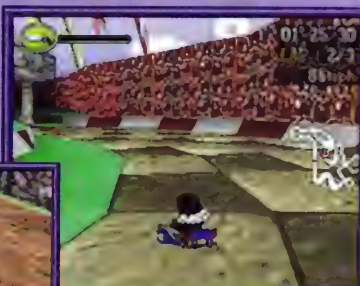
Both Final Fantasy VII's charismatic Cloud and Final Fantasy VIII's indecisive Squall are a part of this ambiguous racer, yet they are not advertised as playable characters and are in fact well hidden. The main character in this FF venture is Chocobo. (You know, those crude little yellow creatures you bred for 40 hours in FF VII) While your first instinct is to strangle this creature for all the trouble it caused you, Chocobo proves to be both cute and worthy on the racing circuit. Instead of hopping behind a wheel, Chocobo directs his fate to his feet. Equipped with rocket roller blades that make Jeff Gordon's cheater mobile look like a pile of poo-poo, Chocobo is a super racer indeed. But unlike the chumps in NASCAR, Chocobo's competition is incredibly competitive. A white mage, black magician, goblin, mog, golem, and behemoth are all gunning to dethrone the yellow bomber. Eight characters are available from the get-go, but if the time is taken to unearth all of this racer's secrets, the playable character total jumps to 18.

Each character comes equipped with a unique special power. Chocobo calls upon an impressive turbo boost, while Mog relies on wings that soar over any terrain. Scattered throughout the track are eight different power-ups that every character can use. If you're patient and collect two or three of the same power-up, a new, more powerful special attack will be unlocked. For instance, an ice power morphs from ice slick to ice shower. By ramming into an opponent you can steal any powers he or she may be saving. The tracks in this racer are colorful and uniquely designed. They also demand that another skill be used – the powerslide. By tapping gas and brake together, a skidding turn will swing any character through a turn with a slight reduction in speed.

No Square Soft game is complete without a story. Chocobo Racing comes packed with all the essentials. Joining Grand Prix and Time Attack modes are Relay Race, an event where the baton is handed off to another



Crazy 2-player action!



If determined enough, you can unlock a slew of FF characters including Squall and Cloud.



Hot Rod Chickens Unleashed!

ANDY
THE GAME HOMBRE

Concept

5

Graphics

8

Sound

8.25

Playability

8

Entertainment

3

6.5

OVERALL

"Chocobo Racing isn't necessarily a bad game, but it ain't great either. In typical Square fashion, the game features some amazing computer generated movies, remarkable music, and solid in-game graphics and control. But even with all this stuff going for it, **Chocobo Racing lacks pizzazz.** The Story mode, which is the only mode that might hold the interest of a single player, is dull. The story is not funny, and the picture book-styled interactions are boring. As far as the racing is concerned, it's standard fare. You can beat this game in a night – and unless you plan on unlocking all the hidden characters or playing a lot of this mediocre racer in multiplayer, that is about all the fun you can squeeze out of this game."

PAUL
THE GAME PROFESSOR

Concept

5

Graphics

7

Sound

4

Playability

8.5

Entertainment

6

6

OVERALL

"Looking for a game to please the youngsters in your household? This is probably one of the friendliest games to surface on the PS-X so far. You have fairly tale-styled characters romping through candyland. That's about it. The under seven crowd will eat this up and proud parents will join in for some fun. As for the avid Square fans, this is quite a jump from the RPGs we all go crazy for. It has some familiar Square characters, but most may just want to rent it for a couple days to discover a couple of hidden Final Fantasy faces. Overall, this isn't a horrible game, but it is far from spectacular. **This is the first of many character racers heading to the PS-X, and it certainly isn't the best.**"

REINER
THE RAGING GAMER

Concept

6.5

Graphics

6

Sound

6.75

Playability

5.5

Entertainment

6.25

6.25

OVERALL

"What's next, Tomb Raider Karts? I can't say I'm pleased with the concept of Final Fantasy meets NASCAR, but low and behold, this game does serve a purpose. Chocobo Racing fills the character-based racing void on PlayStation. However, it does so with lazy strides. **Right down to the nutty soundtrack, this game is targeted toward a fairly young audience.** Within a matter of minutes, skilled gamers will stumble upon a major fault. Buried beneath the cute graphics and the fuzzy characters is horribly unbalanced play. Master the slide, call upon the turbo, and victory is yours – every single time. In such, the only challenge comes against a friend. Children will giggle at its wacky ways, but the laughs end there."



- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game (2-Player Versus Battle)
- **Special Features:** Capture & Combine Over 170 Monsters; Over 600 Pre-Rendered Backdrops; Anime Cutscenes; No Random Encounters
- **Replay Value:** Moderately Low
- **Created by:** Genki for Crave Entertainment
- **Available:** July 14 for PlayStation

Bottom Line: 8

JADE COCOON

STORY OF THE TAMAMAYU

Master of Monsters

"What happens when you merge a Pataimel and Skwoot? A Poot perhaps? If this little question has got you wanting more, then Jade Cocoon should be right up your alley as the fun of this game is in the collecting and merging of the different minions that you find. This endless loop of merging creatures opens up a whole new world of weirdness when it comes to the Pokémon phenomenon. While the story of Jade Cocoon is a little less interesting than most RPGs, the presentation in this game is amazing. From the voice-overs to the lush environments to the dazzling lighting effects, Jade is very well produced. Jade Cocoon's slow pace and somewhat repetitive gameplay will turn off many, but if you can wade through the boring beginning, you'll quickly find yourself, as I did, addicted to building the perfect monster."

ANDY THE GAME HOMBRE

Concept	8
Graphics	9
Sound	8
Playability	7
Entertainment	7

8

OVERALL

"At first glance I thought Jade Cocoon was a typical RPG, but it quickly turned into Pokémon meets Monster Rancher. The graphics look fantastic and are accented by a ton of voice acting which really adds some great personality to the story. The adventure is nicely laid out and it helps to have a fairly simple tutorial adventure to set the groundwork for the capture of creatures. Grabbing and merging monsters are the bread and butter of this game. I found it very interesting to build a new creature and then check its family tree in an attempt to create some killer creatures. This is all good, but the action soon became very repetitive. There is not much variation and the challenge progresses very slowly. In the end I found that this adventure is enjoyable, but not as deep as I expected."

PAUL THE GAME PROFESSOR

Concept	8.5
Graphics	8.5
Sound	9.25
Playability	8
Entertainment	6.75

8.25

OVERALL

"I gotta say, I'm pleasantly surprised with this RPG. I didn't expect the majority of its play to mimic the collecting in Pokémon, and if this isn't enticing enough as is, Jade Cocoon also takes this immensely popular 'Gotta Catch 'Em All' concept to the next level and grants players the ability to combine monster DNA, which in turn unearths millions of new species. On the other hand, part of Pokémon's charm is its ability to be so freakin' cute. Jade Cocoon doesn't partake in any adorable actions. The story is downright serious as are the collectible creatures. None of monsters scream, 'Squeeze me!' But that's where Jade Cocoon has personality. Basically, it's Pokémon for adults. It's a little slow at times, but as a whole, pretty damn good."

REINER THE RAGING GAMER

Concept	7
Graphics	9
Sound	8.25
Playability	7
Entertainment	7

7.5

OVERALL

Japan's anime master, Katsuya Kondoh, pieced together the highly acclaimed anime classics My Neighbor Totoro, Princess Mononoke, and Kiki's Delivery Service. Now, with the assistance and development of Genki, Kondoh's unique vision is transferring to the video game realm. Crave Entertainment's second RPG offering of the year, Jade Cocoon, which in no shape or form holds any resemblance to Shadow Madness, is a conceptual wonder. This role-player combines the look of Final Fantasy VII, the design of Kondoh, and the play of Pokémon into a powerful new entity.

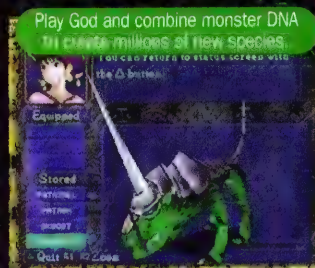
There is nothing bigger than Pokéfever, and while Jade Cocoon doesn't jump out and bite you with cute characters, the addictive curse of collecting runs rampant through this release. Players assume the role of Levant, a rookie cocoon master with the fate of the world on his shoulders. Tapping into a mysterious magic source, Levant and all cocoon masters alike, can capture monsters and imprison them within a Firefly Cocoon. With the assistance of a cocoon sorceress, Levant can combine the monster DNA to create new breeds; and as you dig deeper into this title, the number of new monsters presents itself as almost infinite. There are 171 default monsters to find, and yes, when you capture one it is tallied forever, even if you splice its DNA.

Whether you choose to play God and alter DNA or not, all monsters can be equipped and used in battle. Levant's role in combat is as General, not hero. Sure, he can fight and hold his own, but the monsters are the real source of power. Only three monsters can join your traveling party, but a total of 24 can be stored. Just like in Pokémon, only one monster can be summoned at a time. Choose wisely, because every monster has a weakness. In traditional role-playing fashion, the inclusion of elemental strengths and weaknesses are tied tightly to this game. Combat is turn-based, and there are no random enemy encounters.

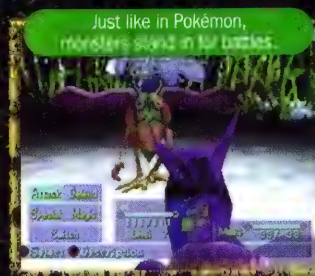
Jade Cocoon's look is just as dynamic as its play. Over 600 painted backdrops, gorgeous effects, and tons of character animation bring to life each scene. There are also several anime cutscenes to gaze upon. If you want an RPG with innovative play, an engrossing story, and a gorgeous look, then call off the dogs...the search ends with Jade Cocoon.



To become a cocoon master, it is required you dress like a pansy.



Play God and combine monster DNA to create millions of new species.



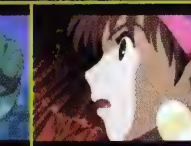
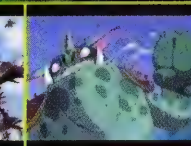
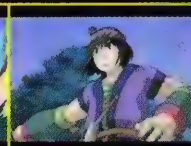
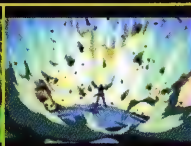
Just like in Pokémon, monsters excel in battles.



Most of the conversations are accompanied with spoken dialogue.



The overall graphic presentation and environments are quite spectacular.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters With Different Story Lines; Combo & Magic Attacks; Item Management; Fascinating Real-Time Cutscenes; Sharp Weapons & Soul Bugs; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Konami
- **Available:** August for PlayStation

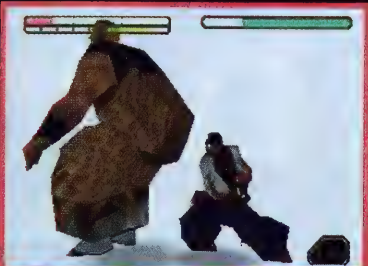
Bottom Line: 4.25



If you think Ronin Kotaro is a frivolous weenie, then dive head first into Ninja Lin, Soul of the Samurai's alternate character.



Now you die young Ronin.



When Kotaro nears death, a powerful magic attack can be summoned to kill 'em all.

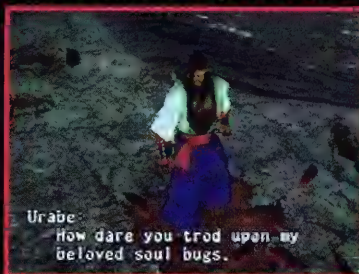
moves require magic, and as strange as it sounds, some of these moves also require that your character be near death.

The look of the game is just like that of Resident Evil, where polygonal characters run amok on prerendered backdrops. The action is also very similar to the PlayStation horror classic, but more like Bushido Blade and Ninja than anything else. Soul of the Samurai is by no means a blockbuster, but more of an off-the-wall surprise. To thoroughly enjoy it, an appreciation for William Shatner's fiction is required. Tastes like burning it does.

That adorable Simpsons character, Ralph Wiggum, got it right when he wailed, "It tastes like burning!" What burning tastes like exactly...well, we don't know for sure, but it certainly is a funny quote; and in a strange way, Soul of the Samurai couldn't be summarized better. Even after you beat it to bloody 'ell on a ten hour gaming binge, you can't say whether or not this game is entirely good, ho hum, or down right rotten. Pieces of Resident Evil, Tenchu, and Bushido Blade collide to form a conglomeration of craziness that is so obscure and off kilter that you just have to sit and play from beginning to end in an attempt to reach an understanding with this oddball release.

Konami pieced together this action game with a structure similar to Metal Gear Solid. There's plenty of gameplay to hack and slash through, but there's also a heap of real-time cinema to sit and view. All of the cuts are expressed through captions rather than spoken dialogue. As you've probably gathered from our extensive blabbering, Soul of the Samurai is home to one of the most eccentric plots in video game history. You'd think the conflict would have something to do with warring factions or families in feudal Japan, right? But come on! That would be way too predictable for this game! No, no, Konami is rewriting history with this one. Old Japan's struggles are in fact of an alien nature. Yep, it turns out that all of the evil in Japan is spread by a parasitic alien race known as the Soul Bugs. If a Bug invades a human or "host", then that particular body or "host" is considered demonic and can be slain by the two heroes, Ronin Kotaro Hiba and Ninja Lin.

Both of these characters are selectable from the beginning of the game, and each of these Soul Bug slayers comes packed with a separate story arc that occasionally intersects. Lin is the most powerful character and the easiest to use. She doesn't necessarily pack a wallop with each blow like Kotaro, but her combos are unbeatable in speed and overall damage. Soul of the Samurai's gameplay is more or less like Bushido Blade, minus the one-hit kills. This game isn't afraid to kick your butt. The sword play is fast and critical on timing. The player is also forced to master parrying. When you slay a host, which you do a hundred times over, experience points are accumulated. When enough experience is tallied, a new special move is unlocked. These



Blood...guts...Soul Bugs...this game has it all!!!



The combat has a Bushido Blade-like feel to it.

Invasion of the Shogun Snatchers

ANDY

THE GAME HOMBRE

Concept

3

Graphics

5

Sound

2

Playability

1.5

Entertainment

1

2.5

OVERALL

"Soul of the Samurai is one of those games that gives me a whole new respect for the games that I have ripped in the past. First of all, the animation is truly atrocious. If the jump motion isn't enough to make you laugh out loud or vomit on the floor, the skating walk animations will certainly have you shooting breakfast out your nose. Then there's the gameplay which is retched beyond belief: block, hack, repeat. I just can't believe that a quality company like Konami would actually let this game get out the door. Throw in the utterly ridiculous storyline - that I'm not even gonna touch - and you are just starting to get an idea of how big a pile this game is."

PAUL

THE GAME PROFESSOR

Concept

7

Graphics

5

Sound

4.5

Playability

6.5

Entertainment

4.25

5.5

OVERALL

"This is a lot like those cheesy martial arts movies you see on late night TV, except worse. There is some sort of story in this game, but it is so poorly presented. This game needs a little voice acting or something. It also needs some help in the graphics department. There are a few cool sword play animations, but overall the characters are horrible. Still, I found some of the action pretty entertaining and it is cool that you can play as two different characters with unique adventures. This title tries to be a little Resident Evil, a little Tenchu, but fails to capture either. Leave this one alone."

REINER

THE RAGING GAMER

Concept

5.25

Graphics

5.5

Sound

5.25

Playability

2.25

Entertainment

5

4.75

OVERALL

"I've seen some ass-backward video game storytelling in my time, but I gotta say, Soul of the Samurai's plot is one of the most repulsive, yet at the same time, one of the most intriguing I've had the pleasure and displeasure of breathing in. Unfortunately, the gameplay doesn't share the same two-faced formula. Nope, it just sucks, and that's the bottom line. The combat in this game is catastrophic...no that's too kind. I'd say it's detrimental to one's health. I have a feeling that most of the people who play this game will go completely insane by the fifth chapter. That's no lie. If you have a few dollars sitting around, then I'd recommend picking up this game just so you can see the year's absolute worst jumping animation, but other than this, run. Run fast and far!"



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Play as Tarzan at Different Ages Plus Other Characters; 13 Levels; Bonus Levels; Vine Swinging, Swimming, & Animal Riding; Wield Weapons & Throw Fruit; Dual Shock & Analog Compatible
- **Created by:** Eurocom/Disney for SCEA
- **Available:** July for PlayStation

90% Complete



Unga, Unga Bunga

Disney's profits from its animated feature film, Tarzan, should be enough to buy a small country. Add the profits from a crappy Tarzan game, and Disney could upgrade to Cuba. But Tarzan is actually a very nice action/platform experience, so Disney might buy France or the rest of Florida, whichever is cheaper.

Tarzan is visually breathtaking. The jungle is filled with lush vegetation, wonderful textures, and jungle creatures galore. Exotic birds, monkeys, chimpanzees, hippos, crocs, warthogs, elephants, tree frogs, jungle cats, and rhinos prance about like ...um...characters from a Disney animated feature film.

With cliffs and towering trees, the jungle is a great place for a platform game. Naturally, there are a lot of vines for Tarzan to swing from, and a poorly-timed release will send our jungle hero falling to his death. The wild creatures, even the cute tree frogs, aren't terribly difficult, but they're abundant and pesky as they chip away at your health. Monkeys and birds will assault you with fruit, and rhinos and warthogs will charge you like a mother grizzly as you juggle her three new-born cubs.

Fortunately, the King of the Jungle can fight back with a spear and stone knife for close-range attacks, and four different kinds of fruit from a distance. Yellow fruit is unlimited in supply, but three other fruit types must be collected, and of course, pack a greater fruit punch. Other collectibles include bananas for a health boost, and squash-looking things to increase the size of your health bar. Find the six letters on each level to spell T-A-R-Z-A-N and you'll access animated footage from the movie. Coins are everywhere too, and every 100 gives an extra life. Lastly, each level has four parts of a sketch hidden in it to unlock a bonus level filled with more coins. The bonus levels let you take timed runs on the back of a stork, on a lily pad down a river, or on a wild luge ride through the trees.

Most of the platforming in the 13 levels is of the side-scrolling nature, but there are levels similar to the boulder scenes in Crash where you must outrun stampeding elephants and crazed chimps. The only shortcoming of Tarzan's levels is that you are mostly tethered to a track, like in Jurassic Park for the PlayStation. Fortunately, Tarzan's superior play mechanics and control make it ten times more enjoyable.

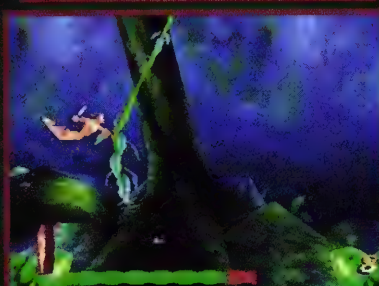
The popular tale of Tarzan will reach new heights now that Disney has gotten its hands on it. Fortunately for all of us, Disney and Eurocom have solid platforming elements to back up the Tarzan license.



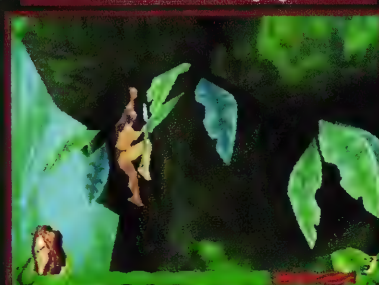
The Jungle Cruise is a bonus level.



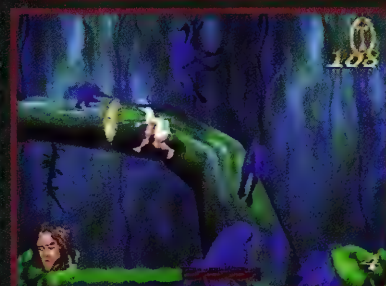
Tarzan must outrun the elephants or be killed instantly.



No Tarzan game would be complete without vine swinging.



In addition to young and old Tarzan, you can play as his young ape friend Terk.



Tarzan slides down the branch with Jane on his back.



Tarzan takes to the high seas.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 108 Characters To Find; A New Castle; Oversized Creature Characters; Tactical Mass Combat System; Improved Spell Effects; Save Data From the Previous Game Somehow Affects the New Game
- **Created by:** Konami
- **Available:** August for PlayStation

65% Complete

Suikoden II

幻想水滸伝

You Can Never Have Too Many Friends



To this day it is still possible to meet people who disliked the original Suikoden because they thought it was boring. Usually these poor souls gave up on the game before they got past the beginning sequence, broke out of the first land area, and then conquered a dungeon and converted it into their very own castle. They also missed out on the key factor to enjoying a game of Suikoden, the search for new characters. Once players established their base of operation, they could go out into the world and collect 108 characters.

Each character would assume his or her own role in the castle and would quite frequently cause the castle to change. New wings would get built onto it. People from cities would open item and weapons shops. There was even a hot tub room, where you could place pieces of art you acquired from monsters. Sure, you could sell the art for millions, but the game had you so giddy with home improvement that you only wanted the very best of adornments with which to spruce up the interior.

At this point, some of you are probably wondering why we're spending so much time talking about the old game. The fact of the matter is, Suikoden II is almost completely identical to the first game. The new game features an all new quest and new characters, but just about everything else is a carbon copy of the original. You still get a castle.

There are 108 characters to find. Matching up the right characters in your party enables them to do special combos. The game is even running off of the same engine as the first.

The one big change in the game is the mass combat system. Battles are no longer based on a rock-paper-scissors style guessing game, but are instead strictly turn-based tactical battles. Having more characters is still to your advantage, however, as adding a leader to a unit increases that unit's general ability, and adding two additional assistant leaders grants special abilities.

In addition to standard characters, there are now oversized creatures like a pegasus and a griffin that take up two spaces each in your party. These powerful creatures can add a lot of attacking power to a party, but are balanced by a lack of variety in their abilities. Still, the combined attacks these beasts can unleash are absolutely devastating.

Suikoden II will have one feature to boggle the mind. The plot of the game can somehow be affected by loading data from the previous game. Oh, but you erased that save slot about a year ago, didn't you?

Guess you'll have to go and find all 108 characters from the previous game

all over again.

Suikoden II has a lot to offer in that month before FF VII takes the industry by storm. If you enjoyed the first game, you won't need to see a review. Suikoden II is everything you knew and enjoyed in the first game with a few tweaks.

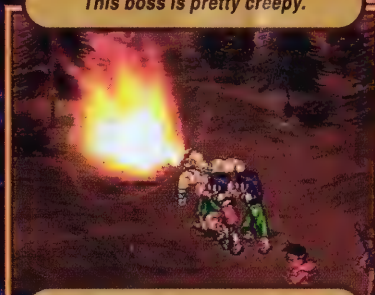


Round
It looks like we're surrounded. Take the mountain path to the east and save yourselves!!! Hurry!!!

Why do my men look like little girls?



This boss is pretty creepy.



Bad breath put to good use.



The things you have to go through for new characters.



File
"It's no good. We lost sight of him. I hope he made it..."

The man in blue is back.



The battles are still cool.



This combo unleashes a devastating attack on every enemy.



Suikoden II makes house cleaning seem fun.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** New Gameplay Engine; 16 Tracks; 11 Hover Bikes; 4 Difficulty Settings; Magnetic Grapple & Turbos; Season & Stunt Mode; Dual Shock & Analog Compatible
- **Created by:** 989 Studios
- **Available:** September for PlayStation

75% Complete

Jet Moto 3

Under the Scalpel

The franchise that SingleTrac built is undergoing cosmetic surgery, and 989 Studios holds the scalpel that will either beautify or scar this hoverbike classic. As we've seen with 989's work on *Twisted Metal 3*, another license that SingleTrac built and lost, *Jet Moto 3* is running on a brand spanking new engine. 989's *Twisted Metal* venture received mixed reviews. Most of the nay-sayers barked out words of hate about the implementation of realistic physics. With *Jet Moto 3*, 989 didn't toy around with a new physics model. 989 cloned the feel of *Moto 2* and opted to create another *Jet Moto* classic rather than an entirely new game under the same name.

This third *Moto* features one drastic change, and we think you'll agree that it was needed. The grainy look of the original two games is finally a thing of the past. With the new engine came a drastic change in *Moto 3*'s graphical standpoint. The textures, effects, and even animation in *Moto 3* are all superbly done. 989's engine also features less background pop up and a faster framerate. *Moto 3* runs at a constant 30 frames per second no matter what kind of mess crowds the screen.

The bikes have also received a slight redesign, but we can't say whether we like the new Volkswagen Beetle-like sleekness of the new rides. There are eleven bikes in total, separated by team, and individualized in performance attributes. *Moto 3* is also home to 16 new tracks that feature just as many perils and shortcuts as we saw in the original games. The computer AI is as competitive as ever, and if you hope to stand a chance, you'd better master the magnetic grapple and turbo usage.

Moto 3 comes equipped with all of the necessities that today's hardcore gamer craves. You and a friend can bang heads in several multiplayer modes, and for those of you who like to thrash, a Stunt mode has been set aside to record your biggest tricks and wrecks. ■



Star Destroyer engines are cool.



Jet Moto 3's gameplay is almost identical to its predecessors, however the look has improved tenfold.



It's all-out war in multiplayer.



The competition is as ferocious as ever.



One of Jet Moto's trademarks is track designs that kick your butt.



Hangin' on for dear life.



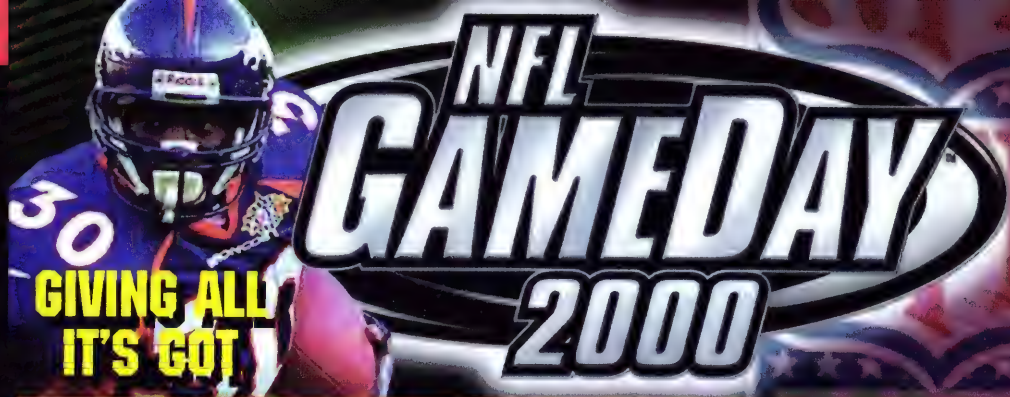
Use the mag beam to hug turns.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** 1240 Plays; Telestrator; Commentary by Dick Enberg & Phil Simms; Practice Mode; GM Mode; Play Designer; Dual Shock & Analog Compatible; 4 Difficulties; All 31 NFL Teams
- **Created by:** Red Zone for 989 Studios
- **Available:** September for PlayStation

80% Complete



The battle for football supremacy between EA Sports and 989 Sports is always heated. The people involved with each product put anything and everything they've got into it, which turns it into something more than a game – Offspring? Perhaps. A labor of love? Most Definitely. Either way, it's personal. So each year, the powers that be put their players on the field armed with what they consider to be the best product on the market. Who will come out victorious is still clouded by the future, but the line has been drawn in the sand. To 989 Studios it might seem more like a trench, because GameDay 2000 is loaded with new features. Besides new playbooks, 3D models and animations (there are 13 catching animations this year compared to the six in last year's), and a ton of other things the average player won't notice but will still appreciate, there are number of new modes. Most notably, the addition of the GM, Play Editor, and Practice modes.

THE GM MODE

General Manager mode gives the player the opportunity to run his or her own team. From drafting players to hiring free agents, the team is yours. Hire that hot new player, take in one you've created, or import a senior player from Game Breaker 2000; but make sure you watch that salary cap because players with skills will cost more than your average Joe. Run your team through preseason (where players that get the ball get better, and players that don't get cut), and then you're ready to take on the world. Screw up, however, and the team will cut you – game over, unless you get lucky and get an offer from another team. Of course, who's to say being hired as the GM of the Bengals is lucky?



Ricky Williams is going to be awesome.



So how many concussions can one man get in a year?



Expect to see this a lot this year.



Will Cough go the way of Ryan Leaf or Peyton Manning?

THE PRACTICE MODE

This mode gives you the opportunity to hone your GameDay football skills. First, place the ball anywhere on the field, and then choose your offense and the defense you wish to bust. Run the play, over and over if you like, it doesn't matter; it's practice, complete with practice uniforms and field. Or if offense isn't your problem, you can play on the defensive side of the ball against any offense. You know what they always say, "practice makes perfect."



THERE'S MORE?



GameDay 2000 will also features a multitude of new commentary by Phil Simms and Dick Enberg (which 989 says will not be as repetitive as last year). To complete the TV-styled package, Phil Simms will also break down plays using the telestrator. As would be expected, there will also be a Season mode complete with the Pro Bowl (which can include your created players – if you can make the cut) and the Super Bowl. For the history buffs, GameDay 2000 will also include every Super Bowl team as well as throwback uniforms.

PLAY EDITOR

That's right, in this year's GameDay you finally have the ability to create your own plays or edit other plays and then add them to your playbook. Pick the receiver's route, the blocking assignments, which way the quarterback will roll, and then add them to your arsenal. Did we also mention that each team has custom playbooks, as well as plays created by the pros themselves?



IF IT'S BROKE, FIX IT.

Last year, Game Informer had a number of complaints about GameDay. So many in fact, that the team at Red Zone took special care to alleviate a number of them. One of our biggest gripes last year was that the offense was just too powerful. GameDay 99 had a ton of money plays and using the jump button made it possible to complete almost any pass. Well 989 listened, and has given the defense a shot of adrenaline this year by making them a tough crew to deal with. Not only will a DB come back to block the ball, but the linebackers will work through picks creating great one-on-one battles in the secondary. Other smaller complaints, like not using the punter after a safety, have also been fixed. So you can expect GameDay 2000, if they can keep the bugs out, to be an impressive product that should make a serious run at being the top dog of PlayStation football.



MADDEN
NFL 2000

The 10th Installment Of EA's Classic

Another Successful Season?

Last year Madden took the crown as the top selling PlayStation football game. It was also the favorite amongst the Game Informer reviewers. With an already superior season and the killer Franchise mode, Madden 99's graphical improvements were the icing on the cake. Madden 2000 has a rougher road ahead of it. The appearance of a Dreamcast football game and the constant battle with GameDay (revamped and ready for this year), will put the tenth installment of Madden under the microscope. Here's some new features to look for.



Purple Power!



The secondary will never shake the ball loose from the sure-handed Glover.



It may take a lot of work to help this stumbling franchise.

Franchise Mode

Playing as an NFL GM is made possible through this mode, introduced in last year's version of Madden. Signing free agents and renewing contracts will still be a large portion of this game within a game, but Madden 2000 will track players' stats over multiple seasons and award year end awards like MVP, rookie, and coach of the year. Franchise mode also supports up to eight users who can trade and make deals using their favorite teams. Fantasy football freaks even have the ability to manage a team for up to 30 consecutive seasons. Can you say Randy Moss, Jr.?

The Look, The Feel of Madden

Madden 99 had a brand new look and Madden 2000 is promising a new look to this year's player models. The change isn't that drastic and many familiar animations and moves will be present. EA Sports gave linemen some extra weight and trimmed off a little from the secondary. They also added some sideline celebrations

As of late, the Madden series hasn't exactly been the innovator in terms of playcontrol and has stuck to the "tradition of robust gameplay" as EA put it. The robustness of Madden's control should continue with the

familiar playbooks and play schemes. For the novices, EA also continues with its easier "One-Button" mode. The running game is promised to be better and should be enhanced with new controls to shake off tacklers.



If you mash the buttons at the right time, you might be able to shake the tackle.



That linebacker will never close, so you had better make the tackle.



The Broncos' sideline grimaces as their star RB takes a lick.

Throw It Deep

There are two new passing controls that change the dynamics of Madden's air attack. First, a feature that EA has dubbed "route-based passing" lets the QB throw it to the spot where the receiver finishes his route - perfect for those out patterns. Second, a new offensive audible will give you the ability to change one receiver's route when you come to the line of scrimmage. This may allow you to exploit soft zone coverage or defensive holes.



Marino will continue his dominance with bullets like this.



Bronco fans may see Bobby throw some INTs without Elway.



- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Seamless 3D World; 4 Abilities To Acquire Including Pass Through, Wall Crawling, Swimming, & Force; Complex Puzzles; Block Moving & Flipping; CG & Real-Time Cutscenes Complete With Voice-Overs; Dual Shock & Analog Compatible; Memory Card Required
- **Created by:** Crystal Dynamics for Eidos
- **Available:** Whenever It's Finished for PlayStation

90% Complete

LEGACY of KAIN SOUL REAVER

The Power To Devour

Few games have been as anticipated as *Legacy of Kain: Soul Reaver*, and few games have faced as much adversity. Held at bay by the double-edged sword of public and press expectations, *Soul Reaver* has fallen into a downward spiral of delays. Even the product we have on our desks (in the middle of June) is infested with bugs. Obviously, Kain has missed its anticipated June 8th release. The developers have now adopted the Miyamoto philosophy of: "when it's finished, we'll put it out."

But even with all the problems and delays, *Soul Reaver* has endured. The product is finally coming together. Previous versions of this game were like technology demos – lots to see, but absolutely nothing to do. This longstanding problem for *Soul Reaver* had the skeptics here convinced that *Soul Reaver* was destined to go the way of *Godzilla* the movie (which had lots of hype, was pretty to look at, but sucked). Then, low and behold in the final hour, Crystal Dynamics delivers a version of *Soul Reaver* that is not only nearly complete, but entertaining as well.

The game starts off with an impressive computer generated video that explains the plight of the story's protagonist, Raziel. As in the first game, the story is fantastic so we don't want to ruin it for you. But we will tell you that the basic premise has you cruising around Nosgoth, feeding on the souls of your enemies as you try to destroy your nemesis, Kain.

Soul Reaver's gameplay falls somewhere between *Tomb Raider* and *Zelda*. The world you explore and the basic controls scream Lara, but the two planes (Material and Spectral), as well as the fighting and puzzles, shriek Link. You begin the game, and every session, in the Spectral Plane deep underground. In this plane you can't grab anything, open anything, or move anything – these things can only be done in the Material Plane. To enter the Material Plane, you must first devour lost souls in the Spectral Plane until you have enough power to materialize through one of the various portals located throughout Nosgoth. Once in the physical plane you may abandon your body at any time and return to the Spectral Plane.

Mastering travel between these two planes is the secret to solving many of the puzzles in *Soul Reaver*. And as you travel Nosgoth and defeat the different vampire clans hidden throughout the kingdom, Raziel will gain more powers – namely, the ability to phase through gates, scale walls, fire telekinetic force projectiles, and swim. As Raziel attains these powers (mostly by defeating one of the four bosses in the game), you'll gain access to more of the world.

Travel through Nosgoth is primarily done in the Material Plane, however, manifesting in this plane is taxing on Raziel, so you must constantly feed. Killing vampires is not an easy task, as any flesh that is cleaved quickly heals. The only way to kill vampires or their minions is to impale them or burn them (with fire, water, or sunlight). Battle is fairly simple, as you can hold the R1 button to always face the enemy, and then attack with the square button. Once you've stunned them, you may impale, burn, or throw them at will. Simple, yet satisfying.

While still not complete, Kain has us chomping at the bit to get our hands on the final version. However, don't be too surprised if it slides again, as bug testing this immense game is a tedious task to say the least. But when, and we do mean when, Crystal Dynamics finishes *Soul Reaver*, it should be an adventure for the ages.



Into the drink, you ghastly fiend!



Phasing through gates features dazzling particle effects.



Many times, the secret to passing an area is to enter the Spectral Plane.



Once you acquire the Soul Reaver, a wrath sword, Raziel becomes a true killing machine.



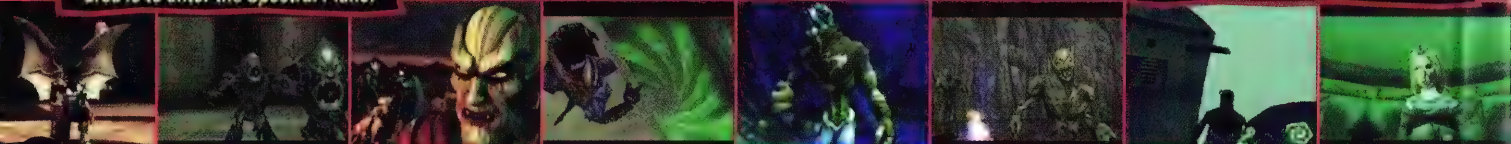
Yo, Bro! You don't look so good.



Devour the souls of the wicked or become weak from hunger.



Spiders...time to die!



MEDAL OF HONOR

Saving Private PlayStation

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure (2-Player Head-to-Head & Co-Op)
- **Special Features:** First-Person Perspective; World War II Settings; 15 Authentic Era Weapons; Intelligent Enemies; 2-Player Split-Screen; Dual Shock & Analog Compatible
- **Created by:** Dreamworks Interactive for Electronic Arts
- **Available:** October for PlayStation

75% Complete

What do you do when the man behind such films as Raiders of the Lost Ark, Schindler's List, and Saving Private Ryan has an idea for a game? You make it, of course. In a nutshell, this is what happened when Steven Spielberg started brainstorming with his game developers at Dreamworks, and it has developed into the first-person shooter known as Medal of Honor.

Unlike most of the first-person shooters that make their way from PC to the PlayStation, Medal of Honor is specifically designed for the PS-X. Taking the role of an operative for the Office of Strategic Services (OSS), the player is thrust into a variety of World War II settings, including a U-Boat and a German prison camp. The tactics and missions have been created with authenticity in mind, as Dreamworks enlisted the help of Capt. Dale Dye. A historian and combat veteran, Dye has worked as a consultant on such films as Platoon, Saving Private Ryan, and the upcoming Rules of Engagement. As a military advisor, Dye made sure that missions in Medal of Honor are accurate military scenarios.

The game is broken into eight separate environments and tactical OSS operations. Rescue, destroy, scuttle, attack, sabotage, capture, infiltrate, and prevent are the main overlying missions in Medal of Honor, but each operation includes three sub-missions. One mission may have you locate a downed plane and rescue a G3 operative, while another may ask you to pose as a German and infiltrate an enemy POW camp.

The design team has spent a lot of time designing the enemy routines and animation in Medal of Honor. Expect to see the opposing forces duck for cover, grab an injured leg, or dive on a grenade to protect surrounding attackers. Enemies have also been designed to react to different hit locations when they are chopped down by your bullets.

With authentic weapons, intriguing missions, and a WWII theme, Medal of Honor may fill a first-person void that has plagued the PlayStation in recent months.



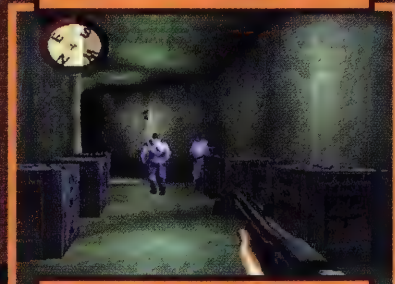
You can take over bunkers complete with stationary machine guns.



Act quickly or the mission may soon be over.



Toe to toe with the enemy.



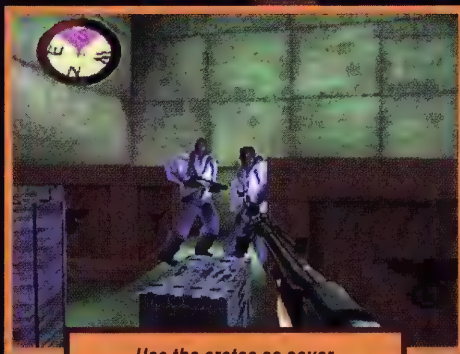
The enemy is crafty and may retreat.



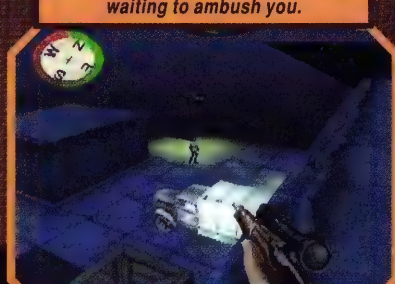
The hedgerow will hide enemies waiting to ambush you.



Lob a grenade, but be careful. He might pick it up and throw it back.



Use the crates as cover.



What shooter would be complete without a sniper rifle?



PlayStation Preview

- **Size:** 4 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 8 Characters; 16 Guardian Forces; Mindblowing Animated CG Environments & Movies; Minigames; Collectable Card Game; Anatomically Feasible Characters; Dual Shock & Analog Compatible
- **Created by:** Square Soft
- **Available:** September for PlayStation (Now in Japan)

85% Complete

FINAL FANTASY VIII

Your World Will Never Be the Same



The Garden car doesn't sell ice cream.



Does your teacher know how to operate heavy weapons?



You must flee this mechanical monstrosity.



It's hard to address the nation when Seifer's pissed at you.



Laguna's limit breaker is straight out of an action flick.



You locked the keys in the car?

The Final Fantasy series stands as one of the most innovative, imaginative, and awe-inspiring phenomena in the history of gaming. Final Fantasy VII completely blew away the competition with beautiful environments, brilliant concepts, and innovative design. Final Fantasy VIII continues this legacy by pushing the PlayStation past its limits and doing a complete overhaul of its predecessor's gameplay dynamics.

As could be expected, the game is graphically astounding. Gameplay frequently takes place in animated CG backdrops, making scenarios like running around on top of a moving train or being chased by a giant robotic spider through a war torn city both breathtaking and intense. Polygons and CG become practically interchangeable.

Square's commitment to innovation didn't end at graphical and artistic achievement. The previous game's concepts of magic and ability have been completely reworked. Both materia and magic points have been scrapped and replaced with the Guardian Force System.

The critters you summoned in the previous Final Fantasy are now referred to as Guardian Forces (GFs). You can still call them into battle for a mindblowing animated scene that leaves enemies devastated, but everything else about them has changed. When you "junction" a character to a Guardian Force, he or she gains the ability to summon, cast magic, use items, and in time, acquire special abilities as the Guardian Force gains experience.

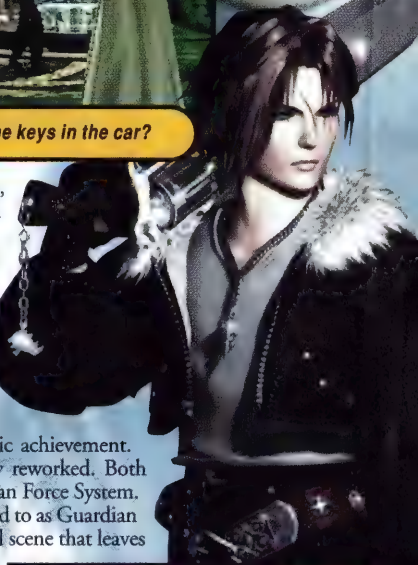
In addition to gaining experience, Guardian Forces even have their own set of hit points. When the command to summon is given, a blue bar counts down to the time of reckoning. During this period, the Guardian Force's hit points overlap the character's. Thus the only limiting factor in summoning a GF is its hit points. As long as it doesn't get knocked out, you can summon a Guardian Force as many times as you want.

By using Ability Points gained at the end of each battle, you can upgrade a Guardian Force's abilities or acquire junction abilities. Junctions allow you to apply magic to your weapons, armor, and stats in order to enhance them. A weapon with the status junction of sleep, for instance, has a chance of putting enemies under depending on how many sleep spells are junctioned with it.

Magic is no longer purchased at shops, but must be gained by using the GF ability, "Draw." Using Draw, characters can suck and store up to the 99 spells of any type from an enemy. Enemies have a limitless supply of spells to absorb into your Guardian Force, so it always pays to stock up to maximum whenever you encounter enemies with new magic.

While Limit Breaks are still a part of the game, they aren't as prevalent as they only work when your character is near death, and you have to perform them before any other action or you lose the opportunity.

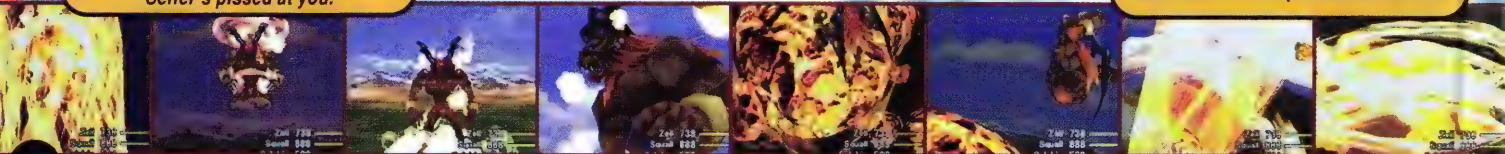
Square could have put out a Final Fantasy that was much like VII and we would have been perfectly satisfied. Instead they acted true to form and brought forth a new evolution in role-playing.



Oh, alright. You can tag along.



Boss death is as spectacular as ever.



ACE COMBAT 3 electrosphere

ENFORCE THE PEACE

- **Size:** 2 CD-ROMs
- **Style:** 1-Player Action/Shooter
- **Special Features:** 17 Planes & 1 Space Fighter; Numerous Weapons; Over 40 Missions; Dual Shock & Analog Compatible; Rudder Control; Multiple Paths
- **Created by:** Namco
- **Available:** Now in Japan for PlayStation (U.S. Release 2000)

Translation Analysis Playable – English runs rampant throughout the game's menus, but the plot is all in Japanese.

Realistic flight simulators haven't enjoyed a great deal of popularity among developers for the consoles. While many games come close, there has always been more of a focus on action than an attempt to appease the hardcore sim junkies who prefer the realism of the PC simulators. These people are either actual pilots themselves or have studied up enough on the subject to send angry letters to magazine editors when they fail to recognize some archaic inaccuracy about the propulsion system of the EX-9 air-to-air missile (yes, we made up the "EX-9") and why it should only have been used on the F-15A rather than the F-15E fighter.

Ace Combat 3 brings a pleasant combination of realism and fast action to flight simulation. All of the basic concepts of flight and flight physics are in the game, but have been tweaked a great deal in order to allow anyone to jump into the game and start playing. For instance, planes can stall if you lose too much speed on a vertical climb, but it's really easy to pull yourself out of it and even easier to avoid. While a dual stick analog mode with separate rudder and aileron movement is possible, most would probably prefer to stick with the simplified controls where only one analog is necessary.

Where the game truly shines is in its level environments and variety of missions. While devoted gamers could probably make it through the game in a day, they would be missing out on missions and planes from the game's five different plot paths. In fact, beating the game for the first time won't even account for half of the missions.

On some levels, players will be required to navigate their way through canyons and labyrinthine underground fortresses. Other environments include cityscapes, mountainous regions, arctic areas, and even outer space. Each environment has its own share of hazards and strategies.

Ace Combat also differs from its predecessors by focusing a great deal of attention towards the plot of the game. Players begin the game working for the supposedly well-intentioned, but ironically named, "Universal Peace Enforcement Organization." The UPEO is attempting to stop an all-out corporate war between rival companies attempting to gain control of a new prototype fighter. As the plot moves forward, players have the opportunity to abandon their employers and move on to another corporation. Each company has its own planes, so whether you prefer to play the mercenary or the good guy, you'll want to get around to trying every plot path.

To call Ace Combat 3 a truly "realistic" air combat game would be far from the truth. People who yearn for slightly more sophisticated fighter plane action, however, will find that Ace Combat 3 is more than just a shooter, yet more appealing to the general gaming audience than a game targeted at people who own every book in the Jane's combat reference library.



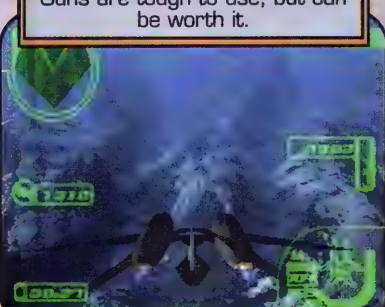
The missile streaming effects are quite nice.



The outer space mission is easy, but cool.



Guns are tough to use, but can be worth it.

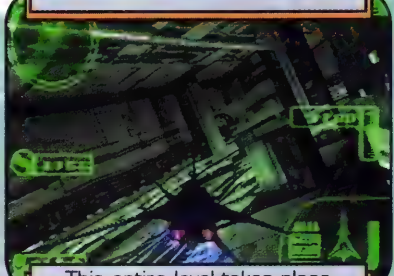


Ace Combat 3 features a lot of futuristic planes.



BULLS EYE

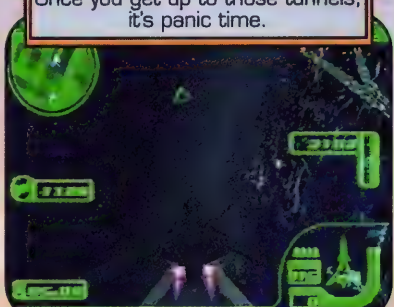
Good night Gracie!



This entire level takes place indoors.



Once you get up to those tunnels, it's panic time.



Plenty of night missions in this game.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Difficulty Levels; Multiple Story Paths; Save Points & Continues; Weapon Upgrades; Blood Trails; Dual Shock Compatible; Puzzles
- **Created by:** Capcom
- **Available:** September for PlayStation

85% Complete

Capcom's New Resident

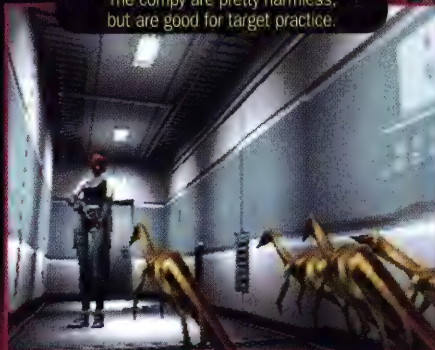
The joke around the office is to call *Dino Crisis* by different titles – *Jurassic Evil* or *Resident Park* are two labels that easily come to mind after playing just a few minutes of Capcom's *Resident Evil* spin-off. In terms of story, *Dino Crisis* has nothing to do with *Resident Evil*, but almost everything else in this game is identical to Capcom's successful survival horror series.

The control in *Dino Crisis* is just like playing *Resident Evil*. There's a run button, an action/shoot button, and a button to aim your weapon. There have been a few minor additions in the form of a quick turn button and the ability to walk with a weapon drawn, but veterans of *Resident Evil* have already mastered this battle-tested control. Additionally, the puzzles in *Dino Crisis* have a familiar twist to them, and most involve finding a number of items and using them in particular places. Unlike *Resident Evil 2*, *Dino Crisis*' puzzles are largely based on a series of numerical/alpha-
 betical puzzles that get progressively harder. You definitely have to scratch down some notes as you play along.

Again like *RE 2*, *Dino Crisis* has two difficulty settings. In the Normal mode, weapons and ammo are hard to come by. You start with a standard 9mm pistol and just a couple clips, so avoiding conflict and conserving ammo is essential. On the other hand, Easy mode will start you off with the pistol, a shotgun, a grenade launcher, and a load of ammo for each. In either mode, the shotgun

The compy are pretty harmless, but are good for target practice.

Recognize this? It's a box puzzle.



and pistol can be upgraded with various parts to make each gun even deadlier. Also, the shotgun can be used with darts that are created by mixing various toxins that are found throughout the game. Just like mixing herbs in the *RE* games, creating a potent mixture can paralyze a dinosaur with one shot. Mixing these chemicals can also benefit you in the form of extra health.



Back off, slime ball!

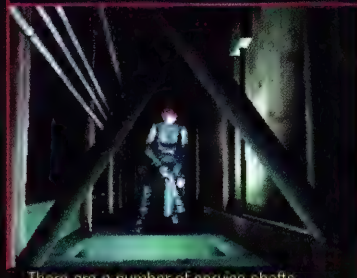
As you can tell, *Dino Crisis* is a cannibalization of *Resident Evil*. This cookie cutter approach has worked for Capcom for many years, and we can't argue that it doesn't work with *Dino Crisis*. There are striking similarities, but any fan of Capcom should love *Dino Crisis*. This game is shaping up to be a blockbuster, and we highly suggest you keep your eyes peeled for this adventure coming to the PlayStation very soon.

Mash on the controller to break loose from this evil bite.



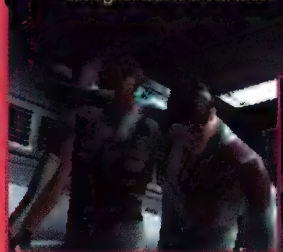
DANGER

There are a number of service shafts that can be used as shortcuts.

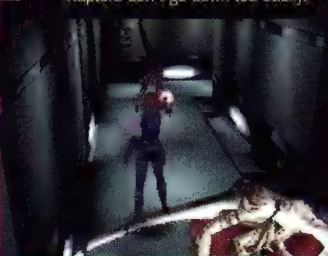


This raptor latches on to Regina's arm.

Rick gives aid to a comrade.



Raptors don't go down too easily.



Fresh & Flammable

SLED STORM

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Racing (4-Player Via Multi-Tap)
- **Special Features:** 2 Racing Modes; Tricks & Combos; 6 Characters Plus More Hidden; Night Racing; Short Cuts; 3 Engine Classes; 4-Player Split-Screen; Dual Shock & Analog Compatible
- **Created by:** Electronic Arts
- **Available:** August 31 for PlayStation

85% Complete



A textbook parallel can can.

It may be the dog days of summer, but the time is right for a sled ride. The more we play Electronic Arts' new snowmobiling game, Sled Storm, the more we like it.

The racing alone is fantastic. With two styles of tracks, Open Mountain and SnoCross, you'll discover that the courses vary greatly with short cuts, tight technical turns, open glades that let you open up the throttle, and lots of opportunity to catch big air. Plus, different surfaces like water, dirt, ice, and powder will affect the performance of your sled. The control is loose and friendly, giving you the sensation of driving a snowmobile and not a car. The racing experience of Sled Storm is even more fantastic if you have some amigos to jockey with, as it will have a 4-player split-screen.



Up to four players can go head-to-head.

Obviously, your ability affects the outcome of a race, however, the character you choose is rated according to top speed, acceleration, handling, stability, and tricks. In addition to that, sleds can be upgraded in the Championship mode with money earned by placing well in races and earning trick points. Equipment that can be upgraded includes engine size, headlight, starter, treads, skis, exhaust, onboard computer, shims, chassis, brakes, and more.



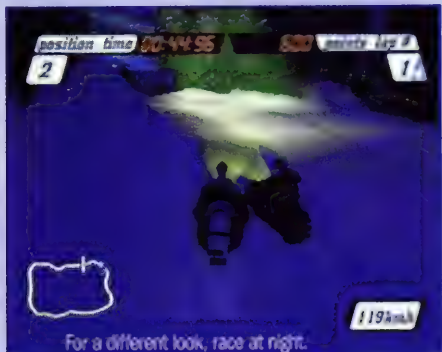
Trees kill.

But all of the aforementioned is merely gravy. The substance of this game is in the tricks. There are over 50 tricks to discover and combine. The harder the trick, the more points awarded. The more points awarded, the more money you get. Some of the tricks are kind of lame. For instance, one trick simply throws your shoulder forward. Big deal. But most of the tricks like heel clickers, superman airs, and can cans are pretty sweet. You can even spin around your handle bars and do a back flip if you have the proper skills.

Sled Storm practically has it all. Big crashes, big air, a variety of courses, solid multiplayer features, and most importantly, lots of stunts to learn and master. This game from EA is definitely a one-of-a-kind experience that snowmobile and racing fans alike will want to check out when it releases at the end of August.



Somehow, we were able to pass him on the wall.



For a different look, race at night.



Swing around the handlebars for 1000 points.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 7 Worlds; Story Arc Follows the Movie; Jetpack Flying; First-Person Targeting; Intuitive Camera Controls; Pixar Quality Animation; Dual Shock & Analog Compatible
- **Created by:** Disney Interactive for Activision
- **Available:** December for PlayStation (Nintendo 64)

70% Complete



The Toys Are Back in Town

Whenever we watch Toy Story, we get a little teary eyed. It's not that this film delivers a moving story that yanks on our emotions; it's the fact that Andy is stuck with a bunch of lame toys and we feel for the unfortunate child. Where are all of his Star Wars and GI Joe figures? This kid doesn't even have a Transformer, let alone a Go Bot. The excitement in his toy room revolves around wooden blocks and a stupid cowboy toy. Really, who wants to play with a Woody?!

The landmark film that rocked theaters in 1995 is expanding to the world of sequels. In December, Andy and all his humdrum toys will grace the big screen once again. This time around, Andy is older and wiser. Instead of hanging out in his room with his "wonderful" toys, he flees to summer camp. While he's away, good ol' mom and dad hold a garage sale, selling everything from toasters and bath-mats, to baby clothes and Andy's Woody. That's right! Woody is accidentally stocked as a sales item, and apparently he's a valuable one. A greedy toy collector purchases Woody before the rest of the toys can return him to Andy's

toy chest. It's up to Buzz Lightyear and those other worthless toys to save the day.

In the game, which happens to come out on the same day as the movie for both PlayStation and Nintendo 64, players assume the role of Buzz, the only semi-decent toy in Andy's collection. The rest of the toys are around, but only as secondary characters that Buzz interacts with and occasionally calls upon for help. The adventure starts in Andy's room, then eventually works its way outside and to the toy collector's hovel. There are seven different environments in the game, all decorated nicely in the third-dimension. This time, Buzz's gadgets actually work. His wrist-mounted laser beam shoots out killer energy, and his jetpack is capable of flight.

Tricky platforming plays a large role in this title, as it did in the original game for SNES and Genesis. There are also swarms of evil toys to dismantle. Buzz had big dreams in the first game, though Woody insisted that he was just a toy; but now he can prove to Mr. Potato Head, Slinky Dog, Rex, Hamm, and that cute little Bo Peep broad that he's much more than a toy. He can proudly flex his plastic and call himself a space-man action star!

In many ways, Toy Story 2 holds true to the old 16-bit release.

The animation is out of this world, the action is intense, and the gameplay closely follows the plot of the movie. Interspersed are cutscenes from the film, and rumor has it that Tom Hanks (the voice of Woody) and Tim "Don't Care For Him Much" Allen (the voice of Buzz) will record additional dialogue for the game.



This time around, Buzz's wrist laser actually works.



Egad! What did I just step in?!



To the microwave and beyond!



Achieve easier targeting with Buzz view.



Who needs a pod-race when you've got racing toys!



Hello, have you seen my little friend Woody?



Screw Woody! No friendship is worth this much hassle.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** Over 60 Wrestlers; Over 600 Moves; All Manuevers Unique to the Wrestler; Fighting Outside the Ring; Create-a-Wrestler; Momentum Meter; Plenty of FMV
- **Created by:** Kodiak for Electronic Arts
- **Available:** Fall for PlayStation

65% Complete



For the Millions Watching at Home

Attitude may be the talk of the town now, but in a few months Electronic Arts will be entering the ring with WCW Mayhem. Not taking their license lightly, EA is putting in the time and cash to produce a game that will have all the features of any other wrestling title and then some.

Mayhem should be a veritable WCW lexicon thanks to EA's excessive motion-capture and eye for detail. More than 600 moves, all faster and smoother than other wrestling games, will be distributed between over 60 WCW wrestlers, but not haphazardly. If a certain maneuver hasn't been performed by the wrestler in question, then his animated counterpart won't be able to do it either. Not only will the grapplers perform their signature maneuvers accurately, even the standard moves will be performed in that wrestler's style. Thus, no two body slams will be the same. Collision is also a big issue, so for once, a seven foot heavyweight can't grab the air above a five foot cruiserweight and put him in a hold.

In the 15 different rings (Nitro, Thunder, Saturday Night, and 12 pay-per-view settings), the play by play will be given by Bobby "The Brain" and Tony Schiavone, with "Mean" Gene doing the ring announcing. But who cares about them if you can't get the crowd on your side? A Momentum Meter gauges who has the advantage and the support of the crowd, with cheers and chants starting up for the fan favorites.

If this were just a wrestling game, the few features already mentioned would be enough. But this isn't just wrestling, this is Mayhem. EA has realized that half the entertainment of WCW happens outside the ring. The chaos of a WCW live event will be realized as players throw each other through walls and into backstage areas (including bathrooms), where any item laying around can be used as a weapon. The behind the scenes action will be seen through backstage security cameras, bringing on that true television feel.

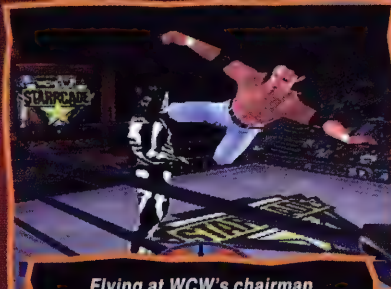
Add in an extensive Create-a-Wrestler (with the announcing team recognizing your wrestler's name), Storyline mode, a crazy number of match stipulations, a massive measure of FMV...Whooh! Who's your daddy? WCW Mayhem is a genetic freak. Ooooooh yeah!



Triple B feels Stinger's Scorpion.



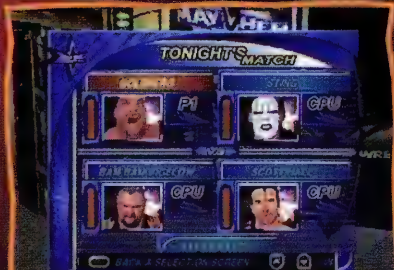
Watch it, Buff. Showboating will cost you every time.



Flying at WCW's chairman.



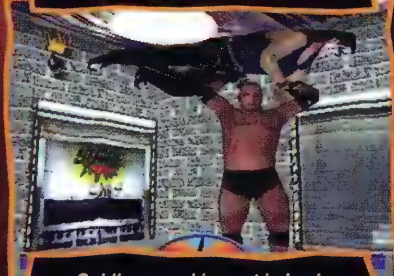
Think of all the worried hootches!



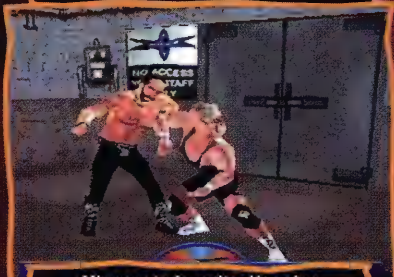
Setting up a Battle Royal.



Viva, el Luchadore!



Goldberg working out in back.



Minnesota favorite, Henning, schooling the Macho Man.

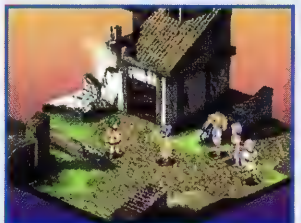
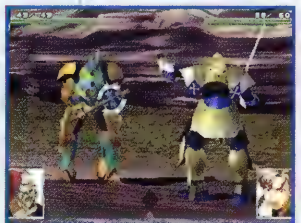
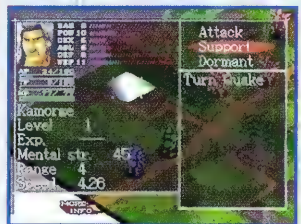
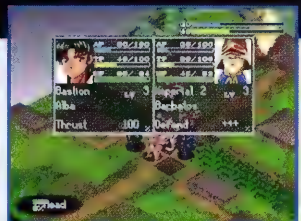


PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Role-Playing Game
- Special Features: Mech Theme; Fully Rotatable Battlefield Maps; Battle Cutsscenes With Multiple Viewing Angles; 5 Endings; 56 Scenarios; Packaged With Lunar 2 Demo
- Created by: Working Designs
- Available: October for PlayStation

50% Complete

Fight the Evil Empire



In *Detonator Gauntlet*, a mech-themed RPG for the PlayStation, players assume the role of Bastion, an impatient young man from a small village. Your father, Kamorge, is an expert warrior with a shadowy past that haunts him. Your village is attacked by the Empire, and Bastion and Kamorge are forced to defend it from the forces of evil.

During battle, you are joined by lone and Reyna, two soldiers from the Corp, a group of rebels who wage war against the Imperial Forces. As you are locked in battle with the evil minions, Princess Shaina of the Empire is on her way to the front lines to investigate reports of corruption within the ranks of the Imperial soldiers.

Wait a second. We've got an impetuous young warrior, an aging teacher with a mysterious background, an evil Empire, a small pod of rebels, and a sassy Princess. Sound familiar? If some big gorilla-bear thing shows up, we're phoning LucasArts.

Detonator Gauntlet's gameplay is similar to *Final Fantasy Tactics*. After you select your attack and engage the enemy, the battle is shown in a 3D cutscene. During the turn-based combat, players don mech body armor, which must be repaired. 56 scenarios and 5 different endings add to the replay value of this one, which should be out this fall packaged with a *Lunar 2* demo.

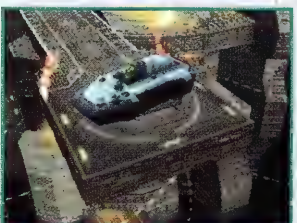
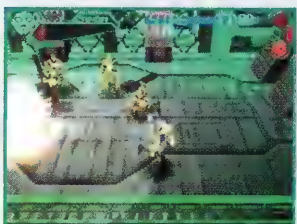
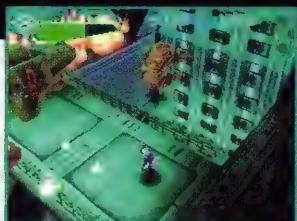


PlayStation Preview

- Size: 1 CD-ROM
- Style: 1-Player Action
- Special Features: Different Bomb Types; Power-Ups; Place or Hurl Bombs; Remote Detonation; Jump & Dash; Bosses; Dual Shock & Analog Compatible; Unlimited Continues
- Created by: Bandai
- Available: Spring 2000 for PlayStation

50% Complete

Bursting With Flavor



Bombberman is fine, but we crave a demolition expert with style and attitude. The *Silent Bomber* can do everything *Bombberman* can and more, plus he does it with that anime flair that is all the rage these days.

As the *Silent Bomber*, you're in a futuristic world battling a host of mechanical enemies and weaponry like mobile turrets, hovercraft, tanks, giant cannons, and mecha-like robots. The 2 1/2D environments are multi-tiered and contain colorful and detailed textures and backgrounds. The enemies are also designed nicely and demand that you employ different tactics. Some enemies use long-range rocket launchers, while others have powerful shields and attack you with a light saber up close.

You have an unlimited supply of standard bombs, but can acquire napalm, anti-gravity, and paralysis bombs through power-ups. You can place a bomb and detonate it from afar, or lock onto an object and shoot bombs onto a target, where they stick until detonated. At first you can only place two bombs at a time, but as you collect E-Chips, you can gain the ability to set more, as well as increase the blast radius and your shield strength.

We had a lot of fun playing this preview version and can't wait to play a version that tells the story in English.



PlayStation Preview

- **Size:** 4 CD-ROMs
- **Style:** 1-Player Action/RPG
- **Special Features:** Multiple Endings With Variations; 60 Minutes of FMV; No Load Times; Customize Your Body; Dual Shock & Analog Compatible
- **Created by:** Silicon Knights
- **Available:** Unknown



75% Complete



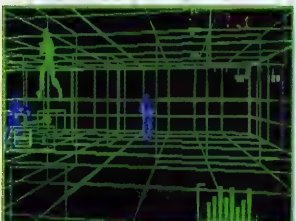
**To Err Is Human,
To Kill Cyborgs Divine**



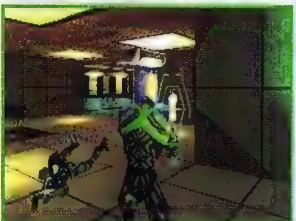
Prosthetic technology is evolving to the point that humans will be able to replace missing body parts with artificial limbs that rival the originals. *Too Human*, set in 2450 A.D., centers around humankind's struggle to deal with the blurred distinction between man and machine. You are John Franks, a cop whose partner was killed by a cyborg. You must infiltrate the Aesir Corporation, the leading manufacturer of cyborg technology, to discover the real reason behind your friend's death.



Too Human combines Metal Gear gameplay with RPG elements, and features beautiful hi-res graphics running at a smooth 30 frames per second. Also, Silicon Knights have eliminated distance fog and load times. Transitions between gameplay and FMV scenes are seamless. There are over 60 minutes of FMV scenes, 2 hours of voice-overs, and 4 endings with variations. The camera is similar to that of *Tomb Raider*, following directly behind the player.



Gameplay is affected by how you customize your cybernetic body. You can choose to load up on upper body strength and weapons, or emphasize speed and stealth. Also, you are equipped with an optical implant that allows you to detect enemies and security lasers, as well as giving you night and infrared vision.



PlayStation Preview

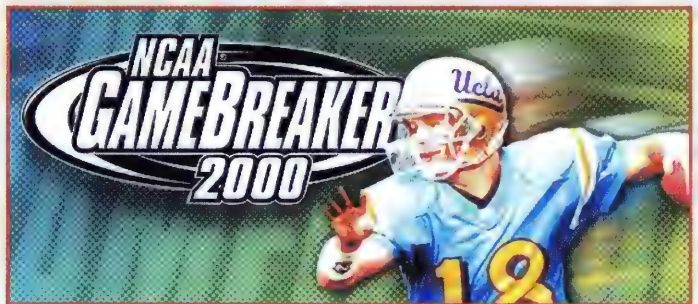
- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports
- **Special Features:** Blue Chips Recruiting; Edit Schedule; Create-A-Player; Customizable Playbook; Over 130 Teams; Commentary by Keith Jackson; Dual Shock & Analog Compatible
- **Created by:** RedZone Interactive for 989 Studios
- **Available:** September for PlayStation



75% Complete



**Sink Your
Cleats Into It**



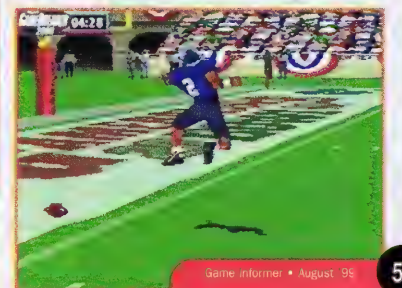
To say the very least, we at *Game Informer* are avid college football fans, who not only cherish this sport's existence, but also document its every transaction. We have thousands, maybe even millions of files dating back to the early 70's. Every little fact is stored in these priceless records. You name it, we know it. And when college football meets vids, we love to get down and dirty with 989 Studios' phenomenal series, *NCAA GameBreaker*.



Many would consider last year's release the best ever. In *GameBreaker 2000*, a ton of enhancements have been implemented. The gameplay is much smoother, as smooth as a newborn's rear. And get this, the front-end is so option-heavy that it just hurts to think about all of the college football joy it will produce. Ahh...we can't wait!



If you are as huge a fan as us and can name all of the wide receivers for the 130 plus teams in *GameBreaker 2000*, then get ready for a treat. This year's installment is tight. The loading time has been slashed in half, and the money plays no longer exist. Head out to your local retailer and reserve your copy now! This game is going to fly off the shelves! All this game needs now is cheerleader tossing! Rah! Rah! College football!! Yeah! Go!



PlayStation Preview

- Size: 1 CD-ROM
- Style: 1 or 2-Player Sports (8-Player Via Multi-Tap)
- Special Features: Team-Specific Strategies; Customizable Strategies; Career Franchise Mode; Edit & Save Lines; Arcade Mode; Shot Meter; Dual Shock Compatible
- Created by: EA Sports
- Available: September for PlayStation

80% Complete

Will The Reign Continue?



Last year's version of NHL Hockey received mixed reviews. While it had some of the best playcontrol of any hockey game, the graphics were lambasted for choppy action and poor framerate. EA Sports is attempting to fix this problem and boasts that NHL 2000 has "a faster, more playable framerate." Even so, NHL 2000 will have some new control features, including the dumbed-down Arcade mode that has become commonplace in EA Sports' games. This year, players into bone-crushing checks will be able to hit even harder with a big hit button. On the other side of the puck, a new big deke move may leave the defense with their jocks on the ice. The frustration involved with hockey will also lead to fights and EA has added a button mashing feature to the fighting. Dropping the gloves will now be more about hitting the buttons as fast as you can, rather than strategically landing punches.

Of course, there are new features off the frozen surface that will keep NHL fanatics playing long into the summer. Incorporating the successful Franchise mode introduced in Madden, EA Sports will add a new Career mode to NHL 2000. This will allow you to build the next NHL powerhouse over a number of seasons. Player trades, drafts, and free agency lets you mold a team with the brilliance of Bob Gainey.



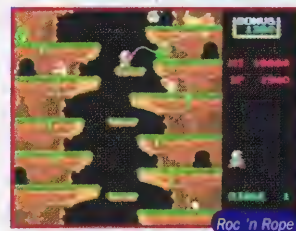
PlayStation Review

- Size: 1 CD-ROM
- Style: 1 or 2-Player Action
- Special Features: 10 Classic Arcade Ports on One Disc; Full Arcade Conversions Complete With Bugs; Save & Load High Scores Via Memory Card; Difficulty Settings; CG Intro FMV
- Replay Value: Moderate
- Created by: Konami
- Available: September for PlayStation

Bottom Line: 6.75



	ANDY	PAUL	REINER
Concept:	8	6	8
Graphics:	6	6	6.75
Sound:	6	6	6.75
Playability:	7.5	6	7
Entertainment:	7.5	8.5	6.5
Overall:	7	6.5	7



Following in the footsteps of Namco's highly successful Museum series, Konami has compiled ten memorable (and some not so memorable) games from the 80's into one package. From arcade smash hits like Time Pilot to lesser known "huh?" games like Pooyan, Konami Classics is definitely a trip down memory lane.



The games are brought to the PlayStation in all their original glory, complete with all the bugs that we loved in the past. Now, we could sit here and try to explain why Gyruss is such a great game, or why Circus Charlie will drive you batty, but this is just one of those games that if you remember the originals, and you loved them, then you know you must have this game. So without further ado, here are the ten games of Konami Arcade Classics and the years they were released.

Andy, The Game Hombre

"Classic collections can pretty much be taken for face value: either you like them or you don't. And since this collection includes two of my all-time faves, namely Time Pilot and Gyruss, I like it."

Paul, The Game Professor

"If you are into nostalgia, this retro compilation has some very memorable games. Man, Time Pilot gives me thumb cramps. It's hard to justify plunking down 40 bucks, so I suggest a trial run."

Reiner, The Raging Gamer

"Two words - Circus Charlie. The rest of the games are more or less irrelevant until I beat the living snot out of the aggravating play in good ol' CC. It sucked away my allowance as a kid, and now it's time for it to cash out. Here I come dreaded monkeys!!! Oh yeah, the rest of the games are neat too."

- Scramble - 1981
- Super Cobra - 1981
- Pooyan - 1981
- Time Pilot - 1982
- Roc 'n Rope - 1983
- Gyruss - 1983
- Road Fighter - 1984
- Circus Charlie - 1984
- Yie Ar Kung-Fu - 1985
- Shao-Lin's Road - 1985



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Final Fantasy V and Final Fantasy VI on 1 Disc; New Computer-Generated Full Motion Video Opening & Closing Sequences
- **Created by:** Square Soft
- **Available:** Winter 99 for PlayStation

70% Complete

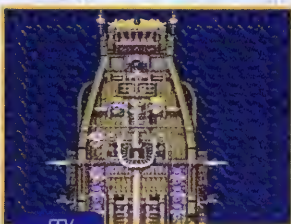
**Two RPGs,
One Game**



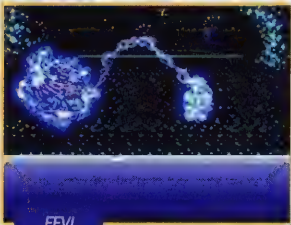
FFV



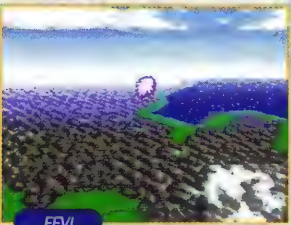
FFV



FFV



FFVI



FFVI



FFVI



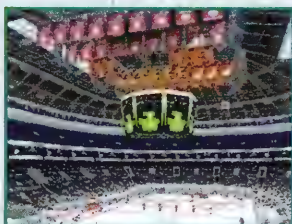
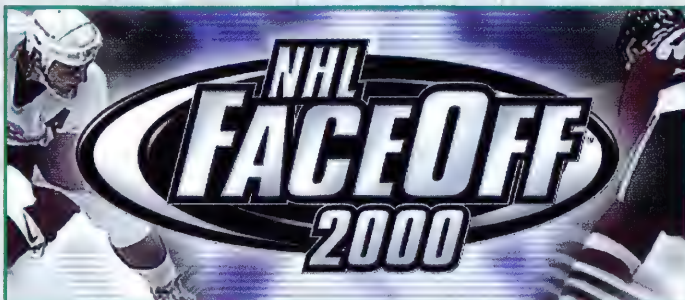
FFVI

PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Sports (8-Player Via Multi-Tap)
- **Special Features:** All 28 NHL Teams Including the Atlanta Thrashers; 7 Camera Angles; Motion-Capture Animation; Commentary by Mike Emrick & Darren Pang; Icon Passing & Switching; Create & Manage Team
- **Created by:** 989 Studios
- **Available:** October for PlayStation

80% Complete

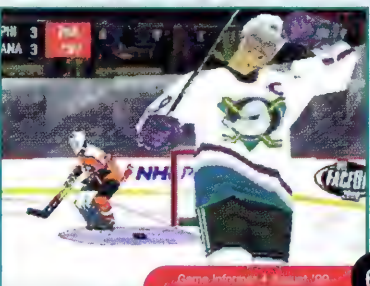
**Put That In Your
Puck & Smoke It**



Unlike GameDay, which has seen victory over Madden in the past, FaceOff has always played second fiddle to EA's NHL Hockey. Luckily, 989 Studios isn't satisfied with second place. While we haven't seen the newest installment in action, it is obvious that the team at 989 has put a lot of work into it.

Featuring all 28 NHL teams (including the expansion Atlanta Thrashers), eight international teams, and all the arenas complete with championship banners and jumbotrons; the NHL is here in its entirety. As would be expected, FaceOff 2000 features all the standard modes including Season, Exhibition, and Player Create. There is also the ability to draft, trade, release, and sign free agents for any team, so you can build your ultimate team.

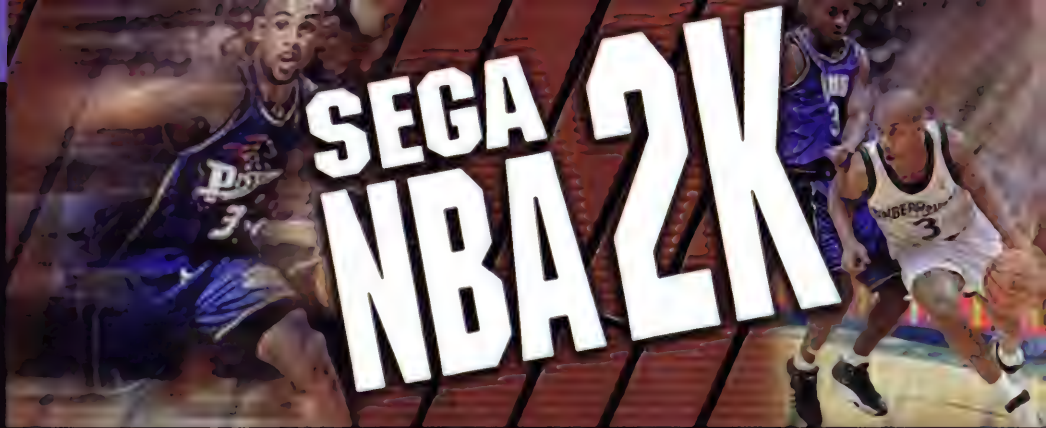
But the innovations don't stop there, as FaceOff 99 will also feature 150 new player animations, a new "Puck Halo" to make the puck easier to see, and a new artificial intelligence (AI) system dubbed I.C.E. or Intelligence Comprehension Execution. Of course, the latter is just a trademarked marketing word that doesn't really mean anything - but FaceOff 2000's got it nonetheless. Hopefully we'll have a hands on next month.



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** All NBA Teams; More Than 400 NBA Players; Detailed Player Models; Extensive Player Create; Offensive Play Calling; Arcade Mode; VMU Compatible
- **Created by:** Visual Concepts for Sega
- **Available:** October for Dreamcast

80% Complete



The NBA Joins Dreamcast

The Dreamcast's first game featuring the NBA was originally announced as a launch title, but we now know that NBA 2K won't make the unit's September 9 release. Sega Sports and the game's developer, Visual Concepts, decided extra work was needed. Making an accurate and entertaining basketball sim is considered one of the most challenging tasks in game development, so we can understand why this game has been pushed back to October.

The version of NBA 2K displayed at E3 looked exceptional. Visual Concepts painstakingly built each NBA player in amazing detail. All players were created using intricate settings, especially in the face. Players' eyes actually blink and a variety of facial expressions bring them to life. The developers even went as far as creating large player noses (Gheorghe Muresan) and making sure the ears stuck out enough (Reggie Miller). Much of the detail will also transfer into NBA 2K's player create feature. Using an editing feature that is similar to the one used by the game's development staff, gamers will be able to create individual players with a huge range of appearances. Developing the create player elements of NBA 2K was actually one of the reasons for the game's delay, as was the addition of other front-end options. Visual Concepts had spent so much time on the control and mechanics of the game, they needed more time for the extras.

NBA 2K's control was solid when we got a chance to play it at E3. The basic pass, jump, and shoot controls are all easy, as are the more advanced post-up and deke/dribble moves. The E3 demo of this game was set extremely easy, so moves to the hole went through with little resistance. However, when the game is completed it will include a fairly sophisticated computer AI and a feature to call offensive plays on the fly.



These guys look so real it's scary.



You've got to make your free throws.



The AI and the way it affects gameplay is the heart of any sports simulation, so the verdict on NBA 2000 is still uncertain. Considering Visual Concepts' work with the NFL, we are excited by the possibility of another exceptional sports game for the Dreamcast. All they have to do is make it in time for the NBA season.



Williams is part of the NBA's future.



NBA 2K has a wide selection of plays



Get out of the lane!



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Tons of Modes Including Team & Survival; Facial Expressions; All 17 Combatants From the Arcade (Possibly More Hidden); 18 Arenas; VMU & Puru Compatible
- **Created by:** Namco
- **Available:** September 9 for Dreamcast

75% Complete

THE FIGHTING EDGE

Since the rise of high-end gaming, Namco has been one of Sony's most powerful allies. This hard hitting relationship was expected to cross over to the dynamic-machines as well, where Namco would help Sony reign supreme yet again with PlayStation 2. But low and behold, unexpected turbulence has thrown our little theory out of whack, and Namco is now in bed with the enemy. For the September 9 Dreamcast launch, Namco is unleashing Soul Calibur, the sequel to Soul Edge (better known as Soul Blade for PlayStation). Namco hasn't written Sony off, not in the slightest. It will still create software for PlayStation (and PlayStation 2), but will now bring its powerful software to the wider spectrum of gaming. If the PlayStation can't handle a game, then maybe Dreamcast can.

Namco really couldn't have chosen a better game to christen the Dreamcast with. Soul Calibur looks drop dead gorgeous on Sega's next console. All of the little details from the original arcade offering have transferred to the Dreamcast without alteration. Ivy's hair gently blows side to side in a spring breeze. Solar flares ricochet off Mitsurugi's blade, creating a tremendous show of effects. You'll even see changing facial expressions for all of the characters. The character models are also something to behold. Textures don't tear at the seams or joints, and any minuscule change in lighting is displayed realistically on the character's body.

All 17 fighters from the arcade are jam-packed into this port. As with the original offering, ten greet the player from the start, the other seven remain hidden. We've also heard reports that at least one more "new" character is lurking in the shadows. The home version of Tekken 3 unveiled Gon and Dr. Boskonovitch. Who will we see in Soul Calibur? Perhaps Pac-Man, since it is his 20th anniversary. Or will there be more Tekken characters to join Yoshimitsu? We'll have to wait until the 9th to see.

As far as gameplay is concerned, Soul Calibur works nicely with the Dreamcast controller. The analog, while loose, can be manipulated to perform even the most dastardly moves and combos. All of the expert techniques, like 2-hit staggers and Voldo's 8-hit entourage, can be pulled off by a skilled player. Right now, the gameplay modes are standard fare (Survival, Team, Practice, etc.), and we haven't seen an Edge Master mode or any deviation from the standard play.

There are a ton of fighting games scheduled for Dreamcast's launch and holiday push, but rest assured, Soul Calibur is the without a doubt the most beautiful of the bunch.



Taki has just checked into the Smack Down Hotel.



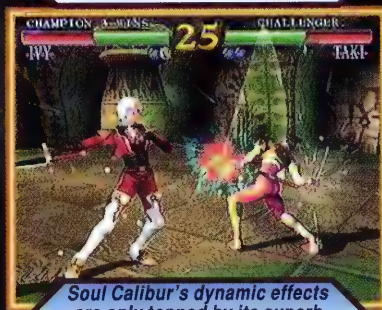
Mitsurugi swings for the fence.



Got milk?



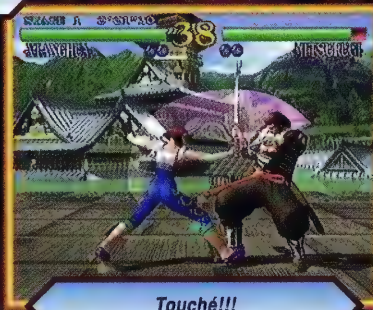
If you thought Namco's Tekken 3 port to PlayStation was fantastic, wait until you see Soul Calibur in action.



Soul Calibur's dynamic effects are only topped by its superb animation.



Ivy goes low for a wide open cheap shot.



Touché!!!



Nintendo 64

Review

- **Size:** 96 Megabit
- **Style:** 1-Player Action (2 to 4-Player Racing & Deathmatch)
- **Special Features:** Super Powers & Super Villains; Flight; 14 Levels; Intense Ring Stages; Lois Lane & Jimmy Olsen; Rumble & Controller Pak Compatible
- **Replay Value:** Low
- **Created by:** Titus Software
- **Available:** Now for Nintendo 64

Concept:	2
Graphics:	2
Sound:	1.5
Playability:	.25
Entertainment:	.25

Bottom Line: 1.25

Superman

The development house responsible for the Automobili Lamborghini landfill has returned with yet another torturous video game experience. That's right. Titus Software is back, and it cometh with another one of its trademark releases. This time around though, Titus has gone too far. Making terrible software is one thing, but creating disastrous gameplay with the man of steel is no laughing matter. When you choose Superman as a license, you get a character that can take on unlimited abuse. This Smallville hero can be assaulted with nuclear power and walk away without a scratch. He can lift buildings, stop trains, and even catch bullets. But not in this game. The most excitement you engage in is flying through endless series of rings. Woo hoo! I can't even describe how bad the rest of the game is. Even Lex Luthor wouldn't enforce a fate like this on Supes. It's too cruel. Dan Jurgens tried to kill this character, but he failed. Titus didn't.



Nintendo 64

Review

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Adventure
- **Special Features:** Special Weapons & Devices; Sled Racing; 1st-Person Sniper Mode; 12 Levels; Puzzles & Mini-Training Mode; Controller Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Ubi Soft
- **Available:** August 28 for Nintendo 64

Concept:	6.5
Graphics:	7
Sound:	6.5
Playability:	7
Entertainment:	7.5

Bottom Line: 7

Tonic Trouble

The first thing that strikes you about Tonic Trouble is main character Ed's resemblance to Rayman. Same asparagus-shaped head, same magic invisible limbs. Maybe they're cousins or something. In Tonic Trouble, your mission is to stop the chaos and genetic mutations caused by a mysterious tonic that spilled all over the earth. These mutation have resulted in bizarre mountains, rivers, and animals, as well as some very ticked-off giant vegetables. Like Rayman, Tonic Trouble delivers familiar platforming gameplay with a few twists. As Ed completes levels, he is rewarded with new gadgets that expand his abilities. For instance, there is a peashooter which has a first-person Sniper mode to pick off enemies at a distance. Graphically, Tonic Trouble isn't breathtaking, and there are still some camera problems which Ubi Soft says will be fixed. However, this game offers a wide variety of gameplay and solid control that platformer fans should enjoy.



Nintendo 64

Review

- **Size:** 128 Megabit
- **Style:** 1-Player Adventure
- **Special Features:** 1st-Person Perspective; Numerous Items; Challenging Puzzles; Based On the Classic NES Game
- **Replay Value:** Low
- **Created by:** Infinite Ventures & Kemco
- **Available:** Now for Nintendo 64

Concept:	1
Graphics:	3
Sound:	4
Playability:	7
Entertainment:	5

Bottom Line: 4

Shadowgate 64: Trials of the Four Towers

The Shadowgate name has become slightly tarnished with this release. It has been a decade since Shadowgate made its debut on the NES. Back then, this fantasy adventure was one of the best the NES had to offer. Today, the graphics of the old NES game would seem archaic. Unfortunately, the graphics for the N64 version are equally archaic. Granted, the graphics play a small part in what should be a game filled with an intriguing story. But again, the N64 version lacks a gripping tale and the story that is presented can best be described as flimsy. To the game's credit, there aren't many titles like this for the N64 and a little diversity can be good. However, this title can only be recommended to those of you who can still remember the NES game or enjoy the retro scene.



The second floor and beyond contains places where no one other than myself has walked.

All Star Tennis '99

Nintendo 64



I wouldn't exactly call myself a tennis expert or even a tennis enthusiast. To be dead honest, I absolutely hate everything about tennis. I really don't see the thrill in it. All I see are two caged monkeys swatting a bouncy lemon back and forth. But I do have to admit I did take great interest in the SNES game, Super Tennis. It was challenging and demanding of timely reflexes. When it came time to assign this review, I jumped at the opportunity. Could this game be just as intense as Super Tennis? As I should have known, the answer is no. The only thing that I got out of this game was a reminder that this sport is lame. Sure this product dazzles the eye with its flashy animation and realism, but its gameplay is incredibly dull. All Star Tennis doesn't have the ferocious bite to keep you playing on. Ignore it and call upon the SNES for any video tennis cravings.

Review

- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Tennis
- **Special Features:** 8 Licensed WTA & ATP Tour Pros; 4 Original Characters; 8 Courts; Singles & Doubles Play; 3 Difficulty Levels; Bomb Tennis & World Tour Modes
- **Replay Value:** Moderate
- **Created by:** Smart Dog for Ubi Soft
- **Available:** Now for Nintendo 64

Concept:	4.25
Graphics:	7.25
Sound:	5.5
Playability:	6
Entertainment:	5

Bottom Line: 5.5

Bugs Bunny Lost in Time

PlayStation

by Peter, The Raging Gamer



Since Mel Blanc's passing, the Looney Tunes universe has more or less fallen to pieces. Case in point, Michael Jordan is now Bugs Bunny's sidekick, and Infogrames new title, Lost In Time, is a big pile of donkey doo. Not since Jersey Devil have I seen a PlayStation game with such washed out detail and horrible gameplay dynamics. I respect the overall design of this platformer, but the play just doesn't cut the mustard. Believe me, it's nice to see Bugs back at his old schtick rather than playing hoops, but this game doesn't do the license justice. To its benefit, Lost in Time does present a difficult challenge and a ton of secrets to find. However, the most trouble you'll encounter is wrestling with this game's imperfect control.

Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platformer
- **Special Features:** 5 Worlds; Special Moves; Mine Cart & Driving Levels; Real-Time Cutsscenes; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Behaviour Interactive & Warner Brothers Interactive for Infogrames
- **Available:** Now for PlayStation

Concept:	6.5
Graphics:	6.5
Sound:	6.25
Playability:	3.75
Entertainment:	5.25

Bottom Line: 5.25

Echo Night

PlayStation

by Jay, The Gonzo Gamer



Echo Night is a departure from the standard PlayStation fare. There have been first-person adventures before, but never a free-roaming 3D adventure where there are no weapons to be found. In this mystery title, players will speak with spirits aboard a ghost ship, traveling through time to help them depart to the great beyond. The game's focus is on story, but unfortunately, it's a short story when what you expect is a novel. Combine this with graphics that should have been better, considering there aren't any moving enemies to contend with, and lackluster sound (not even a creepy background tune), and Echo Night soon frustrates more than it compels. Still, the game does have its scary moments, and those who enjoy using their cerebellums over their trigger fingers should check it out.

Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Adventure
- **Special Features:** Over 50 Puzzles; 1st-Person Perspective; Over 40 Characters To Interact With; No Fighting; Alternate Endings; Dual Shock Compatible
- **Replay Value:** Moderately Low
- **Created by:** From Software for ACETEC
- **Available:** Now for PlayStation

Concept:	8
Graphics:	6.5
Sound:	5
Playability:	7
Entertainment:	7

Bottom Line: 6.75

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Shooter
- **Special Features:** 4 Spacecraft With Unique Power-Ups (1 Hidden); 7 Levels; 3 Difficulty Levels; Flight Record Save; Unlocked Backgrounds; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** IREM Software for AGETEC
- **Available:** Now for PlayStation

Concept: 7
 Graphics: 7.75
 Sound: 7.5
 Playability: 7
 Entertainment: 7

Bottom Line: 7.25

R-Type Delta

R-Type Delta boasts that it's the first R-Type title to be in 3D, but it uses this effect for eye candy rather than action. Enemies will come at you from the background once in a rare while, but otherwise what we have is a pretty update to the classic side-scroller. Fortunately, with four ships to choose from and three difficulty levels (with Easy still being a challenge), R-Type Delta delivers exactly what you'd expect from it: shoot-em-up action. Another nice feature is that a mere one slot on your memory card will save things such as time spent playing, high scores, average destruction rate, and how many times the Delta Weapon (which destroys everything on screen) has been used. R-Type Delta is a good addition to the series, but somewhat disappointing since it could have been so much more.



by Jay, The Gonzo Gamer

Game Boy Color Review

- **Size:** Unknown
- **Style:** 1-Player Racing
- **Special Features:** 4 Cars; 40 Tracks Spread Out Among 10 Locations; Old School Racing; 3 Difficulties; Automatic Transmission Only; Varying Terrain; Road Hazards; Turn Signs
- **Replay Value:** Moderate
- **Created by:** Infogrames
- **Available:** Now for Game Boy Color

Concept: 4
 Graphics: 6
 Sound: 6
 Playability: 7
 Entertainment: 4

Bottom Line: 5.5

V-Rally Edition '99

V-Rally Edition '99 is a pretty basic racing game with about four different turns. Players are given advance warning of the turns by classic warning signs. Once you learn how to handle the turns, the game becomes more about reflexes than racing. Graphically speaking, racing games are not one of the Game Boy's strengths. To make up for this, a racer on the GBC needs a lot of options and special features. Unfortunately, V-Rally falls short in this respect. If you're looking for some "classic" racing action that falls somewhere between Pole Position and Rad Racer, V-Rally is a decent game, but Top Gear Pocket beats it in every category.



by Erik, The PC Jedi

Game Boy Color Review

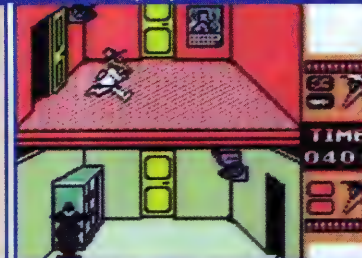
- **Size:** 4 Megabit
- **Style:** 1 or 2-Player Action
- **Special Features:** 32 Stages in 4 Settings; 4 Booby Traps; 3 Difficulty Settings; Password Save; 2-Player Via Link Cable
- **Replay Value:** Moderately High
- **Created by:** Kemco
- **Available:** Now for Game Boy Color

Concept: 7
 Graphics: 7.5
 Sound: 7
 Playability: 8
 Entertainment: 7.5

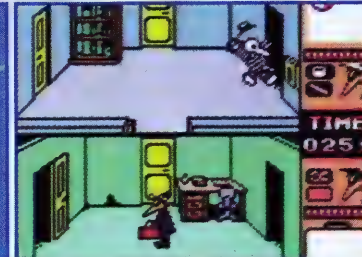
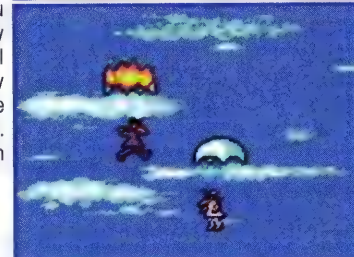
Bottom Line: 7.5

Spy Vs. Spy

Very much like Spy vs. Spy for NES, this Game Boy Color title has the player take on either the role of the black or white spy of Mad magazine fame. The goal is to find a briefcase and fill it with four objects hidden within a maze of rooms. To thwart one another, various booby traps can be set up, such as bombs in desk drawers and water over doorways. Each spy can also carry one trap-specific disarming device, and one weapon if a more direct method of attack is desired. Every time you die, all the items you've collected are lost. Spy vs. Spy is a fun one-player game that will entertain long enough (the AI is pretty devious), but it really comes alive with the backstabbing action of the two-player game. If you missed it way back when, it's worth checking out now.

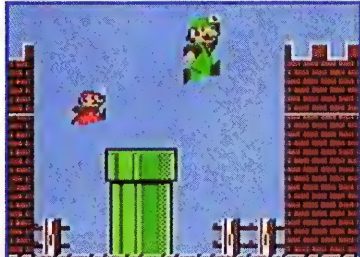


by Jay, The Gonzo Gamer



by Reiner, The Raging Gamer

Mario Wins!



Super Mario Bros. Deluxe

This is without a doubt the best revival of a classic I've seen on any platform. Gameplay, sound, graphics – it has all been replicated perfectly on the Game Boy Color. Even the little secrets like the life loop on stage 3-1 work just like they do in the original NES offering. Deluxe would have been worth the cash just for the authentic port, but Nintendo didn't stop there. This game also includes a new Challenge mode that tests your skills in a different way and forces you to hunt for red coins and Yoshi eggs. A new Versus mode has also been implemented, allowing you and a friend to race head-to-head on every stage. Deluxe also includes a customizable calendar and a slew of secrets. Don't be shy with this one folks. This resurrection has transformed into a phenomenal release that should not be missed.

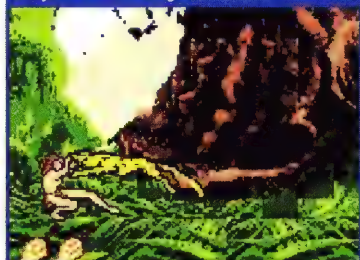
Game Boy Color Review

- **Size:** 4 Megabit (With 3 Slot Built-In Save)
- **Style:** 1 or 2-Player Action/Platform
- **Special Features:** Complete 1985 NES Game; New Challenge & Versus Modes; Yoshi; Customizable Calendar; Link Cable, Infra-Red, & Printer Compatible
- **Replay Value:** High
- **Created by:** Nintendo
- **Available:** Now for Game Boy Color

Concept:	9.25
Graphics:	9
Sound:	9
Playability:	9.25
Entertainment:	9.25

Bottom Line: 9.25

by Matt, The Original Gamer



Tarzan

Disney animated films are as much a part of summer as popsicles and sunburn. Player-haters may scoff at Disney's formulaic flicks, but this year's money making machine is Tarzan, and Activision hopes to make big bank with their Tarzan game for the GBC market. Graphically, Tarzan makes the most of the GBC's capabilities. The cinematic intro is impressive, as are the character animations and detailed backdrops. A majority of the levels are divided into two sections: one in which you must collect a number of bananas; a second in which you must find Terk, Jane, or Tarzan. As you progress through 23 levels, these tasks become somewhat redundant. Another problem is that Tarzan lacks the ability to attack. While his non-violent philosophy is admirable, sometimes we found ourselves wishing to lay the smack down on our enemies. Still, Tarzan's graphics and accurate control should make this a popular title for the youngsters.

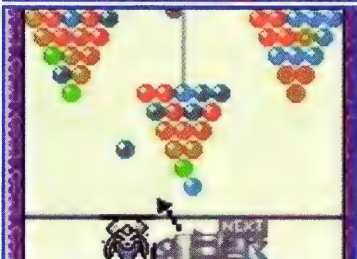
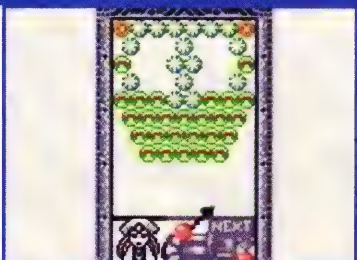
Game Boy Color Review

- **Size:** Unknown
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** Play as Little Tarzan, Adult Tarzan, Jane, or Terk; 20+ Levels; Compatible With Game Boy Printer; 2 Player Hide N' Seek Mode; Cinematic Intro Scene
- **Replay Value:** Low
- **Created by:** Digital Eclipse for Disney Interactive and Activision
- **Available:** June 18 for Game Boy Color

Concept:	5
Graphics:	7.5
Sound:	7
Playability:	6.5
Entertainment:	6

Bottom Line: 6.5

by Andy, The Game Hombre



Bust-A-Move 4

Bust-A-Move is one of those puzzle games you just gotta love. Not only is it addicting, but even with years of practice there is always plenty of challenge to keep you playing. This fourth installment in the series doesn't differ much from the original, as the goal is still the same: to shoot and match colored bubbles to clear the screen. Bust 4 has taken the premise to a new level, however, by adding the ability to bounce bubbles off the ceiling, as well as including new special bubbles that float or even eliminate all like bubbles. Compared to the home console version, Bust-A-Move 4 on Game Boy Color is an adequate conversion (it doesn't have the Story and Create Your Own Puzzle modes, otherwise it's perfect). While it may be a little difficult to differentiate the bubbles (especially on the B&W Game Boy), in time you get used to it. If you like Tetris, and have never given Bust-A-Move a chance, I highly recommend it.

Game Boy Color Review

- **Size:** 4 Megabit
- **Style:** 1-Player Puzzle
- **Special Features:** Puzzle, Player Vs. CPU, and Challenge Modes; 10 Characters To Choose From; 5 New Bubbles & Blocks
- **Replay Value:** Moderately High
- **Created by:** Taito/Crawfish Interactive for Acclaim
- **Available:** Now for Game Boy Color (Game Boy)

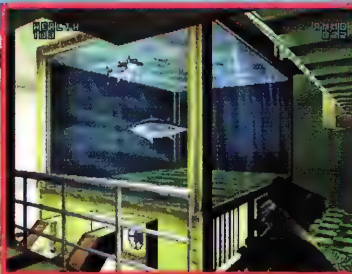
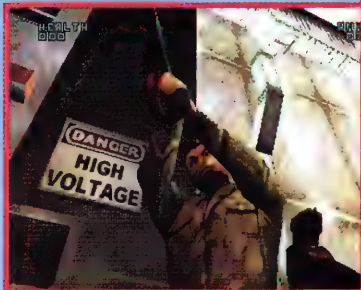
Concept:	8.5
Graphics:	7
Sound:	6
Playability:	9.5
Entertainment:	9.5

Bottom Line: 8

DIE HARD 64 - NINTENDO 64

CREATED BY: FOX INTERACTIVE
AVAILABLE: UNDETERMINED

John McClane and his juggernaut franchise have generated a slew of high-end video games spanning the arcade, PlayStation, and Saturn. Now, it's time to die even harder on Nintendo 64. Joining the ranks of James Bond and his fantastic first-person venture, GoldenEye, comes John McClane and his very own first-person extravaganza. Die Hard 64 delivers explosive graphics, insane John Woo double pistol packin' excitement, and intelligent enemies that will make you squirm with frustration as you attempt to nail them to a coffin. Look for Die Hard in the year 2000.



ROAD RASH 64 - NINTENDO 64

CREATED BY: PACIFIC COAST POWER & LIGHT FOR THQ
AVAILABLE: SEPTEMBER

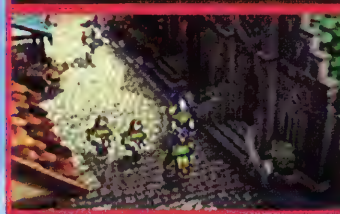
Although Road Rash 64 is an original version created by a new team of designers, the track designs and gameplay are similar to the PlayStation version that EA released last year. RR 64 will be RAM Pak compatible and contain 12 weapons including nunchuks, a cattle prod, and a can of mace. The game also uses a 4-player split-screen for four different multiplayer games: Tag, Deathmatch, Ped Hunt, and Short Track Lap races. The control is very friendly at this point in the RR 64's development, and the combat is a button-masher's delight. Switching weapons is easy, and you can perform a clothesline move and jam another rider's spokes.



OGRE BATTLE 3 - NINTENDO 64

CREATED BY: QUEST
AVAILABLE: FALL

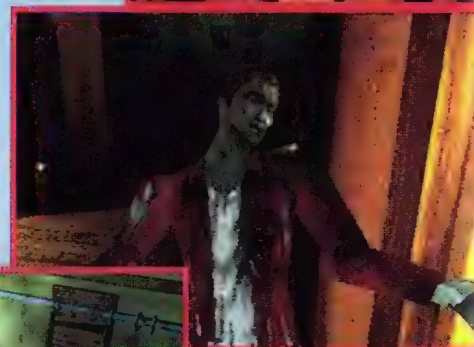
Ogre Battle 3 is a real-time strategy game that continues the saga of the SNES cult hits Ogre Battle and Tactics Ogre. Much like the original, Ogre Battle 3 will require savvy unit movements and the mastery of spells, but with an element of exploration. For the N64, the Ogre Battle world is now rendered in a full three dimensions.



COUNTDOWN VAMPIRES - PLAYSTATION

CREATED BY: BANDAI
AVAILABLE: SPRING 2000

This action/adventure game is very early, but one thing is clear: Countdown Vampires is a Resident Evil clone. The control and atmosphere are almost exactly the same. There is a run button and a shoulder button for aiming your weapon and the view is isometric. Although the word vampires appears in the title, the enemies behave more like zombies. They're slow and dumb and they groan a lot. One nice thing about Vampires is that once the enemies go down, they stay that way.



MACROSS VF-X 2 - PLAYSTATION

CREATED BY: BANDAI
AVAILABLE: SEPTEMBER

Macross VF-X 2 is a shooter based on the Robotech universe. If you're unfamiliar with that, think of the Transformers, specifically the evil Decepticons. However, in Macross there are three modes of transformation: Veritech, Battleoid, and Guardian. Unfortunately, we were unable to discover what purpose the last mode served. Macross has a number of pilotable craft, CG cutscenes, primary and secondary weapons, three difficulties, and Arcade and Simulation modes. Currently, the control for this game is horrid. But the version we played was a Japanese demo, and therefore, it's still very early to say.

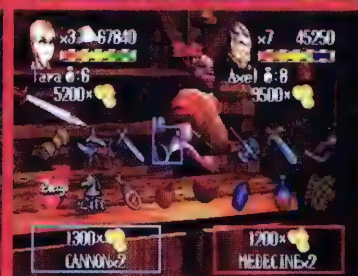
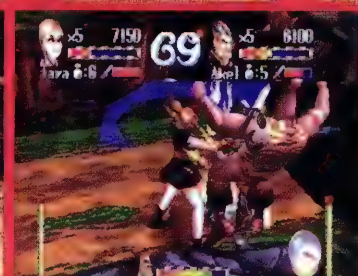


KNIGHTS OF CARNAGE - PLAYSTATION

CREATED BY: TOKA FOR THQ
AVAILABLE: SEPTEMBER FOR PLAYSTATION



In Knights of Carnage, dark fantasy meets the hack n' slash genre. There are over a dozen different species that can be sliced and diced in this medieval monster of a game. Hack your way through gargoyle meat, and don't forget to make werewolf patties along the way! One or two players are welcome to travel back to the simple age of peasant skewering, plagues, and warlock paranoia. It's like Dungeons & Dragons without the dice and annoying crowd of super geeks.



NASCAR 2000 - PLAYSTATION

CREATED BY: STORMFRONT STUDIOS FOR ELECTRONIC ARTS
AVAILABLE: FALL

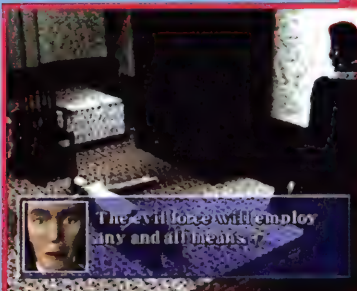
NASCAR continues to blow up, grabbing the attention of sports fans from all walks of life. In fact, one of our editors at GI is harboring a schoolgirl-like crush on a little race drivin' sprite named



Jeff Gordon. NASCAR 2000 is packed with 18 official tracks and 33 NASCAR drivers and cars. Features include new car physics, improved AI, multiple views, and split-screen mode. This year, Pit choices and communication with your crew chief will play a greater part in your success.

JUGGERNAUT - PLAYSTATION
 CREATED BY: TONKINHOUSE FOR JALECO
 AVAILABLE: OCTOBER

Jaleco's Juggernaut combines Myst's cursor-based gameplay with the creepy atmosphere of classic 70's horror flicks like The Exorcist and The Omen. Juggernaut's three discs are packed with FMV cutscenes, which simulate the grainy sepia tones of Super 8 film. At times, the striking visuals produce some genuine chills, but the hackneyed dialogue quickly reminds you that it's just a game. The sometimes agonizingly slow gameplay remains an acquired taste, but Juggernaut's innovative visual style might make Myst fans take notice.



CHAMPIONSHIP MOTOCROSS FEATURING RICKY CARMICHAEL - PLAYSTATION
 CREATED BY: FUNCOM FOR THQ
 AVAILABLE: FALL

Motocross star Ricky Carmichael might be an elfin 5' 4" tall, but put him on a souped-up Kawasaki and he's a mountain of a man. Last year he won the 125cc Supercross Championship; now the pint-sized phenom wants to conquer the PS-X. Championship Motocross features 12 tracks in locales such as Morocco, Australia, and Canada. Customize your bike by deciding on engine class, brakes, exhaust, tires, and suspension. Ride the Pro Circuit in Championship mode, or race a friend in 2-player mode.



TINY TANK UP YOUR ARSENAL - PLAYSTATION
 CREATED BY: ANDNOW AND MGM INTERACTIVE FOR SCEA
 AVAILABLE: AUGUST 31

When MGM Interactive introduced Tiny Tank to the gaming world last winter, it went over like a fart in church. The savage whipping it received at the hands of reviewers led SCEA to take the project's reins and give the game a major overhaul.



Thankfully, Sony slapped a muzzle on Tiny, so there's less of the grating dialogue that marred the first version. Also, slowdown and control issues have been addressed, resulting in a much improved game. Look for more on this one next issue.

UM JAMMER LAMMY - PLAYSTATION
 CREATED BY: NANA-ON-SHA FOR SCEA
 RELEASE: AUGUST 17

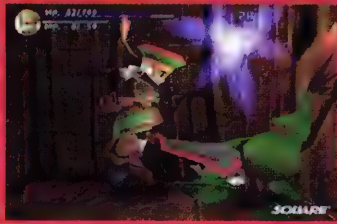
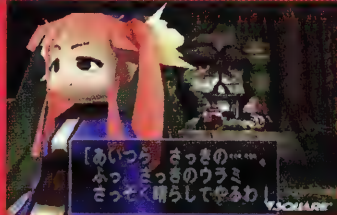
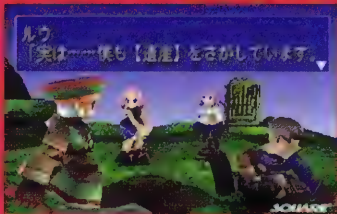
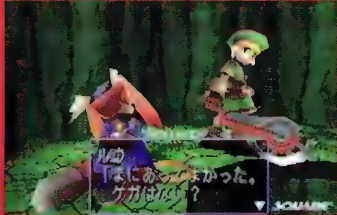
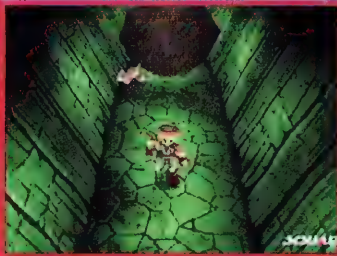
A while back, a dog named PaRappa wrecked the miggedy microphone on PlayStations from East to West. The infectious gameplay has been carried over to Um Jammer Lammy. This time you are Lammy, a punky sheep who fronts the band Milk Can. As you advance through the levels, use your Dual Shock to unleash a torrent of tasty riffage, and unlock new guitar effects. As in PaRappa, the songs are hilarious, and the fun-factor is sky high.



DEW PRISM - PLAYSTATION

CREATED BY: SQUARE SOFT
AVAILABLE: FALL IN JAPAN

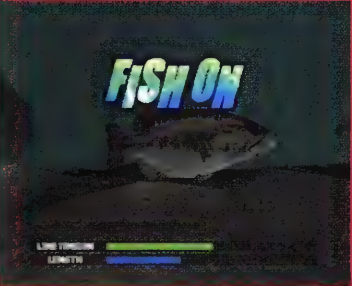
Instead of the much-anticipated sequel to ChronoTrigger, Square's new RPG, created by the team responsible for Secret of Mana and Xenogears, is titled Dew Prism. A demo of Dew Prism will be bundled with Legend of Mana when it is released this Summer in Japan. Players can choose to play as characters Lou or Mint. Square promises a new and innovative battle interface for this one. No word as to the U.S. release date for Dew Prism.



BASS RISE - PLAYSTATION

CREATED BY: BANDAI
AVAILABLE: SEPTEMBER

This fishing game seems average at best, but it does begin with an amusing video of a guy fishing with glamour rock screaming in the background. Once you choose your lure and line strength, cast your lure and the camera will follow it underwater so you can see the pretty fish. Different lures require different presentations and the intro video actually displays some of the methods for you, like walking the dog. For the most part, you are fishing for blue gill and both large and small mouth bass.



RAT ATTACK - PLAYSTATION

CREATED BY: PURE FOR MINDSCAPE
AVAILABLE: FALL

Two mutant rats named Washington and Jefferson have created an army of deadly rats that threaten to take over the globe. The Scratch Cats, a militia of cat commandos must drag a force field around the rats to detain them, then take them to the Eraticator to dispose of them. The game features 50+ levels of frenetic gameplay.



DANGER GIRL - PLAYSTATION
 DEVELOPED BY: N-SPACE FOR THQ
 AVAILABLE: DECEMBER

The Danger Girl comic series would be amazingly successful if it could hit its monthly deadlines. But really, when (if ever) has publisher Cliffhanger released anything on time? THQ assures us that the Danger Girl PlayStation game will in fact be on time, and yes, all of your favorite gun-wielding babes are a part of this action/adventure offering. This December, comic fans will take matters into their own hands, and for once have the opportunity to nail the corrupt Hammer Organization with Danger Girl's curvaceous cast.



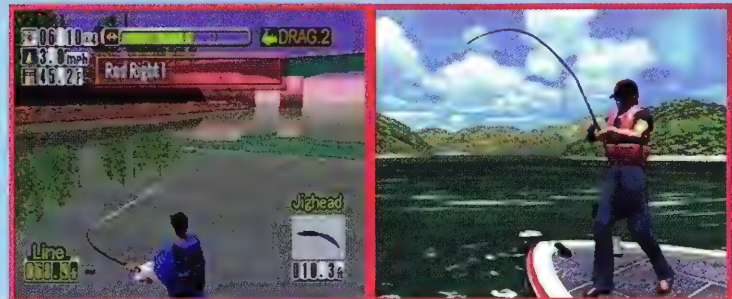
DRIVER - PLAYSTATION
 CREATED BY: REFLECTIONS FOR GT INTERACTIVE
 AVAILABLE: JULY 8 FOR PLAYSTATION

What can we say about this game? Good concept, good execution. Pulling off missions for the Mob just never gets old. Gangway, baby! Driver is getting its swerve on and pedestrians better not sleep. Hopefully the final version of this one will be out soon; we can hardly wait. To tide you over, here are pics of N.Y. & L.A.



BASS LANDING - PLAYSTATION
 CREATED BY: ASCII FOR AGETEC
 AVAILABLE: AUGUST

Armchair anglers get ready for AGETEC's Bass Landing, a new fishing simulator for the PS-X. Packaged with a Dual-Shock compatible rod and reel controller, Bass Landing features five simulated lakes. Adjust factors such as temperature, time of day, location, depth, lure, rod and reel combinations, and line weight. Play options include Tutorial, Solo, and Tournament modes.



KINGSLEY'S QUEST - PLAYSTATION
 CREATED BY: PSYGNOSIS AND CAMDEN FOR PSYGNOSIS
 AVAILABLE: SEPTEMBER

Is it possible for custard to be evil? If you've had the new Teletubbie Custard at Burger King, you'd answer "yes." In Kingsley's Quest, the evil wizard, Bad Custard, is causing trouble all over the Fruit Kingdom (the mythical realm, not San Francisco). Kingsley, a plucky fox cub, must defeat Bad Custard and restore order to his world. Like Zelda 64, Kingsley combines action, platforming, and exploration - albeit without the genius and artistry. Features include multiple weapons and a first-person Sniper mode.



ROAD RASH UNCHAINED - PLAYSTATION
 CREATED BY: ELECTRONIC ARTS
 AVAILABLE: FALL

Road Rash Unchained is the latest in the popular motorcycle combat series, bringing more skull-cracking action to hog-loving Hell's Angels and scooter riding spazzes alike. Unchained features a new cooperative sidecar multiplayer mode, in which one player concentrates on driving, the other on



dealing out destruction. Also, super punches and new combination moves will allow you to bring it in new and exciting ways.



MORTAL KOMBAT GOLD - DREAMCAST

CREATED BY: EUROCOM FOR MIDWAY
AVAILABLE: SEPTEMBER

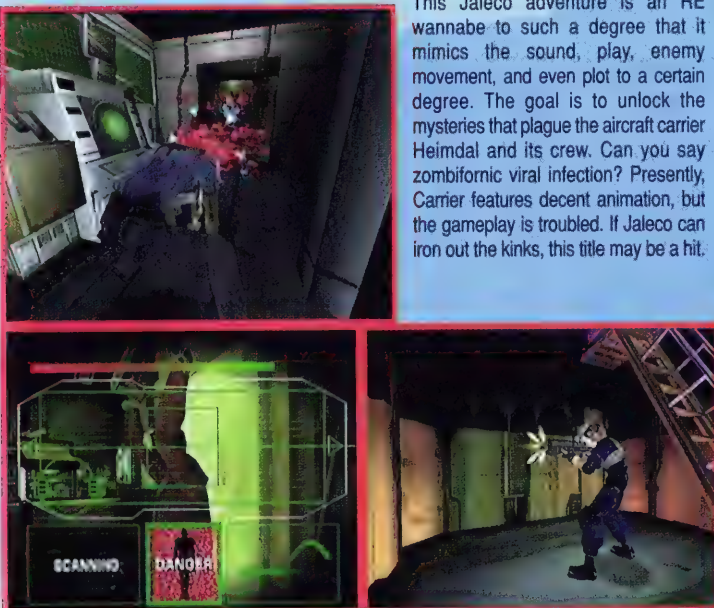
Mortal Kombat Gold, a true-arcade port of the Mortal Kombat 4 arcade game, seeks to resurrect the mighty MK dynasty for the Dreamcast. MK Gold will feature the same quality graphics as the arcade version of Mortal Kombat 4. Each of the over 20 characters is made up of 3000+ polygons and runs at 60 frames per second. MK Gold will include additional backgrounds and characters from Mortal Kombat 2 & 3. Each character will have his or her own FMV ending. MK Gold will also feature a new character by the name of Belokk. Sektor and Noob are expected to return as well.



CARRIER - DREAMCAST

CREATED BY: JALECO
AVAILABLE: SEPTEMBER

This Jaleco adventure is an RE wannabe to such a degree that it mimics the sound, play, enemy movement, and even plot to a certain degree. The goal is to unlock the mysteries that plague the aircraft carrier Heimdal and its crew. Can you say zombifonic viral infection? Presently, Carrier features decent animation, but the gameplay is troubled. If Jaleco can iron out the kinks, this title may be a hit.



HYDRO THUNDER - DREAMCAST

CREATED BY: MIDWAY
AVAILABLE: FALL

Midway brings its coin-op sensation, HydroThunder, to the Dreamcast this fall. This super-speedy aquatic racer has 11 unique tracks packed with alternate paths, ramps, hidden power-ups, and changing water conditions. Race your choice of 13 high-powered boats, hit the ramps, and discover special jump moves. This DC port is fast and furious, with gorgeously detailed graphics.



ASTEROIDS - GAME BOY COLOR

CREATED BY: SYROX DEVELOPMENT FOR ACTIVISION
AVAILABLE: JULY

The Game Boy Color is breathing new life into a host of classic games. This summer, Activision's early 80's arcade smash, Asteroids, comes the GBC and the Game Boy. Asteroids features the rock bustin' gameplay that had game freaks pumping quarters into arcade machines back before many of you were born. Improved color graphics, new weapons and power-ups, and a choice of three different ships update this classic for the millennium. Traditionalists can opt to play the still addictive original Arcade mode.



PAC-MAN SPECIAL COLOR EDITION - GAME BOY COLOR

CREATED BY: NAMCO
AVAILABLE: JULY

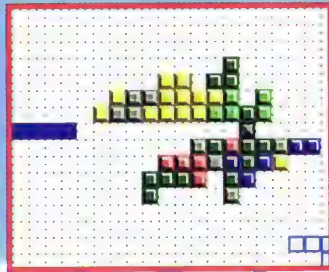
It seems so long ago that the Pac-Man craze swept the globe, gobbling up quarters and leaving a trail of merchandise behind. Namco takes you back to where it all began with this GBC title. Pac-Man Special Color Edition includes the complete original arcade game, which remains addictive after all these years. As a bonus, they've thrown in Pac-Attack, a Tetris-style puzzle game.



KLUSTAR - GAME BOY COLOR

CREATED BY: INFOGRAMES
AVAILABLE: SUMMER

Infogrames Klustar offers puzzle fans yet another variation on the time-tested Tetris formula. The object of the game is to create bunches of blocks, called Klustars, from a series of shapes moving across the screen. Create a matrix out of the blocks, and the Klustar will collapse, leaving the remaining blocks on the screen. Unlike Tetris, Klustar uses the entire screen area for gameplay.



preview **Quake III Arena - Activision**

As many of you know, Quake III focuses on a multiplayer angle. Activision had this baby out in full force at E3 last May and it looked spectacular. The levels are multi-tiered, more open, and use curved surfaces and highly detailed textures. In addition to overhauling the graphical splendor, id Software has added more powerful weapons that should be given the utmost respect. However, there is also a single-player side to this game; but instead of hitting switches and the like, you'll basically compete in a deathmatch against a horde of AI opponents through more than 30 maps. Without question, Quake III will be less cerebral with more emphasis on pure fragging and quick reactions; but then again, you never had to be a rocket scientist to play either of the first two Quake offerings. Look for Arena in early fall.



8.5 **Aliens Vs. Predator - Fox Interactive**

If there was one word to describe AvP, it would be fast. In this first-person shooter, you play as either the Predator, Alien, or Marine. The Alien is incredibly fast and can climb on ceilings and walls, but only attacks with claws and tail. The Predator has sweet gadgets and weapons, like a spear gun, shoulder cannon, four different vision modes, and the famous cloaking device. However, there are few power-ups for it to rely on. The Marine is physically the weakest of the three, but encounters more power-ups and has powerful weapons including a smart gun that tracks enemies, a pulse rifle, and a flame-thrower. My favorite character is the Marine simply because fighting lightning-fast Aliens in dark corridors scares the pants off me. What makes AvP hard is there is no mid-level save. If you die, it's back to the beginning of the level. There are 17 standard episodes in all, but you can unlock 15 bonus episodes by completing the standard ones on different difficulty levels. For fast and intense shooting action, AvP will not disappoint.



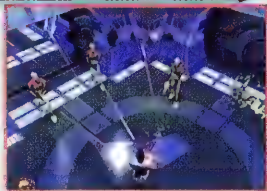
preview **Metal Fatigue - Psygnosis**

Metal Fatigue was one of the four best real-time strategy games I saw at E3. Age of Empires II, Shogun (see last month's issue), and Home World were the other three. Metal Fatigue revolves around the number three (it's the magic number). There are three forces to command, three different environments (sky, surface, and underground), and three resources to exploit (steam, lava, and solar energy). Mechas, or "Combots," make up the bulk of your army and, like in MechCommander, fallen Combots can be recycled for parts and technology. For instance, you can take the arm off a defeated Combot and place it directly on yours, or call in another unit to pick it up. By researching and acquiring enemy technology, you can custom build your own Combots from literally thousands of unique parts. Hopefully available this fall, Metal Fatigue will allow up to eight players online or via LAN.



8.25 **Star Wars: Episode 1 The Phantom Menace - Lucas Arts**

Though I found that trying to turn one of the three playable characters while moving is awkward and was hoping that they would have more moves (like maybe a standing strafe and a quick turn), overall this game is a blast. Most certainly, this game gets extra credit for being a Star Wars title, but it has other redeeming qualities too. First off, being a Jedi Knight kicks arse. Second, although it's an action/adventure game, there are RPG elements that broaden gameplay. There are NPCs to talk to for clues; side quests, and the like; and a basic inventory system for items and weapons. While they're not exactly traditional Jedi Knight weapons, you can acquire a rocket launcher, rapid-fire laser cannon, and thermal detonators. But of course, the best and most useful weapon remains the trusty light saber. The environments are also diverse, pleasing to the eye, and teeming with life. I highly recommend this game; just make sure you see the movie first.



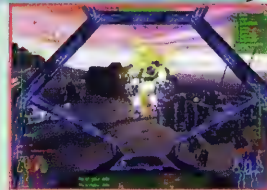
9.25 **Star Wars: Episode 1 Racer - Lucas Arts**

Fans of the movie, or just Star Wars in general, will latch onto Racer like a Jawa to free junk. Featuring 25 tracks and 23 pods, the list of features is long indeed. However, most of the tracks are just variations on the same theme; and the new pods, though different, don't change the game much. Luckily, there are countless reasons to like this game. The little planet intros set the Star Wars tone, and then the racing drives it home with some intense "I think I'm a Jedi" action. The tracks start off simple, but if you stick to buying your parts from the junkyard, your pod will be doing the Kessel run in two parsecs soon enough. As the tracks get harder, the Force starts to flow through you and you really start to feel like you can do anything - which ultimately is the Zen of Racer. Unfortunately, the one-player game is a tad easy, but the multiplayer will keep you playing for weeks.



8.75 **MechWarrior 3 - MicroProse**

It was a tough call, but MechWarrior 3 (MW3) edged out Aliens Vs. Predator as my favorite game this month. MW3 doesn't have the fast action found in AvP, but the large battlefields do get hectic. While MW3 is a shooter, it also requires strategy with its diverse gameplay elements. For instance, on the battlefield you must command allied mechs in addition to your own. Plus, you must protect a Mobile Field Base that can repair armor and reload your mech from a limited ammo supply during battle. As with past MW games, strategy also comes into play when customizing your mechs between missions. Chassis, weapons, ammo, armor, and other equipment present limitless possibilities; however, mech payloads are restricted by weight and volume, requiring you to make difficult decisions. If you stock your mech with a lot of different weapons, you can also organize them into five groups for quick changes during the heat of battle. Both MW3 and AvP have great action, but MW3 has more features and diversity making it the better game overall.



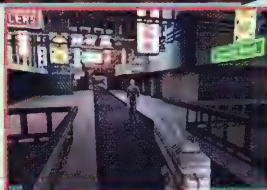
preview **Age of Empires II: The Age of Kings - Microsoft**

Spanning from the fall of the Roman Empire through the Middle Ages, Age of Empires II, the highly anticipated real-time strategy game from Ensemble Studios, is loaded with detailed environments and animation. Some of Age II's most impressive features are the multiple technology paths and 13 unique civilizations, including the Japanese, Vikings, and Celts. Plus, you can achieve victory in one of three ways: military takeover, accumulation of wealth, or the successful construction and defense of "wonders of the world." In many strategy games, controlling a large group of units is like a little league soccer game - one big mob running ragged. From the looks of it, Age II will have the most efficient and easy-to-use controls ever found in the genre. When you select a group of soldiers, the computer can automatically place them in a logical formation - infantry in front and archers in the rear. Plus, the computer will account for the varying speeds of units and move them at the same speed, keeping them together. Age II should be out this October.



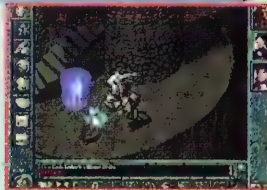
preview **Deus EX - Eidos**

Rock me ama-Deus EX. This game and GT's The Wheel of Time (see last month) were two of my favorite first-person shooters at E3. Eidos calls it a cross between Blade Runner and the X-Files. As a nano-tech operative, it's up to you to end an ancient conspiracy bent on world domination. Deus EX, from System Shock producer Warren Spector, will use gameplay elements like stealth, strategy, and all-out action. Plus, there are solid RPG elements. Tons of NPCs that actually affect the game's outcome are in the game. Plus, you can gain experience, develop your own set of skills, and upgrade body parts. For instance, some legs will make you run faster, walk quieter, or jump higher. Furthermore, you can create weapons with the modular Elementor weapon system. Deus EX uses a modified Unreal engine and has 16 missions that consist of four to six 3D maps each. Look for this spy thriller this holiday season.



7 **Baldur's Gate: Tales of the Sword Coast - Interplay**

Tales of the Sword Coast (TSC) is an add-on for Interplay's popular RPG, Baldur's Gate, but it's not a new chapter in the story. Instead, TSC is an expansion of the game's world via some added features. Although you need a copy of Baldur's Gate to use TSC, it is not necessary to defeat the original game to enjoy it. TSC lengthens the adventure and also offers nice new features, but is it really worth \$30? Diehard fans of the game may say yes, but I do not. New features include, but are not limited to: new areas, characters, items, and quests; an optional Auto-pause when an enemy is sighted; Inventory Auto-stacking so you don't have to manually stack projectile ammo; increased speed of projectiles; Item Status that informs you of magic items that need identifying; and an increase in the Experience Point Cap from 89,000 to 161,000, allowing most characters to gain two more levels. While TSC offers some new and useful features, I recommend saving your cash for Planescape.

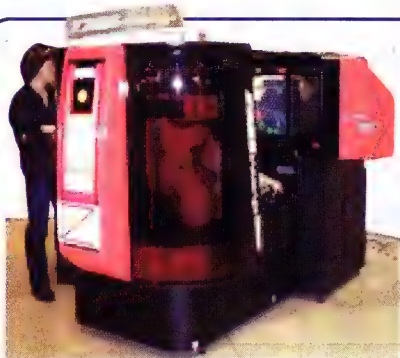




By Beaux, The Arcade Assassin

It's been a pretty good month – Street Fighter III: 3rd Strike is finally in the arcades and the new Tekken is scheduled to hit any day. I had to be dragged, kicking and screaming, back to the office to write up all my stuff, but as soon as I give you guys the low-down, I'm headin' back.

In Japan, acclaimed producer Yu Suzuki is finishing up F355, a Ferrari licensed race game that runs on the Naomi technology. The game is encased in a pod that is equipped with three 29 inch video monitors to create a lifelike environment. No word on whether it's going to hit the arcades here, but a Dreamcast version is certain. In the works at Capcom is an update to Street Fighter EX 2 that will feature some new fighters and the debut of Sagat to the EX series. Also new to the arcades is Pinball 2000 from Bally, a hybrid of classic pinball and a video game. I am still unsure if I like the thought of pinball becoming more virtual, but they do deserve a look. If you haven't seen it yet, crawl out from under your PlayStation and go grab an eyefull.



F355 Pod



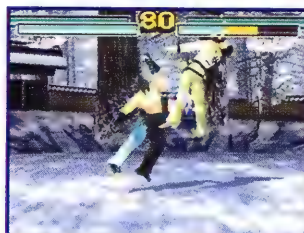
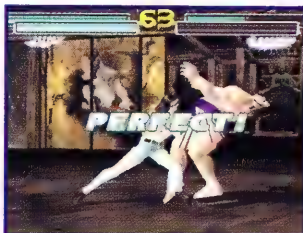
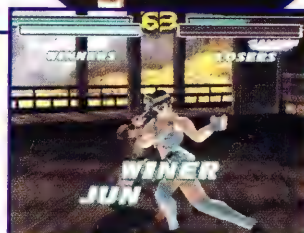
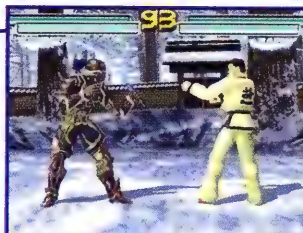
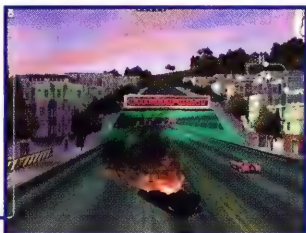
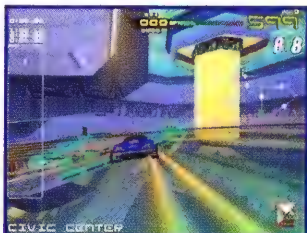
PREVIEW

San Francisco Rush 2049

85% COMPLETE

Architecture: 3D FX
Style: 1-Player Racing (More With Twin or Linked Cabinets)
Special Features: Player Registration, Earn Bonus Options, Evolving Tracks, Tons of Shortcuts, Car Modification
Created by: Atari
Available: August

With the success of the previous two San Francisco Rush games, it was only a matter of time before Atari released another. This version, as the name states, takes place 50 years in the future in the midst of another gold rush. This is important because each track is littered with gold coins that can be collected to purchase new options and even new vehicles. Players can keep track of their wealth in gold as well as their mileage via their own PIN number, much like that used in Gauntlet Legends. Atari is also awarding prizes to people who acquire mucho mileage. Aside from the various new features and four new courses, the gameplay seems much the same (but the hunt for gold may encourage you to play a little differently). The futuristic approach looks cool, and it's refreshing to see Atari did it without making it into a stereotypically dark and bleak post-apocalyptic future.



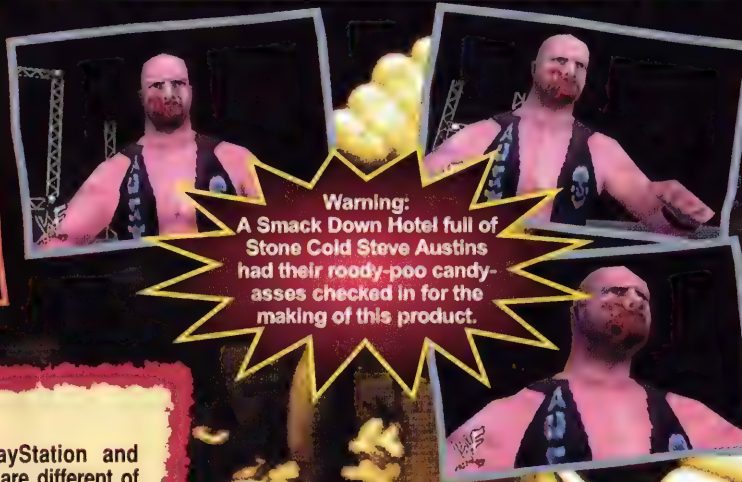
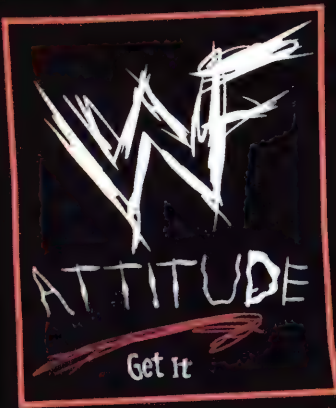
PREVIEW

Tekken Tag Tournament

95% COMPLETE

Architecture: System 12
Style: 1 or 2-Player Fighting
Special Features: Over 30 Total Characters (With Time Release); Tag Combos
Created By: Namco
Available: Summer '99

It all started a few years ago with SNK's King of Fighters, then Capcom stepped up with its Versus series, and now Namco takes a turn at the tag fighters. Tekken Tag Tournament takes the tag formula to the next step with many new innovations. One of the most novel features of Tekken Tag is the tag combo, where the initial character starts a combo that leads into a juggle, then tags out leaving the secondary character to continue it. These combos are capable of doing heavy damage and will definitely be worth mastering. The character lineup consists of 20 fighters from Tekken 2 and 3, with 14 more slots for time released characters (most likely returning from previous Iron Fists). This installment seems more of a fantasy battle than a continuation of the series due to the fact that many of the returning characters were previously killed off in the storyline. Regardless of this fact, it should make any Tekken fan happy to be able to choose to play any of their old favorites and see how they stack up against the newer fighters.



Warning:
A Smack Down Hotel full of Stone Cold Steve Austins had their roody-poo candy-asses checked in for the making of this product.

We know how it goes. You're just getting up from taking a fall and want to get a move off before your opponent. Unfortunately, the game tells you that there are "NO MOVES AVAILABLE" because you haven't quite stood up yet. From having to wait that extra split second, your opponent grabs you and piledrives you like there's no tomorrow. Never fear, Game Informer is here.

With our reference guide, you never need fear an unfair assault again. Plus, you may just find some holds you didn't even know existed.

Disclaimer: This moves list was put together using a pre-release version of Attitude. Acclaim was still considering making some minor touch-ups to the controls. We apologize for any errors contained within.

LEGEND

The exact buttons of the PlayStation and Nintendo 64 versions of Attitude are different of course, but the concepts are the same. Learn the iconography of our guide to understand just what all these colors, letters, and symbols mean.

If a move's name is listed in **green**, then it is a Trademark Move that can only be performed when your opponent's life bar is a shade of yellow or red. If a move's name is listed in **red**, then it is a Finisher and can only be pulled off when your opponent's health is in the red.



P - Punch (▲ or B)

K - Kick (■ or A)

TU - Tie Up (● or Left C)

B - Block (✖ or Down C)



(by head): This move only works by the head of a downed opponent.

(by body): This move only works by the body of a downed opponent.

(by legs): This move only works by the legs of a downed opponent.

(while running): This move only works if you're running.

(opponent running): This move only works if your opponent is running.

(opponent whipped): This move only works if you have Irish Whipped your opponent off the ropes.

(on top turnbuckle): This move only works if you're on the top turnbuckle.

(in corner): This move only works if your opponent is backed against the turnbuckles.

(opponent outside): This move only works if your opponent is outside the ring and you are inside.

The commands for all moves can be inverted. For example, if the guide shows Left, Up, P to pull off a DDT, then Right, Up, P will also work. If Left, Right, K does a Neckbreaker, then Right, Left, K will too. If Left, Left, P performs a Body Slam, then Right, Right, P will also. If Up, Down, K brings on an Enziguri, then Down, Up, K does too. Catching on? Just understand that this does NOT mean that if Left, Up, P does a move, then Right, Down, P will do the same move. Nor is Left, Down interchangeable with Right, Up. A little practice with Attitude will make all of this crystal clear.

Gangrel



Standing

Side Belly To

Belly Suplex: Left, Right, TU

Snapmare: Up, Down, P

Crucifix Pin: Left, Up, K

Overhead Belly Suplex: Left, Down, K

Implant DDT: Up, Down, K

Tree Of Woe (in corner): Up, Up, P

Dropkick (on top turnbuckle): P+TU

Tie Up

Powerbomb: Left, Left, Down, P

T-Bone Suplex: Left, Up, K

Fisherman's Suplex: Left, P

Chestbreaker: Left, K

Floatover Vertical Suplex: Left, TU

Tie Up From Behind

Reverse Vertical Suplex: Up, Down, K

Sleeping Neckbreaker: Left, TU

Neckbreaker: Left, P

Rolling Prawn Hold: Left, K

Opponent Down

Toehold Half Crab (by head): Up, Down, Up, P

Elevated Crab (by legs): Left, Right, Right, K

Kamikazi Headbutt (on top turnbuckle): P+TU

Basic Training

It pays to know the moves common to all. Sure, they're not as exciting as trademark maneuvers, but when you get teamed with someone you've never played in Career mode, at least you'll have something familiar to fall back on.

If you do get in a jam and need a move now, try some of these common move configurations combined with an attack

button (Punch, Kick, or Tie Up). Around 90% of the moves use these patterns, and sooner or later you'll stumble onto something:

Left, Up, Attack
Left, Down, Attack
Left, Right, Attack
Up, Down, Attack

Common Moves

Standing

Dodge Right: R1 or R

Dodge Left: L1 or L/Z

Climb: L2 or Up C

Run: R2 or Right C

Taunt: K+TU

Reversal: B

Double Team (opponent dazed): Both press B

Body Slam: Left, Left, P

Hip Toss: Left, Left, K

Vertical Suplex: Left, Left, TU

Axe Handle Smash (on top turnbuckle): P

Running Clothesline (while running): P

Kick in Corner (in corner): K

Chest Chops (in corner): P

Climb & Pummel (in corner): Up, P

Superplex (in corner): TU

Atomic Whip (in corner): Left, Left, B

Charging Avalanche (in corner)(while running): P

Standing Dropkick (opponent outside): K

Suicide Dive (opponent outside): P

Dropkick (opponent running): K

Back Body Drop (opponent whipped): P

Tie Up

Arm Wrench: P

Hammerlock: K

Top Wristlock: TU

Go To Behind Tie Up: Up, Up, B

Irish Whip: Left, Left, B

Tie Up From Behind

Belly To Back Suplex: P

Full Nelson: K

Put Up & Fall Back: TU

Pick Up & Throw: Left, Left, B

Opponent Down

Stomp: K

Pick Up By Head (by head): TU

Rear Chinlock (by head): P

Elbow Drop (by body): P

Knee To Inside Leg (by legs): P

Elbow Drop (on top turnbuckle): P

Fist Drop (while running): P



B.A. Billy Gunn

Standing

Running Knee Hit: Left, Up, P

Gorilla Press

Slam: Left, Right, Left, P

Sidewalk Slam:

Left, Down, K

Front Backbreaker: Up, Down, TU

FameAsser: Left, Right, Down, P

Power Slam (opponent whipped): TU

Overhead Press (in corner): Up, Up, P

Ass Kisser (in corner): Up, Up, K

Tie Up

Hanging Powerslam: Up, Down, TU

Hanging Vertical Suplex: Up, Down, K

Bulldog: Left, TU

Inverted Atomic Drop: Left, P

Neckbreaker: Left, K

Tie Up From Behind

Reverse DDT: Left, TU

Sleeper Hold: Left, P

Roll Up Pin: Left, K

Opponent Down

Flopover Neck Whip (by head): Up, Down, P

Knee Drop (by body): Up, Down, TU

Stepover Toehold (by legs): Up, Down, K



Steve Blackman

Standing

Reverse Tiger Suplex: Left, Up, K

Hurricanrana: Left, Up, TU

Snapmare: Left, Right, P

Spine Buster: Up, Down, P

Small Package: Up, Down, K

Drop Toe Hold: Left, Down, K

Pump Kick: Left, Down, TU

Tackle With Punches (while running): TU

Power Slam (opponent whipped): TU

Four Kick Combo (in corner): Up, Up, TU

Missile Drop Kick (on top turnbuckle): P+TU

Tie Up

Overhead Belly Suplex: Left, TU

Three Knee Combo: Left, P

Backbreaker: Left, K

Tie Up From Behind

Beast Choker: Left, P

Rolling Prawn Hold: Left, K

Opponent Down

Scissored Sleeper (by head): Up, Down, P

Longbow Backbreaker (by body): Left, Right, Down, TU

Leg Lock (by legs): Up, Down, K

Spinning Toehold (by legs): Left, Down, K



Big Bossman

Standing

One Handed Chokeslam: Left, Right, Up, P

Fall Forward

Slam: Up, Down, TU

Bearhug: Left, Right, P

Choke: Up, Down, K

Neckbreaker: Up, Down, P

Press Slam: Left, Right, K

Flying Clothesline (while running): K

Power Slam (opponent whipped): TU

Bossman Slam (opponent whipped): K

Splash (in corner)(while running): K

Shoulder Tackle (on top turnbuckle): B+TU

Tie Up

Brainbuster: Left, TU

Side Slam: Left, P

Neckbreaker: Left, K

Sidewalk Slam: Left, Up, K

Tie Up From Behind

Sleeping Neckbreaker: Left, TU

Sleeper Hold: Left, P

Crossface Chickenwing: Left, K

Opponent Down

Squeeze Head (by head): Up, Down, P

Wishbone Legsplitter (by legs): Left, Down, K



Bradshaw

Standing

Seated Crucifix Powerbomb: Left, Right, Right, P

Press Slam: Left, Up, K

Front Backbreaker: Left, Down, P

Single Arm DDT: Left, Right, P

Fallaway Slam: Left, Down, TU

Tilt A Whirl Slam (opponent whipped): TU

Boot To Face (opponent whipped): K

Shoulder Tackle (on top turnbuckle): K+B

Tie Up

Piledriver: Up, Down, Up, TU

Overhead Belly To Belly Suplex: Left, TU

Shoulder Breaker: Left, P

Backbreaker: Left, K

Powerbomb: Up, Down, K

Tie Up From Behind

German Suplex: Left, TU

Sleeper Hold: Left, P

Roll Up Pin: Left, K

Opponent Down

Kick To Spine (by head): Left, Up, P

Splash (on top turnbuckle): K+B



Christian

Standing

Chin Crusher: Left, Right, P

Enzguri: Up, Down, K

DDT: Up, Down, P

Japanese Arm Drag: Left, Down, K

Falling Reverse DDT: Left, Right, K

The Impaler: Up, Down, Up, TU

Flying Head Scissors (while running): K

Spinning Heel Kick (opponent whipped): K

Swinging DDT (in corner): Up, Up, TU

Dropkick (on top turnbuckle): TU+B

Tie Up

Flopover Suplex: Left, TU

DDT: Left, P

Backbreaker: Left, K

Tie Up From Behind

German Suplex: Left, TU

Victory Roll: Left, K

Octopus Hold: Left, P

Opponent Down

Toehold Half Crab (by head): Up, Down, Down, P

Leg Grapevine (by legs): Up, Down, K

450 Splash (on top turnbuckle): P+K



Chyna

(hidden character)

Standing

Running Knee Hit: Left, Down, P

Hairgrab Takeover: Up, Down, K

Hurricanrana: Left, Right, Up, P

Throat Toss: Left, Up, K

Front Backbreaker: Left, Down, TU

Snapmare: Left, Up, P

Leg Drag: Left, Right, K

Pedigree: Left, Down, K

Tackle With Punches (while running): TU

Overhead Press (in corner): Up, Up, P

Tie Up

Piledriver: Left, Right, Up, TU

Side Belly To Belly Suplex: Left, TU

Inverted Atomic Drop: Left, P

Chestbreaker: Left, K

Tie Up From Behind

Sleeper Hold: Left, P

Reverse DDT: Left, TU

Chyna Downstairs: Left, K

Opponent Down

Kick To Spine (by head): Left, Up, P

Leglock Chokehold (by head): Up, Down, P

Elbow To Groin (by legs): Left, Down, K

Knee Drop (on top turnbuckle): K+B



D'Lo Brown

Standing

Running Powerbomb: Up, Down, Up, P

Fall Forward

Powerbomb: Left, Right, K

Fisherman's Suplex: Left, Down, TU

Spine Buster: Up, Down, TU

Shortarm Clothesline: Up, Down, P

Snapmare: Left, Down, P

Armdrag: Up, Down, K

Kneebreaker: Left, Down, K

Sky High: Up, Down, K

Tie Up

Powerbomb: Left, Up, K

Fisherman's Suplex: Left, P

Backbreaker: Left, K

Tie Up From Behind

Fallaway Pump Slam: Left, TU

Sleeper Hold: Left, P

Roll Up Pin: Left, K

Opponent Down

D'Lo Legdrop (by body): Left, Right, TU

D'Lo Leaf (by legs): Up, Down, K

Lo Down (on top turnbuckle): B+TU



Dr. Death

Standing

Running Powerslam: Left, Right, Down, TU

Press Slam: Left, Up, K

Shortarm Clothesline: Left, Right, P

Fireman's Carry: Up, Down, K

Japanese Arm Drag: Left, Down, K

Dr. Bomb: Up, Down, Up, TU

Sidewalk Slam (opponent whipped): TU

Oklahoma Stampede (in corner): Up, Down, K

Tie Up

Hanging Vertical Suplex: Left, Right, P

Piledriver: Left, TU

Samoa Drop: Left, P

Side Backbreaker: Left, K

T-Bone Suplex: Left, Up, K

Tie Up From Behind

High Angle Back Drop: Left, Right, P

Opponent Down

Reverse Chinlock (by head): Left, Down, P

Standing Splash (by body): Left, Right, TU

Knee Drop (by body): Up, Down, TU

Half Crab (by legs): Up, Down, K

Senton Bomb (on top turnbuckle): P+TU



Droz

Standing Seated Crucifix Powerbomb: Left, Right, Left, P

Fallaway Slam: Up, Down, TU

Gorilla Press Slam: Left, Right, Left, TU
Neckbreaker: Left, Up, P

Double Underhook Suplex: Left, Down, TU

Flying Back Elbow (while running): TU
Power Slam (opponent whipped): TU
Overhead Press (in corner): Up, Up, P
Charging Shoulder (in corner): Up, Up, K

Tie Up Powerbomb: Left, Down, K

Front Suplex: Left, TU
Shoulderbreaker: Left, P
Armbar: Left, K

New Jersey Naptime: Left, Right, P

Tie Up From Behind Neckbreaker: Left, P
Roll Up Pin: Left, K

Opponent Down Scissored Armbar (by head): Up, Down, P

Wishbone Legsplitter (by legs): Left, Right, K
Surfboard (by legs): Up, Down, K



Edge

Standing Seated Crucifix Powerbomb: Up, Down, Up, P

Crucifix Powerbomb: Left, Up, K

Single Arm DDT: Left, Up, P
Crucifix Pin: Left, Down, K
Drop Toe Hold: Up, Down, K
Downward Spiral: Up, Down, K
Flying Head Scissors (while running): K
High Leg Clothesline (opponent whipped): K

Body Press (on top tumbuckle): K+B

Tie Up Front Suplex: Left, TU
DDT: Left, P
Neckbreaker: Left, K

Tie Up From Behind Atomic Drop: Left, P
Rolling Prawn Hold: Left, K
Sleeping Neckbreaker: Left, TU
Dragon Suplex: Left, Down, P

Opponent Down Leglock Chokehold (by head): Left, Down, P

Standing Splash (by body): Left, Right, TU
Elevated Crab (by legs): Left, Right, Down, K



Farooq

Standing Running Powerslam: Left, Up, K

Gorilla Press Slam: Up, Down, Up, P

Shortarm Clothesline: Left, Down, P
Headlock Taken-down: Up, Down, K
Spine Buster: Up, Down, TU
Dominator: Left, Right, Down, TU
Powerslam (opponent running): TU
Boot To Face (opponent running): K
Shoulder Tackle (on top tumbuckle): P+TU

Tie Up Piledriver: Up, Left, TU
Hanging Brainbuster: Up, Down, P
Sidewalk Slam: Left, Down, K
Brainbuster: Left, TU
Side Slam: Left, P
Chestbreaker: Left, K

Tie Up From Behind Fallaway Pump Slam: Up, Down, K
German Suplex: Left, TU

Opponent Down Painkiller (by head): Up, Down, P
Wishbone Legsplitter (by body): Left, Right, K



Godfather (hidden character)

Standing Fall Forward Powerbomb: Left, Right, Left, TU

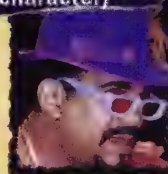
Fallaway Slam: Left, Down, TU

Shoulderbreaker: Left, Up, K
Spine Buster: Up, Down, TU
Shortarm Clothesline: Up, Down, P
Pimp Drop: Left, Right, Down, P
Boot To Face (opponent whipped): K
Choke With Boot (in corner): Up, K
The Ho Train (in corner): Left, Down, K
Splash (in corner)(while running): K

Tie Up Sitdown Powerbomb: Left, Up, P
Samoan Drop: Left, TU
Three Knee Combo: Left, P
Chestbreaker: Left, K

Tie Up From Behind Reverse Powerbomb: Left, Up, P
German Suplex: Left, TU
Roll Up Pin: Left, K
Atomic Drop: Left, P

Opponent Down Camel Clutch (by head): Left, Down, P
Stepover Toehold (by legs): Left, Down, K



Goldust

Standing Chin Crusher: Left, Down, P

Leg Scissor Stomp: Up, Down, K

Shoulderbreaker: Left, Right, K

Front Backbreaker: Up, Down, TU
Shortarm Clothesline: Up, Down, P
Flying Butt Bump (on top tumbuckle): TU+B

Spinebuster (opponent running): TU
Shattered Dreams (in corner): Left, Right, P

Running Butt Bump (in corner)(while running): K

Tie Up Bulldog: Left, TU
Inverted Atomic Drop: Left, P
Neckbreaker: Left, K

Tie Up From Behind Bulldog: Left, TU
Roll Up Pin: Left, K
Sleeper Hold: Left, P
Curtain Call: Left, Up, TU

Opponent Down Stump Puller (by head): Left, Down, P
Spinning Splash (by body): Left, Down, TU
Headbutt To Groin (by legs): Left, Right, K
Butt Drop (on top tumbuckle): K+B



Head (hidden character)

Standing Running Powerbomb: Left, Up, TU

Implant DDT: Left, Right, P

Smack Down: Up, Down, P

Gorilla Press Slam: Left, Down, TU
Double Underhook Suplex: Left, Right, K
Tilt A Whirl Slam (opponent whipped): K

Tie Up T-Bone Suplex: Left, TU
Front Brainbuster: Left, P
Powerbomb: Left, K
Hanging Powerslam: Up, Down, TU

Tie Up From Behind Reverse Powerbomb: Left, TU
Reverse Vertical Suplex: Left, P
Sleeping Neckbreaker: Left, K
Reverse Brainbuster: Up, Down, TU

Opponent Down Stranglehold Gamma (by head): Up, Down, P
Death From Above (at side): Up, Down, TU
Elevated Crab (by legs): Up, Down, K

Shooting Star Press (on top tumbuckle): TU+B



Owen Hart

Standing Enziguri: Up, Down, K

Front Backbreaker: Left, Down, TU

Snapmare: Left, Down, P

Fireman's Carry: Left, Right, K
Crucifix Pin: Left, Down, K
Overhead Belly to Belly Suplex: Left, Up, K

Spinning Heel Kick (while running): K
Belly To Belly Suplex (in corner): Up, Up, P
Missile Dropkick (on top tumbuckle): B+TU

Tie Up Northern Lights Suplex: Left, TU
Side Belly To Belly Suplex: Left, P
Backbreaker: Left, K
Inverted Piledriver: Up, Down, P

Tie Up From Behind Rolling Prawn Hold: Left, K
Beast Choker: Left, P
Rolling German Suplex: Left, TU

Opponent Down La Magistral (by head): Left, Down, P
Mount PUNCHES (by body): Left, Down, TU

Sharpshooter (by legs): Left, Up, Left, K
Headbutt To Groin (by legs): Left, Down, K



HHH

Standing Running Knee Hit: Left, Down, P

Front Backbreaker: Left, Down, TU

Sidewalk Slam: Up, Down, K

Overhead Belly to Belly Suplex: Left, Right, K

Knee to Face: Left, Down, K
Pedigree: Up, Down, Down, TU
Tackle With Punches (while running): TU
Tilt A Whirl Slam (opponent whipped): TU

Choke With Boot (in corner): Up, Up, K
Shoulder Tackle (on top tumbuckle): K+B

Tie Up Sitdown Powerbomb: Left, Right, Down, TU
Northern Lights Suplex: Left, TU
Inverted Atomic Drop: Left, P
Backbreaker: Left, K

Tie Up From Behind German Suplex: Left, TU
Sleeper Hold: Left, P
Low Blow: Left, K

Opponent Down Reverse Chinlock (by head): Left, Right, P
Blatant Choke (by head): Up, Down, P
Fist to Groin (by legs): Left, Down, K
Knee Drop (on top tumbuckle): P+TU



Mark Henry



Standing
Fall Forward Powerbomb: Left, Right, Down, P
Bearhug: Left, Right, P
Choke: Left, Up, K
Press Slam: Up, Down, K
Shortarm Clothesline: Left, Down, P
Spine Buster: Left, Up, P
Gorilla Press Slam: Up, Down, Up, P
Press Slam (opponent whipped): TU
Belly To Belly Suplex (in corner): Up, Up, TU
Splash (in corner)(while running): K
Tie Up
Hanging Vertical Suplex: Left, Up, P
Side Belly To Belly Suplex: Left, TU
Shoulder Breaker: Left, P
Backbreaker: Left, K
Tie Up From Behind
Full Nelson Slam: Left, TU
Atomic Drop: Left, P
Roll Up Pin: Left, K
Opponent Down
Squeeze Head (by head): Up, Down, P
Death From Above (by body): Left, Right, Up, TU
Half Crab (by legs): Up, Down, K

Jacqueline (hidden character)



Standing
Hairgrab Takeover: Left, Down, K
DDT: Left, Right, TU
Flying Head Scissors: Left, Up, P
Tackle With Punches (while running): K
Spinning Leg Clothesline (opponent whipped): K
Shoulder Tackle (on top turnbuckle): K+B
Tie Up
Buildog: Left, TU
Three Knee Combo: Left, P
Leg Stretch: Left, K
Piledriver: Up, Down, Down, TU
Tie Up From Behind
Buildog: Left, TU
Atomic Drop: Left, P
Low Blow: Left, K
Opponent Down
Leglock Chokehold (by head): Up, Down, P
Standing Splash (by body): Up, Down, TU
Headbutt To Groin (by legs): Up, Down, K
Figure Four Leglock (by legs): Left, Right, Up, K
Kamikazi Headbutt (on top turnbuckle): P+TU

Jeff Jarrett



Standing
Shoulderbreaker: Left, Right, P
Single Arm DDT: Up, Down, P
Spine Buster: Up, Down, TU
Spinning Neck Breaker: Left, Up, P
Japanese Arm Drag: Up, Down, K
Small Package: Left, Right, K
Dropkick (while running): K
Spinning Heel Kick (opponent whipped): K
Power Slam (in corner): Up, Up, P
Body Press (on top turnbuckle): K+B
Tie Up
Piledriver: Up, Down, Up, TU
Front Suplex: Left, TU
Shoulderbreaker: Left, P
Inverted Atomic Drop: Left, K
Tie Up From Behind
Front Russian Leg Sweep: Left, P
Bridging German Suplex: Left, TU
Roll Up Pin: Left, K
Opponent Down
Stump Puller (by head): Up, Down, Up, P
Spinning Armhold (by body): Left, Right, TU
Figure Four Leglock (by legs): Left, Right, Down, K
Fist Drop (on top turnbuckle): K+B

Kane



Standing
Running Knee Hit: Up, Down, K
Choke: Left, Up, K
Throat Toss: Left, Right, Left, P
Spine Buster: Up, Down, TU
Frontface DDT: Left, Right, P
DDT: Left, Down, P
Kane's Tombstone: Up, Up, Down, TU
Flying Back Elbow (while running): TU
Boot To Face (opponent whipped): K
Shoulder Tackle (on top turnbuckle): P+TU
Tie Up
Overhead Belly Suplex: Left, TU
Side Slam: Left, P
Chestbreaker: Left, K
Chokeslam: Left, Right, P
Tie Up From Behind
Roll Up Pin: Left, K
Sleeper Hold: Left, P
German Suplex: Left, TU
Reverse Vertical Suplex: Up, Down, Up, P
Opponent Down
Blatant Choke (by head): Up, Down, P
Squeeze Head (by head): Left, Right, P

Kurrgan (hidden character)



Standing
Fall Forward Slam: Up, Down, TU
Throat Toss: Left, Right, K
Shortarm Clothesline: Left, Right, P
Knee To Face: Left, Down, K
One Handed Chokeslam: Left, Right, Up, P
Boot To Face (opponent whipped): K
Power Slam (opponent whipped): TU
Belly To Belly Suplex (in corner): Up, Down, P
Tie Up
Powerbomb: Left, Up, K
Side Belly Belly Suplex: Left, TU
Inverted Atomic Drop: Left, P
Chestbreaker: Left, K
Kurrgan Shuffle: Up, Down, P
Tie Up From Behind
Full Nelson Slam: Left, TU
Russian Leg Sweep: Left, P
Atomic Drop: Left, K
Opponent Down
Squeeze Head (by head): Up, Down, P
Elevated Crab (by legs): Left, Right, Down, K

Jerry "The King" Lawler (hidden character)



Standing
Hairgrab Takeover: Up, Down, K
Chin Crusher: Left, Down, P
Snapmare: Left, Up, P
Spinning Neck Breaker: Left, Right, TU
Cross Body Block (while running): TU
Power Slam (opponent whipped): TU
Belly To Belly Suplex (in corner): Up, Up, TU
Turnpost Slam (in corner): Up, Up, K
Tie Up
Overhead Belly To Belly Suplex: Left, TU
Inverted Atomic Drop: Left, P
Backbreaker: Left, K
Big Head Punch: Left, Right, K
Piledriver: Left, Up, P
Tie Up From Behind
Buildog: Left, TU
Sleeper Hold: Left, P
Abdominal Stretch: Left, K
Opponent Down
Camel Clutch (by head): Left, Right, Down, P
Mount Punches (by body): Left, Right, TU
Surfboard (by legs): Left, Right, K
Fist Drop (on top turnbuckle): K+B

Mankind



Standing
DDT: Left, Down, TU
Double Underhook Suplex: Up, Down, P
Leg Drag: Left, Up, K
Neckbreaker: Left, Down, P
Knee To Face: Left, Down, K
Body Press (on top turnbuckle): K+B
Double Arm DDT: Left, Right, Down, P
Mandible Claw: Left, Right, Down, TU
Tackle With Punches (while running): TU
Tree Of Woe (in corner): Up, Up, P
Tie Up
Piledriver: Left, Up, P
Buildog: Left, TU
DDT: Left, P
Backbreaker: Left, K
Tie Up From Behind
Roll Up Pin: Left, K
Russian Leg Sweep: Left, P
Reverse DDT: Left, TU
Opponent Down
Mandible Claw (by head): Left, Right, Down, P
Knee to Shoulder (by body): Up, Down, P
Leg Lock (by legs): Left, Down, K
Splash (on top turnbuckle): K+B

Marc Mero (hidden character)



Standing
Chin Crusher: Left, Up, P
Hairgrab Takeover: Left, Right, K
Running Knee Hit: Left, Up, K
Hurricanrana: Left, Up, TU
Samoa Drop: Left, Down, P
Small Package: Up, Down, K
TKO: Left, Right, Left, TU
Power Slam (opponent whipped): TU
Hurricanrana (in corner): Up, Up, TU
Moonsault (on top turnbuckle): K
Tie Up
Piledriver: Up, Down, P
Samoa Drop: Left, TU
DDT: Left, P
Armbar: Left, K
Tie Up From Behind
Buildog: Left, TU
Russian Leg Sweep: Left, P
Low Blow: Left, K
Opponent Down
Camel Clutch (by head): Up, Down, Up, P
Leg Drop (by body): Up, Up, K
Inverted STF (by legs): Left, Up, K
Mero Sault (on top turnbuckle): K+B

Shawn Michaels (hidden character)

Standing

Flying Head Scissors: Left, Up, P

Snapmare: Left, Down, P

Drop Toe Hold: Up, Down, K

Crucifix Pin: Left, Up, K

Hurricanrana: Up, Down, TU

Sweet Chin Music: Left, Right, K

Flying Head Scissors (while running): K

Drop Toehold (opponent whipped): K

Flying Head Scissors (in corner): Up, Up, P

Tie Up

Northern Lights Suplex: Left, TU

Fisherman's Suplex: Left, P

Chestbreaker: Left, K

Tie Up From Behind

Bridging German Suplex: Left, TU

Sleeper Hold: Left, P

Victory Roll: Left, K

Opponent Down

Leglock Chokehold (by head): Left, Down, P

Elbow Drop Onto Arm (by body): Left, Down, TU

Spinning Armhold (by body): Left, Up, TU

Figure Four Leglock (by legs): Left, Down, K

Shooting Star Press (on top tumbuckle): B+TU



Taka Michinoku

Standing

Enzguri: Left, Up, P

Flying Head Scissors: Up, Down, TU

Snapmare: Left, Right, P

Japanese Arm Drag: Left, Down, K

Crucifix Pin: Left, Up, K

Michinoku Driver: Left, Right, Down, P

Flying Head Scissors (while running): K

Arm Drag (opponent whipped): K

Swinging DDT (in corner): Up, Down, K

Moonsault (on top tumbuckle): B

Tie Up

Overhead Belly Suplex: Left, TU

Bulldog: Left, P

Backbreaker: Left, K

Tie Up From Behind

Bulldog: Left, TU

Sleeper Hold: Left, P

Rolling Prawn Hold: Left, K

Opponent Down

Kick To Spine (by head): Left, Right, P

Longbow Backbreaker (by body): Up, Down, Up, TU

Surfboard (by legs): Left, Right, K

450 Splash (on top tumbuckle): B+TU



Mosh

Standing

Fall Forward Powerbomb: Left, Up, Right, P

Chin Crusher: Up, Down, P

Seated

Gutwrench Suplex: Left, Right, TU

Single Arm DDT: Left, Right, P

Headlock Takedown: Left, Up, K

Flapjack (opponent whipped): TU

Turnpost Slam (in corner): Up, Up, P

Running Butt Bump (in corner)(while running): K

Hurricanrana (on top tumbuckle): K+B

Tie Up

Powerbomb: Left, TU

Inverted Atomic Drop: Left, P

DDT: Left, K

Tie Up From Behind

Reverse Brainbuster: Left, Up, TU

Reverse Vertical Suplex: Left, TU

Neckbreaker: Left, P

Roll Up Pin: Left, K

Opponent Down

Toehold Half Crab (by head): Up, Down, Up, P

Spinning Armhold (by body): Left, Right, TU

Surfboard (by legs): Up, Down, K

Mosh Pit (on top tumbuckle): K+P



Paul Bearer (hidden character)

Standing

Hairgrab Takeover: Left, Right, K

Fall Forward Slam: Left, Down, P

DDT: Left, Down, TU

Side Belly To Belly Suplex: Up, Down, TU

Bearhug: Left, Right, P

Cross Body Block (while running): K

Swinging DDT (in corner): Up, Down, K

Body Press (on top tumbuckle): TU+B

Tie Up

Piledriver: Left, Right, Up, TU

Side Belly Suplex: Left, TU

DDT: Left, P

Chestbreaker: Left, K

Tie Up From Behind

Low Blow: Left, K

Sleeper Hold: Left, P

Reverse DDT: Left, TU

Opponent Down

Squeeze Head (by head): Up, Down, P

Standing Splash (by body): Up, Down, TU

Spinning Toehold (by legs): Up, Down, Up, K

Buffet Buster (on top tumbuckle): TU+B



Road Dogg

Standing

Spinal Tap: Up, Down, P

DDT: Left, Right, TU

Drop Toe Hold: Left, Right, K

Sidewalk Slam: Left, Down, K

Neckbreaker: Left, Right, P

Flying Head Scissors (while running): TU

Dropkick (while running): K

Swinging DDT (in corner): Up, Down, K

Dropkick (on top tumbuckle): K+B

Tie Up

Piledriver: Up, Down, TU

Neckbreaker: Left, K

Vertical Suplex: Left, P

Side Backbreaker: Left, TU

Tie Up From Behind

Russian Leg Sweep: Left, P

Roll Up Pin: Left, K

Stretch Armstrong: Left, Right, K

Opponent Down

Flipover Neck Whip (by head): Up, Down, P

Crazylegs Kneadrop (by body): Left, Right, TU

Texas Cloverleaf (by legs): Left, Right, Left, K



The Rock

Standing

Rock Bottom: Left, Right, Down, TU

Smack Down: Left, Right, Down, P

Freeman's Carry: Left, Right, K

DDT: Left, Up, TU

Samoa Drop: Left, Down, TU

Neckbreaker: Left, Right, P

Shortarm Clothesline: Up, Down, P

Sidewalk Slam: Up, Down, K

Power Slam (opponent whipped): TU

Tie Up

Rock Bottom: Left, Right, P

Samoa Drop: Left, TU

DDT: Left, P

Chestbreaker: Left, K

Tie Up From Behind

German Suplex: Left, TU

Russian Leg Sweep: Left, P

Roll Up Pin: Left, K

Opponent Down

The People's Elbow (by head): Up, Down, K

Mount Punches (by body): Left, Down, K

Fist To Groin (by legs): Left, Down, K



Sable (hidden character)

Standing

Hairgrab Takeover: Left, Right, K

Hurricanrana: Up, Down, TU

Snapmare: Left, Down, P

Flying Head Scissors: Left, Right, P

Drop Toe Hold: Up, Down, K

Cross Body Block (while running): K

High Leg Clothesline (opponent whipped): K

Sablecanrana (in corner): Up, Down, K

Body Press (on top tumbuckle): P+K

Tie Up

Bulldog: Left, TU

Three Knee Combo: Left, P

Leg Stretch: Left, K

Sablebomb: Up, Down, K

Tie Up From Behind

Bulldog: Left, TU

Russian Leg Sweep: Left, P

Victory Roll: Left, K

Opponent Down

Leglock Chokehold (by head): Left, Right, P

Standing Splash (by body): Left, Right, TU

Leg Grapevine (by legs): Left, Right, K

Splash (on top tumbuckle): TU+B



Sgt. Slaughter (hidden character)

Standing

Fall Forward Slam: Left, Down, TU

Bearhug: Up, Down, P

Gorilla Press Slam: Left, Right, Up, P

Shoulderbreaker: Left, Up, K

Spinning Neck Breaker: Up, Down, TU

Headlock Takedown: Left, Down, K

Power Slam (opponent whipped): TU

Overhead Press (in corner): Up, Up, P

Choke With Boot (in corner): Up, Up, K

Tie Up

Bulldog: Left, TU

Shoulder Breaker: Left, P

Backbreaker: Left, K

Piledriver: Up, Down, P

Tie Up From Behind

Cobra Clutch: Left, TU

Atomic Drop: Left, P

Roll Up Pin: Left, K

Opponent Down

Camel Clutch (by head): Up, Up, Down, P

Boston Crab (by legs): Left, Right, K

Driving Elbow (on top tumbuckle): P+TU



Ken Shamrock

Standing

Hurricanrana: Left, Down, TU
Snapmare: Left, Up, P
Armdrag: Left, Up, K
Reverse Painkiller: Left, Down, K
High Angle Suplex: Left, Up, TU
Flying Back Elbow (while running): K
High Leg Clothesline (opponent whipped): K
Power Slam (opponent whipped): TU
Hurricanrana (on top tumbuckle): B+TU
Tie Up
Three Knee Combo: Left, P
Leg Stretch: Left, K
Overhead Belly Suplex: Left, TU
Tie Up From Behind
German Suplex: Left, TU
Beast Choker: Left, P
Victory Roll: Left, K
Opponent Down
Shortarm Scissor (by head): Up, Down, P
Mount Punches (by body): Left, Down, P
Longbow Backbreaker (by body): Left, Right, Down, TU
Shamrock Ankle Lock (by legs): Left, Down, Right, K
Elbow Drop To Leg (by legs): Up, Down, K
Splash (on top tumbuckle): K+B



Al Snow

Standing

Reverse Tiger Suplex: Left, Right, K
Leg Scissor Stomp: Up, Down, P
Frontface DDT: Up, Down, TU
Double Underhook Suplex: Left, Down, P
Armdrag: Up, Down, K
High Leg Clothesline (opponent whipped): K
Tie Up
Piledriver: Up, Down, Up, TU
Double Underhook Suplex: Left, P
Side Slam: Left, K
Underhook Headbutts: Left, TU
Snow Plow: Left, Up, P
Tie Up From Behind
Rolling German Suplex: Left, Up, K
Reverse DDT: Left, P
Roll Up Pin: Left, K
Opponent Down
Crossface Punch (by head): Up, Down, P
STF (by legs): Up, Down, K



Stone Cold Steve Austin

Standing

Samoan Drop: Left, Down, TU
Snapmare: Left, Down, P
DDT: Up, Down, P
Drop Toe Hold: Left, Down, K
Sidewalk Slam: Left, Up, K
Shoulderbreaker: Left, Right, TU
Stone Cold Stunner: Up, Down, Up, TU
Vertical Body Press (while running): TU
Power Slam (opponent whipped): TU
Tie Up
Samoan Drop: Left, TU
Inverted Atomic Drop: Left, P
Neckbreaker: Left, K
Piledriver: Left, Right, P
Tie Up From Behind
Reverse DDT: Left, TU
Sleeper Hold: Left, P
Roll Up Pin: Left, K
Opponent Down
Stepover Facelock (by head): Left, Up, P
Mount Punches (by body): Left, Down, TU
Texas Cloverleaf (by legs): Left, Down, K
Driving Elbow (on top tumbuckle): P+TU



Thrasher

Standing

Chin Crusher: Left, Down, P
Samoan Drop: Up, Down, TU
Flying Head Scissors: Left, Up, TU
Small Package: Up, Down, K
Flying Head Scissors (while running): TU
Power Slam (opponent whipped): TU
Flying Head Scissors (in corner): Up, Up, P
Running Butt Bump (in corner)(while running): K
Stage Dive (on top tumbuckle): K+P
Tie Up
Floatover Suplex: Left, TU
Side Slam: Left, P
Neckbreaker: Left, K
Tie Up From Behind
Buildog: Left, TU
Octopus Hold: Left, P
Rolling Prawn Hold: Left, K
Opponent Down
Toehold Half Crab (by head): Up, Down, Up, P
Senton Splash (by body): Left, Right, TU
Half Crab (by legs): Left, Right, K
Senton Bomb (on top tumbuckle): K+B



Too Sexy

Standing

Crucifix Powerbomb: Up, Down, K
Leg Scissor Stomp: Up, Down, P
Hurricanrana: Left, Up, P
Headlock Takedown: Left, Right, K
Tie Up
Piledriver: Left, Down, Left, TU
Powerbomb: Left, Right, K
Buildog: Left, TU
DDT: Left, P
Neckbreaker: Left, K
Tie Up From Behind
Dragon Suplex: Up, Down, P
Victory Roll: Left, K
Bridging German Suplex: Left, TU
Front Russian Leg Sweep: Left, P
Opponent Down
Camel Clutch (by head): Left, Right, Up, P
La Magistral (by head): Left, Down, P
Leg Drop (by body): Left, Down, TU
Headbutt To Groin (by legs): Left, Down, K
Senton Bomb (on top tumbuckle): K+B
Tennessee Jam (on top tumbuckle): B+TU



Undertaker

Standing

One Handed Chokeslam: Up, Down, Up, P
Throat Toss: Left, Right, K
Front Backbreaker: Left, Up, TU
Shortarm Clothesline: Left, Up, P
Knee To Face: Left, Up, K
Taker's Tombstone: Up, Down, Up, TU
Boot To Face (opponent whipped): K
Top Rope Arm Wrench (in corner): Left, Right, K
Big Punch Combo (in corner): Left, Left, K
Tie Up
Side Backbreaker: Left, TU
Side Slam: Left, P
Chestbreaker: Left, K
Chokeslam: Up, Down, P
Tie Up From Behind
Reverse Brainbuster: Up, Down, TU
Buildog: Left, TU
Sleeper Hold: Left, P
Russian Leg Sweep: Left, K
Opponent Down
Blatant Choke (by head): Left, Right, Left, P
Elbow Drop To Arm (by body): Up, Down, TU
Leg Lock (by legs): Up, Left, Up, K



Val Venis

Standing

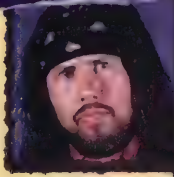
Fall Forward Powerbomb: Left, Right, Left, P
Sidewalk Slam: Up, Down, K
Spine Buster: Left, Up, P
Fireman's Carry: Left, Down, K
Headlock Takedown: Left, Right, K
Fisherman's Suplex: Left, Down, TU
Spinebuster (opponent whipped): TU
Tie Up
Hanging Brainbuster: Left, Down, Right, TU
Powerbomb: Left, Down, K
Samoan Drop: Left, TU
Backbreaker: Left, K
Fisherman's Suplex: Left, P
Tie Up From Behind
Reverse Vertical Suplex: Left, TU
Rolling Prawn Hold: Left, K
Russian Leg Sweep: Left, P
Opponent Down
Kick To Spine (by head): Up, Down, P
Porn Pretzel (by body): Up, Down, TU
Swivel Mount Punches (by body): Left, Right, Left, TU
Fist To Groin (by legs): Up, Down, K
Money Shot (on top tumbuckle): K+P



X-Pac

Standing

Running Knee Hit: Left, Down, P
Enziguri: Left, Up, K
Hurricanrana: Left, Up, P
Leg Drag: Left, Down, K
X-Factor: Up, Down, TU
Cross Body Block (while running): K
Spin Leg Clothesline (opponent whipped): K
Spin Kick Combo (in corner): Left, Right, P
Bronco Buster (in corner): Up, Down, P
Hurricanrana (on top tumbuckle): TU+B
Tie Up
Buildog: Left, TU
Three Knee Combo: Left, P
Leg Stretch: Left, K
Tie Up From Behind
German Suplex: Left, TU
Sleeper Hold: Left, P
Victory Roll: Left, K
Opponent Down
Front Facelock (by head): Up, Down, P
Fist To Groin (by legs): Up, Down, K
Shooting Star Press (on top tumbuckle): P+K
Quick Leg Drop (while running): K



Nintendo 64

Star Wars: Episode I 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.

Debug Options – Input RRDEBUB then start a race on any Tournament track. Now, pause gameplay and press **Left, Down, Right, Up** to bring up the Debug Menu.

Unlock Cy Yunga – Input RRCYYUN (This podracer will replace Bullseye Navior when selected).

Extra Trash Talking – Enter Tournament mode and hold **Z** then press **A** to start a race.

"The Rhino"
Toledo, OH

Lode Runner 3D

Enter this code at the Pause screen.

Bonus Levels – Hold **Z** and press **R Button, B, A, B, A, Up C, Down C, Left C, Right C, Up C, Down C, Left C, Right C**. A sound will confirm code entry.

"Daddy Fat Sax"
Memphis, TN

Super Smash Bros.

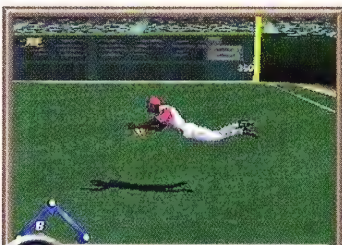
More Points – To add an extra 100 points onto your score for each level, defeat your opponent in the one player mode, then just before your nemesis dies press the **L** button to taunt. If your character is still taunting when the camera zooms in you'll land an extra 100 point reward.

Tommy Pimparsing
Holand, MI

Forsaken

Level Select – When the flashing Press Start icon appears at the Title Screen press **A, Right Button, Z, Up, Up, Up C, Down C, Down C**. If entered correctly, the phrase "Missions Open" will flash across the screen.

"Mr. Monday Night"
 Fargo, ND



Ken Griffey, Jr.'s Slugfest

Exploding Batter – When the batter steps into the box quickly press **Right, Left, Down, Right, Left, Up, Right, Left, Down**.

View Fireworks – Select Exhibition mode, then at the Stadium Selection screen press **Z** to take a look at any stadium you desire. At the stadium press **R** and **Z** to shoot fireworks.

Flying Outfielder – Wait until a fly ball is smacked into the outfield by the rival team. Let the ball drop, then pick it up. Hold **Z** and press **Up C** to run into the infield with the ball. Now, press **Right C, Up C, Left C, Down C, Left C, Up C, Down C, Right C, Up C, Left C, Down C** to toss the ball to different bases. If you throw the ball to the listed bases in order the crowd will boo. Now, intentionally let the next ball drop into the outfield as well. Don't pick it up. Repeatedly tap **A** or **B** to make your fielder fly.

Enter all of these codes as Create A Player names.

Bonus Teams – CODE EMOTIONS
Invisible Team – CODE INVISIBLEMAN

Thin Team – CODE TOOTHPICK
Flat Team – CODE STEAMROLLED
Small Team – CODE LIDDLELEAGUE
Weeble Team – CODE WEEBLEMAN
Full Attributes – CODE SUPERHUMAN

Big Bats – CODE PHATTBATT
Big Feet – CODE BIGFEET
Big Head Mode – Win the World Series on Rookie difficulty, then create a player named CODE BIGGHEDZ.
CPU vs. CPU Mode – Win the World Series on All-Star difficulty, then create a player named CODE CPUVSCPU.
Tick Team – Win the World Series on Veteran difficulty, then create a player named CODE THETICK.

Sam Arnold
Los Angeles, CA



Superman

Level Select – Start the normal game and play until you reach the save option to Controller Pak screen. Save, then reset the game. Select the Load Game option on the main menu and boot up the game you just saved. A prompt will ask you if you'd like to insert a Rumble Pak. At this point simultaneously tap **L Button** and **B**, then press **A** to reach the Level Select.

Transform into a Car – Enter Practice Mode and pick up the car and fly with it. Pass through all of the rings and pass through the last red ring. You gotta fly through it or this trick won't work. If you do this correctly the game will glitch (like it doesn't already) and Superman will merge with the car.

"The VidMan"
Uptown, MN

Fighting Force 64

Level Select and Invincibility – At the title screen hold **L, Z, Up C**, and **Down C** simultaneously. Eventually you will hear a gunshot and the game will automatically go to the character select screen. To change levels use **Right C** and **Left C**. Invincibility is Automatic

"Gl Droid"
(Location Unknown – Last seen on Chicken Planet)

Snowboard Kids

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

Louise Karpent
Chatsworth, CA

F-Zero X

All Cars, Tracks, Difficulties – At the Mode Select screen press **Left Button, Z, Right Button, Up C, Down C, Left C, Right C**, then **Start**. A chime will ring out accepting this powerful cheat.

Jin Reut
Lombard, IL



A Bug's Life

Level Select – At the Main Menu move your cursor to the anthill, hold **Up C, Down C, Left C, Right C, Z**, then press **R Button**.

Jed Dej
Wesville, COM

Banjo-Kazooie

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

- Big Heads** – BOTTLESBONUSONE
- Big Arms** – BOTTLESBONUSTWO
- Big Kazooie** – BOTTLESBONUSTHREE
- Wiener Banjo** – BOTTLESBONUSFOUR
- Big Feet/Wiener Body** – BOTTLESBONUSFIVE
- Big Everything** – BIGBOTTLESBONUS
- Washing Machine** – WISHYWASHYBANJO
- Infinite Lives** – CHEATLOTSOFGO
- ESWITHMANYBANJOS**
- Maximum Energy** – CHEATANENERGYBARTOGETYOUFAR
- Infinite Air (underwater)** – CHEATGIVETHEBEARLOTSOFAIR
- Infinite Gold Feathers** – CHEATA GOLDENGLOWTOPROTECTBANJO
- Infinite Red Feathers** – CHEATN OWYOU CANFLYHIGHINTHESKY
- Infinite Eggs** – CHEATBANJOEGGS
- Infinite Mumbo Tokens** – CHEAT DONTBEADUMBOGOSEEMUMBO
- Disable Codes** – NOBONUS

Andy Jabroni
Eden Prairie, MN

Playstation

Big Air

Enter all of these codes at the Main Menu.

All Courses – Tap **Right, Left, Right, Left, ●, ■, ●, ■**, the select Free Ride mode.

Race Against Shawn Palmer – Tap **■** (x8), then finish the first track in World Tour mode in first place to race against Shawn.

Race Against Mike Beallo – Tap **■** (x6), **●** (x2), then finish the first track in World Tour mode in first place to race against Mike.

Race Against Nicola Thost – Tap **■** (x7), **●**, then finish the first track in World Tour mode in first place to race against Nicola.

Race Against Ross Powers – Tap **■** (x5), **●**, **■** (x2), then finish the first track in World Tour mode in first place to race against Ross.

Race Against Fabien Rohrer – Tap **■** (x5), **●**, **■**, **●**, then finish the first track in World Tour mode in first place to race against Fabien.

Big Air Board – Tap **Right, Left, Right, Left, ■** (x3), **●**, then choose the Pitbull board.

TD5 Board – Tap **Right, Left, Right, Left, ■** (x2), **●**, **■**, then choose the Pitbull board.

Steve's Board – Tap **Right, Left, Right, Left, ■** (x2), **●** (x2), then choose the Pitbull board.

Jimmy's Board – Tap **Right, Left, Right, Left, ■**, **●** (x3), then choose the Pitbull board.

Fire Board – Tap **Right, Left, Right, Left, ■**, **●**, **■** (x2), then choose the Pitbull board.

Angel Board – Tap **Right, Left, Right, Left, ■**, **●**, **■**, **●**, then choose the Pitbull board.

Accolade Board – Tap **Right, Left, Right, Left, ■**, **●** (x2), **■**, then choose the Pitbull board.

Carmel Electrode
Point Peeks, AK

Zero Divide

Tiny Phalanx Mini-Game – With the PlayStation off, grab controller two and hold Select and Start. While still holding this combo turn the PlayStation on and continue holding until the Zoom logo appears and disappears.

Tiny Phalanx Invulnerability – Head to the Tiny Phalanx option screen and highlight the Speed icon. Now, simultaneously press **Up, Left, R2, L2, and ▲**. If entered correctly the background will turn red.

Brenda Benderdown
Golden Valley, MN

Bloody Roar II

Expert Mode – At the Title Screen hold **L1, L2, R1 and R2**, then start a game.

Play as Gado – Beat Arcade mode with any character.

Fight Against Shen Long – Beat Arcade mode with any character without continuing.

Play as Shen Long – Defeat the Shen Long battle. This trick also unlocks Ending 1.

Model Type – Beat Story mode with any character.

Recovery Speed – Beat Story mode with any character without continuing.

Any Cancel Point – Defeat fifteen characters in Survival mode.

Extra Costumes – Beat Arcade mode with all characters. At the Character Select screen press Start on the desired combatant to unlock his or her fourth costume.

"The Video Game Concierge"
Providence, RI

Shadow Madness

Bonus Songs – Place the game disc in an audio CD player and access track two to hear some new songs.

Layne Landorf
Pittsburgh, PA

Bogey: Dead 6

All Jets – At the Plane Selection screen press **Left** (x2), **Right, Down, Up, Down, Right, Select**.

All Missions – At the Mission Select screen press **Up, Down** (x2), **Right, Left, Down, Up, ▲**.

David Swallows
Long Horn, WI

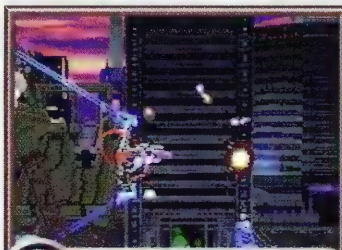
code of the month

Lunar: Silver Star Story Complete

Bonus 8-Player Mini-Game – Plug in the Making of Lunar disc, and when the FMV sequence begins press **Up, Down, Left, Right, ▲, Start**.

View FMV Sequences – Again on the Making of Lunar disc wait until the FMV sequence begins, then press **Up, Down, Left, Right, ▲, Start**. Same code? No way. Now, open the PlayStation lid and remove the Making of Lunar disc and insert either game disc and select EXIT to view the FMV sequences.

Carl McEwing
Tempest, NV



R-Type Delta

Refill Force Power – Go to the Pause screen, hold **L2**, then press **Left, Right, Up, Down, Right, Left, Up, Down, and ▲**.

Level Select – Use the Delta Weapon over 10,000 times (We didn't bother testing this one, so don't get mad if you rack up that much play time and it doesn't work.)

9 Credits – Rack up over three hours of gameplay.

Free Play Mode – Rack up over six hours of gameplay.

Red Power-Up – Collect a Force Pod, then pause the game. Now, hold **L2** and press **Left, Right, Up, Down, Right, Left, Up, Down, and ■**.

Yellow Power-Up – Collect a Force Pod, then pause the game. Now, hold **L2** and press **Left, Right, Up, Down, Right, Left, Up, Down, and ✖**.

Blue Power-Up – Collect a Force Pod, then pause the game. Now, hold **L2** and press **Left, Right, Up, Down, Right, Left, Up, Down, and ✖**.

Power Armor – Set the difficulty level to Human or higher, or play over 100 games.

Get a Force Pod – Use the Refill Force Power code followed up by any of the Power Up codes.

"Virtual Gap Boy 2000"
Phoenix, AZ



Chocobo Racing

Play as Bahamut – Simply beat the Story mode.

Play as Squall – Beat the Story mode twice, then defeat Squall in the Challenger race.

Play as Cid Tank – Beat the Story mode three times, then hold **L1** on Squall at the Character Select screen.

Play as Mumba – Beat the Story mode four times, then hold **L2** on Squall at the Character Select screen.

Play as Cloud – Beat the Story mode five times, then hold **R1** on Squall at the Character Select screen.

Play as Catur – Beat the Story mode six times, then hold **R2** on Squall at the Character Select screen.

Play as Aya – Beat the Story mode seven times, then hold **L1** and **L2** on Squall at the Character Select screen.

Play as Original Chocobo – Beat the Story mode eight times, then hold **R1** and **R2** on Squall at the Character Select screen.

Play as Airship – Beat the Story mode nine times, then hold **L1** and **R1** on Squall at the Character Select screen.

Play as Jack – Beat the Story mode ten times, then hold **L2** and **R2** on Squall at the Character Select screen.

Mimi Madussa
New Montin, KY

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.

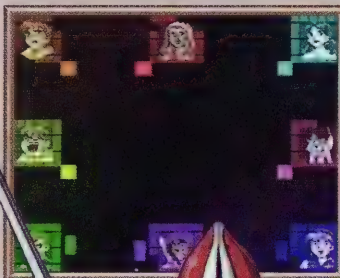
Send To:

Secret Access

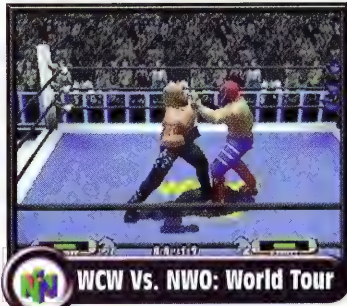
Game Informer Magazine
10120 W. 76th Street
Eden Prairie, MN 55344

E-Mail:

secretaccess@gameinformer.com



Special Wrestling Section



WCW vs. NWO: World Tour

New Uniforms – At the Character Select screen press **Left C** or **Right C** to change uniforms.

Unlock Hidden Characters – For each League beat in League Challenge you will unlock a new character (Diamond Dallas Page, Glacier, Wrath, Black Widow, Macho Man Randy Savage, and Joe Bruiser). If you beat all of the Leagues you will unlock these characters and a new League. Beat this League for an additional character.

Use Foreign Objects – With any character, leave the ring and walk over to the crowd to get an item. Characters who are more popular will get items more often (i.e. Hulk Hogan, Sting).

Flying Wrestlers – When your opponent is on the top turnbuckle, perform a throw and hold the analog stick **Up**. Doing this will cause your enemy to spin through the air until the stick is released.

*Ace Booka
Carlo, WA*



WCW Nitro

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

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

*Johnny Dangerous
Little Rock, AR*

WCW/NWO Revenge

Play As Managers – Choose One-on-One Exhibition and pick at least one wrestler who is accompanied by a manager. When the match begins, press **Z** on controller 3 or 4 to take control of one of the managers standing ringside.

Modes

TV Title – Win the Cruiserweight competition.

World Heavyweight – Win the U.S. Heavyweight competition.

Hidden Characters

Curt Hennig – Win the U.S. Heavyweight Belt.

Rowdy Roddy Piper – Win the World Heavyweight Belt.

Kanyon – Win the TV Title Belt.

Kidman – Win the Cruiserweight Belt.

Meng & Barbarian – Win the Tag Team Belts.

NWO Belt – Beat the World Heavyweight competition with Hollywood Hogan.

Silver Belts – During the intro, press **A** when Hogan, Bischoff, and the Giant are speaking, and the Belts in the game will change from Gold to Silver.

Steal Opponent's Special – First, make sure your opponent is in the same weight class as you. Then, begin a match and allow your opponent's Spirit Meter to fill (flashing red). Now, grab your opponent with a Strong or Weak Grapple and simultaneously press **A** and **B**. WHAM! You just did his Special!

Steal Opponent's Ground Moves – Simultaneously press **A** and **B** while your opponent is on the ground.

Steal Taunt – When the opposition or tag team partner uses a taunt, rotate the analog stick counter-clockwise to mimic him.

*Joseph Armadilliodangodong
Yukatown, KY*

WCW vs. The World

Alternate Uniform – To access an alternate uniform for a majority of the characters, highlight the wrestler you want and press Start.

Hidden Characters – All you have to do is beat every League Challenge to access these characters. They will appear at the bottom of the Character Select Screen.

*"The Rhino"
Toledo, OH*

WCW Nitro

Unlock All 48 Wrestlers – At the Character Select screen press **R1, R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, R2, L2, L2, L2, L2**, then hit **Select**.

Unlock More Rings – Go into the Options and highlight Rings. Press **L1, L2, R1, R2, L1, L2, R1, R2**, and finally **Select**. All of the rings will appear.

Swelling Heads – Go into the Options and press **L1, L1, L1, L1, L1, L1, L1, L2, Select**.

Big Heads – Go into the Options and press **R1, R1, R1, R1, R1, R1, R1, R2, Select**.

Big Everything – Go into the Options and press **R2, R2, R2, R2, R2, R2, R2, R1, Select**.

Instant Win – At the Character Select screen press **L1, R1, L2, R2, L1, R1, L2, R2, Select**.

YMCA Moves – Pick the Disco Ring and then when gameplay starts hit **L2**.

*John McCarthy
Webville, COM*

WWF War Zone

Enter these run-in codes at any point during gameplay. Note: Entering these codes will automatically disqualify you.

Stone Cold – **L1 and L2 and R1 and R2 and Up and Kick**

The British Bulldog – **L1 and L2 and R1 and R2 and Left and Kick**

Farooq – **L1 and L2 and R1 and R2 and Up and Punch**

Goldust – **L1 and L2 and R1 and R2 and Right and Punch**

Bret Hart – **L1 and L2 and R1 and R2 and Left and Tie Up**

Owen Hart – **L1 and L2 and R1 and R2 and Left and Block**

Ahmed Johnson – **L1 and L2 and R1 and R2 and Up and Block**

Kane – **L1 and L2 and R1 and R2 and Down and Punch**

Ken Shamrock – **L1 and L2 and R1 and R2 and Down and Kick**

Mankind – **L1 and L2 and R1 and R2 and Up and Tie Up**

Shawn Michaels – **L1 and L2 and R1 and R2 and Left and Punch**

Mosh – **L1 and L2 and R1 and R2 and Down and Block**

The Rock – **L1 and L2 and R1 and R2 and Right and Kick**

Undertaker – **L1 and L2 and R1 and R2 and Right and Block**

Thrasher – **L1 and L2 and R1 and R2 and Down and Tie Up**

Triple H – **L1 and L2 and R1 and R2 and Right and Tie Up**

*"The Rhino"
Toledo, OH*

WCW/NWO Thunder

Easy Win – This technique will work in any mode and under any difficulty. Approach your opponent and simply tap **Up** and **●**. Once the wrestlers enter the test of strength (with their hands locked together), jam on all of the buttons. This will make the CPU's hit meter deplete at great speeds. Once the test is done, enter it again and repeat the process until the CPU's health is completely drained. Now, simply perform any move and pin your opponent. Even Goldberg is defenseless against this devastating maneuver.

Enter all of these codes at the Title Screen.

Big Heads – **R1 (x7), R2, Select Big Everything** – **R2 (x7), R1, Select Hidden Characters** – **R1 (x4), L1 (x4), R2 (x4), L2 (x4), Select**

Enter this code at the options screen.

Ring Select – **R1, R2, R1, R2, Select**. Every time you press **Select** (in this sequence) a new ring will appear. To scroll backwards through the ring list, press **L1, L2, L1, L2, Select**.

Enter all of these codes in the Options menu.

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

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

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

Box Ring – **L1, L2, L1, L2, Select Dancing Wrestlers** – Enable the Ring Select code, then choose the USO ring. To make the wrestlers dance, perform any generic move or press **L2** for a small dance.

*William Clinton
Beaver County, PA*

WCW vs. The World

Super Pin – At any time while pinning an opponent press **Start** and hit **Down, Down, Down, Down, L1** to perform a Super Pin.

Frozen Computer – At any time during the match press **Start** and hit **Left, Left, Up, Down, R1** to make the computer freeze.

Super Damage – At any time during the match press **Start** and hit **Up, Up, L1, L2, Down**. Entering this correctly will do the computer some serious damage.

*Aaron Albrecht
New Berlin, WI*

Game Boy

Super Mario Bros. DX

Extra Lives – Select the Toy Box and see the Fortune Teller. Look at cards until five lives are earned then return to the Main Menu and enter the Original game. When you start you'll have ten lives instead of five. Note: This technique only works on a new game.

Tons of Lives – Trek to State 3-1 and run to the end of the stage, mainly the staircase leading to the flag. Dodge the first turtle, then jump on the left-hand side of the second turtle. Now, let go of the control. Mario (or Luigi) will continue bouncing on the turtle creating a life loop. Stay here for as long as you like (or until time expires) then head on your way with a healthy stock of lives.

Fireworks – Successfully complete any Stage with a time that ends in a 1, 3, or 6 to view fireworks and gain extra points.

Warp To 2, 3 or 4 – Jump on top of the series blocks at the end of Stage 1-2 to reach three tube warps.

Warp to 5 – On Stage 4-2 run toward the end until you come to the large tube. Jump on top of the tube and knock out the blocks to access a path that leads to the Stage 5 warp. You can also run along the brick ceiling to reach this tube.

Warp to 6, 7 or 8 – On Stage 4-2 stand to the right of the first set of falling platforms. Stand under the three blocks then jump into the air to unlock hidden blocks. Now, hit the left block to unlock a beanstalk that leads to three tube warps.

Play as Luigi – Press **Select** at the Map screen.

Album Pictures – There are a ton of cool pictures hidden in DX, most of them are unlocked by killing different creatures. You'll also be rewarded with pictures for accessing fireworks, finding a hidden extra life, finding a beanstalk, and killing Bowser with fireballs.

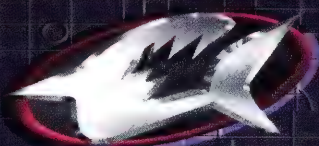
Donny Reagle
Chicago, IL

NeoGeo

King of Fighters R-2

Shortcut Moves – When choosing Extra or Advance mode use the Option button to select your option. Doing this enables shortcut moves. Now, simply press a direction with a button to access a move.

"The Rhino"
Toledo, OH



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

GAME SHARK VIDEO GAME ENHANCER



Superman

- Infinite Health – 8122cdd4 42c8
- Infinite Freezing Breath – 8122cde8 42c8
- Infinite Running Boosts – 8122cddc 42c8
- Infinite Laser Eye – 8122cde4 42c8
- Infinite X-Ray Vision – 8122cde0 42c8



A Bug's Life

- Infinite Health – 811e1a2e 0004
- Infinite Lives – 801e1a38 0009
- Max Grain – 801e1a39 0032
- Have All FLIK – 801e1a3a 000f
- Start with Goldberry – 811e1a2e 0003
- All Enemies Killed – 811e1a26 0000
- Always Have Super Jump – 811e1a28 0020
- Unlock All Levels – 81099150 000f



Bloody Roar II

- Infinite Health – 80178a5c 0100
80178a5e 3221
80178a64 000d
80178a66 1020
- Infinite Health (Player 2) – 80178a5c 0100
80178a5e 3221
80178a64 000d
80178a66 1420



Centipede

- Infinite Lives (Adventure) – 800b99f8 0004
- Infinite Lives (Arcade) – 80095dcc 0003



Lunar: Silver Star Story

- Instant Level Up To 99 – 800282ce 2400
- Infinite Battle Magic – 8002e7e6 2400
- Infinite Cash – 801dc37c 967f
801dc37e 0098
- Infinite HP (Alex) – 801dbfc0 03e7
- Max HP (Alex) – 801dbfc2 03e7
- Infinite HP (Nash) – 801dc000 03e7
- Max HP (Nash) – 801dc002 03e7
- Infinite HP (Jessica) – 801dc040 03e7
- Max HP (Jessica) – 801dc042 03e7
- Infinite HP (Mia) – 801dc080 03e7
- Max HP (Mia) – 801dc082 03e7
- Infinite HP (Kyle) – 801dc0c0 03e7
- Max HP (Kyle) – 801dc0c2 03e7
- Infinite HP (Luna) – 801dc100 03e7
- Max HP (Luna) – 801dc102 03e7
- Infinite HP (Ramus) – 801dc140 03e7
- Max HP (Ramus) – 801dc142 03e7
- Infinite HP (Ghaleon) – 801dc180 03e7
- Max HP (Ghaleon) – 801dc182 03e7
- Infinite HP (Laike) – 801dc1c0 03e7
- Max HP (Laike) – 801dc1c2 03e7



game's index

Codes found in this issue:

A Bug's Life.....	👤
Banjo-Kazooie.....	👤
Big Air.....	👤
Bloody Roar II.....	👤
Bogey: Dead 6.....	👤
Centipede.....	👤
Chocobo Racing.....	👤
Fighting Force 64.....	👤
F-Zero X.....	👤
Forsaken.....	👤
Ken Griffey, Jr.'s Slugfest.....	👤
King of Fighters R-2.....	👤
Lode Runner 3D.....	👤
Lunar: Silver Star Story Complete.....	👤
R-Type Delta.....	👤
Shadow Madness.....	👤
Snowboard Kids.....	👤
Star Wars: Episode I Racer.....	👤
Superman.....	👤
Super Mario Bros. DX.....	👤
Super Smash Bros.....	👤
WCW Nitro.....	👤
WCW/NWO Revenge.....	👤
WCW/NWO Thunder.....	👤
WCW Vs. NWO: World Tour.....	👤
WCW Vs. The World.....	👤
WWF War Zone.....	👤
Zero Divide.....	👤

STILL STUCK?



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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

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THQ

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CLASSIC GAMES

gaming from the past to the present

Maniac Mansion

NES

Availability: Uncommon
Replay Value: Moderate
Similar Games: Deja Vu (NES), Shadowgate (NES)
Access Tip: This adventure is extremely difficult and a strategy guide is highly recommended. Numerous guides can be found on the Internet.
Overall: 8.75

The NES had a nice selection of graphic adventures like Maniac Mansion. These games were essentially point-and-click adventures that really tested your patience and brain skills. Maniac Mansion appeared on a number of systems and was the launch pad for LucasArts' successful Day of the Tentacle series. Maniac Mansion, released for the NES in 1990, features a youthful cast whose job is to rescue Sandy the Cheerleader from a diabolical fiend known as Dr. Fred. There are seven kids that you can choose from to make up your party of three, each with different abilities. There are numerous ways to attack this adventure, which essentially comes down to deciphering some very twisted logic to discover which items are used where. Regrettably, there are a ton of items that are completely useless, so a guide or FAQ is strongly recommended if you are seriously stuck. There are nine different endings for this difficult and entertaining adventure. This game is also a must for collectors, as certain, rare copies of the game allow you to blow up a hamster in a microwave.



Demolition Man

3DO

Availability: Uncommon
Replay Value: Moderate
Similar Games: Die-Hard Trilogy (PS-X), Monster Manor (3DO), Crime Patrol (3DO)
Access Tip: See Classic Codes
Overall: 8.25

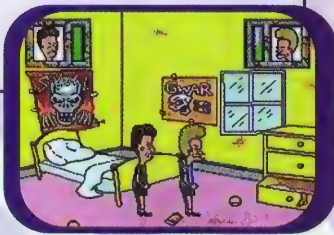
When you have Wesley Snipes and Sly Stallone in one game, there is sure to be some butt-kickin' going down. Based on the film of the same name, this game is actually broken down into four different genres: Shooter, Fighter, First-Person, and Driving. To be sure, none of the different gameplay sections really stand out, but Demolition Man includes fantastic footage of Stallone and Snipes created specifically for the game. You may not like any part of the game and still enjoy seeing the footage of these action heroes. However, you just might find one particular section that you can't set down (we like the first-person action). In fact, this is one of the best games the 3DO ever offered (which isn't exactly saying much) and is worth a look for the work of Snipes or Stallone alone. (Man, they should make a Blade game like this!)



Beavis and Butt-Head Genesis

Availability: Common
Replay Value: Low
Similar Games: Beavis and Butt-Head (Game Gear, SNES), Ren & Stimpy (SG, SNES)
Access Tip: To enter Burger World, type Butthead (28884323) in the key pad.
Overall: 8

We have definitely seen the raunchier side of cartoons since this duo appeared on MTV in the early 90's. In 1994, Beavis and Butt-Head hit video games with a beat-'em-up on SNES and this action/adventure gem for the Sega Genesis. The ultimate goal is to help these two headbangers find the pieces of their tickets so they can get into the Gwar show. The adventure takes you to familiar settings, like Burger World and Highland High School, and lets you interact with such memorable characters as Mr. Buzzcut, Mr. Anderson, and Todd. You can spend a fair amount of time just running around, but if you want to solve the game, you must solve a series of tricky puzzles. There are a bunch of crazy events you must trigger by using various items and interacting with different characters. Indeed, you could spend many hours trying to get through this game, and the results are usually very comical.



Demolition Man - 3DO

Level Select - Pause the game and then hit **Left Shoulder, A, Up, Down, Right Shoulder, Up**. Now, hold **B** and use **Up** or **Down** to scroll through the levels.
Secret Levels - After activating the Level Select, hold **B**, then press **Up** or **Down** to find the secret levels labeled VRGN 1 to 5.

The Need for Speed - 3DO

Practice Mode - Enter the Options screen and high-light Difficulty, then hold **X + Right Shift + Left Shift + A**. If done correctly, the next race should have no cars on the road.

WWF Raw - Genesis

Change Stats - To change any wrestlers' stats, go to the View Stats screen and enter the code for the corresponding wrestler.
Undertaker - **Right + Start + A**
Bret Hart - **Down/Left + Start**
Yokozuna - **Up + A + C**
Doink - **Left + Start + A + C**

Lex Luger -

Down/Right + Start
Shawn Michaels - **Down/Left + A + C**
Razor Ramon - **Left + A + C**
Diesel - **Down + Start + A + C**
1-2-3 Kid - **Up/Right + Start + C**
Luna Vachon - **Up/Right + C**

Continue in Royal Rumble - If

you are thrown out, hold **A + B + C**. If done correctly, you should hear a single bell ring, and you will come back as a wrestler who is still in the ring.
Rambo - NES
Super Sly Cheat - At the Password screen, enter all 9's.



Wario Land - Virtual Boy

Level Select - At the main menu, hit **A, B, A, A, B, B**.

Pipe Dream - Game Boy

Enter the following at the Password screen
 Level 5 - **haha**
 Level 9 - **grin**
 Level 13 - **reap**
 Level 17 - **seed**
 Level 21 - **grow**
 Level 25 - **tall**
 Level 29 - **yall**

Spy Vs. Spy - Game Boy

Enter these passwords for higher levels
 Level 2 - **ZKP**
 Level 3 - **YPT**
 Level 4 - **MMD**

Full Attributes - Enter the Change Stats (above) code for the wrestler you want. When you are asked to change the attributes, hold Start until you hear a noise.

Take Out the Ref - Either run into him or punch him three times. If you knock him out repeatedly, he'll run away and your match will become a brawl.

Outside Interference - During a one-on-one match, hold **A + B + C** on Controller 2. Another wrestler will come out and help the opponent.

This is your game.



This is your game on the blink.



ANY QUESTIONS?

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



Game maintenance products available from Player's Edge:

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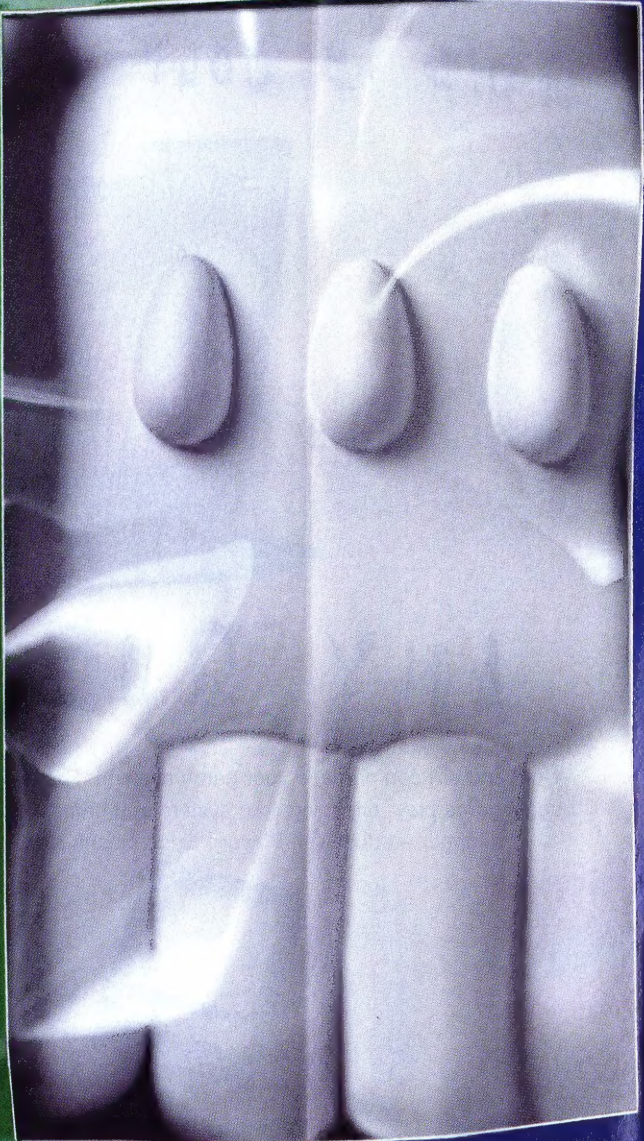
Available at **FuncoLand**

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•Durable Hardwood



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Taunt your opponents in mid-swing.



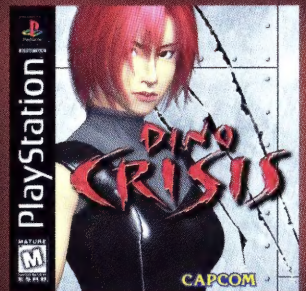
Golf etiquette? Yeah, right.



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ON A MUCH
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