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September 1999 #77
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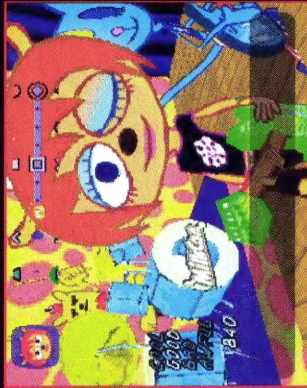
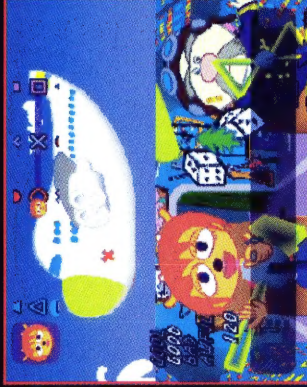
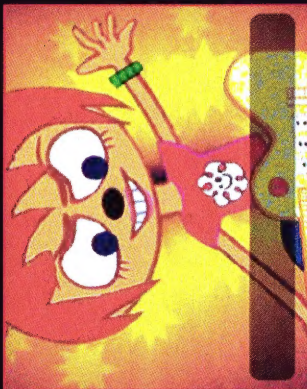


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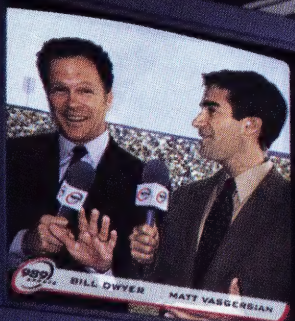
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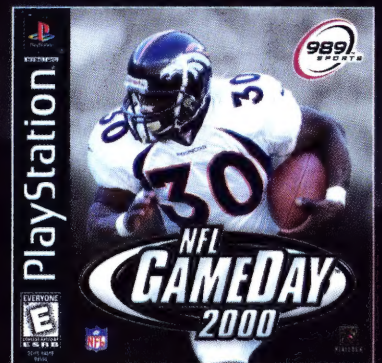
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GAMEPRO JUNE '99



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Many of us here at GI have been holding our breaths, waiting for this game to come out. In fact, a few weeks ago Reiner was hospitalized from lack of oxygen. Thankfully, he recovered and remains only slightly purple. Now it looks as though this long-awaited title is finally a reality. And guess what? The wait was worth it. Soul Reaver plumbs the depths of evil to bring you an epic game experience. GI delivers the final testament on Soul Reaver, complete with reviews and an interview with Reaver producer, Amy Hennig.



20 Feature: Chris Jericho Interview

As the millions of Jerichoholics around the world know, Chris Jericho is one of the most exciting wrestlers ever to grace the squared circle. Also, as a certain female member of the GI staff will tell you, the LionHeart isn't too hard on the eyes either. In one of his last interviews as a member of WCW, Jericho talks with GI about WCW Mayhem, jock straps, and the Village People.

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Fearred by quarterbacks and loved by legions of Vikings fans, DT John Randle is one of the greatest defensive players ever to don a helmet. GI pow-woos with Randle on the set of his new commercial for 989 Sports' NFL Xtreme 2.

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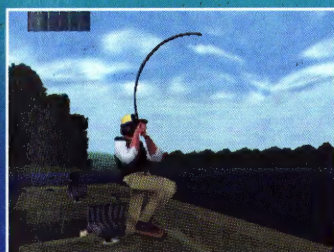
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BY ANDREW McNAMARA



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Richard A. Cihak
Publisher

Andrew McNamara
Editor

Paul Anderson
Andrew Reiner
Senior Associate Editors

Jay Filzoff
Erik Reppert
Matt Helgeson
Associate Editors

Beaux Hawkins
Contributing Writer

Thomas Blustin
Art Director

Curtis Fung
Production Director

Rachel Gilles
Production Assistant

Ryan MacDonald
West Coast Correspondent

Chet Barber
Japan Correspondent

Gabrielle Dane
Sarah Anderson
Copy Editors

Advertising Sales
Kimberly Thompson-Benke
National Advertising Sales Director

10120 W. 76th Street
Eden Prairie, MN 55344-3728
(612) 946-8159
Fax (612) 946-8155

Vicky Valley
Circulation / Marketing Manager

Customer Service Department
For change of address
or subscription inquiry only:
(612) 946-7266 Fax (612) 946-8155
or send correspondence to:
10120 W. 76th Street
Eden Prairie, MN 55344-3728
Attn: CIS Dept

Arthur
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Hey look! It's the September issue of Game Informer and it doesn't have Dreamcast on the cover (and I wonder...are we the only multi-platform gaming magazine without it? ...Probably). But as you will soon read, and hopefully agree, we have valid reasons for our cutting edge choice. And yes, one of the reasons is our own vague attempt at being different (and "cool" at the same time). But with all due respect, there is also a logical reason behind our rebellious choice. You see, when we closed this issue on July 27, most of games for the Dreamcast weren't complete.

Yeah, I know it's kind of a sad thing to say, but what did you want us to do? A huge cover story on the "Games of Dreamcast" that consisted of us playing Japanese games and then filling out the rest of the story with a bunch of unfinished demos, screen shots of games we've never played, or are only available on PC? I think not. That is why you read Game Informer, and that is the reason we opted to put the Dreamcast story on our October issue, when hopefully, Sega and the

rest of its third parties will have their act together and the software finished.

The only real drawback to this whole situation is that we won't be able to get the next issue on the newsstand in time for the Dreamcast's launch. However, I do have some good news for subscribers, as they should receive the issue right around the launch. Allowing them, the truly informed, to make a wise decision concerning the most recent addition to the video game world that we all know and love. And for our newsstand readers, it just might be worth the wait to see what the verdict is.

Game Informer has grown over the years into one of the leading authorities on video games. We have, and will continue to strive to make Game Informer the ultimate accessory for the video game player. And I feel that waiting for facts concerning the launch of the Dreamcast (and the PlayStation 2 and Nintendo Dolphin for that matter) is imperative in attaining that goal. Thanks for reading and enjoy the issue.

Prep School Gamers (L to R): Preston (Erik), Reginald (Reiner), Winthorpe (Matt), Thurston (Jay), Spencer (Paul) and inset: Prescott (Andy)



Andy, The Game Hombre
andy@gameinformer.com

"I don't know if you are or have ever tried collecting Star Wars figures, but with the release of the new movie, I have made it a personal goal to get all the new toys. Certainly it's an expensive hobby (I think I'm putting George's kids through college), but what you might not realize is that the whole thing is a fiasco. There are stores out there that get toys and don't put them out - even if you ask for them specifically. Their reasoning is that they don't want the collectors to take them all. Well, duh! Die toy stores! Die! I hate you all!"

Paul, The Game Professor
paul@gameinformer.com

"The only remaining threads of my sanity are left in my two memory cards full of Dino Crisis saves. It will scare your pants off the first time through. With this survival horror in the office, I am very anxious for the new Resident Evil games for PS-X and DC. Besides that, I am seriously jonesin' for a copy of Sega's NFL 2K. It's been at least a month since I got to try it out. Lastly, thanks to a lot of you who dropped me a note about my new little one. She's growing like a weed and the Force is strong in her. I'm teaching her to do Jedi mind tricks on Reiner."

Reiner, The Raging Gamer
reiner@gameinformer.com

"Choo choo! Step aside people, there's a fireman coming through! Choo choo...ugh...power draining...must...not...die...must...corrupt...the...world... [Reiner collapses onto his keyboard and six hours pass] ...Uhh...Ben? Is that you? [Reiner collapses again and twelve days pass]...hmm...I awaken in my own vomit to see that I'm surrounded by a bunch of monkeys who call themselves editors. Damn this infernal job! Damn these monkeys! I only have one thing going for me now, and it's the Reiner Haters Club. Join it! Join it now!! And together we will bring this dreaded nation to its knees!"

Jay, The Gorzo Gamer
jay@gameinformer.com

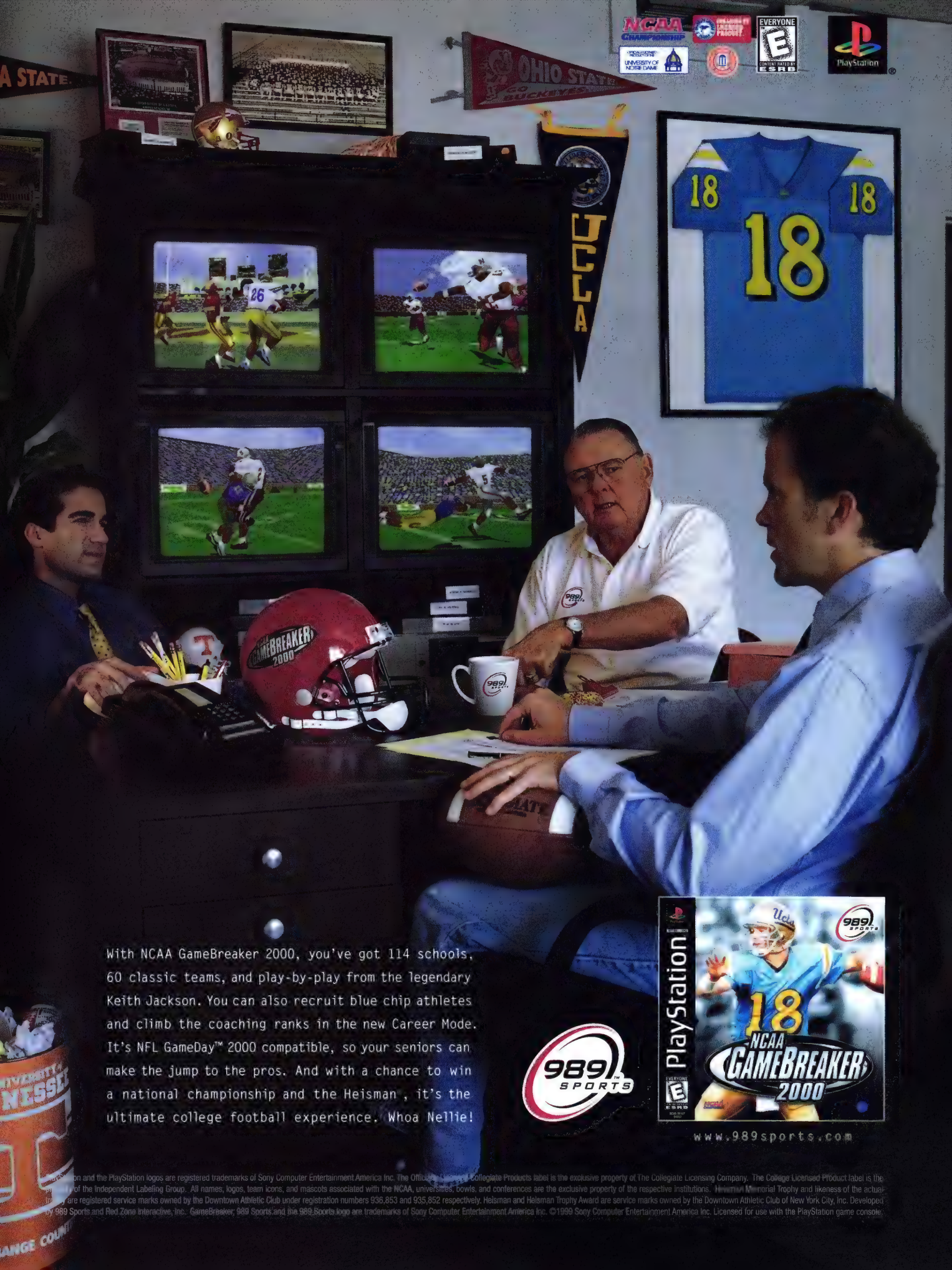
"It was a good month for games, but it was a great month for in-game music. Between the funky beats of Driver, the addicting Triple Triad tune in FF VIII, everything in Um Jammer Lammy, and the Rising Zan theme, there was always something cool playing in the office. Near the end of the issue, I even discovered that a third of the GI staff had done songs for a Saturn game - and they didn't suck. Will miracles never cease? Lastly, I'd just like to remind most readers that I'll be attending WWF SummerSlam and you won't."

Matt, The Original Gamer
matt@gameinformer.com

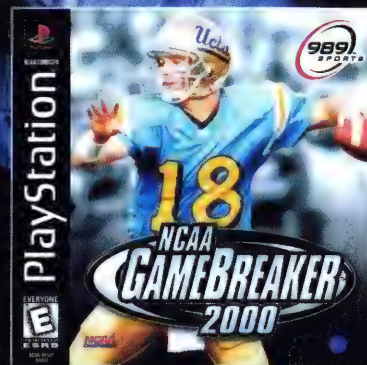
Dear Diary: All is not well at Game Informer. I fear for the sanity of Reiner. Last week he showed up for work wearing nothing but a fireman's hat and a hula hoop. He ran amok through the office with a Super Soaker, leaving us all damp and disturbed. He is plagued by visions of monkeys, and hoards bananas under his desk in order to feed these invisible apes. He has renounced his Jedi training, claiming to be a servant of Squinty Joe and the Reiner Haters Club. Yesterday, I caught him eating a box of crayons. He must be stopped.

Erik, The PC Jedi
erik@gameinformer.com

"Recently, one Reiner the Raging Root Canal said some rather uncalled for things in a web story he wrote about Frame Gride (which he wrote behind my back, knowing full well that I write the best mecha stories). I am not so obsessed with mecha games that I would resort to the actions he described in the article. Rather, I would force down my feelings and deal with them in a more appropriate place, and I would never perform it so boldly or loudly that anyone could possibly know what I was doing even if there were witnesses."



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Letters From Our Readers

Kids Have Brains Too

Why do you always think that a game that is pathetically cute is something kids would like? Half of the games that you think "the kids might like" would bore my four year old brother to tears in the first 10 minutes! What makes you think WE want to suffer through games that reek of poor quality and are so bad they get threes and fours when you rate them? Just because a game has cute characters and funny

voices doesn't mean that every kid in the world is going to flip with joy when he or she plays it!

An Angry "Kid"
via aol.com

"Kids" is a relative term. You can view a kid as someone who is a gaming novice - which could mean under six or over 45. Given that, there is a good chance that your brother is already a seasoned gaming veteran.

Racing Games Junk

If you published a letter about a Reiner Haters' Club, especially one written by SquintyJoe@aol.com (random name), I think you would have a lot more readers, but that's just my opinion.

What's with all the cheesy ex-series racing games? I thought Mario Kart was a fun idea but Diddy Kong Racing kind of repelled me, as it was a dead rip off of Mario Kart. But now you're telling me that they're coming out with Crash Team Racing, a Gex Racing game, a Chocobo Racing game, a Muppet Racing game, and that 989 is working on another unnamed game along the lines of the others mentioned! These ideas are terrible! The fun completely stopped after Diddy Kong, although there wasn't much fun in that either. If you are going to make one, which is not a good idea, why not include Crash, Gex, a Chocobo, some Muppets, and anything else you want into one game that might be worth at least a trash can (unlike games such as Xena: Warrior Princess which will probably go straight down the crapper)? You would have to pay me to so much as glimpse any of these games. My advice is to just leave these games in Japan, with the rest of the junk we never hear about.

Mykl "the angry Yugoslavian" Brnich
via aol.com



Leave them in Japan? Other than Chocobo Racing, the other games are being created here in the States. There is obviously not room for all these character-based racing games, but if you only have a PlayStation you probably haven't discovered Mario Kart or Diddy Kong. At least one of these titles may do well when it hits the shelves because there really hasn't been a Mario Kart-caliber game on the PS-X. Let's just hope that at least one of them is good. By the way, who's Squinty Joe?

Why Not Make Your Own Game?

You guys seem to know what makes a great game, so have you ever considered making your own? Of course, it's probably impossible given

your tight schedule. But hey, it might be worth considering.

Brent Fido
via aol.com

We talk about this all the time, and it's not so much an issue of time but an issue of money. These days it takes at least a million bucks to make a game that completely rocks. In our case, it would take at least seven million dollars - one million for each of us and another million for the development. Also, it would be incredibly hard for us to concentrate on one game for the more than 12 months it would take in development. We get to see a ton of games, and game developers often become so immersed in their own game that they neglect to play any others.



New to Console Games

I am new to console games and have a general question. Do the game publishers release multi-platform games out of sequence? For example, I have a PS-X but like several N64 titles. Should I hold my breath for a PS-X version of a game that has been released on another platform? I know

this happens with Mac and PC titles but I don't know about console games.

Tim Bergin
via aol.com

Don't hold your breath. The trend is more commonly to see a PS-X title make its way to the N64 (Gex, Resident Evil 2). Although there are exceptions to the rule (South Park).

What Will Become of Crash?

I was very disappointed after reading that Crash 4, as well as Jet Moto 3, would both be placed in the hands of other developers than those who created the previous games. You wrote that Jet Moto 3 would only sustain mild modifications, but what about Crash 4? What kind of modifications will it have? You also wrote in a previous issue that Naughty Dog had no interest in making a fourth Crash; they thought it would be quite repetitive. Naughty Dog was now working on Crash Team Racing. Is this the reason for a change in developers?

Another thing: In the July issue, you had a picture someone created of the PS-X 2. On a display area in the center, it said "Tekken 4." This is kind of a stupid question, but is there really any discussion of a Tekken 4, or is it just another hoax like you believed the actual picture to be?

Alexandra Tsantes
via netcom.com

Indeed, Naughty Dog is devoting its time to Crash Team Racing and other top secret projects for the PlayStation 2. They will not develop Crash 4, but will provide the new developer, Eurocom, with valuable tools - the main tool being Naughty Dog's GOOL (Game Orientated Object List) software. GOOL is a programming tool that was used with all three previous Crash games, and a version is now in Eurocom's possession. Because of this, we don't anticipate any drastic changes in Crash 4.

There is definitely a Tekken 4 in the works and it isn't the recently announced Tekken Tag Tournament. We anticipate that Namco is eyeing the PlayStation 2 (and other future systems) for Tekken 4. However, you are going to see Tekken 4 in the arcades first. Tekken Tag Tournament should surface on the PlayStation early next year.

Uh, Little Help?

I recently bought myself a regular Nintendo. Many would say that is stupid, but I think otherwise. The games are cheap, and quite frankly, I like the two button controllers. The only problem is, I'm clueless on cool games! I know about Punch-Out, Mario, and TMNT, but what about the games that

are cool but didn't get any praise? Any suggestions?

Chris, The Old School Gamer
Columbus, Ohio

Don't feel stupid, without the NES we wouldn't be here today. Besides keeping your eyes out for the NES gems in Classic GI, here are a few we recommend: Baseball Stars, Tecmo Bowl, Bionic Commando, GunSmoke, Castlevania, Contra, Zelda, Star Tropics, Battle Toads, and Life Force.

FF IV Technical Issues My @\$\$

In your July issue, you posted a letter to save FF IV. It stated that Square will not put FF IV in the Anthology because of "technical" issues. This is bull because the reason Square isn't putting it in the Anthology is the Programmer's Room that came in the original FF IV. In the Programmer's Room, there is supposedly a "Porno Mag" item. Square would have to take a lot of time to go back and remove this whole room from the game. There is proof for this; just check this site:

<http://www.geocities.com/Area51/Corridor/9281/Secrets2.html>

Baraski /
via aol.com

No, the reason they are not doing the translation is because they don't want to spend the resources to make the translation. Since they already spent a lot of time removing the room in question from the U.S. SNES version (known as Final Fantasy II), why would they need extra time? The site link is cool, but you are reading a little too much into this whole event.

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Beware of the Pokémon Code

I am writing to inform you of a virus that your magazine printed as a code in the May 1999 issue of Game Informer.

In the back of the magazine are various codes for games, one of the games being Pokémon for Game Boy. A code for catching the mysterious Pokémon "Missingno" was published. When you capture that Pokémon it sets up a virus in your game. The virus does not show up until after a few hours of gameplay. Once it shows up, it renders your game rather unseeable, and at times unplayable, until you erase all data (meaning all caught Pokémon and elite four) saved on the particular game. I needed to erase data a couple of times before the virus was totally erased...and

I am still not sure my game is working properly.

I thought you should be aware of that.
A dedicated member of GI,
Loki97531 via aol.com

Youch! We certainly apologize for any problems this may have caused any of our readers. We wouldn't call this problem a virus; rather we'd call it a programming bug. As you know, Pokémon is a huge and time-consuming game. Because of this, Nintendo had to spend a lot of time testing the game for bugs such as this. Apparently, Nintendo should have spent more time testing Pokémon because this problem could have been prevented prior to release. This brings up an interesting dilemma for Nintendo and may be why Pokémon Silver and Gold have been delayed.

Join the Club?

There seems to be a problem with one of the reviewers. It appears that Reiner is a loser. He has no talent and probably doesn't even have a GRD (game-reviewing degree)! I vote for a rebellion against this evil force within the offices of the GI alliance. He must be thrown out of office as soon as possible. I will not stand around and watch good games get bad reviews while you discuss this as a committee. I DEMAND IMPEACHMENT NOW!!! If you feel the force of the Reiner-side trying to make you pass up good games and waste money on crap reviews, then join me and together we will stop the evil tyranny of the Sith Reviewer. Join the Reiner Haters' Club, also known as the RHC. Several members of GI are

already an inside part of the rebellion but remain anonymous for the sake of their safety.

If you wish to help bring sanity and compassion back to GI, you can join RHC by e-mailing me at SquintyJoe@aol.com.

Thank you for your patronage.
Mike Ragan
Underground Basement in Ambler, PA
SquintyJoe@aol.com

Man, we've heard of some Reiner Fan Clubs but not the opposite. We took a poll in the office to see who might want to join the RHC. Surprisingly, Reiner was the only one among us who wanted to join. He is still trying to figure out how to sabotage himself. It's a really covert operation, so we can't talk about it.

Behind the Scenes

How long does it take for you guys to get one issue edited and printed???

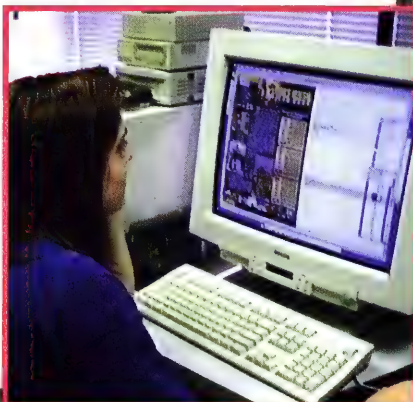
"Seel"
via erols.com

Because we are a monthly mag you would probably surmise that the entire process of creating an issue takes less than 30 days. Actually, it takes slightly longer than 30, maybe 45. Let's just track the timeline for the issue you are reading right now.

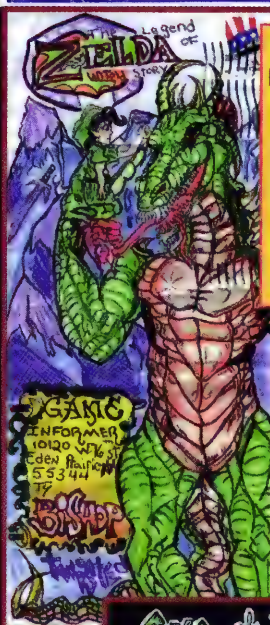
We began preliminary work on about June 23. Over the next three weeks, we mapped our plan of attack (what games we'd cover), wrote stories, took screen shots, and sent the stuff to Tom, Rachel, and Curtis. Using software called Quark Xpress, the trio put the text and artwork into a page layout. Black and white, then color proofs are produced, and editing is done by the editorial staff. On July 16,

we began to send the page layouts to a service bureau that makes film negatives of each of the pages. On July 27, the film negatives were sent to our printer to be made into the form you now hold. The process to print, bind, and mail the magazine usually takes a little over two weeks.

There you have it.



Yoga is the key to good health and good fortune.



James Klish
Philadelphia, PA
The Untold Story, huh? Is that the one where Link gets eaten by a dragon. Awww, we remember that one.



Willie McGarry Jr. Dallas, TX
Yoshimitsu - when man, metal, and machine collide.

LeVar Williams Hopewell, VA
Eye of the tiger...that's catchy! There's got to be a song in it somewhere.



Josh Gilbert
Glendale, WI
Scorpion's chains come out of his hands, but where do Spawn's come from?



Roger Cunningham
Butler, KY
Yo quiero PlayStation Dos?



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FOR THE PLAYSTATION®



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LEGACY of KAIN

SOUL REAVER



"After taking Soul Reaver through its paces, I found it to be an **entertaining quest full of outstanding graphics (particularly the particle effects), smooth animation, gorgeous environments, and a grim and interesting storyline.** However, the game does have its problems. For one, there is absolutely no reason to collect the Health-Ups or the magical Glyphs. About the only reason you'll get them is that you have been beaten down by one of Soul Reaver's difficult-to-the-point-of-insanity puzzles, or you are simply following a strategy guide. While I was disappointed with the ending, I did find the game worth the time. I just wish the game design forced you to collect the Glyphs, as they could have played a part in the puzzles, rather than just moving blocks like a kindergarten activity. But ultimately, Soul Reaver is impressive."

ANDY
THE GAME HOMBRE

Concept **8.5**

Graphics **9.25**

Sound **8.75**

Playability **8.25**

Entertainment **8.75**

8.75
OVERALL

"It was hard to avoid the hype this game got over the last couple years. It's easy to be critical with a game you've seen in development for so long, but let me tell you, it has come a long way in the last few months. The control turned out to be very nice and it is especially satisfying to impale the demonic foes. As far as the adventure goes, it reminds me a lot of Tomb Raider - lots of wondering and exploring. However, the puzzles are far more intriguing in Soul Raider...err, Soul Reaver. I get down on my knees and give thanks to our strategy guide. Without it, I think I would find this game too much of an ordeal. **This game is rich in story and high on challenge. Take a look.**"

PAUL
THE GAME PROFESSOR

Concept **8.75**

Graphics **9.25**

Sound **9**

Playability **9**

Entertainment **8.75**

9
OVERALL

"The industry hyped this game up to be a juggernaut, a game that everyone must have. Through the delays, the longer I waited, the more I wanted it. Now, it's finally here, and I have to say, I'm a tad disappointed. **Even after years in development, Soul Reaver doesn't feel finished. It feels rushed.** Accompanying the intelligent script and amazing character animation is a quest that thrives on inventive puzzle solving and bloody warfare. In addition to this, Soul Reaver's gameplay is wicked and inventive. However, half of its quest has little relevance, and doesn't necessarily need to be played. To top it off, Soul Reaver features one of the most ungratifying endings around. Even though I'm down on it, I recommend you play it. It's not a juggernaut, but it is a cool game that delivers a fascinating story."

REINER
THE RAGING GAMER

Concept **8.25**

Graphics **8.75**

Sound **8.25**

Playability **7.5**

Entertainment **7.5**

8
OVERALL

Rise From Your Grave

In 1996, up and coming developer Silicon Knights created Blood Omen: Legacy of Kain with the help of its publisher, a then little known company by the name of Crystal Dynamics. At the time, Crystal Dynamics had received some notoriety for its outstanding work on the 3DO Multiplayer and its groundbreaking platformer, Gex.

Ignoring the old adage that lightning never strikes twice, Crystal Dynamics' Legacy of Kain gained an underground following that few could have foreseen. But the masses could not be denied its insatiable need for what Kain offered - extreme violence and English-accented prose.

Now, three years later, after a long and drawn out fight with Silicon Knights, Crystal Dynamics alone is finally ready to release the sequel, Legacy of Kain: Soul Reaver. Featuring the same vicious, blood-curdling gameplay and Shakespearean dialog as the original, Soul Reaver updates the classic up to by leaping into the third dimension.

Using a derivative of the Gex 3 engine, Soul Reaver is a third-person adventure that puts the player in a seamless 3D world to explore and master. The story is one of treachery and revenge that puts you in the role of the equalizer as you try to put a stop to Kain's evil ways.

Unfortunately, being dead has been tough on old Raziel. Many centuries ago, Kain threw his young lieutenant into a vortex for not showing proper respect for one as great as himself. The new world that Raziel awakens to is quite different from the one that he is accustomed to. You see, Raziel no longer resides in the Material world, he is a spirit. But once Raziel becomes strong in the Spectral plane, he is able to



Traveling between realms is the key to solving most puzzles.



Impaled on the wall, this vampire will bother you no more.



Under that cloak is one ugly @\$@.



The dreaded Wraiths are quite deadly in the Spectral plane.



PlayStation Cover Story

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** Seamless 3D World; 5 Abilities To Acquire Including Phasing, Wall Crawling, Swimming, Constricting, & Force; Complex Puzzles; CG & Real-Time Cutscenes With Voice-Overs; Dual Shock & Analog Compatible; Memory Card Required
- **Replay Value:** Low
- **Created by:** Crystal Dynamics for Eidos
- **Available:** August 20 for PlayStation

Bottom Line: **8.5**

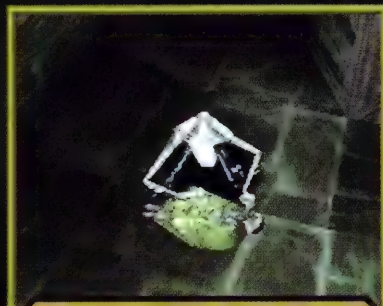


Sunlight burns most vampires.



Ancient Egypt or the depths of hell? You make the call.

materialize through portal planes that are found throughout Nosgoth. However, manifesting in this plane takes a heavy toll on Raziel, so he must constantly feed, or be sent back to the Spectral plane.



This wall crawler is busy cocooning a human.



Armed with the Soul Reaver, Raziel is a scary sight indeed.

Since Raziel no longer holds to vampiric ways, he no longer hungers for blood. To feed, Raziel must devour the souls of the unfortunate vampires or humans that cross his path. However, since vampire flesh heals quickly when cleaved, Raziel must either impale or burn them with fire, water, or sunlight. Later, Raziel inherits the Soul Reaver, which can dispatch vampires to their eternal resting place.



Raziel retreats to the world of spirits.



That must hurt.

The world of Nosgoth is limited to Raziel in the beginning, due to the many obstacles that require more than Raziel's innate abilities. To continue his quest, Raziel must evolve by finding and destroying his former vampire brothers and acquiring their powers. In time, Raziel learns to phase through gates, climb sheer walls, swim in water, fire force projectiles, and even constrict enemies and objects.



Glyphs may not be necessary to complete the adventure, but they sure are cool to get.

Nosgoth is a vile place that requires impunity, as well as precise platforming and puzzle solving skills. Fans of the Tomb Raider series will notice many similarities between the two games. But if you are looking for a macabre adventure that will keep you playing deep into the witching hour, Soul Reaver certainly fits the bill.



When Kain draws the Soul Reaver, you know he means business.



Lift stunned enemies to toss them to the their deaths.



Raziel: The Ultimate

Perhaps the biggest part of Soul Reaver is using Raziel's skills to conquer the various puzzles found throughout the game. Here is a list of all his skills and powers and what they are used for.

Innate Abilities

Playing the role of the Elder Gods' Soul Reaver requires a certain number of skills, a strong stomach being one of them. But Raziel's innate abilities are quite handy as well.

Gliding

Though his wings are damaged, Raziel does have the ability to glide. This skill is essential for crossing large expanses or breaking your fall.

Jumping

Learned as a youth playing hopscotch, Raziel can leap to ledges far beyond the powers of man.

Earned Abilities

With these abilities Raziel will be able to unlock all the secrets of Nosgoth. Much like the Nintendo classic, Metroid, each new skill enables Raziel to pass into a new part of the realm.

Phasing Through Gates

This power is gained when Raziel defeats Melchiah. It enables Raziel to pass through gates in the Spectral plane.

Scaling Walls

The ability to wall crawl, which Raziel receives for defeating Zephon, allows him to scale walls much like Gex. Keep a watchful eye for walls featuring this texture, as many times they will lead to power-ups and new areas.

Firing Telekinetic Force Projectiles

After Morlock is no more, Raziel may use Force Projectiles to take out enemies and more objects. This is an especially useful skill as Raziel can now attack from afar. Also by holding the look buttons, Raziel can take aim to insure a direct hit.

Swimming

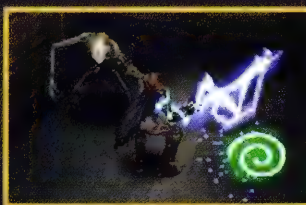
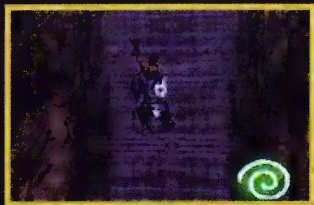
Going against all that vampires stand for, Raziel gains the ability to swim in water by defeating Rahab.

Constricting

The final power, constricting, is gained when you defeat Dumah at Ash Village. This power is mainly used to spin objects. For instance, using this ability on a large compass will spin the dial so it faces another direction (thus opening up a path).

The Soul Reaver

Acquired after facing Kain for the first time, the Soul Reaver is a valuable tool in your murderous trade. While it is always at your side in the Spectral plane, it's most valuable in the Material plane, where it can deliver the death blow without need of a weapon found on this plane. Unfortunately, if you are hurt in the Material plane it will revert back to the Spectral until you are back to full health.





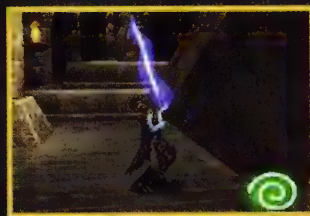
Crouching/Crawling

This rarely used skill lets Raziel stay low. However, when combined with a jump it enables Raziel to do a super leap.



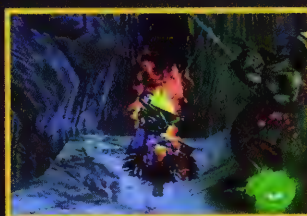
Sneaking

The sneak ability will let you get close to an enemy before it realizes Raziel's presence, giving him the upper hand in battle.



Object Manipulation

Raziel can lift, pull, and flip any blocks found in the game to solve puzzles, but the more useful skill is the ability to pick up spears, torches, rocks, and vases to use as weapons.



Feeding

This essential skill is used in both the Spectral and Material planes. If you're not feeding, you're dying, so feed whenever possible. It is also important to note that Raziel can feed on the souls of humans without killing them (if he so chooses).

The Glyphs

The Glyphs, while not essential to your quest, are helpful nonetheless. These magical spells enable Raziel to easily free the world of Nosgoth from its vampire menace. Excluding the dimensional shift, Glyphs may only be used on the Material

plane. Each Glyph is powered by Eldritch Energy that Raziel can find in various forms around Nosgoth. The amount of Eldritch Energy Raziel can carry is limited, so finding the Artifacts hidden within the realm will make magic use much easier. The amount of Eldritch Energy that each spell requires is listed in parenthesis next to the Glyph.

Shift Glyph (0)



This Glyph is with you from the start and is used to shift between the two planes.

Force Glyph (1)



Raziel rises above the ground and a wave of invisible energy throws all enemies backwards. Depending on what stops their movement (impale-ment on a nearby outcropping is not unheard of), damage or death may occur.

Stone Glyph (2)



An earthquake of petrifying energy that turns everything in its path to stone.

Sound Glyph (4)



A field of sound energy that instantly stuns vampires and leaves humans unaffected.

Water Glyph (6)



A wave of water that blasts from Raziel and instantly burns all water-vulnerable vampires

Fire Glyph (8)



A wall of flames bursts forth from Raziel and burns anything and everything within reach.

Sunlight Glyph (10)



Raziel unleashes the power of the sun and burns all in the surrounding area.

Face To Face:

Demon Meet Your Maker



Amy Hennig (front row, second from right) pictured with the Soul Reaver team.

Blood Omen: Legacy of Kain garnered a cult-like following of hard-core fanatics, freaks, and ghostly goths. When Crystal Dynamics announced the continuation of the Kain universe, this congregation of gamers scurried out of hiding and demanded information. For years, Game Informer tried to feed the demand and sedate the blood lust, but never once were successful in tracking down the development beast. The Soul Reaver team moved about the industry like an apparition, surfacing periodically to dispense little tidbits here and there. At the last minute, after learning a few tricks from the Ghost Busters, Game Informer finally cornered the leader of the Soul Reaver pack, Amy Hennig, for an in-depth interview on Soul Reaver and the future of the Legacy of Kain universe.

Game Informer: A few months ago, we didn't dare ask. But now that the game is finished, why was Soul Reaver delayed so many times?

Amy Hennig: It's always hard to nail down a ship date when you're working with brand new technology – you do your best to schedule conservatively, and adjust the scope of the project as necessary, as you go along. The enthusiasm generated by our early demos was both a blessing and a curse – because people were anxious for the game's release, there was a lot of pressure to set dates before the game engine was even fully established.

GI: Gamers have been hearing about this game for quite some time. Do you think the numerous delays and the constant hype from the press has turned gamers away from the product?

Amy: I hope not – that would be a shame. Like I said, the hype is a double-edged sword – it's flattering to have people so enthusiastic about your project, but at the same time you just want to be left alone to finish it! There's something to be said for working in complete anonymity, then unveiling the game when it's ready – premature hype tends to generate too much pressure and distraction.

GI: What happened between Silicon Knights and Crystal Dynamics? We heard blood was spilled over the Kain license.

Amy: I really can't comment in detail on that. The issue was resolved, with Crystal Dynamics retaining the right to the Kain franchise (for this and any future products).

GI: Exactly how long was this project in the pipeline?

Amy: We started early conceptualization around February of '97 (with a very small team), and began prototype work that April. We filled out the team and began full production in October. So it's been about 2 years from the first concepts, and about a year and a half of actual production.

GI: Raziel is certainly a cool new character, and the concept of turning the hero into the villain is definitely interesting, but why abandon Kain as the lead?

Amy: At the end of Blood Omen, Kain was presented with a decision: he could sacrifice himself and thereby save the world; or, in choosing to preserve his own life, he could damn the world. For the sequel, we assumed the latter – Kain embraces his vampire nature, and establishes himself as a "dark god," subjugating Nosgoth to his rule. We thought it would be interesting to fast-forward a millennia or two, to see what Kain's decision engendered.

Given this ending, it seemed appropriate to introduce a new protagonist, and set Kain up as the nemesis. Kain is by no means a monster or mustache-twirling villain, though – in many ways, he's a more complex and sympathetic character than Raziel himself.

GI: How does Raziel talk without a lower jaw?

Amy: Very supple throat muscles.

GI: It appears as though many of the voice actors in Soul Reaver were the same voice actors from in Blood Omen. Is this true? And if so, did the voice actor for Raziel do anything in the first game?

Amy: Most of the original voice actors from Blood Omen are reprising their roles (or voicing new characters) in Soul Reaver – Simon Templeman returns as the voice of Kain, and Tony Jay, Anna Gunn, Neil Ross and Richard Doyle are all back as well. Veteran voice actor Michael Bell plays Raziel – he wasn't in the original game.

GI: Is there any connection between the Necromancer in Blood Omen and the Elder God in Soul Reaver?

Amy: Other than the fact that Tony Jay does both their voices? Maybe...

GI: Was there any material that remained on the cutting room floor and didn't make the game?

Amy: Sure, that always happens. We decided to cut a couple areas out, to eliminate some problematic gameplay and shave some time off the schedule. There were also a couple of mechanics that we felt were cool, but ended up underutilized in the levels, so we decided to scrap them for now, and invest more design time in them for the sequel.

GI: Was there anything that you would have changed?

Amy: Of course – developers are always their own worst critics. In hindsight, for example, I would have liked the spell system to be more integrally woven into the game, and I think we could have explored some of Raziel's mechanics in more depth. It's always difficult to design gameplay and the game engine simultaneously. But any minor disappointments are far outweighed by what we've managed to accomplish.

GI: What next? Rumor has it that Crystal Dynamics is working on two new Legacy of Kain titles. Obviously, a sequel to Soul Reaver is in the works.

Amy: Crystal and Eidos are totally committed to the Kain world, and plan to expand the franchise with multiple future titles.

GI: We hear that Kain might return to the slaughter fields.

Amy: Specific sequel plans are still under wraps – but players can expect to see more of both Kain and Raziel in the future.

GI: In Soul Reaver, Raziel inherited many amazing powers. What can we look forward to in the next game?

Amy: We plan to explore some of the established mechanics in even more depth, and expand their functionality – especially plane-shifting, gliding, projectile use, and Raziel's underwater mechanics. There's a lot of richness there that we didn't have time to exploit. In terms of additional mechanics, we still need to sort these out – but we've always planned to explore shape-shifting and possession of creatures.

GI: Is there a possibility that Raziel may evolve again?

Amy: Potentially, but not as a vampire – the transformation into his current form effectively halted his vampiric evolution. As Nosgoth's first reaper of souls, he's on a completely different evolutionary path.

GI: How about Kain? Will he evolve like Raziel?

Amy: Kain continues to evolve, like all vampires. But if you mean will he grow wings, no – that's an evolutionary development unique to Raziel and his descendants.

GI: Any chance that you may bring metamorphosis back into play?

Amy: Like I mentioned above, we're talking about it for the sequel – we considered a shape-shifting mechanic early in Soul Reaver's development, but decided that we had enough technical challenges with the data-streaming and world-morphing technologies. We decided that when we tackled shape-shifting, we wanted to do it right, and spend the time to make it as cool as possible.

GI: Is Soul Reaver the last incarnation of the Gex engine?

Amy: That's hard to answer – there's not a discrete game engine that gets reused. Each game leverages off technologies developed in previous titles, evolving and improving the engine with successive generations. The animation engine, for instance, has its roots in the 3D Baseball game Crystal developed a while back. We plan to keep expanding the existing technology, adding features, rewriting modules that don't work well, and bolstering the ones that do. After all the effort and wisdom that went into our existing technology, it wouldn't make sense to scrap it and start a new game engine from the ground up.

GI: Is there a lucky lady in Raziel's future?

Amy: I don't know how lucky she'd be – Raziel's jaw isn't the only thing that got burned off in the vortex.



Labbering With Jericho

When Electronic Arts brought us out to see WCW Mayhem in action, who should be hanging around but the LionHeart himself? Being certified Jerichoholics, we sat down with our role model to chat about Mayhem and possible job openings. Ever the devious one, Chris Jericho cleverly avoided our question of him possibly signing with the WWF, then went and did so a couple weeks later. Despite this, Jericho will still be a character in WCW Mayhem.



Game Informer: Are you a big video game player?

Chris Jericho: Not really. NHL '99 is the only one I really know how to play and am good at.

GI: Then are you excited about the new systems coming out?

CJ: I really don't have a lot of time to play games. I'll get NHL 2000 when it comes out. I play the season every year and that eats up all my time. I'm kind of scared to try out all the new stuff or I'll get addicted and never get out of the house.

GI: What do you think about WCW Mayhem?

CJ: It's really cool. I like it.

GI: How well do you think EA has captured the LionHeart?

CJ: Looks-wise and character-wise it's better than any of the other wrestling games. It looks just like me. The detail is tremendous. It captures everybody's true body types, their real size proportions to the other guys, their facial expressions, their taunts. It really blows me away because this is only 50 percent done and it's already head and shoulders above the rest.

GI: When you play wrestling games with you in them, do you automatically pick yourself?

CJ: Well, that was my original intention. I first bought the PlayStation so I could check myself out. I played myself for about three seconds and got destroyed, so from then on I didn't pick myself anymore.

GI: What recommendation would you give to people playing you on Mayhem?

CJ: My favorite thing is the taunting. So that's my advice for those at home – taunt. If you're losing, walk out of the ring, taunt, and then just leave. Or this is something my friends used to hate: If we were playing Atari or Intellivision and I was losing too badly, I would set the

controller down hard on the power switch. If you're losing, "accidentally" step on the reset button.

GI: Fictional match time. You make the call. Gorgeous George vs. George "The Animal" Steele.

CJ: I'll go for George "The Animal" Steele. His breasts are much bigger.

GI: A group of Jerichoholics vs. a group of alcoholics.

CJ: The Jerichoholics would most likely win, but I know some pretty mean alcoholics. The Jerichoholics would probably take it...slightly.

GI: Macho Man vs. The Village People.

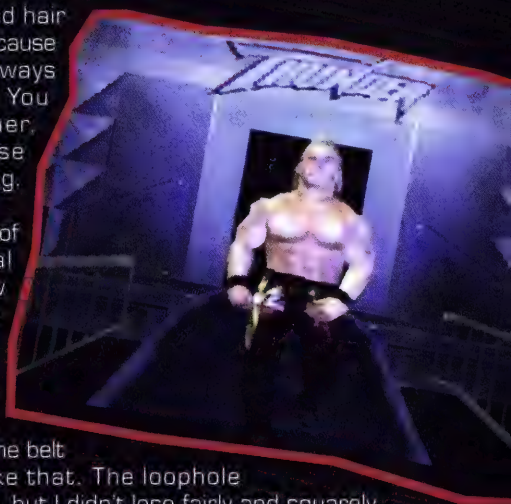
CJ: The Village People, definitely. They have the power of six guys compared to just one. Plus, those YMCA moves – that's not just noodle arms that are doing it, those are well muscled. I mean, if you do this all the time [Jericho makes the YMCA arm motions], you're gonna have big guns. Especially the one guy who no one really knew what he was. You had the cop, you had the biker guy, but there was that one guy who was sometimes a disco guy, other times he was an army man, another time he was just a normal guy. You don't know what his deal is.

GI: Chris Jericho vs. a bad hair day.

CJ: I'd take the bad hair day every time because Chris Jericho always has bad hair. You can't pick either, actually, because it's the same thing.

GI: As the master of the contractual loophole, how did you lose the TV title?

CJ: It was weird. I think I got hit in the head with the belt or something like that. The loophole couldn't save me, but I didn't lose fairly and squarely.



I don't know, I think there was some backstage politics involved that didn't allow me to use my usual skills. Blame it on the man.

GI: Which hurts worse: Lion Tamer or Boston Crab?

CJ: Probably the Lion Tamer. They're both kind of the same, and they're both real holds that really hurt, but the Lion Tamer puts more pressure on the neck. I learned that in Japan when somebody put it on me once. They used to do it and step on your head when they had you turned over.

GI: Speaking of Boston, does your band, Fozzie Ozbourne, cover any Boston tunes?

CJ: No! We do more metal stuff. I don't think I could sing high enough to do a Boston cover.

GI: Let's talk about pain, then. Why don't more wrestlers wear nut cups?

CJ: I don't know. When I first started, I thought everyone did. How could you not? In Canada we call 'em jocks, and that was the first piece of hockey equipment you got. That was actually one of the first questions I asked when I went to train with the Harts. I think they kicked me in the nuts after that. You just get kicked there enough until you build up a callus.

GI: How many WCW guys come out of the Power Plant?

CJ: I can't really think of too many. Goldberg came out of there, and so did High Voltage. The Power Plant is a good place, but there're a lot of guys that come out of there thinking they're going to make a million dollars their first year, and think they deserve it. That's not the case. You gotta pay your dues, working for \$20 a night and driving 500 miles for it. I think the one thing the Power Plant doesn't teach is respect for the business. They figure they don't have to lose their first 100 matches like Goldberg, but he's the exception to the rule. It's a good place to train your body, but they have to train the people more in the head.

GI: The big rumor going around is that you're headed to WWF. Any comment?

CJ: My contract is up in a couple months, and there hasn't been any decision made about what's going to happen after that. I think that's where all the talk comes from; no one knowing what's going to happen – myself included. I'm just going to wait and see. This summer, I'll have a new contract and I'll continue dominating the world and entertaining all the Jerichoholics who come to check me out.

GI: What would it take to make you quit wrestling and get a real job writing for a video game magazine?

CJ: Well actually, I have a degree in journalism, so I'm not that far away. I wrote an article for Wizard magazine once, but never for a video game magazine. What are the hours?

GI: Um, about 10:30 to 8.

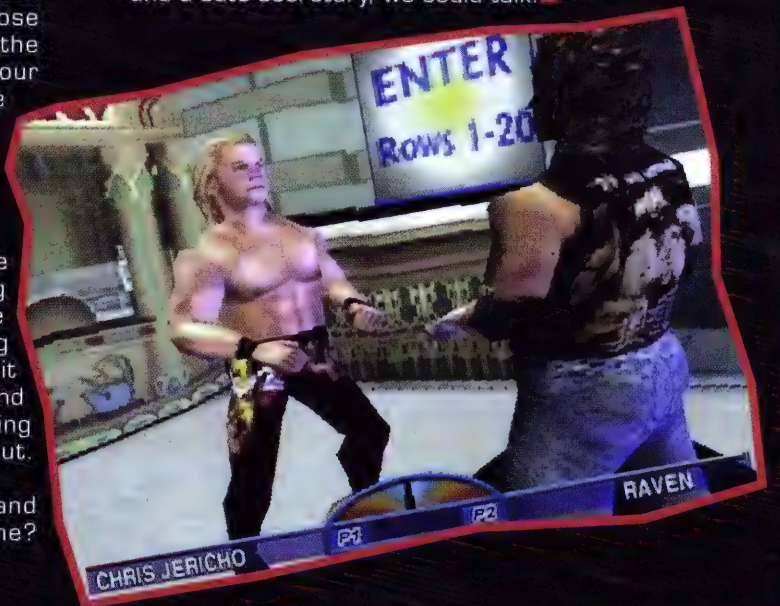
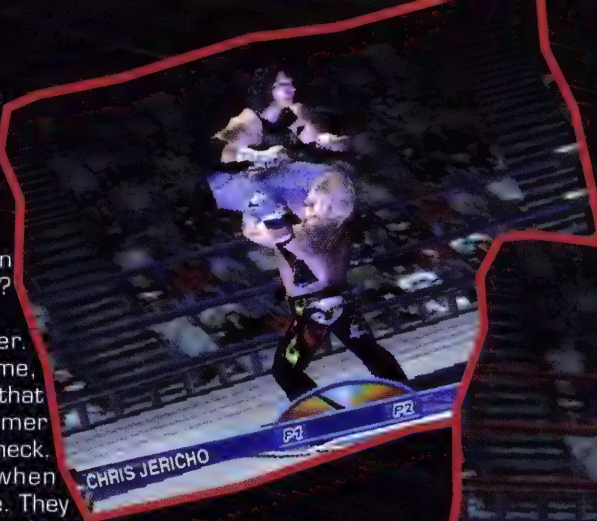
CJ: That's not bad. Is that with a lunch hour?

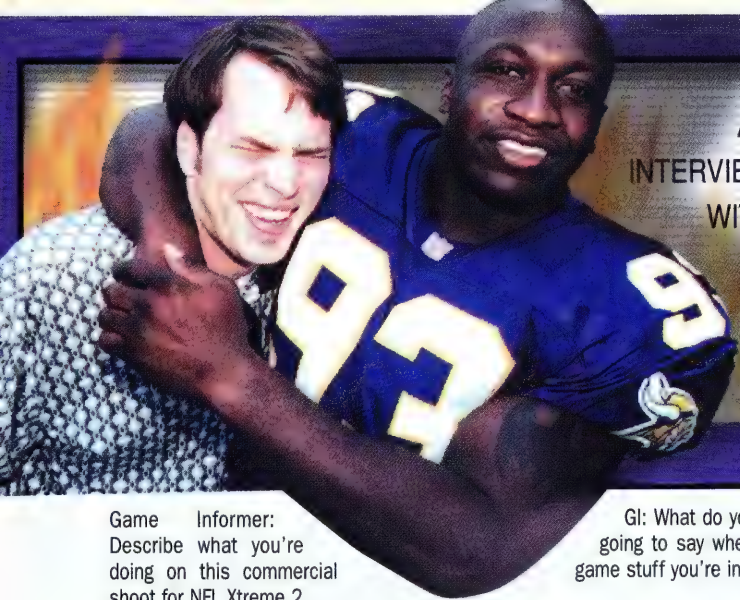
GI: Yeah, you get a lunch hour. You gotta work one weekend a month, too.

CJ: I'll have to think about it. As long as I get the cover story and we change the name to Jericho Gaming.

GI: How much would we have to pay you?

CJ: It's hard to say. Money is cool, but it's better to enjoy what you do. If I started hating wrestling, even if they were paying me millions of dollars a year, but I thought it sucked and was a waste of my time, I'd look into doing something else. As long as I got good hours, good benefits, and a cute secretary, we could talk. ■





AN
INTERVIEW
WITH

JOHN RANDLE



Game Informer:
Describe what you're doing on this commercial shoot for NFL Xtreme 2.

John Randle: It's like...[John frantically waves and snaps his fingers while muttering] Oh, actually we've been recreating a courtroom case where I'm being sued. I'm trying to be my own lawyer and trying not so much to fight my way out of it, but I'm trying to explain my situation and give the judge my side of the story.

GI: What do you think your teammates are going to say when they see all of this video game stuff you're into?

Randle: I think they'll give me a little grief about it, but I think they'll still all say that I've worked hard in this league and I deserve anything that I've received. I think they will be happy for me.

GI: What do you think your teammates will say when they see the hot sauce?

Randle: They're probably going to want to sample

training camp and plays it in his room.

GI: How was it to be motion-captured for a video game?

Randle: It was really interesting. It was definitely something new that I've never experienced before. It was a treat and I enjoyed every minute of it.

GI: So did they put all those little balls on you?

Randle: Yeah, the little balls. They had stuff on



GI: So what's the situation?

Randle: An offensive lineman is taking me to court for talkin' trash to him on the football field.

GI: And what's the verdict?

Randle: Ahhh...that I am innocent, very innocent.

GI: How is it to be working alongside Judge Mills Lane?

Randle: It's a treat. I've grown to watch him on television and now it's like I'm in his courtroom. It's something I can tell my friends about.

it and I'm going to have to tell them no. That is something that I'm going to have to keep.

GI: It's all yours.

Randle: All mine.

GI: Who are the big video gamers on the Vikings?

Randle: God, we got a ton of 'em. I think we have too many guys to mention. But I've definitely got to mention the guys on the defensive line. Tony Williams; Tony's a big video game guy. He's always playing them. He represents the D-line and I can say he's definitely the best. I have to say Tony's the biggest player, he even takes it to

them like the outside of tennis balls...a really light [weight] ball, kinda like on a Christmas tree. [He makes out the size with his hand to be about the size of a golf ball]. They reflected the light from my movements and they recorded my little antics and stuff.

GI: What were your moves?

Randle: I did some pass rushing moves - swim moves, spin moves. And I did some little after the play antics.

GI: Did you do some Randle signature moves.



If you've followed Game Informer's football coverage over the years, you probably have noticed our loyalty to the Minnesota Vikings. So when the opportunity came to speak with the Vikings' defensive franchise, John Randle, we jumped at the chance. Besides being the premier defensive lineman in the NFL and a five-time Pro Bowl starter, Randle is the coverboy for 989 Sports' NFL Xtreme 2. Game Informer's Paul Anderson caught up with Randle on the set of 989 Sports commercial shoot for NFL Xtreme 2.

Known for his intensity and passion for the game (and for his propensity to put Green Bay Packers on their butts), Randle took some time to chat with us about putting the hurt on Brett Favre and working on a video game.

Randle: Oh yeah, I definitely did some Randle signature moves. A little flexing, some little dances, and stuff that people have come to know me for.

GI: Tell us about the celebrations they captured. I hear that you went a little crazy...

Randle: [Randle cocks his head, looks out of the corner of his eye, and starts to twitch] Excuse me, excuse me...me going crazy? [At this point, Randle starts pointing and posturing.]

GI: A good crazy. You know, celebrating.

kids and something I will be remembered for.

GI: The "rivalry" between you and Brett Favre got plenty of attention with Nike commercials - it was hilarious to see you chasing around a chicken dressed in a Packer jersey. Do you guys act differently around each other after that?

Randle: No, we're still the same way. We're still two competitive guys who love to compete



Randle: Something to say to Brett Favre for real Minnesota fans...[ponders it for a moment.] Real men wear purple is one thing I'd tell him. Green is for sissies and Minnesota is the true state. We're the true state and the best state.

GI: How much would it take for you to quit football and start reviewing video games for a video game magazine?

Randle: Hey, just a call. It's phone call away - [pretends he's on the phone] "Johnny come over here and play some of these video games." I'll be right there.

GI: Thanks John.

Randle: I'll be coming by there. Give me a card or something. I'm coming by and don't be telling 'em [whispers] "Tell him we're not here...we're not here."

GI: No way man. Stop by anytime.



Randle: [Randle returns to normal] That's what it was - celebration. I'm known for my celebrations. I love being on the football field and I love the game. That is the way I show my respect for the game - by celebrating and letting everybody know I'm having fun. [Flashes a big thumbs-up.]

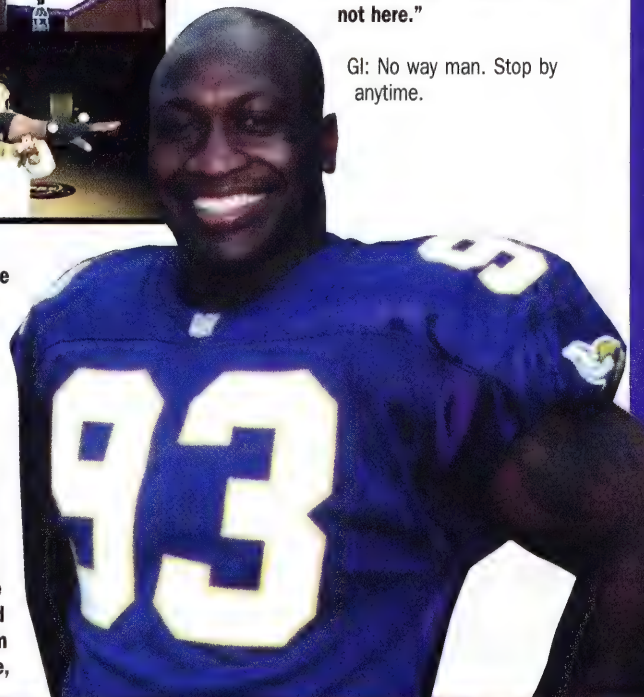
GI: You've been motion-captured, your voice has been recorded, you're in the print advertisements and TV commercials, you're on the cover of the game, you're in the stores, you are everything about this game. How does that make you feel?

Randle: I guess it makes me feel like a part of history. It's great to be a part of history - in a good way. It's something I can show my grand-

against each other. Since our states are right beside each other, we see each other more than we'd see other players. You know Wisconsin. We get some of their channels, they get some of ours. It's a real competitive thing we have going.

GI: So did the commercial ever come to life last season where you had to chase that #4 around the field.

Randle: It sure did. I think when we were playing both the first and second game against them, I was chasing him around. In fact, before the second game,



20 Titles To Accompany Sega Dreamcast Launch

Sega is shoring up one of the biggest system launches ever. An unprecedented number of games will accompany the launch of **Sega Dreamcast** on September 9.

There are plans for 20 titles to arrive on that date. Sega will publish four of the titles, with the remainder coming from such third-party DC developers as **Midway** (4), **Capcom** (2), **Crave** (2), and **Namco** (1). Sega even seems to be holding back a few titles since games like **Sega Bass Fishing** and **Ubi's Redline Racer** were already near completion in late July. Also, a DC version of the PC hit, **Rainbow Six**, may be a late entry as a launch title.

Although 12 of the DC's launch titles will either be fighting or racing games, there are titles representing most major genres including the phenomenal sports title, **NFL 2K**, and the flagship action/platform, **Sonic Adventure**. Unfortunately, there are no RPGs scheduled for the DC until **Tommo** releases the **Sting**-developed **Evolution** on September 17.

The choice will be great for consumers, but DC game publishers may have a slow start with sales. It is unlikely that gamers will have the means or even the desire to purchase every game right away. After spending \$200 on the DC system, spending an additional \$950 for every game is out of reach for most. A well-planned game purchase of \$50 to \$100 is more likely. Even so, there will be plenty of great games available when the Dreamcast hits stores in September.

Look for reviews of these new DC games in this and future issues of Game Informer.



Sega Dreamcast.

Action/Platform

- **Sonic Adventure** - Sega

Action/Adventure

- **Blue Stinger** - Activision

Fighting

- **Power Stone** - Capcom
- **Marvel vs. Capcom** - Capcom
- **Soul Calibur** - Namco
- **King of Fighters Dream Match 1999** - SNK USA
- **Ready 2 Rumble** - Midway
- **Mortal Kombat Gold** - Midway

Racing

- **CART Flag to Flag** - Sega
- **TNN Motorsports: Hardcore Heat** - ASC Games
- **HydroThunder** - Midway
- **Monaco Grand Prix** - Ubi Soft
- **Tokyo Xtreme Racing** - Crave
- **TrickStyle** - Acclaim

Shooter

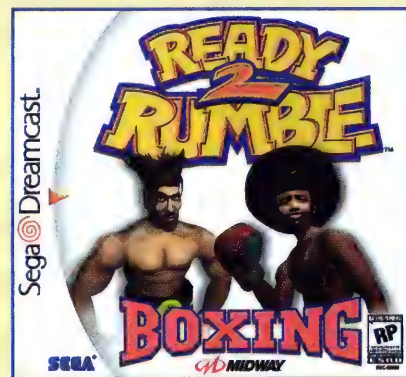
- **House of the Dead 2** - Sega
- **Armada** - Metro 3D
- **Air Force Delta** - Konami
- **Aero Wings** - Crave

Sports

- **Sega Sports' NFL 2K** - Sega
- **NFL Blitz 2000** - Midway

Coming Soon...

- **Rainbow Six** - Majesco (Action/Adventure)
- **Sega Bass Fishing** - Sega (Sports)
- **Redline Racer** - Ubi Soft (Racing)
- **Evolution** - Tommo (RPG)
- **Slave Zero** - Accolade/Infogrames (Action)
- **Carrier** - Jaleco (Action/Adventure)
- **NFL Quarterback Club 2000** - Acclaim (Sports)



Nintendo Unveils New Game Boy Color

Nintendo of America is bringing another **Game Boy Color** unit to the States on October 25, and yes, it's brought to life with yet another fruity color.

This time Nintendo chose Pikachu yellow as the flavor of the month, and for the first time, this unit comes with decals. Woo hoo! Pikachu and friends are plastered onto this handheld, and so is the Pokémon logo. As of now, Nintendo hasn't announced that this unit will be sold individually.

It will only be available with the **Pokémon Yellow**

cartridge. If you are a collector of Game Boy Color units, or simply find *Pokémon* to be the greatest thing to happen in your lifetime, then listen carefully. You'll need to fork out about \$110 for this special Game Boy – maybe even more if the collectors' market takes off. Ouch! (Half the parents around the globe just fell over dead.) Other than the new *Pokémon* casing and new colored buttons, this unit operates just like the existing Game Boy Colors.

Nintendo loves limited edition sets, and judging by the popularity of *Pokémon*, this will probably be the best seller of them all.

Nintendo of Japan ran a similar promotion with an orange *Pokémon* Game Boy Color, and it sold incredibly well.



More Waiting for Pokémon Games

Nintendo has delayed the launch of two of its *Pokémon* titles, **Pokémon Stadium** and **Pokémon Yellow**. *Pokémon Stadium* for the Nintendo 64 has been delayed until March 2000. It was originally slated for release on October 25. *Pokémon Yellow*, the Game Boy game starring Pikachu, is filling Stadium's slot on October 25. This game was originally penciled in for September 6.

A Nintendo representative declined to comment on the reason for the delays, so the inquiring minds at *Game Informer* can only speculate about why games that have already been released in Japan would take so long to get to the U.S. We hypothesize that Nintendo is holding *Pokémon Stadium* for the launch of **Pokémon Silver & Gold** for the Game Boy. Because *Pokémon Stadium* will allow players to download monsters from the Game Boy to the Nintendo 64, Nintendo may be preparing a big launch for *Pokémon* in the spring – a routinely lazy period in the video game industry.

In other Nintendo release news, Nintendo has added **Mini Racers** and **Mario Artist & Camera** to the N64 games' list. If you remember, the Mario Artist series was originally announced as a 64DD game. **NES** classics **Bionic Commando** and **Crystals** also make an appearance on Nintendo's Game Boy Color list.



editor's top ten

- 1 Metal Slug - NGPC
- 2 Rising Zan - PS-X
- 3 Ready 2 Rumble - DC
- 4 Driver - PS-X
- 5 Sega Sports NFL 2K - DC
- 6 Dino Crisis - PS-X
- 7 Soul Calibur - DC
- 8 Um Jammer Lammy - PS-X
- 9 Final Fantasy VIII - PS-X
- 10 Legacy of Kain: Soul Reaver - PS-X

reader's top ten

- 1 Legend of Zelda: Ocarina of Time - N64
- 2 Bloody Roar II - PS-X
- 3 Need For Speed: High Stakes - PS-X
- 4 Syphon Filter - PS-X
- 5 Super Smash Brothers - N64
- 6 Star Ocean: Second Story - PS-X
- 7 Ape Escape - PS-X
- 8 WWF Attitude - PS-X
- 9 Pokémon Pinball - GB
- 10 Driver - PS-X

top ten rejected pokémon names

- 1 Pukeyhurl
- 2 Bigboobasaur
- 3 Decapachu
- 4 Drunkenpuff
- 5 Magikrap
- 6 Pusbat
- 7 Oddrash
- 8 Stankey
- 9 Sloegin
- 10 Lickydung

Delays & Changes Come to Jet Force Gemini

Rare's upcoming action/adventure, **Jet Force Gemini**, has been delayed a month and will now be available on September 27.

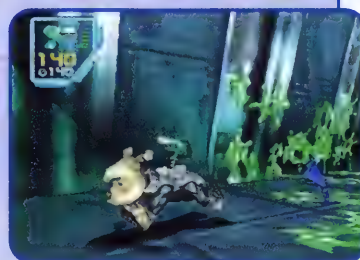
A representative from Nintendo's public relations firm told *Game Informer* that **Jet Force Gemini** is experiencing the delay because the three main characters are being redesigned. Originally, the character designs had short, super-deformed styles and appeared very child-like. The new characters have more mature proportions and look to be 20-somethings instead of grade schoolers.



BEFORE



AFTER



Square Reveals Details on Vagrant Story

On a recent trip to **Square Soft Japan**, *GI* was introduced to **Vagrant Story** and offered a chance to ask questions of the game's creators. Square hopes that this game will create a new blend of genres including RPG, Simulation, and Puzzle.

Vagrant Story has a combat interface similar to **Parasite Eve's**, in which you run around in a real-time environment but are only allowed to attack when your attack bar fills up. When an attack is initiated, the gameplay pauses and a sphere illustrates the range of whatever weapon you're using. If enemies are in range, you can choose specific hit locations in order to impair their weapon use or slow them down.

Despite its RPG look, **Vagrant Story** does not allow you to gain power through experience. Instead, your power is based on the weapons you've acquired. Weapons can be found and upgraded by replacing specific parts like blade grips and hand guards. They also appear to be the source of magic abilities. Expect a full preview of **Vagrant Story** next month.

While Square didn't show us either of these games, they did confirm that they will be bringing **Legend of Mana** and **Chrono Cross** to the States sometime next year. Our best guess would be fall, but you might see **Legend of Mana** a little earlier.



Game Informer is looking for your Top Ten favorite games. Please send your Top Tens to:
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 Everyone that enters every month will be entered in a drawing to win a GI Secret Access T-Shirt! So get writing!

Sega @ Dreamcast™

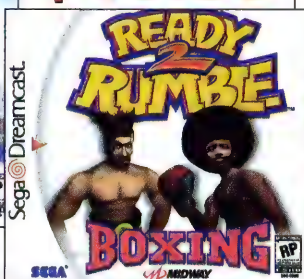
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- The House of The Dead 2
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- Trick Style
- CART's Flag to Flag

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READY 2 RASSLE



Midway Is Getting Ready To Rattle

Inspired by the success of over-the-top, comical versions of football, basketball, and boxing, **Midway** is planning to launch a new wrestling game.

A Midway source told *Game Informer* that the company plans to launch a wrestling game along the lines of **Ready 2 Rumble Boxing**. Gamers may even see some of R2R's boxers drop the



Will Butcher Brown and Afro Thunder drop their gloves and enter the squared circle?

gloves and grapple against a ton of wacky wrestlers. In fact, the source revealed there may be other "sports" titles along these same lines.

Look for Midway to launch its new rasslin' franchise across multiple systems next year.

Square Announces Final Fantasy Movie Voice Actors

Square has recruited some serious star-power to act as voice talent for the upcoming **Final Fantasy** movie. The cast includes: **Alec Baldwin, Ming Na Wen (Mulan), James Woods, Donald Sutherland, Ving Rhames,** and **Steve Buscemi**.

The Square-produced film, which is totally computer generated, will be distributed by **Columbia Pictures**. *Final Fantasy: The Movie* is not scheduled for theaters until the summer of 2001.



Alec Baldwin



Steve Buscemi



Ming Na Wen



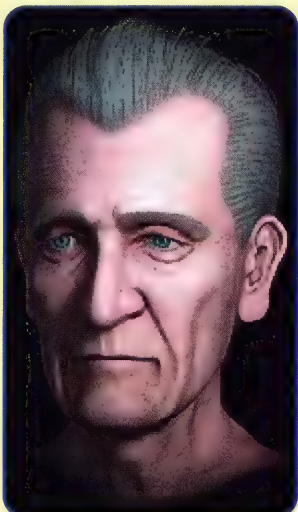
Ving Rhames



Donald Sutherland



James Woods



The Honda Humanoid Robot

<http://www.honda.co.jp/english/technology/robot/index.html>

Since 1986, Honda has been working on a functioning humanoid robot, and this site shows how very far the project has come. There are movies of the robots doing various things, including playing soccer! That's nice, but can they write a 500 word article on a crappy game at three in the morning? If so, we need two.

VIDEO GAME

TRIVIA

- 1 Nintendo recently released a *Rogue Squadron* code for what hidden ship?
- 2 How many copies of *Pokémon Pinball* were sold in its first 20 days?
- 3 Name the three newest wrestling titles that will be available by Christmas?
- 4 What never-released fighting game engine is *Wu-Tang: Shaolin Style* a derivative of?
- 5 Koel recently revealed screens and a running demo of their first PlayStation 2 title. What is the game's name?

[Answers on the bottom of page 32]



Name That Game!

This robotic comic book character enjoyed a brief buzz a few years back that resulted in SegaSoft releasing this game for Sega Saturn. It was both a side-scrolling and first-person shooter. If you owned the light gun, one player could move and shoot, while the other sniped. It even had the musical stylings of some GI staff members (although that never helped it sell any copies). What game is it?

[Answer on the bottom of page 32]

THE MAGNIFICENT ONE

**"Awesome Award"
Winner - Nintendo
Official Magazine**

**"...easily
the best
Duke Nukem
game yet"
- N64 Pro**

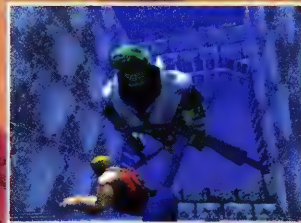
**"Duke delivers the
best action since
Goldeneye 007"
- Nintendo Power**

DUKE NUKEM ZERO HOUR™

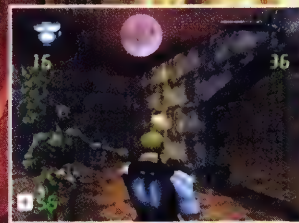
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Data File:

► **Nintendo of Japan** talked of plans to release software and add-on hardware that would allow users of **Game Boy** to make use of cellular telephone networks. Players will be able to trade data and download games and game enhancements through their cell phones. Nintendo will begin selling the telecommunications software in Japan sometime next year. No U.S. release had been announced.

► Last month we brought you the news that **EA** and **SNK** were teaming up for **Fatal Fury Wild Ambition** on the **PlayStation**. It now appears that EA will no longer be publishing the game. SNK USA will now publish the title on its own.

► **Tenchu** will join the PlayStation's "Greatest Hits" collection. If for some reason you don't own this PS-X gem, you'll soon be able to get it for \$19.99 to \$24.99 at most retailers.

► **Warner Bros.** acquired the rights to distribute **Pokémon The Movie: Mewtwo Strikes Back**, the animated feature film. A 22-minute short film, titled **Pikachu's Vacation**, will precede the film in theaters. The film will release in North America on November 12.

► **Electronic Arts** has cut prices on a number of its popular titles. Titles available for \$19.99 are: **Test Drive 4**, **Moto Racer**, **Need for Speed 3**, **Nuclear Strike**, **Road Rash 3D**, **Soviet Strike**, **Sim City 2000**, **Command & Conquer: Red Alert**, and **C&C: Red Alert Retaliation**. All price cuts are effective immediately.

► **Nintendo** announced five more titles being added to the Nintendo 64 Player's Choice lineup. Beginning August 23, **The Legend of Zelda: Ocarina of Time**, **Banjo-Kazooie**, **1080 Snowboarding**, **Star Wars: Rogue Squadron**, and **Yoshi's Story** will all carry a \$39.95 price tag.

► **Ubi Soft** signed a five-year licensing agreement with **Team Suzuki Alstare**. Ubi Soft will produce a number of new motorcycle racing games for all platforms. The first in the series, set to be released this fall, will be **Suzuki Alstare Racing** for the **Sega Dreamcast**.

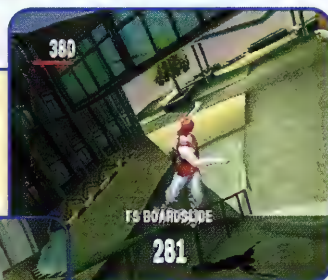
► **Metallica** is a featured band in **Hot Wheels** for the PlayStation...**Blues Traveler** has been enlisted by **EA Sports** for **NASCAR 2000**.

► On July 3, 1999, using one quarter and six hours of his existence, Billy Mitchell, 33, scored 3,333,360 points on the original **Pac-Man** arcade game – the maximum possible allowed by the game. This is the first recorded time such a feat has been accomplished.

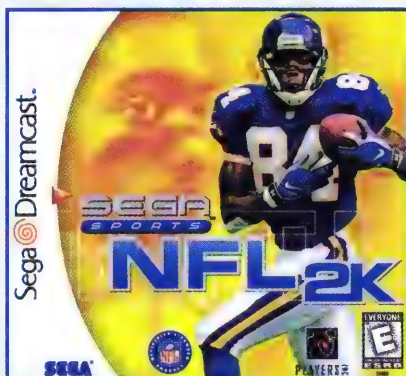
Tony Hawk Ollies to N64

Man, did you see **Tony Hawk** tearing it up at the X-Games? This guy is 30 years old and he's still rippin' 720s and 900s like nobody's business. We already brought you news of **Activision's** Tony Hawk skateboarding game for **PlayStation** and now we have learned that Tony will be appearing in a **Nintendo 64** title as well.

Details on the N64 title are scarce, but the game should be almost identical to PlayStation's – which is a good thing. Look for **Tony Hawk's Pro Skater** for N64 in late November.



PS-X version



NFL Phenom To Grace Cover of Dreamcast Game

Minnesota Vikings' sensation, **Randy Moss**, will grace the cover of **Sega's** upcoming football game for **Dreamcast**, **Sega Sports' NFL 2K**. In his rookie season last year, Moss made a huge impact in the NFL and is definitely sought after for endorsements. Look for Moss on the cover of the upcoming DC game releasing on September 9. Also, be sure to watch him dusting cornerbacks on the gridiron this season.

Gran Turismo Joins the Elite

Sony Computer Entertainment America's racing masterpiece, **Gran Turismo**, has recently surpassed the six million mark in worldwide sales. **Gran Turismo** has become the best-selling title ever published by Sony, and one of the top-selling **PlayStation** games ever.

Gran Turismo reinvented the racing game, and the revolution should continue at the end of this year with the release of **Gran Turismo 2** in December.



THINK ABOUT THIS!



by Matt

Super-Radical Gnarly Extreme Action!

Extreme – the word that is destined to become the “groovy” of the 90s. I swear if I see one more “extreme” game commercial featuring some Jeff Spicoli replicant sporting barn-sized shorts and a monosyllabic vocabulary jumping off something, I’m going to go insane.

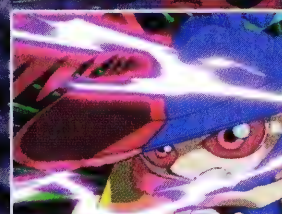
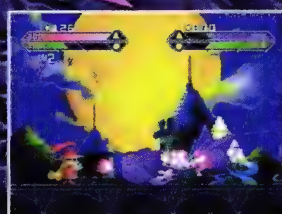
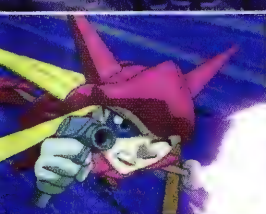
In a mere 10 minute search, I found over a dozen games that used this inane cliché in the title. (Favorites: *Extreme Bullrider* and *Extreme Pinball*) Developers take note: adding “extreme” to the title of your diseased game doesn’t make it any less a piece of monkey crap. Use this word and you shall be impaled on a flaming corn cob. Sadly, it seems they will never learn. 989 Sports just released *NFL Xtreme 2*, and coming down the pipe is *Tokyo Extreme Racing* for the Dreamcast. I don’t even know who’s to blame for this obnoxious trend. Former MTV Sports hunk, Dan Cortez? Vanilla Ice, perpetrator of the multi-platinum album, *To The Extreme?* The Vans Warped Tour? Mountain Dew? No one is innocent.

Who wants to be “extreme” anyway? I haven’t had a tan in a decade. I have the upper body strength of an 8-year-old girl. Isn’t the whole point of being a gamer to avoid “real” experience in favor of your dungeon-like game room? If I want to be extreme, I won’t go risking my neck bungee-jumping or unicycle-parasailing or gravel-pit surfing or whatever retarded activities those big-pants wearing morons are doing these days. If I want to be extreme, maybe I’ll move out of my mom’s basement or talk to a girl. Now THAT would be daring.

Between a Sinister World of Shadow
And a Dangerous Dimension of Fantasy
Lies a Twisted Battle for Reality



SILHOUETTE UMIRAGE



Twitch Games
Nothing Else!



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Final Fantasy VIII Action Figures

You may remember **Palisades Marketing** for their incredible **Final Fantasy VII** models. Palisades is back with a vengeance for Final Fantasy VIII. The Guardian Force action figures, Character vinyl models, and Guardian Force/Character resin statues it's made for FFVIII are absolutely stunning, with detail that practically melts the eye.

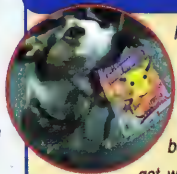
All will be limited editions. Be sure to head to www.palisadesmarketing.com to find out where you will be able to get all of these figures and to take a look at the other great stuff this company has to offer.



toys! toys! toys!



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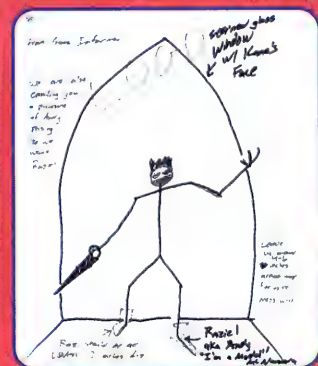
THE GOOD, THE BAD, THE UGLY

GOOD - Japan's Computer Entertainment Software Association (CESA) will present the Tokyo Game Show '99 this autumn from September 17-19. The seventh of this bi-annual exhibition is expected to draw over 150,000 attendees. This event will also mark the first public showing of Sony's PlayStation 2. We're already packing our bags.



BAD - Pokémon prices have felt the wrath of the big N. Recently, Nintendo of America and U.S. Customs seized \$250,000 worth of illicit Pokémon plush dolls, figurines, key chains, clocks, and other Pokémon knick-knacks in Elizabeth, NJ.

UGLY - In order to give Crystal Dynamics direction in the production of the artwork for this month's cover, Game Informer's Jay Fitzloff made the heinous and embarrassing piece of concept art you see below. We now realize that Jay will not be leaving the world of gaming journalism to take up design.



GOOD - Game Informer senior associate editor, Reiner, will be a character in Rare's upcoming **Perfect Dark**. At E3, Rare captured an image of Reiner as well as other members of the gaming press. Look for Reiner toting a sniper rifle and automatic weapons in Perfect Dark's multiplayer mode. Perfect Dark is slated to release on December 5 for N64.

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Ryu

Collar Breaker: f & MP
[EX] Hadou Ken: qcf & P
[EX] Shouryuu Ken: f, d, df & P
[EX] Tornado Kick: qcb & K (Air Attack)
[EX] Blade Foot: hcf & K
[SA] I Vacuum Hadou Ken: qcf, qcf & P
[SA] II True Shouryuu Ken: qcf, qcf & P
[SA] III Shocking Hadou Ken: qcf, qcf & P, hit hold to Dash

Sean

Imminent Arrival: qcb & P
[EX] Tackle: hcf & P (Press & Hold P to Attack)
[EX] Dragon Thrash: f, d, df & P
[EX] Whirlwind: qcb & K
[EX] Dragon Tail Smash: qcf & K
[SA] I Hadou Burst: qcf, qcf & P
[SA] II Shouryuu Cannon: qcf, qcf & P, hit P repeatedly
[SA] III Ultra Tornado: qcf, qcf & P

Twelve

[EX] N.D.L.: qcf & P
[EX] A.X.E.: qcb & P (Air Attack)
[EX] D.R.A.: In air, qcb & K
[SA] I X.N.D.L.: qcf, qcf & P

[SA] II X.F.L.A.T.: qcf, qcf & K (Air Attack)
[SA] III X.C.O.P.Y.: qcf, qcf & P

Yang

Tiger Strike: qcb & P
Fighting Spirit: hcb & K
Peace Offering: f, d, df & K
Thunder Kick: df & K (Air Attack)
[EX] Mantis Slash: qcf & P (repeat 3 times)
[EX] Leg Drill: qcf & K
[SA] I Sky Breaker: qcf, qcf & P
[SA] II Leg Drill Feint: qcf, qcf & K
[SA] III Shade Dance: qcf, qcf & P

Yun

Tiger Strike: qcb & P
Fake Tiger Strike: qcb & All Three Punches
Zenpou Tenshin: hcb & K
Raigeki Shuu: In air, df & K
[EX] Geologic Persistence: f, d, df & P
[EX] Double Leg Kick: f, d, df & K
[EX] Transition: qcf & P
[SA] I Scorched Flesh: qcf, qcf & P
[SA] II Lightning Shaft: qcf, qcf & P
[SA] III Shade Contingent: qcf, qcf & P

3rd STRIKE
STREET FIGHTER
III



new releases

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

Release Date	Title	Publisher/Distributor	System
AUGUST			
8/24/99	Pac-Man	Namco	GBC
8/24/99	Goemon's Great Adventure	Konami	N64
8/24/99	NFL Blitz 2000	Midway	N64
8/24/99	RC Re-Volt	Acclaim	N64
8/24/99	Chocobo Racing	Square Soft	PS-X
8/24/99	James Bond: Tomorrow Never Dies	Electronic Arts	PS-X
8/24/99	NFL Blitz 2000	Midway	PS-X
8/24/99	RC Re-Volt	Acclaim	PS-X
8/24/99	Soul of the Samurai	Konami	PS-X
8/25/99	Tonic Trouble	Ubi Soft	N64
8/31/99	Blue Stinger	Activision	DC
8/31/99	Shadow Man	Acclaim	GBC
8/31/99	Quarterback Club 2000	Acclaim	N64
8/31/99	Shadow Man	Acclaim	N64
8/31/99	Madden NFL 2000	Electronic Arts	PS-X
8/31/99	NFL GameDay 2000	989 Studios	PS-X
8/31/99	Shadow Man	Acclaim	PS-X
8/31/99	Sledstorm	Electronic Arts	PS-X
8/31/99	Tiny Tank	Sony	PS-X

Release Date	Title	Publisher/Distributor	System
SEPTEMBER			
9/1/99	AMF Bowling	Vatical	GBC
9/1/99	Darts	Vatical	GBC
9/1/99	Jeff Gordon Racing	ASC	PS-X
9/6/99	Pokemon Yellow	Nintendo	GBC
9/7/99	Hydro Thunder	Midway	DC
9/7/99	Mortal Kombat Gold	Midway	DC
9/7/99	NFL Blitz 2000	Midway	DC
9/7/99	Powerstone	Capcom	DC
9/7/99	Ready 2 Rumble	Midway	DC
9/7/99	Ms Pac-Man	Namco	GBC
9/7/99	G-Police 2	Activision	PS-X
9/7/99	Hot Wheels	Electronic Arts	PS-X
9/7/99	Suikoden II	Konami	PS-X
9/7/99	Final Fantasy VIII	Square Soft	PS-X
9/9/99	CART Racing	Sega	DC
9/9/99	Dreamcast Unit	Sega	DC
9/9/99	House of the Dead 2	Sega	DC
9/9/99	Monaco Grand Prix	Ubi Soft	DC
9/9/99	NFL 2K	Sega	DC
9/9/99	Redline Racer	Ubi Soft	DC
9/9/99	Sonic Adventure	Sega	DC
9/9/99	Thousand Arms	Atlus	PS-X
9/13/99	Soul Calibur	Namco	DC
9/13/99	Monster Rancher 2	Tecmo	PS-X
9/14/99	Air Force Delta	Konami	DC
9/14/99	Quarterback Club 2000	Acclaim	DC
9/14/99	TrickStyle	Acclaim	DC
9/14/99	Earthworm Jim: Menace 2 the Galaxy	Crave	GBC
9/14/99	Motocross Maniacs 2	Konami	GBC
9/14/99	Asteroids	Crave	N64
9/14/99	Gex 3: Deep Cover Gecko	Crave	N64
9/14/99	NASCAR 2000	Electronic Arts	N64
9/14/99	Jet Moto 3	989 Studios	PS-X
9/14/99	Kingsley's Quest	Psygnosis	PS-X
9/14/99	Mag 3	Crave	PS-X
9/14/99	NHL Hockey 2000	Electronic Arts	PS-X
9/15/99	Aero Wings	Crave	DC
9/15/99	Evolution	Tommo	DC
9/15/99	Slave Zero	Infogrames	DC
9/15/99	Swords of Vengeance	Crave	DC
9/15/99	Tokyo Street Racer	Crave	DC
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9/15/99	Catwoman	Vatical	GBC
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9/15/99	FIFA 2000	THQ	GBC
9/15/99	Frisbee Golf	Vatical	GBC
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9/15/99	Madden NFL 2000	THQ	GBC
9/15/99	Mission: Impossible	Infogrames	GBC

Release Date	Title	Publisher/Distributor	System
9/15/99	NHL 2000	THQ	GB
9/15/99	Ninja	Metro 3D	GBC
9/15/99	Quest RPG	Sunsoft	GBC
9/15/99	Skateboard Kid	Tommo	GBC
9/15/99	Tiger Woods 2000	THQ	GBC
9/15/99	Toy Story 2	THQ	GBC
9/15/99	Yoda Stories	THQ	GBC
9/15/99	AirBoardin' USA	AGETEC	N64
9/15/99	Road Rash 64	THQ	N64
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9/21/99	Resident Evil	Capcom	GBC
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9/21/99	Gauntlet Legends	Midway	N64
9/21/99	Hot Wheels	Electronic Arts	N64
9/21/99	Hybrid Heaven	Konami	N64
9/21/99	Madden NFL 2000	Electronic Arts	N64
9/21/99	Roadsters	Titus	N64
9/21/99	WCW Mayhem	Electronic Arts	N64
9/21/99	Medal of Honor	Electronic Arts	PS-X
9/21/99	Space Invaders	Activision	PS-X
9/21/99	Vegas Games 2000	3DO	PS-X
9/21/99	Warpath: Jurassic Park	Electronic Arts	PS-X
9/21/99	Wip3out	Activision	PS-X
9/22/99	40 Winks	GT Interactive	PS-X
9/24/99	NASCAR 2000	Electronic Arts	PS-X
9/24/99	WCW Mayhem	Electronic Arts	PS-X
9/27/99	Jet Force Gemini	Nintendo	N64
9/27/99	Starcraft	Nintendo	N64
9/28/99	International Track & Field	Konami	GBC
9/30/99	Gex 3: Deep Cover Gecko	Eidos	GBC

Release Date	Title	Publisher/Distributor	System
OCTOBER			
10/1/99	Brunswick Pool	Vatical	GBC
10/1/99	Carnivale	Vatical	GBC
10/4/99	Mario Golf	Nintendo	GBC
10/4/99	Star Wars: Racer	Nintendo	GBC
10/5/99	Babe	Crave	GBC
10/5/99	Rainbow Six	South Peak	GBC
10/5/99	Rainbow Six	South Peak	N64
10/5/99	Formula 1 '99	Activision	PS-X
10/5/99	Grand Theft Auto 2	Take 2	PS-X
10/5/99	Major League Soccer	Konami	PS-X
10/5/99	Rainbow Six	South Peak	PS-X
10/5/99	Rollerball	Electronic Arts	PS-X
10/12/99	Muppets	Take 2	GBC
10/12/99	Earthworm Jim 3D	Take 2	N64
10/12/99	Atari Greatest Hits 12 Pak	Midway	PS-X
10/12/99	Crusaders of Might & Magic	3DO	PS-X
10/12/99	Earthworm Jim 3D	Take 2	PS-X
10/12/99	Final Fantasy Anthology	Square Soft	PS-X
10/12/99	Gallop Racer	Tecmo	PS-X
10/12/99	Metal Gear Solid: VR Missions	Konami	PS-X
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10/12/99	Pac-Man World	Namco	PS-X
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10/12/99	Tiger Woods 2000	Electronic Arts	PS-X
10/12/99	Tony Hawk's Pro Skater	Activision	PS-X
10/13/99	Wild Metal Country	Take 2	DC
10/13/99	Hot Wheels Stunt Track	Mattel	GBC
10/13/99	NFL Blitz 2000	Midway	GBC
10/13/99	Fighting Force 2	Eidos	PS-X

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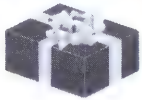
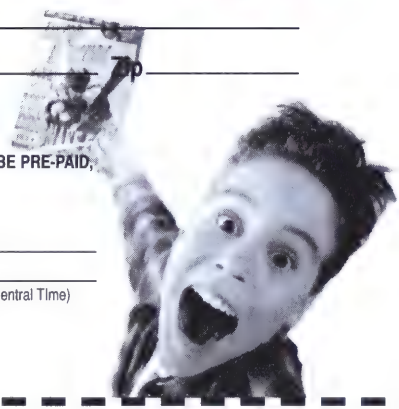
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Abbreviations:

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 #49

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

Oro

Strength of Sacred Spirits: hcb & P

[EX] Solar Fist: Dash, b, f & P

[EX] Fiend's Sorrow: Dash, d, u & P

[EX] Mortal Realm: qcf & K (Air Attack)

[SA] I Strength of the Fiend: qcf, qcf & P, when close, press P

[SA] II Night Spirit: qcf, qcf & P

[SA] III Tengu Ishi: qcf, qcf & P

Q

[EX] Head Crack: Dash, b, f & P

[EX] Separating the Chaff: Dash, b, f & K

[EX] Rapid Strike: qcb & P

[EX] Sorrowful Strike: hcb & K

I Fateful Strike of Penance: qcf, qcf & P

II Life's Journey: qcf, qcf & P
III Growing Pain: qcf, qcf & P, qcf & P/K

Remy

[EX] Peace After Turmoil: High: Dash, b, f & P

[EX] Peace After Turmoil: Low: Dash, b, f & K

[EX] Lover's Regret: Dash, d, u & K

[EX] Clouded Regret: qcb & K

[SA] I Hostile Origins: qcf, qcf & P

[SA] II Maiden Stance: qcf, qcf & K

[SA] III Sunset on Broken Spirit: qcf, qcf & K



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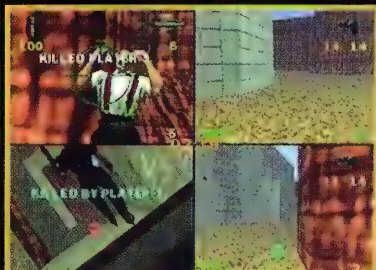
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Nintendo 64 Review

- **Size:** 256 Megabit
- **Style:** 1-Player Action (2 to 4-Player Deathmatch)
- **Special Features:** 20+ Weapons; 30+ Enemies; 14 Multiplayer Arenas; Rumble, Expansion, & Controller Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Eurocom/3D Realms for GT Interactive
- **Available:** August 18 for Nintendo 64

Bottom Line: 8.75



Look out Bond! Duke's multiplayer is a bloody good time!



In the post apocalyptic future, chaos rules the streets.



Zero Hour delivers a graphical tour de force on N64.

Thrower. All of these weapons pack quite a wallop and can splatter Alien DNA in a multitude of ways.

For fans of multiplayer, Zero Hour comes packed with some of the best bust-a-cap-into-a-friend's-eye modes on the Nintendo 64. Like the main game, the multiplayer-only stages are gigantic and created to take advantage of specific weapons like the .50 Sniper Rifle. There's nothing quite like a one-hit kill. So if you're into all-out war and post apocalyptic circumstances, then look no further than Zero Hour. Duke's not as foul mouthed as usual, but he's still quite crude and one bad mutha of a killin' machine. ■



When you step into the shoes of Duke Nukem, there is no time for R&R. Sure, you'll run across the garden of cleavage, but you'll never get the chance to dash into the meadow and milk the cow. Since the inauguration of his video game career, Duke has had the most gorgeous women in the world clawing at his briefs and lusting after his ultra cool shades, yet Duke bats them away like fruit flies and finds pleasure in pigs instead. That's right, Duke Nukem loves shootin' up pigs with his heavy arsenal. In Zero Hour, the pig-like Alien invaders have returned, and they've concocted a sinister plot that threatens all of humanity. The Aliens' plan is to take down planet Earth by traveling back to its past where, of course, the police and armies are no match for them. So Duke is called in to take care of business.

As you progress through this richly detailed game, Duke will travel from modern day New York, to post-apocalyptic New York, to the Wild West, and even to Victorian England. All of these environments are gigantic, and full of secrets and drop dead gorgeous babes in need of rescue who tantalize the brain with lines like, "Duke, I knew you'd...come!" Unlike the first Duke Nukem venture for Nintendo 64, this new chapter is set in the third-person just like the PlayStation smash Duke Nukem: Time to Kill. In this perspective, Duke's play is changed, delivering more movement and platforming than usual. Zero Hour's missions are also a tad different and filled with more variety. But essentially, the underlying goal is to kill Alien pigs, and that's about it.

There are over 20 different weapons to find, and over 30 different Aliens to test them on. The standard weapon is the M-80 Pulse Gun, but you'll quickly upgrade to a "Peacekeeper", .45 Revolver, a Claw-12 Shotgun, a Lever Action .30-30 Rifle, an MP-10 SMG, an AGL-9 Grenade Launcher, and even an Alien Freeze-



With over 20 different weapons at his side, Duke thoroughly enjoys each kill.



All of the environments are gigantic and demand polished skills.

Hardcore Multiplayer Excitement!!!

JAY
THE GONZO GAMER

Concept

9

Graphics

8.5

Sound

8.5

Playability

9

Entertainment

8.75

8.75

OVERALL

"There is a lot to love about Duke Nukem: Zero Hour. The environments are huge, the weapons are varied, the multiplayer modes are unequalled, and Duke is at his quipping best. But I can only recommend Zero Hour if you own the Expansion Pak. Without it, the fogging will drive you crazy, as enemies you can't see will whittle your health away. Another problem is that within the massive playfields your objectives aren't always clear, and you may find yourself wandering aimlessly because there are no onscreen maps. Where this game really has legs is in the 4-player deathmatches. There are a ton of gigantic multiplayer fields filled with hidey-holes and sniper towers. If you have three friends and an Expansion Pak, Duke will make your N64 day."

PAUL
THE GAME PROFESSOR

Concept

7.75

Graphics

8.75

Sound

8.5

Playability

8.5

Entertainment

8.75

8.5

OVERALL

"It has been almost two years since the first Duke game appeared on the N64, and this version has been worth the wait. In fact, Zero Hour is one of the best action/adventures I've seen on the system yet. Taking some key elements from games like GoldenEye and Turok, this game offers challenging missions and a ton of killer action. Graphically, everything from lighting effects to gruesome death animations are excellent, but I would highly recommend using the Expansion Pak. The one-player game is worthy on its own, but the multiplayer stuff sends it over the top. There's a great variety of multiplayer arenas, many with primo sniper spots. If you like action and plenty-o'-gunplay, give Zero Hour a look."

REINER
THE RAGING GAMER

Concept

9.5

Graphics

8.75

Sound

8.75

Playability

9.25

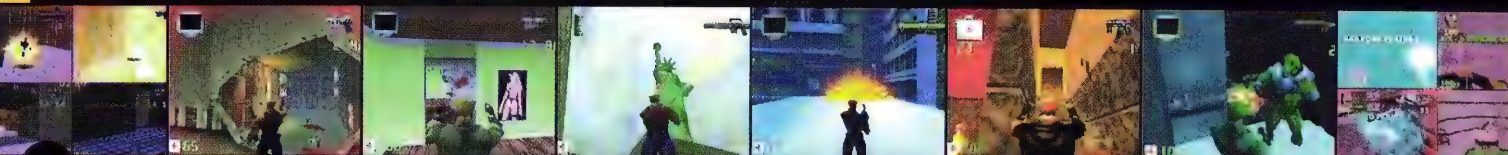
Entertainment

9.5

9.25

OVERALL

"Duke Nukem has always been a fantastic console game, but a new benchmark has been set with this latest 64-bit venture. I'd even go as far as saying it ranks right up there with the almighty GoldenEye. Zero Hour succeeds in delivering an entertaining quest and truly addictive multiplayer madness, the kind of play that you lose hours and hours of sleep over. From a graphical standpoint, Duke's animation is kind of goofy, but the huge environments, abundance of textures, and crazy effects easily make up for it. Zero Hour's weapon selection really couldn't have been any better, and if you're a fan of the Sniper Rifle, it's used in great abundance (even in multiplayer). There's no denying it - Duke rocks! Pay your respects to the man."



- **Size:** 128 Megabit
- **Style:** 1 or 2-Player Action/Adventure
- **Special Features:** 4 Playable Characters; 2-Player Simultaneous Play; Day & Night Conditions; Coin Throwing; 20 Items & Power-Ups; Giant Robot Combat; Kabuki 64; Rumble & Controller Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Konami
- **Available:** Now for Nintendo 64

Bottom Line: 7.25

GOEMON'S GREAT ADVENTURE

Put This In Your Chain Pipe

"When I first popped it in, I was charmed with Goemon's Great Adventure. I liked the weirdness and retro throwback to the old days of gaming. After about two hours of somewhat non-challenging play, however, I came to realize how far video games have come since the 16-bit days. Let me tell ya, I'm afraid there's no going back now. The platforming is fair and the multiplayer aspect is admirable, but I thought the most entertaining part was when GGA became three dimensional and RPG-like in town. I wish the designers would have extrapolated on this facet rather than just making an extremely pretty Legend of the Mystical Ninja, which is all that this is."

JAY THE GONZO GAMER
Concept 6
Graphics 7.5
Sound 7
Playability 7
Entertainment 6.5
6.75 OVERALL

"A few months ago I did a Classic GI review of Mystical Ninja for the SNES, so Goemon is still fresh in my mind. This N64 game recalls a lot of what made the SNES game so good. It has challenging levels, a good mix of stages, and some whacked-out 2-player action. This version is definitely old school, so people impressed by flashy graphics may overlook it. The stages are pretty much laid out like the SNES version, so don't think it's more of what we saw from Goemon on N64 a while back. **Chameleon Twist and Mischief Makers are about the only games I can compare this title to – and Goemon kicks their butts.** Looking for an entertaining adventure with a hint of nostalgia? Give this game a look."

PAUL THE GAME PROFESSOR
Concept 8
Graphics 8.5
Sound 7
Playability 8.75
Entertainment 8.5
8 OVERALL

"The severely whacked world of the Mystical Ninja has received little fanfare on the Nintendo 64, and instead of continuing on with failure, Konami has stripped this franchise down to the bare bone, tossed out the free-roaming play, and constructed a new adventure that thrives on Goemon's side-scrolling 16-bit heritage. But really, this transformation won't help the series any. It takes an acquired taste to get into these action/platform games, and as always, **Goemon's obscure look and tutti-frutti attitude will frighten more gamers than it will entertain.** Trust me, if you don't find Ranma 1/2 amusing, then you won't like Goemon. Playwise, Goemon once again lives large and delivers a difficult challenge and killer 2-player play. Anime fans should definitely take a look. Otherwise, tread carefully."

REINER THE RAGING GAMER
Concept 6.75
Graphics 7.25
Sound 6.5
Playability 8
Entertainment 6.5
6.75 OVERALL

You expect some strange things from a guy that uses a pipe as his main weapon. Is he really fighting flying lamps, or does Goemon just think he is? His newest N64 title, Goemon's Great Adventure, borrows a lot more from his SNES adventure, Legend of the Mystical Ninja, than his last N64 game, but the bizarre factor of his games continues to break new ground.

This time around, Goemon is trying to help Wiseman recover his Ultra Gorgeous Electro Ghost Return Machine which was stolen by Sister Bismaru. She intends to summon a demon lover with it if Goemon and his three pals (Ebisumaru, Sasuke, and Yae) can't stop her. Goemon and Ebisumaru just want the machine back so they can talk to their ancestors, James Dean, and maybe Marilyn Monroe.

For the most part, Goemon's Great Adventure is a side-scrolling platformer. All of the characters having an attack, jump, and coin throw maneuver, and there are various power-ups to discover in the levels. Characters can be switched (once found) in any tea house, which are accessible mostly through interdimensional platforms. Traveling outside at night is twice as dangerous since twice as many monsters are about. Night travel can be avoided by staying at the inn, but it can be a rewarding experience since killed creatures dump out twice the coins. Goemon can also be made twice as fun by playing it with two players simultaneously. The levels are exactly the same, but the powerful piggyback maneuver can be used by one player jumping on the other's back.

When Goemon isn't a platformer, it's an adventure. While traveling through towns, you'll need to talk to its denizens to gain clues and mini-quests to earn Entry Passes that will allow you to move on. It's also a good idea to use the coins you've earned to buy food, armor, and other necessary power-ups like the chain pipe.

Goemon's Great Adventure is hard to classify. It's part platformer, borderline RPG – it even has a mecha combat stage. Call it what you will, but don't call it predictable.



Goemon and Ebisumaru doing their best Lenny Lane and Lodi impersonation.



Missile weapons don't come cheap.



Sasuke and Yae can travel underwater.



MechWarrior this ain't.



Traveling at night is risky, but it brings great rewards.



Nintendo 64 Review

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Updated Rosters & Team Names; New Tournament Mode; 5 New Stadiums; Complete Season With Team Stat Tracking; Rumble & Controller Pak Compatible
- **Replay Value:** High
- **Created by:** Midway
- **Available:** Now for Nintendo 64

Bottom Line: 7.75

Midway's hard-hitting arcade football franchise has transformed into a chart topping console game, and instead of porting the latest arcade construct, Blitz '99, Midway has crafted a console exclusive, Blitz 2000, that comes bundled with a couple of new features to keep fans of the series up to date and craving more. While the gameplay hasn't been updated or tweaked in any way, Blitz 2000's list of new goodies starts with the necessary roster changes for the upcoming 1999 season. Brad Johnson has been demoted to the Washington Redskins' starting quarterback, Randy Moss now wears his appropriate number, and the Tennessee Oilers have evolved into the Tennessee Titans (although it probably won't help them win any games).

Another important addition is the inclusion of 4-player support. The original Blitz only allowed one-on-one duels. Blitz '99 introduced a 4-player cabinet, and now, the thrills from this machine have trickled down to the Nintendo 64. With this feature, Blitz is 10 times more enjoyable. If you screw up a play, then you can blame it on your friend (a.k.a. - your loyal teammate). There's no better way to pit four friends against one another than with Blitz. There's a chance you'll walk away from a game and never talk to each other ever again. It really gets your blood pumping and the slightest mistake can send you through a tornado of angst.

All of the established ingredients that made this game the phenomenon it is today are incorporated into this update and have not been changed in the slightest. The computer is still quite the cheater, making every game close to the last second, and all of the huge wrestling-like tackles and hits are back as well. Unlike the arcade offerings, Blitz offers a few extra game modes, like the Season and the newly added Tournament. Season play challenges the player to pick a team and use it to win the title. Unfortunately, this mode still lacks individual player statistic tracking. In the Tournament mode, up to 8-players can compete to grab the gold prize at the championship game.

Blitz is a tremendous game, and this update only adds to its legacy. There have been numerous requests, like icon passing and substitutions, but Midway is taking its sweet time with the evolution of this game. In two short years, Blitz has already unleashed three killer games. Maybe next year, these requests will be answered, but for now, enjoy its arcade angle.



Cloning A Winner

ANDY

THE GAME HOMBRE

Concept

7.75

Graphics

8.75

Sound

8

Playability

9

Entertainment

9.5

8.5

OVERALL

"Blitz still holds the title as the greatest seat-of-your-pants, anything-goes football game on any system, period. Obviously on the Nintendo 64 it's a little better than it is on PlayStation, but either way Blitz rocks. Concerning this year's edition, the balance between the offense and defense is much improved. The updated rosters are a must for any football fan - especially if you throw football parties, as **4-player Blitz is almost better than Superbowl Sunday** (unless, of course, the Vikings are in it). The addition of the Tournament mode is nice, but I would have liked to see an option for icon passing rather than the somewhat unreliable point and shoot. Player stats would also have been a plus. Whatever. I'm nit-picking. If you love no-holds-barred football than look no further than Blitz 2000."

PAUL

THE GAME PROFESSOR

Concept

8

Graphics

8.75

Sound

8.25

Playability

6

Entertainment

5

7.25

OVERALL

"Blitz was one heckuva football game last year and this year's version is no different. It includes a great arcade translation, as well as a pretty entertaining Season mode. The playbook editor is excellent - especially for changing the Vikes horrible selection of plays. The action is pretty enjoyable, but after playing a lot of the arcade version, I feel that the control is a little off. It's something with the player collisions and camera perspective that makes it skip a beat from time to time. Also, Blitz 2000 really needs a player create and individual stats. If you spent a lot of quarters on this at the arcades, I suggest you keep putting them there. **Blitz is great, but it's not too different from the last installment.** It does have 4-players, but that doesn't take it very far."

REINER

THE RAGING GAMER

Concept

5

Graphics

8.5

Sound

7.25

Playability

8.5

Entertainment

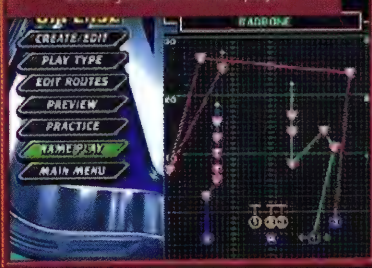
7

7.25

OVERALL

"Like NBA Jam, Blitz is always an intense game. Every match is close, and every match is loaded with awesome plays and extremely tense moments. In Blitz 2000, the same dynamic gameplay from the last version is present. The list of changes and updates is... well... not very impressive, and personally, I'd feel a little bummed if I bought this game. In Blitz 2000, you can now play 4-player matches (opposed to the 2-player in the original N64 game). All of the teams and rosters have been updated as well, but other than this, this game is nothing but a rehash. If you truly find the multiplayer invigorating and it consumes your days, nights, and weekends, then **the 4-player makes this game a must.** But if you just like the single player, then you already played this game last year."

Create your own sinister plays.



Expect to see this a ton this year.



Knocked unconscious.



Shadow Man

- **Size:** 256 Megabyte
- **Style:** 1-Player Action/Adventure
- **Special Features:** 20 Gigantic Environments; Two Worlds (Living & Dead); Non-Linear Story Development; Multiple Weapons; Voodoo; Expansion, Rumble & Controller Pak Compatible
- **Replay Value:** Moderate
- **Created by:** Iguana for Acclaim Entertainment
- **Available:** September for Nintendo 64

Bottom Line: 7.75

Death Becomes Him

"I'm a fan of this macabre dark and dreary stuff, so immediately Shadowman scores some points with me. It also features enough foul language and excessive violence to make the game unsuitable for kids, which gets another thumbs up from me. However, Shadowman is a double edged sword. Exploring the graphically rich Deadside is very entertaining, as are the real-time story sequences complete with voice-overs. But **the action in Shadowman is uninspiring.** Certainly there are a lot jumps and moves that Shadowman can pull off, but the overall fighting is weak. And boy-oh-boy do I despise the sound of his gun (it sounds like someone banging a garbage can with a stick). Even with its drawbacks, Shadowman is a blessing for adventure-hungry N64 owners."

ANDY
THE GAME HOMBRE

Concept **8**

Graphics **8.5**

Sound **7.5**

Playability **9**

Entertainment **8.25**

8.25

OVERALL

"There's a lot to like about Shadow Man. The environments are huge, there are some cool weapons, and it's got gruesome elements you never thought you'd see on Nintendo 64. It has all the pieces, but for me they just aren't put together right. **The dark content of Shadow Man feels like a selling-point crutch rather than a storyline propellant.** It was fun running around for a while, seeing some pretty amazing landscapes, and killing a few things, but in the end I didn't care. An adventure as big as Shadow Man should make the player desperate to go on. Half the time, I didn't know what I was trying to do, and even when I did, I wasn't excited about it. Deadside was a nice place to visit, but I wouldn't want to play a game there."

JAY
THE GONZO GAMER

Concept **7.5**

Graphics **8.5**

Sound **7**

Playability **7.5**

Entertainment **6**

7.25

OVERALL

"As a comic, Shadow Man couldn't find an identity, and in such, it was sentenced to an excruciatingly painful death. As a video game, this comic is born again and stands out as an entertaining property that plays well and delivers a fascinating story. At times, this Voodoo-intensive saga is hard to digest. Some of its material is quite grim and the overall sensation is downright depressing. Granted, cheesy dialog and strange animations do add some light here and there, but for the most part, this title is remarkably dark. As for gameplay, picture if you will **an open ended adventure like Zelda that features a nice balance between combat and exploration.** The framerate does drop out here and there, but altogether, the play is solid. For a game I had little faith in, I'm surprised how polished it turned out to be."

REINER
THE RAGING GAMER

Concept **7**

Graphics **9**

Sound **8**

Playability **7**

Entertainment **7.25**

7.75

OVERALL

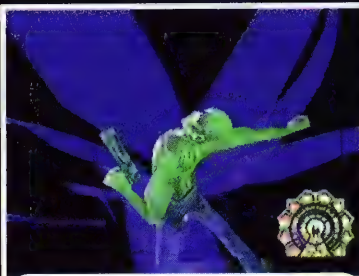
Murmuring the words "Shadow Man" or "Acclaim Comics" in most comic shops is considered one of the greatest sins of all, and may get you booted from the store for life. Acclaim's attempt to win over the world of paper and inks with the revival of Valiant's universe didn't electrify readers as planned.

It's not that Acclaim entered the battle unarmed. It had one of the most impressive lineups of artists and writers at its disposal. Take Shadow Man, for example. Garth Ennis (Preacher) delivered a horrific new story direction for Mature Readers only, and newcomer Ashley Wood supplied the art for this revival. Despite the assembled talent, this new direction stunk and the series came to an end in under a year.

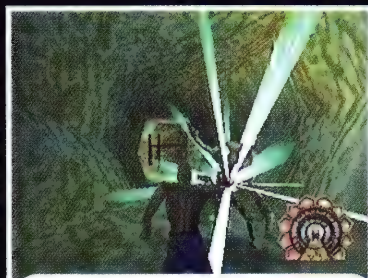
Seeing that the Turok comic died the exact same way, or just unaware of Shadow Man's ghastly death, Acclaim connected with Iguana once again to bring Shadow Man to life. Just like Turok, this adventure is based on the first six issues of its failed comic. The game does split off from the comics' continuity by adding further material and all new environments and enemies. Of course, the main character(s) is still Mike LeRoi and his alter ego, Shadow Man. You'll also see such characters as Jaunty, Nettie, Mike's deceased brother, Luke, his teddy bear, and the "non-place", which is further expanded in this game and entitled Deadside. Unlike the comic, the game has the capacity to be suspenseful and shocking. You'll experience everything from character suicides to so much gore that the game slows down from too much onscreen blood.



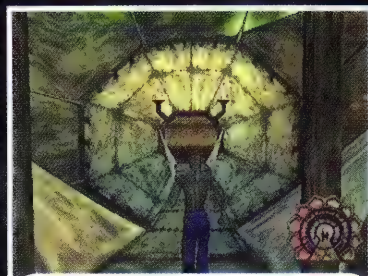
Just like in Zelda, Shadow Man can lock onto an enemy and circle it.



Finding Dark Souls energizes Shadow Man with new powers and attacks.



After an enemy perishes, gather its soul.



Nintendo 64 graphics don't get much better than this.



Weapons range from the Shadowgun to the Voodoo fire propelling Asson.

Shadow Man's gameplay is more or less a clone of Zelda: Ocarina of Time with a few pieces of Tomb Raider added in for good measure. The entire game is constructed in a non-linear fashion, allowing the player to freely roam from place to place as they gather materials and new powers needed to unlock new environments. The more Dark Souls gathered, the more power Shadow Man obtains, and the more damage he can unleash. The controls are precise and easy to master, and the combat is solid. The enemy AI is vigorous, and the weapons obtained are as dynamic as ever. Zelda's innovative enemy lock-on system is in full force as well. Movement wise, Shadow Man can swim, shimmy on ledges, dive and roll, jump to the sides, duck, and he can even wield two weapons at once.

If you are looking for an intense story loaded with cutscenes and spoken dialog, or a game that strives to be drop dead gorgeous, yet still clings to a dark presence – then Shadow Man is the twisted game you've been waiting for.



Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create Player & Customize Roster; Play Editor With Team Specific Playbooks; Franchise Mode With Career Stats; New Passing Mode; Madden Challenge; Control, Rumble, & Expansion Pak Compatible
- **Created by:** Tiburon for EA Sports
- **Available:** September for Nintendo 64

90% Complete

The King of N64 Football

Around this time of the year, the chatter in the office centers largely around some guys wearing purple. If you haven't guessed it already, we're talking about the most feared team in the NFL – the Minnesota Vikings. Coming off a heart-breaking season in which the Vikes now ex-offensive coordinator made the worst call in the history of the franchise, fans of the purple power will not be satisfied with less than a trip to the Georgia Dome and a Super Bowl victory come January. Yeah, we

know many of you are tired of hearing us rant about the home team, but getting a game like Madden 2000 in the office makes our purple pride show. Besides featuring the Minnesota Vikes, the Nintendo 64 version of Madden 2000 has a lot of new features on and off the field.

On the field, EA Sports and developer Tiburon have revamped the graphics in some very noticeable ways. Players have proportional body sizes. This is especially apparent with the linemen who now have huge guts and extra wide tail ends. Madden also makes use of the N64's Expansion Pak to deliver hi-res graphics and a much smoother frame rate. You may even notice a few new celebrations, tackles, and other detailed animations that were not present in last year's version. In terms of playcontrol, there are no drastic changes, but the new Hot Route audibles will please seasoned Madden veterans. Hot Routes allow you to change one receiver's pass pattern on the line of scrimmage. Also, the passing game benefits from what EA calls Route Based Passing. Holding the R button in conjunction with the receiver icon will lead the receiver. This lets you make a pass before a receiver makes his cut.

Off the field, the options are deep – very deep. If the Franchise mode and Play Editor weren't enough for you last year, EA has taken a page from 989 Sports and included a ton of settings to customize the game's AI and other computer tendencies. You can change things such as the computer's passing accuracy, run blocking, and interception frequency, to name a few. You can also customize such things as player size and game speed. Lastly, EA has also added an interesting Madden Challenge mode. This mode gives you a long list of tasks to complete while you play games. For example, points are awarded for passing for more than 300 yards in a game, scoring 21 points in a quarter, or just playing an exhibition game in a stadium other than the default. The list is very long and the points awarded will gradually open secret codes.

Madden 2000 is shaping up to be the best football offering for the N64. Madden addicts should look for the game in stores this September.



The offense celebrates a fine play by the defense.



Cris Carter doing what he does best at Lambeau.



Eight players in the box. It had better be a running play.



Notice the new kicking meter and field goal netting.



That bone crushing hit knocked his helmet right off.



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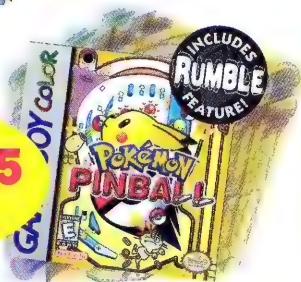
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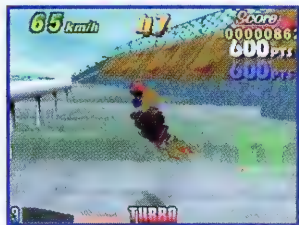
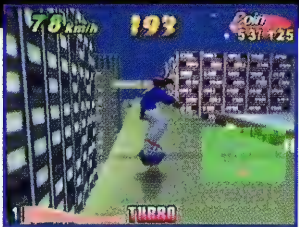
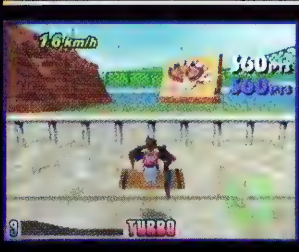
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Preview

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Racing
- **Special Features:** 4 Available Players & 4 Hidden; 5 Available Levels & More Hidden; Lip Tricks; Pole Tricks; Air Tricks; Combo Tricks; Bad Ska; Annoying So-Cal Announcer; Control & Rumble Pak Compatible; Boards Work on Water
- **Created by:** Human for Agetec
- **Available:** September for Nintendo 64

90% Complete

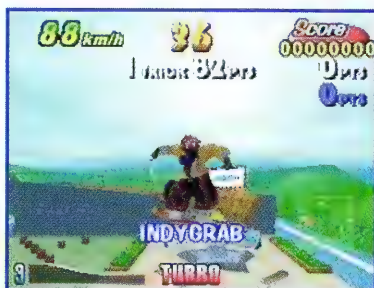
Don't Forget Your Carbonated Beverage



New boarding games are always fun to check out because of their desperate attempt to reach that supposedly Mountain Dew drinkin', risk takin' crowd of kids we see so much in the media, yet rarely in real life. During gameplay, the player is assaulted by a horrendous ska soundtrack and an irritating So-Cal announcer that sounds like he was ripped straight out of an 80's surfing flick. "Suuuweeeeet!!!"

The real meat of this game is found in its gameplay. By making a futuristic hoverboard game (à la Back to the Future, Snow Crash, Cybergen, etc...), Agetec has opened a wide variety of environments. This makes it possible to do some pretty crazy tricks, including all of the standards you would expect from a snowboarding game plus a number of others like launching vertically up a building or grabbing a pole for a quick wrap-around turn.

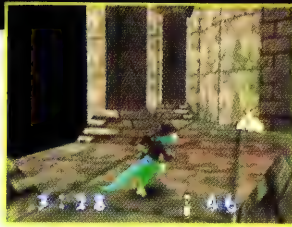
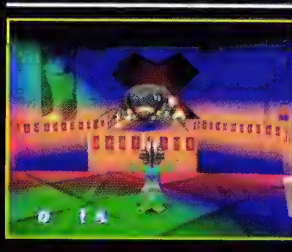
Most of the futuristic sports titles we get in the office turn out to be pretty weak, but AirBoardin' USA definitely has some good ideas. The game's extreme challenge factor combined with all the air and tricks you can pull should keep board freaks up into the wee hours in front of that glowing baby-sitter none of us could do without.



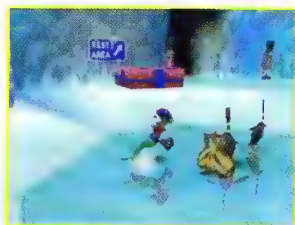
Review

- **Size:** 128 Megabit
- **Style:** 1-Player Action/Platform
- **Special Features:** New Bonus Levels; 3 Playable Characters; Improved Camera Physics; Still-Frame Cutscenes; Rumble & Controller Pak Compatible
- **Replay Value:** Moderately Low
- **Created by:** Crystal Dynamics/Gratuitous for Crave Entertainment
- **Available:** Now for Nintendo 64

Bottom Line: 7.75



	ANDY	REINER	JAY
Concept:	7	7.5	7
Graphics:	7.5	8.25	8.25
Sound:	8	8.5	8.25
Playability:	8.5	7	7
Entertainment:	8.5	6.75	8
Overall:	7.75	7.5	7.75



The fastest tongue in video games has returned to the 64-bit frontier with another harrowing adventure, and just like last year's, this Nintendo 64 release first drew blood on the PlayStation platform. For those of you who missed the 32-bit venture, this 64-bit port is basically the same game. Instead of releasing exactly the same package, Crystal Dynamics and Crave Entertainment have changed a few things to make this game stand out as an original release.

For starters, Gex's wisecracks can only be heard once per level. In the PlayStation game, Gex might say "Yeah, baby!!!" one hundred times before level completion. In the Nintendo 64 game, he'll only say it once, then move on to another line. As with its forebears, new stages have been added to Gex 3, only this time, they replace existing levels. Instead of the Akuji level, an Indiana Jones stage awaits; and instead of fireman Gex, a pirate escapade unfolds.

As for gameplay, not much has changed. Deep Cover Gecko's graphics and camera system are also identical. If you consider yourself a Gex-aholic or a diehard platform junkie, then you may want to let Gex slip you the tongue and get it on. Gex is as witty as ever, and his new adventure is a great extension to last year's endeavor.

Andy, The Game Hombre

"Oh my god, it's Gex 3 on N64. What will they think of next? The camera is still cumbersome, but the play is Gex-tastic. If you haven't played this one before, and you're an action/platform manic, Gex will not disappoint."

Reiner, The Ragging Gamer

"Deep Cover Gecko is a solid action game that dishes out a lengthy quest and a ton of different challenges, yet the cumbersome camera system and occasional moments of slowdown keep you from staying completely engrossed. Gex is once again good, but Banjo and Mario are far superior."

Jay, The Gonzo Gamer

"Gex doesn't say the same thing over and over on the N64. It's just a shame that that's the best thing I can say about Gex 3. It's a good game, but the camera will still drive you nuts, and there aren't enough new features to make it great. But if you've never Gexed, you may want to check this out."

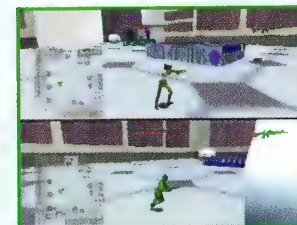
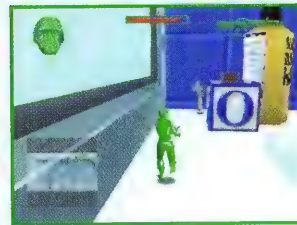
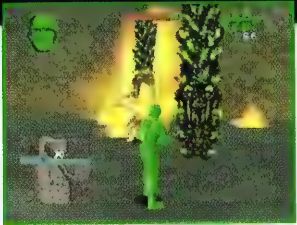
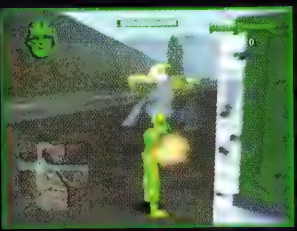


Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action/Adventure
- **Special Features:** 2 to 4-Player Deathmatch Mode; First-Person Sniper Mode; Miniature "Plastic World" & "Real World" Mission; Rumble & RAM Pack Compatible
- **Created by:** 3DO
- **Available:** Late September for Nintendo 64

85% Complete

POLYURETHANE POWER



They just don't make wars like they used to. The Revolutionary War, WWI, and WWII – now those were wars. The Gulf War? Kosovo? Give us a break. It seems that the task of upholding America's proud military tradition has fallen into the hands of some little plastic toys, namely the Army Men. In *Army Men: Sarge's Heroes*, our boys in green are locked in combat with their old enemies, the Tan Army.

To vanquish the khaki menace, you must complete a series of 14 missions. These missions range from rescuing comrades downed on the battlefield to apprehending enemy spies. Your tour of duty will take you through both the "Plastic World," where the Army Men appear full-size; and the "Real World," where they are only 2 inches tall.

As you enter the fray, you wield an arsenal of up to 13 weapons. These are spread throughout the battlefield, as are your precious supplies of ammunition. Land mines, bazookas, machine guns – you want it you got it. There's even a flame thrower, which can melt the mightiest warrior into a little tan booger in nothing flat. Success depends on both strength and stealth. While your first instinct might be to pull a Rambo and start blasting, sometimes it's more prudent to use the Sniper mode and deal death from afar.

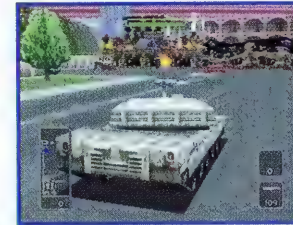
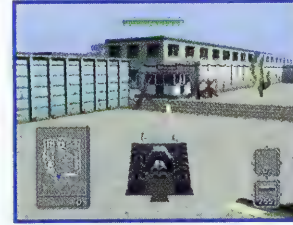
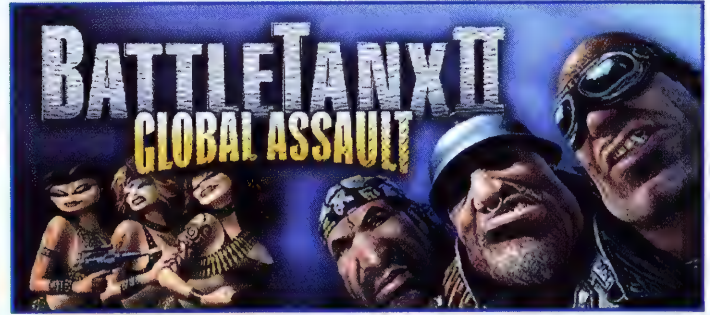
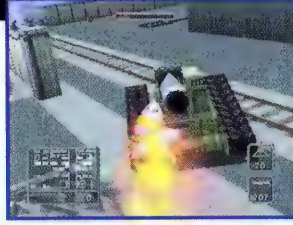
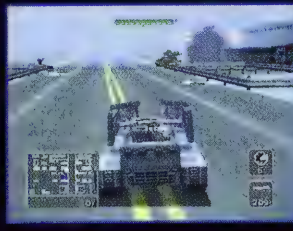


Nintendo 64 Preview

- **Size:** 128 Megabit
- **Style:** 1 to 4-Player Action
- **Special Features:** Impressive Variety of Power-Ups Including Cloaks, Teleporters, Mines, Nuclear Bombs, & Guided Missiles. Multiple Tanks to Choose From; Controller Pak Compatible
- **Created by:** 3DO
- **Available:** November for Nintendo 64

80% Complete

Tanks For The Memories



There is nothing quite like cruising around in a large piece of mobile armor and blowin' every material object in the game to holy hannah. In *BattleTanx II: Global Assault*, you can pulverize just about any object or building onscreen except for the occasional barrier and train. For some mysterious reason all of the trains in the game are nigh invulnerable to every piece of tank weaponry at your disposal, even nukes.

To make the environments even more destructible, each level is loaded down with more randomly distributed explosive oil barrels and ammo dumps than Cutthroat Island's infamous powder kegs. When facing off against the enemy during Campaign mode, you can easily wipe out half your enemies without even targeting them. Just look for the nearest explosive and plug away.

In the game's head-to-head modes, players duel each other in various locations full of power-ups. Players can drop mines, gun emplacements, even nuclear bombs in an attempt to annihilate each other. Special weapons include swarm missiles, guided missiles controlled by the player, flame throwers, lasers, plasma bolts, and more. With all of the variety in this game, 3DO just might have a very strong multiplayer offering for the holidays.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Racing
- **Special Features:** Modeled Cities (NY, LA, San Fran, & Miami); Realistic Physics; 40+ Missions; Cinematic Replays; Film Director; Mission-Based Gameplay With Multiple Paths; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Reflections for GT Interactive
- **Available:** Now for PlayStation

Bottom Line: 8.25



It's every criminal's dream. Pursue the pig and then bang'm in the rear!



The streets are safe...but what about the sidewalks?



After a mission, enter the Film Director mode to customize your own high speed video.



Ah man! I knew that wasn't a Tic Tac



Built Ford tough...yeah, right!!!



DRIVER

Life in the Fast Lane

The creator of Destruction Derby 1 and 2 is bringing the chassis-sparkin' excitement of vehicular destruction to a new arena: the city streets. In Driver, players assume the role of Tanner, an undercover New York City cop with ambitions to uproot the underworld's most powerful criminal organization, the Castaldi family. Getting at the "Family" proves to be more difficult than expected, and Tanner is forced to leave New York and sniff out a possible lead in Miami. Here, Tanner will need to investigate totally incognito. He has no back up, and he doesn't know who to trust. He can't even turn to the cops.

Years ago, Tanner was king of professional stock car racing, but he soon realized that Jeff Gordon and his tail pipe lovin' friends were fools. Now, his wheelman skills will be used for criminal activities in the hopes of bringing justice to the streets of New York. To get into the underground, Tanner becomes a driver, the man behind the wheel of high speed getaways and illegal deliveries. Tanner is forced to turn a blind eye on bank robberies, illegal substances, drive-bys, and even assassinations, believing that this insanity will eventually bring him to the top of the underground food chain.

As the controller of Tanner's actions, you'll be faced with making difficult decisions; usually selecting which mission to assign your life to. There are over 40 stages in this action/racer, but since Driver's gameplay structure is non-linear, you won't see them all. The direction you choose will spawn new plot developments and new heists to pull. This high speed caper runs amok in four cities: San Francisco, Los Angeles, Miami, and New York. It's up to you to memorize streets because one wrong turn can lead to failure.

Driver's gameplay is best described as Destruction Derby, expanded to a full arena and upgraded to look nicer and play a heck of a lot better. In every shape and form, this game is still a racer at heart. Despite the game's unique concept, the player always races against the clock. Each mission has a time parameter, and if the clock expires, it's game over. As you try to kick the crap out of the timer, you'll also have to avoid cops, the so-called upholders of peace

and justice. The police in this game are ruthless, stopping at nothing to make a bust. They'll even swerve into oncoming traffic, injuring innocents and destroying property, to bash your bumper. Their goal is to obliterate your car by any means necessary. They'll ram you into rails, collide with you head-on, and even force you into a roadblock. If your ride takes on too much damage, then the gig is up.

ANDY THE GAME HOMBRE

Concept

9

Graphics

8.75

Sound

8.75

Playability

9.5

Entertainment

8

8.75

OVERALL

"From the first preview disc I played way back in February, Driver has had perfect control and spectacular in-game graphics. So for the last couple of months, I've waited patiently for Reflections to finish it. Unfortunately, I'm a little disappointed with a number of aspects of the final product. The FMV in this game sucks, as do the voice-overs. But perhaps the biggest disappointment is that the missions are fairly easy and painfully similar - which is a real shame as this game could have been truly awesome. If Reflections had put some more time and thought into this game, it would have been one of the greatest. As it stands, it's still pretty darn good because the second you are sliding sideways through traffic with 10 cops on your tail, you'll forget all its shortcomings."

JAY THE GONZO GAMER

Concept

8.75

Graphics

8.5

Sound

9

Playability

7.5

Entertainment

7.5

8.25

OVERALL

"Driver brings up a lot of questions as you play it. Why am I forced to take specific paths in these open environments? Why is it all right for Tanner to deliver hitmen, but not hit pedestrians? Why do all my missions happen at night while it's raining? Despite these little frustrations, Driver satisfies in the end. There are definitely problems, but the boldness of design wins out. I was really impressed with the Film Director, and was sometimes happy to get crushed because - think of the footage! If the design team had ditched the training and driving games, and created some more varied missions instead, Driver probably would have been a PlayStation legend. But it's still something everyone should check out."

REINER THE RAGING GAMER

Concept

8.5

Graphics

8

Sound

8.25

Playability

7.75

Entertainment

7.75

8

OVERALL

"Driver is a mixed bag. I love the attitude this game tosses out, and I thoroughly enjoy its lay-the-pedal-to-the-metal gameplay, but this ride is far from smooth. Some of the missions are phenomenal, testing your every reflex, but then the game downshifts and tosses out a dozen boring pizza deliveries before the action picks up again with another killer 70's-style car chase or all-out car bashing. The graphics are also a tad frustrating. All of the cars look great, the vehicle damage is awesome, and the environments are beautiful. But man, this game is infested with annoying background pop. All complaints aside though, Driver is incredibly fun to play. Just don't analyze it too deeply and you'll groove on its balls-out boldness, realistic physics, and unbelievable crashes."

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Difficulty Levels; Secret Wipe Out Mode; Multiple Story Paths; Save Points & Continues; Weapon Upgrades; Blood Trails; Dual Shock Compatible; Packed w/Resident Evil 3 Demo
- **Replay Value:** Moderately High
- **Created by:** Capcom
- **Available:** September for PlayStation

Bottom Line: **9**

Distressing Dinosaur Dilemma

"Jurassic Park eat your heart out, Dino Crisis delivers more chills and spills than that movie ever did. Sporting that world-famous Resident Evil gameplay, there wasn't too much that Capcom could do to screw up this Dinosaur spin-off. The 3D backgrounds are especially nice as they speed up gameplay, display better depth, and darn it...they look real nice. They also segue better into the real-time cutscenes, which I must say, are very well done with a nice mix of cheese and drama. The expanded inventory is another nice addition, although it doesn't alleviate inventory management, it does make it a lot easier. Dino Crisis doesn't have quite the same flair as Resident Evil (like DarkStalkers to Street Fighter). It does, however, deliver an entertaining experience that shouldn't be missed."

ANDY
THE GAME HOMBRE

Concept	8.75
Graphics	9
Sound	9
Playability	8.75
Entertainment	9
OVERALL	9

"The Resident Evil games are some of my all-time favorites and Dino Crisis is more of the same. It is intense and filled with intriguing puzzles and excellent action. **There are few games that leave me scared and distressed like Capcom's survival horror.** The control is a proven winner, but I'm still waiting for Capcom to incorporate a duck or crawl. I'm glad this game finally makes good use of the mixing functions. It is a must. I think many RE veterans will find this adventure to be a tad short, but half the challenge is to beat it quickly and discover the secrets. A sub-two hour adventure is not out of the question. There is no doubt that if you enjoyed RE, you have to get Dino Crisis."

PAUL
THE GAME PROFESSOR

Concept	8
Graphics	9.25
Sound	9.25
Playability	9
Entertainment	9.5
OVERALL	9

"Dino Crisis makes Jurassic Park look like a second grade field trip to the fossil museum. While this survival horror game doesn't glorify gore like Resident Evil, it keeps you on the edge of your seat with an overdose of suspense, and it will rock your world with its amazing graphics and awesome dinosaur intelligence. As you well know, Dino Crisis is more or less Resident Evil with a reptilian skin. The storytelling is frighteningly familiar, the character movements are nearly identical, and the puzzles are constructed in the same fashion. Dino Crisis does feature much needed improvements to combat, but you'll still encounter the same problems from Resident Evil, like dreadfully uncomfortable camera positions. But really, I couldn't ask for more. This is a fun ride that will scare you to death."

REINER
THE RAGING GAMER

Concept	8.75
Graphics	9.25
Sound	8.5
Playability	9
Entertainment	9.25
OVERALL	9

Since we last brought you Dino Crisis in the August issue, we have explored every inch of Capcom's newest survival horror game. As you may recall, comparing Dino Crisis to Capcom's Resident Evil series is easy. Resident Evil producer Shinji Mikami is also the director of Dino Crisis. With that, players can expect to use many strategies to solve this adventure. This game is not just about gunning down dinosaurs. It is about discovering clues, solving puzzles, and surviving.

The game is set on a mysterious island that an operative from your organization has infiltrated. Contact with him and all others has broken down. Taking control of special agent Regina, and with help from comrades Gail and Rick, you start exploring the island compound and soon discover it is overrun with dinosaurs. Like Resident Evil's Zombies, these dinosaurs are relentless. Through time, you'll discover that your trusty 9mm pistol is no match for these beasts. Avoiding and outrunning these giant lizards is often the best tactic - until you get some serious firepower like the shotgun or grenade launcher. Standard ammunition is effective, but using the poisonous darts is essential. The shotgun not only shoots shells, but can also shoot darts. Through acquisition and mixing of various chemical vials, players can concoct deadly darts that will put down dinosaurs with one shot. No other weapon in the game has this power. Believe us, this comes in mighty handy in the latter stages of the adventure.

Unraveling the mysteries of Dino Crisis will have a player exploring the compound in search of items that allow access to new areas. The security system is complex and players will have to use keys, ID cards, and code disks in order to bypass locked doors and infiltrate deeper into the compound. An interesting puzzle requires you to use a fingerprint analyzer to scan the hand of a deceased scientist and then use this information to create a new key card. Other mind bending tasks will require the deciphering of cryptic codes to bypass security doors. The most important puzzle or task of Dino Crisis isn't just solving the game. Beating the game quickly and finding all the possible endings is much of what makes Dino Crisis so entertaining.

There are three different endings in Dino Crisis. Getting all the endings along with beating the game quickly and using few saves or continues will open up a number of secrets - the best secret being the hidden Wipe Out mode. This mode is essentially a series of missions where the task is to wipe out a bunch of dinosaurs in a set amount of time. Other secrets include adding weapons to your inventory at the start and three new costumes.

Dino Crisis is the prelude to the highly anticipated Resident Evil 3 and is perfect to hone your survival skills. It is sure to get your blood pumping.



Uh oh, it's a Dino Crisis!



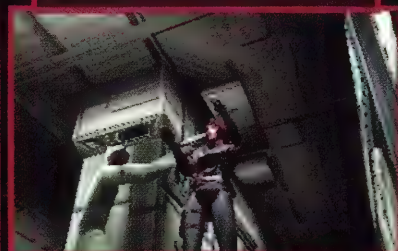
Regina will show signs of injury.



Here's a T-Rex strategy: RUN!



There are many secrets to find.



Dr. Kirk pulls a fast one on Regina.

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** More Than 125 Player Taunts, Sound Bites, & Celebrations; Tear-Away Jerseys; Create Player; Everyone's an Eligible Receiver; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** 989 Sports
- **Available:** Now for PlayStation

Bottom Line: 8.25



Insane Football Madness

Last year, 989 Studios offered PlayStation gamers its first attempt at an arcade-styled football game in the form of NFL Xtreme. While Xtreme was reasonably successful in terms of sales, the Game Informer crew lambasted the game for a number of reasons – one of which was that it wasn't very "xtreme." To say the least, expectations were very low when the sequel to this game, NFL Xtreme 2, first surfaced in our office. To our surprise, NFL Xtreme 2 has been rebuilt and revamped, so as to barely resemble its predecessor.

Graphically, Xtreme 2 benefits from a newly designed engine. The players are very detailed, and 989 Studios went so far as to include the faces of 700 players. Unlike the real NFL, where taking off a helmet on the field lands a penalty, the players in Xtreme 2 constantly take off their helmets to taunt the opposition with some smack talkin' and to give you a good look at their mugs. In some instances, players' mouths actually move with the phrases.

To add to the over-the-top theme of the game, 989 Studios also captured 150 player celebrations. You might recognize some of the many celebrations from a typical Sunday afternoon, but you'll also see a bunch that players wouldn't be caught dead doing. When's the last time you saw a player break dancing? Rounding out the on-the-field antics are Xtreme 2's hits – late hits to be exact. Piling on is encouraged, and you'll be amazed when a player hurls an opponent 15 feet into the air. That's gotta hurt!

The basics of playcontrol will be familiar to anyone who has ever picked up a football game, but Xtreme 2 isn't an exact copy of GameDay (like last year's version).

The playbook has been completely redesigned with razzle dazzle in mind. You can now pass multiple times behind the line of scrimmage which makes for some crazy plays. Add this to some outlandish stiff-arms, spins, and flips, and Xtreme 2 lives up to its name.

NFL Xtreme 2 is far superior to 989 Sports' last effort and may tower over Midway's Blitz 2000. ■



The playcontrol is familiar to any football fan.



Cunningham has the Lord on his side.



Geez Mr. Davis, I didn't know you cared.



There are no rules so sleeper holds are legal.



It almost looks like he's trying to throw a Buc through the goal post.

ANDY

THE GAME HOMBRE

- Concept 8
- Graphics 8.5
- Sound 8.75
- Playability 8.25
- Entertainment 8.25

8.25
OVERALL

"I came to this review a little pessimistic, but my gloom was quickly turned into joy when Xtreme 2 kicked off. The comical organ...the sarcastic announcer – I was into it all. Even the player taunts were better than I ever expected. So I dive head first into this game, and quickly discover that Xtreme 2 has more to it than just its candy-coated shell. The game moves at a swift pace, and the control is right on. So I play for a while, I get into all the stat tracking and league leaders; but as time goes on, the novelty of Xtreme 2 starts to wear off. Which is sad, because this game is close, really close, to being just plain awesome. But for now, I'll just have to say that it's just good. But if you already have the first Blitz, and it came down to buying either Blitz 2000 or Xtreme 2 on the PlayStation, I'd go with Xtreme 2."

PAUL

THE GAME PROFESSOR

- Concept 8
- Graphics 8
- Sound 9
- Playability 9
- Entertainment 9

8.5
OVERALL

"What an improvement! Xtreme 2 is way better than the dismal game that was offered last year. The playcontrol is still essentially the same, but the game is much quicker and has the razzle-dazzle elements that were seriously lacking in the first. Plus, the players don't say "Welcome to the NFL" after nearly every play. The after-the-whistle action is hilarious and puts NFL Blitz to shame. The late hits, sleeper holds, and trash talkin' are fantastic. But the players' faces are a little cheesy. Some players, like Neil Smith, look exactly like real life, while others, like Randy Moss, are a far stretch. I still prefer the true NFL sim to the arcade-stylings of Xtreme. However, if you want the insane NFL, look no further than Xtreme 2."

REINER

THE RAGING GAMER

- Concept 8.25
- Graphics 7.75
- Sound 7.5
- Playability 8.75
- Entertainment 8.25

8
OVERALL

"Last year, I opted to get Blitzed rather than go to the Xtreme. It wasn't that the game was a pile of trash. It just didn't showcase an amazing metamorphosis from modern day football. Xtreme was little more than a bite-size version of GameDay. Big deal, right? Going to the extreme should entail players with machine guns, nuclear first downs, and kamikaze sacks, not just be the same game shrunk down. This year, 989 Studios has made some modifications; and now, Xtreme features some of the finest football brutality around. While the players don't run around with bazookas, the multiple body slams and extensive trash talking are a riot that must be seen. Xtreme 2's graphics, gameplay, and season options are all right on the money as well. Check it out. It's Blitz with better AI and more attitude."



SLED STORM

Sparkle And Shine

"Sled Storm is a blast to play. The soundtrack rocks, and the control of the sleds and the speed of the game is silky smooth. While the Super SnoCross courses are amusing, the Open Mountain racing is where it's at. You see a gully off to the side - you take it. You see a hill - you climb it. The levels are pretty wide open. Plus the jumps come at you fast and furious. Unfortunately, the game is a tad easy. After about eight hours of gameplay you can unlock almost everything you'd ever want and have all the tracks and tricks mastered. However, I still find myself drawn to this game over and over. It's just plain fun, and if you have the means, multiplayer is a must. Either way, this game is definitely worth a rental if not a purchase."

ANDY
THE GAME HOMBRE

Concept
9
Graphics
8.75
Sound
9
Playability
9
Entertainment
8

8.75

OVERALL

"Around here it's not uncommon to see snowmobiles outrunning you in the ditches next to the highway, so I was a little disappointed to see you couldn't do that in Sled Storm. You can't even pick a character with a beer belly or make pub stops. Regardless of my idle gripes, Sled Storm is a killer racing game. It's fast, the controls are responsive, and the tracks are diverse and plentiful. The animation of the riders and sleds are superb. **The best thing about the game are the tricks and the huge air.** I think anyone who cuts it up on games like Jet Moto or Cool Boarders is really going to dig Sled Storm."

PAUL
THE GAME PROFESSOR

Concept
9
Graphics
8.75
Sound
9.25
Playability
9.25
Entertainment
9.5

9

OVERALL

"I usually go into reviewing a racing game with the attitude of, 'Cripes, not another one!' But Sled Storm won me over with its monstrous tracks, upgrade purchasing, and great control. Or maybe it was because it had snowmobiles instead of cars. Who knows? **The only drawback is the limited number of tracks,** but the multiplayer and different race condition options make up for that. Best of all, the game doesn't make the mistake that so many racers with trick performance have - stunts don't sacrifice seconds. After minimal training, you'll quickly get a handle on what moves you'll be able to pull off with given air, and you won't force yourself into fourth place doing it."

JAY
THE GONZO GAMER

Concept
8
Graphics
8.5
Sound
8.5
Playability
9.25
Entertainment
8.5

8.5

OVERALL

Racing games are like opinions or holes of the A persuasion: everybody's got one. But once in a blue moon, a diamond in the rough appears that rebuilds your faith in racing games - Sled Storm is just such a game.

Featuring two styles of racing - Open Mountain and Super SnoCross - Sled Storm delivers a solid racing experience with multi-pathed tracks that are laden with short-cuts, tight turns, and lots of big jumps. In air, you can take it to the extreme and rip off numerous tricks and combos that range from the rather tame (Lookback), to the difficult (One Footed Can Can One Hander), to the psychotic (Backflip). And of course, if you can catch enough air to pull it off, any combination of the 17 basic tricks can be put together for the ultimate combo.

To add to the racing excitement, Electronic Arts put together a "rocking" soundtrack. Rob Zombie's Hot Rod Herman remix of his popular song, Dragula, is the most notable track, and the rest of the soundtrack is filled with Econoline Crush, Jeff Dyck, and the E-Z Rollers.

The Open Mountain mode allows you to buy various parts and upgrade your sled, and by beating its eight tracks under various conditions - namely at night and in fog - you are able to unlock the Stormsied, a hyped-up trick mobile. To unlock the hidden characters, you need to score a certain number of trick points while placing first in the Super SnoCross mode.

Certainly, Sled Storm isn't the greatest racing game of all time, but its unique use of snowmobiles and tricks puts it up there with the best. Fans of Jet Moto, and multiplayer maniacs will especially appreciate it.



Houston, we have liftoff!

PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 2 Racing Modes; Tricks & Combos; 6 Characters Plus More Hidden; Night & Fog Racing; Multiple Paths; 3 Engine Classes; 4-Player Split-Screen; Dolby Surround; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Electronic Arts
- **Available:** Now for PlayStation

Bottom Line: 8.75



Tweakin' it out on the Stormsied.



Pull tricks for big points and cash.



Night driving is always tricky.



The racing is fast and furious.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Earn Guitar Effects; 7 Levels; Unlock PaRappa; 2-Player Competitive or Cooperative Modes; Jam in the Cool Zone; a Big Flat World; Dual Shock Compatible
- **Replay Value:** Moderate
- **Created by:** NanaOn-Sha for Sony Computer Entertainment
- **Available:** Now for PlayStation

Bottom Line: 8.25



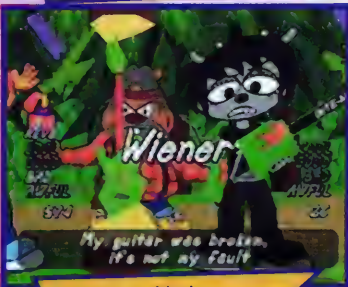
**DOGS RAP,
SHEEP ROCK**



Training with Chop Chop Master Onion.



Welcome to the Cool zone.



Liar!



Standing before the fans at the big show.

PaRappa the Rapper was a fresh innovation that proved there were still new genres of gaming to be explored. Sony is delving deeper into the idea behind PaRappa with its sequel, Um Jammer Lammy. But will Lammy, the sheep that can jam on an axe like no other fleeced female can, bring this series up the Stairway to Heaven or drive it down the Highway to Hell?

As the player, it's up to you to help Lammy through her first big show with her band, MilkCan. Unfortunately, she only has 15 minutes to make the gig. A lot of guitar lessons can be picked up in a hurry, however. On the way to the venue, Lammy will put out a fire, put babies to sleep, fly a plane, saw herself a new guitar, and play a concert in an alternate dimension. Whew!

For every stage completed, a new effect for your six string is earned. With harmonizer, flanger, distortion, reverb, and wah wah in her possession, Lammy will really be able to bring down the house at the MilkCan show, as long as she can remember, "Dojo, casino, the guitar is in your mind!"

Like PaRappa, success in Um Jammer Lammy is judged by following the button pattern that scrolls across the top of the screen...well, kind of. It's one thing to be able to play, but it's another to jam. To work your way up to Cool, you must learn to improvise during pauses, make the best of the effects, and freak out with the L2, R2 pitch benders. The reward for reaching the level of Cool is a solo performance. No longer must you follow the notes; instead you try to stay Cool by jamming on your own.

Once the game is completed, PaRappa becomes an unlocked character, and the game can be played through again with the doggy MC tearing up the mike old-school style. With two players, a Cooperative or Competitive mode can be played, with either Lammy and Rammy (The Dark Lord of the Riff) on two guitars, or with Lammy and PaRappa (if he's unlocked) forming the greatest fusion of rap and metal since Run DMC teamed with Aerosmith. Cooperative mode is much like the one-player game, except with the players taking turns on the amp. In Competitive mode, each player starts with 300 points. The first to force the other to zero, or the person with the highest score at the end of the tune, wins.

ANDY
THE GAME HOMBRE

Concept **9**

Graphics **9**

Sound **9.75**

Playability **8**

Entertainment **8**

8.75

OVERALL

"Dojo! Casino! Um Jammer Lammy is all in the mind. If you thought PaRappa was hip, then wait til you get a load of Lammy – she rocks the house from the east coast to the west coast, from downtown to uptown. The gameplay is almost identical to the rapping puppy's, except now it's with a guitar and you have a whammy bar that you can bend up or down, and effect pedals that you can punch in and out. Luckily, there are some great new options in UJL, including the hidden PaRappa levels, as well as the much-needed Multiplayer, Cooperative, and Vs. modes. Like PaRappa before it, **Lammy is hilarious from beginning to end with tunes that are so catchy, you'll find yourself singing them everywhere.** As before, the novelty does wear off and all you're left with is a singing lamb. But who cares? Play this game."

JAY
THE GONZO GAMER

Concept **8**

Graphics **8.5**

Sound **9**

Playability **7.5**

Entertainment **8.75**

8.25

OVERALL

"Finally, my rock n' roll dreams can be realized without my having to go to the trouble of actually learning to play. The songs in Lammy are as catchy as ever, and **you will definitely find yourself unconsciously bobbing your head like an idiot** while playing. Um Jammer Lammy is a blast the whole way through, but sadly the game is entirely too short. Defeating this game in a night is like going to a great concert – it leaves you wanting more. I'm also a little miffed that the designers used the Select button for choosing effects rather than the D-pad, since I accidentally ended a great jam one time too many by pressing Start. Also, how the hell does this game keep score? Ah, who cares? It's fun and it rocks. Definitely one to rent and riff with."

REINER
THE RAGING GAMER

Concept **8.5**

Graphics **8.25**

Sound **9**

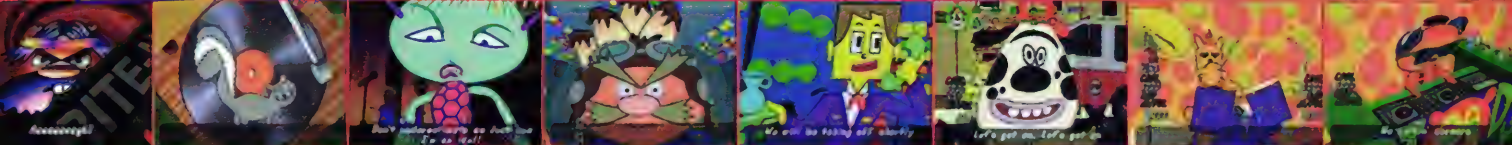
Playability **7.5**

Entertainment **7**

8

OVERALL

"What a cute little freaked-out game. I laughed my way through the twenty minutes of play in PaRappa, and now, in Um Jammer Lammy, I wailed through the three hours of play. Again, this guitar/rap simulator is short, but the material that you soak in is absolutely beautiful. The graphics are killer, and the songs are just as catchy as in the first game. Out of the series, Um Jammer Lammy is home to my favorite lick. How can you not bang your head to the plane ride? But as a whole, PaRappa has a better collection of tunes. **The new multiplayer modes give this game a little more longevity, yet it can be completely conquered in one sitting.** This is a great party game, and I recommend picking it up simply because it can be played over and over again. If you just want to play through once, rent it."



- **Size:** 4 CD-ROMs
- **Style:** 1-Player Role-Playing Game
- **Special Features:** 8 Playable Characters, 3 Dream Team Mercenaries; 16 Guardian Forces; Junctioning; Magic Draw; World-Wide Minigame, Triple Triad; CG Movies Aplenty; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** Square Soft
- **Available:** September 7 for PlayStation

Bottom Line: **9.5**



FINAL FANTASY VIII

Eight – Is It Enough?

“Simply put, I love Final Fantasy games. There’s something about ‘em. I love the story, the graphics, the soundtrack...all of it. It’s part of what makes me a gamer. So no matter what, I think you should buy and play this game because VIII is a good one. I do, however, have some complaints. Number one, I’m getting sick and tired of everybody being able to do everything. What happened to magic users using magic and fighters hacking with swords? **This equal opportunity stuff has just got to go because getting a new character doesn’t mean jack anymore.** Number two, where’s the button to cut to the end of a Guardian movie? I love watching them, but there are times when I could give a rat’s behind. Even though I don’t feel it’s as innovative as VII, FVIII is great game that shouldn’t be missed.”

ANDY
THE GAME HOMBRE

Concept
9

Graphics
9.75

Sound
9.25

Playability
9.5

Entertainment
9.5

9.25

OVERALL

“Reviewing this game feels like an exercise in futility since everyone’s going to buy it anyway, but here it goes. The story of Final Fantasy VIII is a much slower burn than VII’s. You aren’t as immediately sucked in, but by the end of disc one you’re absolutely hooked. Interest up to that point is derived from taking in the boggling amount of options and features. After finishing the first disc, I realized I had to go back and do it again correctly...but I had no regrets. I am also addicted to Triple Triad. Just when you think you’ve got a handle on it, you meet someone who has a new rule variation and steals all your cards – and then it’s all about revenge, baby. **As console games go, Final Fantasy VIII is definitely the biggest, probably one of the funnest, and maybe the greatest accomplishment to date.**”

JAY
THE GONZO GAMER

Concept
9.5

Graphics
9.75

Sound
9.5

Playability
9.5

Entertainment
10

9.75

OVERALL

“Years in the making, and anticipated by millions, Final Fantasy VIII is at long last upon us. And I gotta say, the agonizing wait and the sleepless nights were well worth it. Square’s first Final Fantasy venture on the PlayStation was an experiment...that worked. In FF VIII, this experimental material has been reworked and ultimately perfected. The graphics have evolved greatly and embody more realism, and the **gameplay has veered away from the classic RPG formula, revealing a slew of innovative techniques and concepts.** The storytelling is more or less constructed the same as any FF adventure, and the soundtrack is as brilliant as the classics. The only complaint I have is that combat can get a little long winded. As expected, FF VIII is one of the most extraordinary games I’ve had the pleasure of playing. Don’t miss it!”

REINER
THE RAGING GAMER

Concept
9.75

Graphics
9.75

Sound
9.25

Playability
9.75

Entertainment
10

9.75

OVERALL

Final Fantasy VII sucks. Those four words have never crossed the lips of any PlayStation owner in a serious tone. To top what is universally considered the greatest RPG (if not the greatest console game) of all time was the indomitable challenge Square had laid before them. Final Fantasy VIII is its irresistible and undeniable response.

Once again reinventing the FF wheel, Square has added many new innovations to this chapter in the series. Materia and magic points are out the door. Instead, any character wishing to cast spells must first be junctioned (kind of like equipping) with a Guardian Force (GF). Characters will then have the ability to summon forth the GF, doing plenty of damage to the enemy, and the capacity to draw spells from creatures, casting them right then and there or saving them for later. Every monster has different spells to draw, and up to 100 of each can be stocked. This becomes very important since spells can be junctioned as well, bestowing elemental defenses, increased attack power, and more hit points, among many other things.

Hey! Don’t forget that GFs are characters too. As soon as a GF is acquired, it will begin earning experience, going up levels, and learning new tricks. If a player wants their Ifrit GF to know how to Boost his attack or turn people into Cards, they better make sure to tell him that.

Combat has also become a much more interactive experience in FVIII. After deciding a character’s action, it often pays to keep an eye on what they’re up to. The protagonist, Squall, wields a gunblade that will do more damage

with a well placed press of R1. If a summoned GF has learned Boost, jamming on the square button at the right times will power-up the attack. Limit Breaks, while much more rare than in VII, almost always require fighting-styled combos to get the maximum effect.

Don’t fear that Square has forgotten the basics, though. Still present are the lush settings, eye-melting CG movies, cinematic storytelling, minigames (including the elaborate collectable card game, Triple Triad), and involving plot that made everyone love FVII.

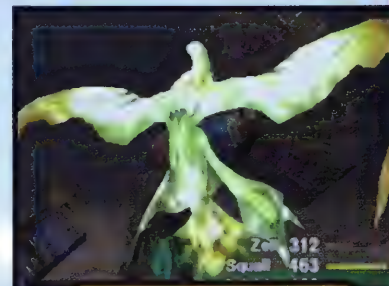
Truly, there is much more to say about Final Fantasy VIII. So much, in fact, that a one page review of it is an injustice. We couldn’t fit a FVIII Play to Perfection in this issue, but be on the lookout next month for Game Informer’s Final Fantasy VIII Special Edition, which will include details on every minute facet of this soon-to-be RPG legend.



Draw magic to use immediately or later.



Squall’s dream persona, Laguna Loire, and company.



Your first Guardian Force, Quetzalcoatl.



Everybody plays Triple Triad.



Need to get somewhere fast? Rent a car.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Strategy/Role-Playing
- **Special Features:** Simultaneous Action System; Abilities Determined by Weapons & Other Items; Overland Map; No Random Encounters; New Equipment Alters Appearance of Your Characters; Long Cutscenes
- **Created by:** Konami
- **Available:** November for PlayStation

70% Complete

VANDAL HEARTS II

Hearty Final Vandalsy Tactics

The original Vandal Hearts came out shortly before Final Fantasy Tactics. The two games were similar in a basic sense, but each focused on different gameplay aspects. FFT's charm was in its wealth of character upgrade options; Vandal Hearts focused primarily on its missions. Usually, each mission required some kind of special task, like escorting someone important to the other side of a level or protecting the citizens of a town from the bad guys.

Vandal Hearts 2 appears to have completely abandoned this formula and has become much more like FFT in that the bulk of its missions have one theme; kill all enemies and advance forward through the plot. The game even makes use of a nearly identical overland map system like that of FF Tactics. The only difference is that once areas have been cleared of enemies, players need never fear a random encounter, making overland

travel a much less tedious affair. You can, however, opt to fight enemies in each area if you need the experience.

One of VH2's more interesting concepts is its simultaneous action system. During combat, every action you make with a character will cause one of the enemy's units to move as well. This can be quite frustrating as you will often move and attempt to attack an enemy where they used to be. Learning to guess the AI's next move is a critical part of the game.

Vandal Hearts 2 is also unique in its item-based ability system. Characters' attributes and spells are all enhanced or acquired by picking up new weapons and using them long enough to learn their latent powers. Although there are technically no classes, you can pretty much make a character into a wizard or a fighter by using the proper items. Robes, for instance, grant the best bonuses for magic, but don't protect the wearer as well as heavier armors. On the offensive side, staves won't do as much damage with a physical attack as a sword or an axe, but tend to have much more potent magic abilities. Other weapons include spears, thrown objects (shuriken, boomerangs, etc...), bows, daggers, and "special" weapons.

While it's true that someone at Konami definitely liked certain aspects of FFT enough to place them in Vandal Hearts 2, it does have enough unique factors for it to stand on its own. As to the similarities, we can say this - If you liked Final Fantasy Tactics you'll definitely get plenty of enjoyment from Vandal Hearts 2. We couldn't say the same thing about the first Vandal excursion.

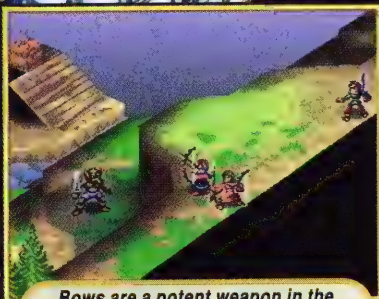
A healing spell.



There are some pretty tense moments in this game.



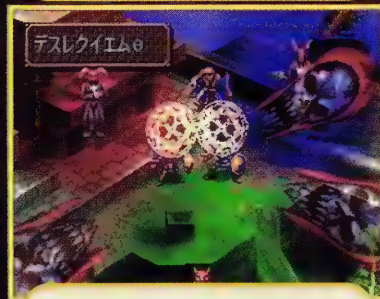
Bows are a potent weapon in the earlier parts of the game.



This dude is wearing some kind of flying gear.



An ouchy spell.



The game gets considerably less medieval when this train shows up.



Why doesn't she just go inside?



Simultaneous movement forces you to guess your opponent's next move.



TACTICAL ESPIONAGE ACTION

METAL GEAR

SOLID

VR MISSIONS

Assassin Aerobics

Metal Gear master, Hideo Kojima, told the Japanese press that a Metal Gear Solid sequel is currently in development for a next generation console. Industry insiders believe that this lucky console is either the PlayStation 2 or Dreamcast. Even if Metal Gear Solid ditches the 32-bit frontier, one thing is certain – Metal Gear is far from finished on the PlayStation. Konami's most successful title since the 16-bit days won't go down without a fight, and come October, fans of the series can suck up another lethal dosage with Metal Gear Solid: VR Missions. What's this game like? Picture, if you will, being stuck on a Star Trek-like holodeck for over 300 different missions. There is no story in this game. Just hardcore training and tons of it.

Puzzles & Training & Frustration... OH MY!



Mask the benefits of knowledge with killing in Weapon mode.

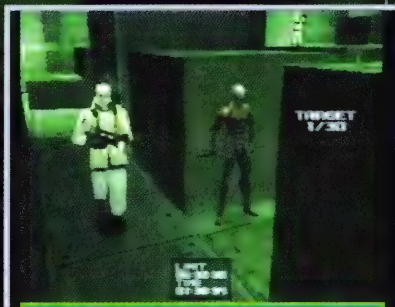


Become a master sniper.

All of the training missions from Metal Gear Solid are packed into this simulator, and yes, you'll have to complete them all over again. You'll also have the privilege of learning new techniques in over 200 additional training exercises. Through tedious practice sessions and within grueling parameters, you'll master sniping, stealth, and every other skill. Most of the missions are set in a Tron-like environment where green and yellow lines run rampant. Here, you'll need to take out texture-challenged geometric shapes and tons of soldiers dressed in white. If you're good enough, you'll unlock several must-have secrets.

Ninja World

If you have what it takes and are determined enough to tackle the many challenges in VR Missions, you'll unlock three bonus levels that place you in the shoes of the Ninja. All three of these stages are fully textured and there are a ton of baddies to kill with the Ninja's many techniques, including invisibility. And yes, his sword cuts through skin like a knife through butter. After you play with this cat for awhile, we're sure you'll agree that Snake is a big fat wussy.



Metal Gear fans: rejoice! You can now play as the Ninja.



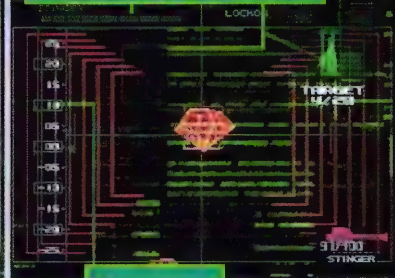
Beak for the Ninja rabbit!



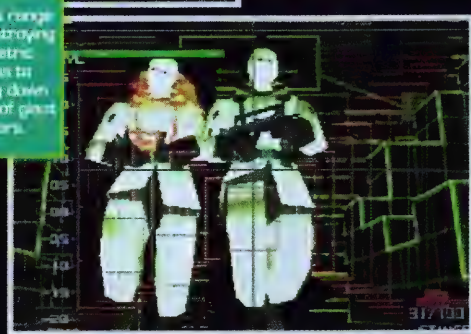
If you thought Richard Simmons workouts were tough, wait until you see what VR asks you to do.



In Mystery, it's up to you to discover the identity of a ruthless killer.



Missions range from destroying geometric shapes to bringing down an army of giant soldiers.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Puzzle
- **Special Features:** Over 300 Training Missions; Play as the Ninja & Snake; New Murder Mystery Mode; Extensive Puzzle Solving & Weapon Usage; Photo Sessions; Dual Shock & Analog Compatible
- **Created by:** KCEJ for Konami
- **Available:** October for PlayStation

85% Complete

Solid Secrets

Succeed in mastering the weapons and techniques in this abusive drill sergeant of a game and you'll stumble upon a few interesting secrets. Buried within the Special mode are eight new challenges and, oh boy, are they exciting! One of the new tests is called Mystery. Here, Snake will have to study a crime scene and find evidence that leads to a vicious murderer. Sometimes the evidence is obvious like a gun used by a 10 foot giant. Other times though, you'll really have to search to find the culprit. Special mode also includes Puzzle, a mode dedicated to solving odd dilemmas, like how to take out 10 soldiers with one grenade. Other surprises include one-minute battles with an endless stream of enemies, missions against giants, attacks by flying saucers, and even suiting up as the Ninja!



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Racing
- **Special Features:** 8 Characters (Plus More Hidden); 16 Tracks; 4 Ways To Get Turbos; Multiple Game Modes Including Adventure, Vs., & Battle; Weapons; Multiple Paths; Dual Shock, Analog, & Memory Card Compatible
- **Created by:** Naughty Dog for Sony Computer Entertainment America
- **Available:** October 19 for PlayStation

75% Complete



CTR Me ASAP



Powerslide! Powerslide! Powerslide!



Hit the turtle straight ahead to blast over the water.



The time-warp ball will seek out the leader and slow him down.

Since we last visited the world of Crash Bandicoot, much has changed. For one, Game Informer has discovered that Eurocom will develop the next action/platform incarnation of Crash; but more importantly, we have finally had some hands-on time with Naughty Dog's last PlayStation hurrah, Crash Team Racing.

And what an experience it is, as CTR is an insane racer. While it would be easy to say CTR is like Mario Kart, it would be wrong. While on the surface CTR's control looks and feels like any other kart racer, underneath lies a beast unlike any you've tamed before. The secret to CTR's unique control is its use of turbos and the powerslide. Like any normal racer, there are turbo power-ups to collect as well as turbo pads to propel you along; but there are also two more innovative ways to increase your speed.

The first is air-time. Each time you catch big air (like a half second or more), your kart is shot forward. The more extreme the air, the more turbo you receive. The second and more important way to increase your speed is with the powerslide. During a powerslide, you are given the opportunity to pop off three more turbos with well-timed button presses. Getting in all three turbos is difficult, but with practice, you can squeeze all the speed out of every corner.

Now imagine how all this works. You shoot off the starting line, blast into the first turn and – BAM, BAM, BAM – hit all three powerslide turbos. As you fight to straighten out your kart, you blast over a turbo pad and zoom off a jump, which turbos you again. That propels you into another turn where you powerslide and – BAM, BAM, BAM – powerslide turbo three times again.

The hilarious thing is, this is just the driving portion of the game. There are also tons of offensive and defensive weapons to collect and dispense onto your opponents. These weapons range from bombs and missiles, to TNT boxes and shields. The great thing is, if you collect 10 wumpa fruit, each pick-up is powered-up so that a bomb becomes three bombs, a TNT box becomes a Nitro box, and so on and so on.

CTR also offers multiple modes of play, including the multiplayer Battle and Vs. modes, as well as the 1-player Adventure mode. The Adventure mode features an overworld that you can drive around in as you conquer levels and unlock tracks. The goal of this mode is to collect crystals, which you get for beating a boss in a battle arena; trophies, which you get for winning each of the 16 races; wrenches, which you can use to upgrade your kart's handling, acceleration, and top speed; and relics, which you get for beating the time trial modes that feature the familiar stop clock boxes from the Crash platform games.

Any kart that you upgrade in Adventure mode can then be taken to either of the multiplayer modes. In Vs. mode you

race against your friends and in Battle mode you blast each other to oblivion in seven unique battle arenas.

Besides all these great modes and gameplay techniques, Crash Team Racing also looks fantastic, so if you thought Mario Kart or Diddy Kong Racing was it, just you wait until CTR changes the face of kart racing forever when it hits this October.



Head onto the boat to catch massive air.



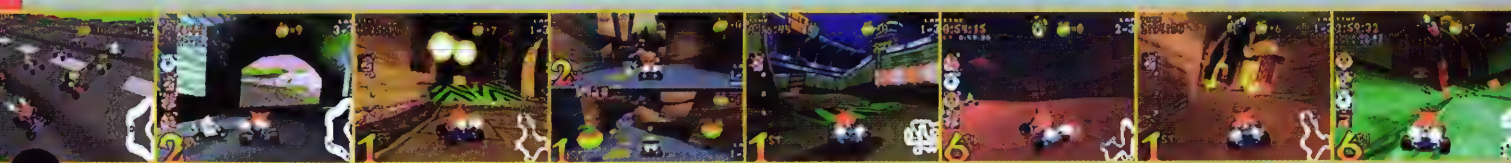
Searching...seek and destroy!



Dazzling light effects accompany most weapons.



Coco...let's go away...let's go away.

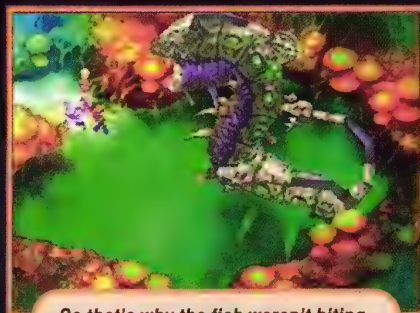


Unstuck in Time

CHRONO CROSS™

- **Size:** Unknown
- **Style:** 1-Player Role-Playing Game
- **Special Features:** Tiered Elemental Magic System; Elemental Combo Attacks; Anime Style CG Cutscenes; 4 Playable Characters; Turn-Based Combat; Visible Random Encounters; Dual Shock Compatible
- **Created by:** Square Soft
- **Available:** Fourth Quarter '99 in Japan (2000 in US)

80% Complete



So that's why the fish weren't biting.



Yes Virginia, combat is very cool.

As most hardcore RPG fans of the SNES days know, Chrono Trigger was probably one of the most amazing RPGs of its time, featuring an innovative time travel storyline, excellent character design, and a lengthy quest. Now, in the shadow of Final Fantasy VIII, we've finally gotten our hands on the first Japanese demo of this long-awaited sequel.

People are already beginning to lament on the web that Akira Toriyama, the Japanese master of character design, is not developing the characters for Chrono Cross as he did for Chrono Trigger. Fortunately, Square has accumulated a wealth of artistic talent in recent years, and the characters, animation, and environments are gorgeous.

A great deal of effort has gone into making Chrono Cross a more tangible experience than most RPGs. Enemies do not suddenly appear out of nowhere, but instead can be seen and avoided. Even bosses quite frequently arise from the murky depths of a swamp, or simply drop down from the ceiling for a surprise attack before combat begins.

While Chrono Cross returns to the turn-based combat that Final Fantasy appears to have abandoned, rest assured it's anything but traditional. Each character has a certain number of stamina points allotted to them. Attacking the enemy with the strongest physical attacks takes a greater toll on your stamina and has a lower chance of hitting, whereas the weakest attacks are most likely to hit, and only take one point of stamina.

Each character stores elemental spells in a series of tiers. When new magic is acquired, you can opt to replace weaker spells with more powerful ones, although some spells can only be placed in certain tiers.

As characters gain more experience, they are granted access to more powerful tiers and gain more spell slots in their old ones. New spells are usually acquired by defeating enemies.

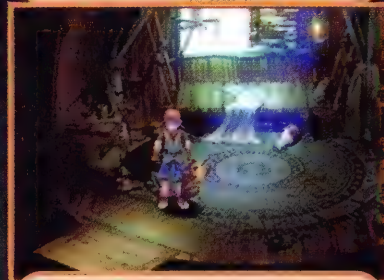
At the beginning of combat, characters can't cast magic until they've built up their elemental attack level by landing hits on enemies.

Each successful attack allows them to use spells from a more powerful tier. If two characters have access to the proper tiers and one uses the appropriate magic, devastating combo attacks can be unleashed.

The plot of the game is currently indecipherable, but it's obvious there is a lot of it. Of the four playable characters we've identified on the demo thus far, there is Serge, the main character; Kid, a young woman who uses a knife; Glenn, a swordsman and possible returnee from Chrono Trigger; and a large pink dog thing who is not available for combat in the demo, but can be seen traipsing about with the party during a series of cutscenes. It seems Serge is plagued with more psychological issues than any of the rest of Square's tormented heroes. Not only is he subject to flashbacks, but he appears to be haunted by dark premonitions of the future as well.



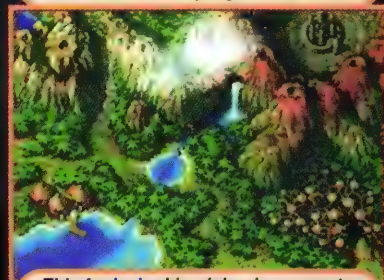
It's just a hunch, but these are probably the bad guys.



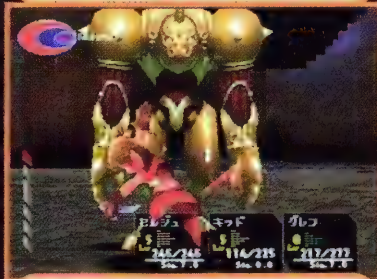
Ahh!! Weird chihuahua pig thing! Get off my leg!



The dungeon environments are spectacular.



This funky looking island appears to be Serge's home.



Kid has some killer moves.



Elemental magic is your prime means of attack in this game.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** 29 Levels; 4 Speed/Flying Rounds; Minigames; Real-Time Cutscenes; New Moves Including Swimming, Climbing, Head Smash, & Hover; 7 Power-Ups; Dual Shock, Analog, & Memory Card Compatible
- **Created by:** Insomniac Games for Sony Computer Entertainment America
- **Available:** November 11 for PlayStation

65% Complete



Spyro 2 Ripto's Rage

No Annoying Carlos Guy

Last year's *Spyro* was a momentous game, and its follow-up promises to deliver even more; as Insomniac intends to fix previous annoyances and offer more gameplay for the hardcore, and increased fun for the young'uns.

The most obvious change to *Spyro 2: Ripto's Rage* is that he no longer rants in his annoying surfer jive. Insomniac Games finally got smart, dumping that annoying Taco Bell dog dude, Carlos Alazarqui, and going in a different direction. Don't fret though, *Spyro* fans, as voice-overs aren't gone altogether. Insomniac has hired Tom Kenny to do the dialog of the characters that *Spyro* meets during his second adventure. In total, there will be eight times the dialog found in the first. But luckily, the purple dragon will hold his tongue this time around.

But we won't hold ours, as *Spyro 2* features a number of less obvious improvements including a reworked engine that can display more characters onscreen at one time; create more particle, lighting, water, and weather effects; and build even bigger environments.

The level objectives have been reworked as well, with treasure no longer the main objective. Now, each level features a number of puzzles that lead to the primary task of finding the talisman; but for hardcores who are looking for even more to do on a level, there is the secondary task of finding the orbs hidden in each world. Usually, uncovering an orb requires completing special tasks, minigames if you will, that range from driving a runaway trolley to playing hockey. And if that isn't enough new options for you, *Spyro 2* also features boss stages that push your platforming skills to the limit.

To help you conquer these new adversities, Insomniac has given *Spyro* a number of new moves, as well as power-ups that can be unlocked on each level. On the moves side, *Spyro* can now swim in water; climb up ladders; pound the ground with a head smash; spit rocks, rockets, grenades, and seeds from a first-person camera; and even hover at the end of long jump to give him that extra push for super long jumps.

As if that weren't enough, Insomniac also added power-ups on each level. To unlock the power-up, the player must first kill a predetermined

number of enemies on that stage. At that point, a power-up gate opens that grants *Spyro* one of seven abilities including Super Flame, Super Bounce, Super Shield (which allows *Spyro* to walk on water), Super Fly, Super Freeze, and Super Charge. Of course, using these skills and power-ups are the keys to finding everything in each world, so exploration and patience still play a major role in *Spyro*'s second adventure.

Spyro 2: Ripto's Rage looks like it should be able to deliver a much improved product when it hits the PlayStation this November, and with all the new characters and friends that *Spyro* will meet, it's sure to be the action/platform star of the holiday season.



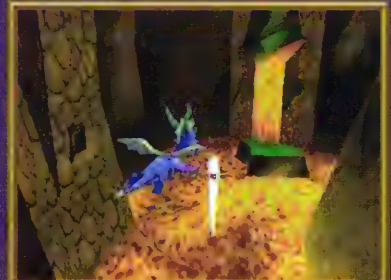
The new levels are HUGE!



A puzzle stage coming from the new level.



The levels feature new and improved lighting, particle, and weather effects.



Fighting isn't just for bonus level anymore.



Swimming is a little tricky, but it works!



Hunter is one of many NPC's *Spyro* will encounter.



Bosses are the biggest challenge in *Spyro 2*.



Baby Got Back

PlayStation Preview

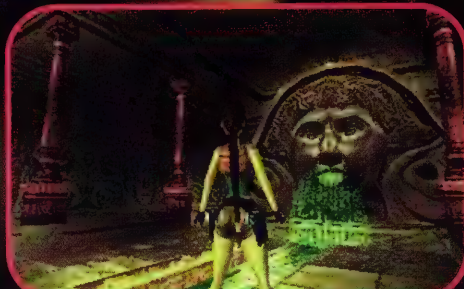
TOMB RAIDER THE LAST REVELATION

- **Size:** Unknown
- **Style:** 1-Player Action/Adventure
- **Special Features:** New Single-Skinned Character Designs; All New Puzzle Mechanics; New Gameplay Interface & Inventory System; Based in Egypt; Young & Mature Lara
- **Created by:** Core for Eidos Interactive
- **Available:** November for PlayStation

75% Complete



Expect to see more dramatic camera angles.



Once again following in the footsteps of Indiana Jones, Lara Croft is about to embark on one last crusade with the PlayStation console. The fourth chapter in the Tomb Raider chronicle is entitled Tomb Raider: The Last Revelation. This time around, the adventure will be entirely revamped, featuring new gameplay mechanics, a new gameplay interface, and a new inventory system.

Core is also diving deeper into the Lara Croft character, and yes, we'll learn a lot about her past. Word of mouth indicates that the training in this game showcases Lara as a teenager learning the ropes with her mentor. This is before Lara became huge (if you know what we mean). The seductive full-grown Lara has undergone cosmetic surgery and will be more mesmerizing than ever before. Core has transformed Lara's shapely figure into a single skin, which means smoother curves and well...smoother curves.

The gameplay is supposedly brand spanking new, yet from the pictures, it looks the same as the original offerings. Eidos and Core won't comment just yet on how this game differs, except for the fact that all of the gameplay takes place in various locations in Egypt. Revelation also contains a single and continuous story arc without loading time interruptions. Interesting...

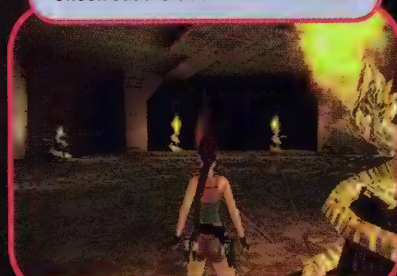
You want more, and we'll have more in upcoming issues. But for now, just sit tight, and think of all the wild times you and Lara will have in November.



Time for a dip.



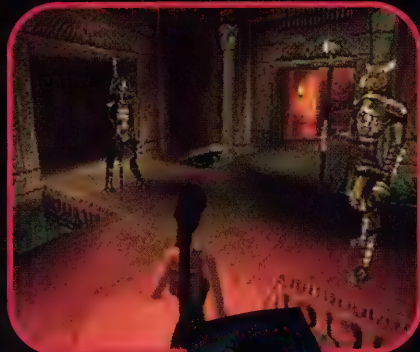
Check out the smooth skin on Lara.



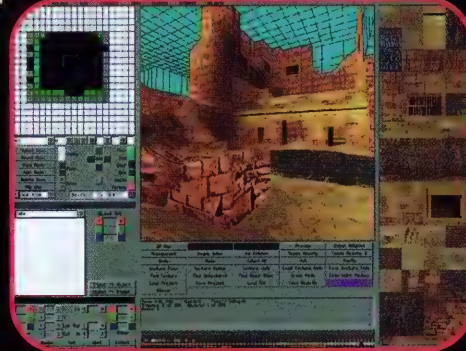
The Last Revelation is home to many new effects, including awesome fire!



As you might have guessed, the environments are gigantic.



Raiding the tombs of Egypt will bring out some unfriendly guests.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action/Racing
- **Special Features:** Orbital & Some Other Bands; Dual Shock & Analog Compatible; Vertical & Horizontal Split-Screen Multiplayer; 7 New Weapons & 5 Old Ones; New Tournament, Challenge, & Death Match Modes; 8 New Circuits
- **Created by:** Psygnosis for Activision
- **Available:** September for PlayStation

55% Complete



**H Hip Enough for the Roxbury, v.
F Fast Enough for a Fighter Pilot**

The original Wipeout was one of the PlayStation's five launch titles. It looked great compared to the racers of the 16-bit era, but we couldn't ignore the game's awkward physics. When we got our hands on the game's first sequel, Wipeout XL, we were totally unprepared. Not only was XL a much smoother racer, but the challenges, modes, and lighting effects all contributed to form a superior racer that stands as one of the best on the PS-X to this day. On top of that, the game's background music featured hit artists Prodigy, Underworld, and the Chemical Brothers.

Psygnosis has not forgotten the club culture that garnered so much support for XL. Wipeout 3 will feature the return of the Chemical Brothers and Underworld, and will also include Orbital, the Propellerheads, and Paul Van Dyk. According to Psygnosis, each band will be focusing on creating music that goes along with the design, style, and tempo of the tracks in order to create a more cinematic experience.

Psygnosis is also planning to have a wider variety of racing vehicles in this game. In order to reduce the learning curve of the previous games, it will be creating certain vehicles which are easier for beginners to jump into; but Psygnosis promises the game will be just as challenging by the time you reach the higher rankings, and the higher performance vehicles will demand much more of their pilots.

Of the four tracks we've seen so far, the first three weren't too tough, but the fourth required every iota of skill we acquired from playing XL. So we aren't too worried about Wipeout 3 being any less challenging than XL. All of the insane turns and slopes will be taken to a new extreme with corkscrews and 90 degree bends that will have racers breaking out into a cold sweat.

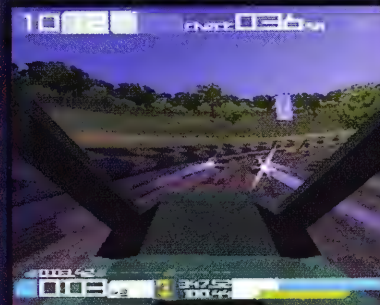
From what we've seen thus far, Psygnosis has a very solid plan; preserving everything you loved about XL and tweaking it just a little bit farther. If all of Psygnosis' promises come true, we'll be seeing a Wipeout that's faster, sharper, and more intense than its predecessors.



As always, straight-aways are a very rare thing.



Wipeout's trademark lighting effects.



Instruments? We don't need no stinkin' instruments.



Woo hoo!



This corkscrew isn't half as tough as it looks, but it's fun.



Staying in the lead for too long is an invitation to be blasted.



The Piranha is one fast machine.



You can catch some crazy air in this game.



- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Fighting
- **Special Features:** 3 Exclusive New Wu-Tang Songs; New Wu-Tang Alter Egos; Rage Meter; Practice, Single, Versus, & Story Mode; Multiple Fighting Arenas; Cool Death Animations; A Whole Lotta Ruckus
- **Created by:** Paradox for Activision
- **Available:** November for PlayStation

60% Complete

The Mystery of Chessboxing

Ring the alarm! A new chamber in video-gaming history is about to be opened. The legendary Wu-Tang Clan, who struck a match to the underground and redefined the rap game in the 90s, are ready to rock steady on the PS-X with some deadly kung-fu action. Will the Wu bum-rush the fighting genre like ODB at the Grammy Awards, or bring forth a game as boring and muddled as Cappadonna's lyrics? Are your arms long enough to box with the gods? Find out in Wu-Tang: Shaolin Style.

Wu-Tang: Shaolin Style is running on an updated Thrill Kill engine, with improvements in speed and texturing. Graphically, the game captures the essence of the Wu-Tang. Each member is recognizable in all his glory, rendered with over 600 polygons per character. Like its controversial ancestor, Wu-Tang: Shaolin Style features some fantastically bloody death animations. For example, RZA slices and dices suckers with razor-sharp twin swords like a sushi chef on a cappuccino bender, while Raekwon hits so hard he knocks a dude's entire torso off. As you fight, watch for your Rage Meter to become full. When it does, activate it and your hits will inflict three times the normal damage. However, be careful, as you also take three times the damage from an opponent's blow.

All nine members of the Wu-Tang are present in the game, and each has a new martial arts-based alter-ego created for the game. There will be three exclusive new Wu-Tang tracks recorded specifically for the game, none of which will appear on any Wu-Tang album. Also, a few classics like "Protect Ya Neck" are in the game.

There are 10 fighting arenas, each based on ancient China or modern-day New York City. There is a two-to-four player Multiplayer mode, and you can assign the computer up to three characters if you want to go buck wild on the solo tip. The Story mode sends the Wu-Gambino of your choice through 10 levels, each of which has 3 hubs with a boss to defeat at each. There will also be hidden arenas like the Room of 1000 Deaths, in which you must defeat a legion of foes at once à la Bruce Lee.

Will the Clan's platinum touch carry over into the world of video games? Probably. Wu-Tang: Shaolin Style should bring a much-needed touch of class to the world of fighting games. In fact, it is rumored that Wu is looking toward doing other games in the future. How about The Legend Of ODB: Adventures in District Court? We can't wait.



Masta Killa renegotiates his contract.



The Wu-Tang Ballet Company presents Swan Lake.



Ouch!



Killa bees on a swarm.



Notice the graffiti mural from the "Can It Be All So Simple?" video.



I am the Lord of the Dance!

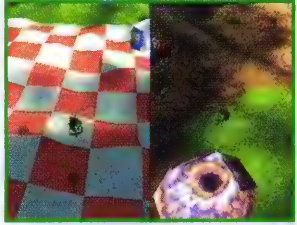
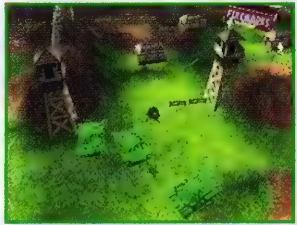
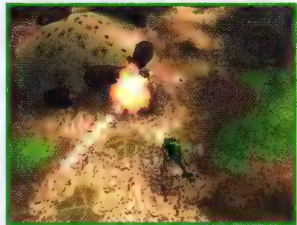
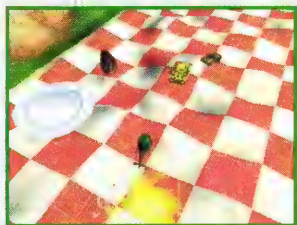


PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 2-Player Action
- **Special Features:** Most Objects in the Environment Are Moveable; 4 Different Helicopters; Cooperative & Competitive 2-Player Mode; Choice of Co-Pilots With Unique Strengths & Weaknesses; Dual Shock & Analog Compatible
- **Created by:** 3DO
- **Available:** Late October for PlayStation

50% Complete

FLY INTO THE GREAT GREEN YONDER



Who could have predicted that the lowly green army man, perhaps one of the most boring toys of all time, would become a popular video game fixture of the late 90s. Of course, in their pixelated incarnation, the little greenies have a few more tricks up their sleeve than their plastic counterparts.

Army Men: Air Attack introduces a new hero named Captain, who commands the helicopter division of the Army Men. His goal is to save POWs and destroy the enemy through 18 missions.

Select from four choppers, each equipped with a machine gun and bottle rockets. These come in handy for blasting Tan units, as well as pesky insects. There is a certain perverse pleasure one can gain from blasting a pretty butterfly to smithereens.

The helicopter's wench can pick up and move objects in the environment. This is often necessary to complete your objectives. For example, in one level you must place a donut from a nearby picnic next to the enemy fort to entice ants to attack the Tan base. Pine cones or pop cans can be used to build barriers on the battlefield, or to simply squash an enemy. Plop!

Army Men: Air Attack comes off like a mix between Desert Strike and Toy Story. The basic gameplay is similar to many helicopter action games, but the miniature scale and strategy elements of moving objects could make this a game to watch.

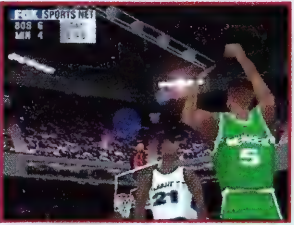
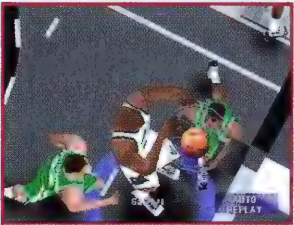


PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 to 8-Player Sports
- **Special Features:** Fox Sports Broadcast Presentation; Commentary by Greg Papa & Doc Rivers; Authentic Arenas; Season Stat Tracking; Create & Edit Player Modes; Player Trades & Roster Control
- **Created by:** Radical Entertainment for Fox Sports Interactive
- **Available:** October for PlayStation

75% Complete

On the Bubble



Radical Entertainment's aborted ESPN basketball project will finally see the light of day under the moniker of another sports television powerhouse, Fox Sports.

Fox Sports' NBA Basketball 2000 features 340 NBA players, including many players with mapped faces. There are all 33 NBA teams, as well as the All-Star and Rookie All-Star teams. Play modes include NBA Season, Playoff, Exhibition, Championship, and Practice mode.

Armchair coaches can make roster moves and trade at will; or create and tweak a mutant superstar in the Create/Edit player mode. As the season progresses, players will fatigue and become injured, which might make these features a necessity. Complete season and user stats can be saved with a memory card. The controls are intuitive, with features like icon passing and an indicator spot for rebounding.

Radical used all-new motion-capture moves for the game, resulting in hundreds of smooth animations. Replays are shown in a variety of different angles, often with eye-popping special effects.

There are still some problems with the game, like shots that fly off players hands at bizarre angles, and a defensive AI that allows almost anyone to drive to the basket; but Radical says these will be fixed by release. It looks as though this long-troubled game might finally make a run for the money.



PlayStation Preview

- **Size:** 1 CD-ROM
- **Style:** 1 or 8-Player Sports
- **Special Features:** Fox Sports Broadcast Presentation; Commentary by John Davidson & Kenny Albert; Stat Tracking; Create & Edit Player Modes; Player Trades & Line Changes
- **Created by:** Radical Entertainment for Fox Sports Interactive
- **Available:** September for PlayStation

75% Complete

Now What's A 2-Line Pass?

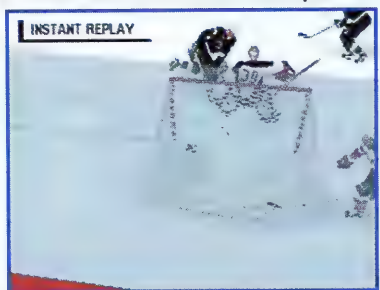


Rupert Murdoch's Fox empire is an entertainment powerhouse in everything from newspapers to motion pictures. However, its initial forays into the sports game market, last year's sub-par Fox Sports Golf 99 and College Hoops 99, failed to compete with the big boys like 989 and EA Sports. This year, Fox Sports Interactive has recommitted itself to becoming a major player in the sports game market, and recruited Radical Entertainment, creators of the Powerplay series, to develop Fox Sports NHL Championship 2000.

All the NHL teams are on hand, including the Atlanta Thrashers, along with 18 International teams, first and foremost that of the beloved country of Norway. The rivalry meter appears on match-ups between traditional enemies, increasing the intensity of checking and the number of fights.

Existing players can be edited, and new ones created. You can adjust your coaching strategies, make line changes, and player trades. There is season stat tracking with a memory card, although there is no Multiple Season or Franchise mode.

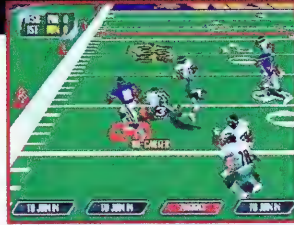
Directional passing icons around the selected player let you know where your teammates are, and the infamous puck halo used in Fox broadcasts is also in the game. This game looks pretty solid so far; we'll see if it can make a dent in the marketplace.



PlayStation Review

- **Size:** 1 CD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Updated Rosters & Team Names; 5 New Stadiums; Complete Season With Team Stat Tracking; Dual Shock Analog Compatible
- **Replay Value:** High
- **Created by:** Midway
- **Available:** Now for PlayStation

Bottom Line: 6.5



	ANDY	PAUL	REINER
Concept:	7.75	8	5
Graphics:	7.5	1	8
Sound:	8	8.5	7.25
Playability:	9	3	8.25
Entertainment:	9.5	1	7
Overall:	8.25	4.5	7



A sure sign that wrestling is taking over the world is that WWF Raw Is War routinely trounces Monday Night Football in the Nielson ratings. Seeing the writing on the wall, Midway reinvigorated video football with NFL Blitz, which threw out the NFL rulebook and replaced it with wrestling-style mayhem.

Fans of the original Blitz will find the familiar gameplay largely unchanged. Late hits, outrageous tackles, and fast-paced action are still the order of the day. Team rosters have been updated to reflect the 1999 season, and there are two new teams; The Artists Formerly Know As The Houston Oilers (Tennessee Titans) and the resurrected Cleveland Browns.

While Blitz 2000 is essentially a carbon-copy of the last edition, there are some key new features that make this one worth the bucks. The game now supports four players, which should turn your living room into a barroom brawl in a matter of minutes. There is a Season mode which tracks teams' stats, and a Tournament mode which allows up to eight jaboronis to make a run for the title. Think you're a grid-iron Einstein on par with former Vikings offensive coordinator, Brian Billick? Then compose your own pigskin symphonies with Blitz 2000's playbook editor.

Blitz 2000 isn't really a new game, just a deluxe version of the last one. However, the new modes are cool, and the awesome 4-Player mode makes it a necessity for Blitz fanatics.

Andy, The Game Hombre

"Blitz is still king, but I'd have to say that with Xtreme 2 breathing down its neck, Blitz 2000 on PlayStation isn't nearly as attractive as it used to be. Blitz heads should nab this one, but any PlayStation-only owner on the fence should go with Xtreme 2."

Paul, The Game Professor

"What the dung is this? After playing Xtreme 2 this doesn't even seem like football. The play-calling screens and player models are so ugly. Only look at this game to see how bad it really is."

Reiner, The Raging Gamer

"As a multiplayer game, you won't find a better package than NFL Blitz. But this year, as a single player game, 989 Studios NFL Xtreme is far superior. Don't get me wrong, Blitz is still incredible, but when it comes down to options, Xtreme offers a more diverse game. I say Xtreme is the way to go."

Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action
- **Special Features:** A-Life Virtual Pets; 6 Playable Characters With Different Stories & Routes; 40+ Levels; Real-Time & FMV Cutscenes; Classic Sonic Gameplay; VMU Compatible
- **Replay Value:** Moderate
- **Created by:** Sonic Team for Sega
- **Available:** September 9 for Dreamcast

Bottom Line: 7.75

A console without a mascot is a ship without sails. Nintendo found immediate success with Mario, and Crash Bandicoot launched the PlayStation to new heights, all while the Sega Saturn slowly sunk to the depths of the console graveyard. There may have been some other factors involved with the demise of Saturn, but one thing was for certain – everybody wanted a new Sonic, and Sega failed to meet the demand. With Sega's new Dreamcast, all of the necessary measures were taken to keep this console as high above the water as possible, and of course, Yuji Naka's first project was to deliver a new Sonic for the system launch.

On September 9, Sonic the Hedgehog will return to the states to claim his portion of the retail pie. Since July, Hollywood Video has been renting out Dreamcast units with Sonic Adventure packed in. If you were lucky enough to get your hands on this promotion, then you already know how powerful the Dreamcast is and how amazing Sonic looks on it. Instead of messing around with a new design for the first 128-bit Sonic game, like it did with the failed Sonic R and Sonic 3D Blast, Sega kept the gameplay as true to the 16-bit legacy as possible. The main focus was speed, and if you thought Sonic was fast before, wait until you see him now. He's literally as fast as a bullet, and he comes equipped with all of his signature moves including the spin dash, and you'll also see him perform some new tricks like the awesome homing attack. Sonic is now a 3D adventure, but the play is basically the same, and the massive environments are filled with familiar loop-the-loops, sound effects, and villains.

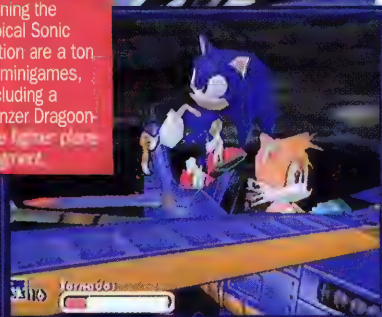
Sonic Adventure also includes the return of ring collecting, and no Sonic would be complete without the inclusion of Dr. Robotnik and his craving for the Chaos Emeralds. Through the years Sonic's costars, Knuckles and Tails, have become just as popular as big blue. So naturally, they have been implemented into this game, along with three new characters named Amy, E-102 Gamma, and Big the Cat. As you proceed through the game as Sonic, you'll unlock these characters and can then play as them. The interesting thing is that each character has a unique story, plus different stages and/or different objectives to complete.

Sega also threw in a ton of minigames like pinball and the dynamic virtual pet system called A-Life. Through the course of play you'll find A-Life eggs hidden on stages. These eggs will hatch and reveal a Chao, a creature you must raise to become the fastest in the racing circuit. Unlike other Sonic games, this one is loaded with variety.

The Dreamcast launch is accompanied by a handful of great games. Sonic, of course, is hogging the spotlight. For those who've waited, blue is definitely back!



Joining the typical Sonic action are a ton of minigames, including a Panzer Dragoon-like fighter plane segment.



With enough love and care your Chao virtual pet will become a legend in the A-Life racing circuit.

Bringing Sega Up To Speed

ANDY
THE GAME HOMBRE

Concept
8

Graphics
9.25

Sound
8

Playability
7

Entertainment
7

7.75

OVERALL

"Sonic Adventure proves with little doubt that the Dreamcast can put out some impressive graphics, as it's one amazing looking game. The crisp high-resolution graphics and the numerous animations remind me why I'm excited about the next proliferation of video game consoles – the raw graphic processing power is just outstanding. Unfortunately, Sonic Adventure's gameplay isn't as impressive. The camera is quirky and difficult to follow, almost to the point of utter frustration. Luckily, the beautiful textures and wacky levels keep you interested enough to keep playing. The individual adventures are a tad short, so it's a good thing there's six of them. I guess this is just one of those games you've got to play if you own a Dreamcast, but **don't expect to be blown away by the gameplay, just the graphics.**"

PAUL
THE GAME PROFESSOR

Concept
8.75

Graphics
9.25

Sound
8.75

Playability
6

Entertainment
5

7.5

OVERALL

"I've waited a long time for a decent Sonic game. In my opinion, Sonic & Knuckles marks the last time Sega came through. **Sonic Adventure is really something to look at, but it's another story when you play it.** Some of the stages are classic Sonic and recall the days when he ruled the Genesis, but overall the playability is extremely cumbersome. To the game's credit, there is good variety of gameplay with the choice of characters, and again, the graphics are pretty amazing. Yet overall, this is not the premier launch game for the Dreamcast – which I think it should be. Do not make this your first game purchase for Dreamcast. There are better games to choose from."

REINER
THE RAGING GAMER

Concept
8.25

Graphics
9.5

Sound
8

Playability
6

Entertainment
7.5

7.75

OVERALL

"It's nice to see Sega back in the groove and making another Sonic that holds rank with the classic Genesis series, but I wish more time was spent to make this game truly remarkable, rather than the decent game we see today. **Sonic Adventure features some of the most impressive graphics around,** and the variety it possesses is also outstanding, however, the fast and furious gameplay is plagued with loose controls, bugs galore, and camera glitches. All of this could have been fixed with the U.S. localization, but Sega didn't seem to think the effort was needed. Sega didn't even take the time to match the new English dialog with the mouth movements. Lamé! As a whole, this game has enough going in the right direction to bury its difficulties and live large as a fairly good Sonic title."

The power of Dreamcast makes Sonic's world look on so beautiful.



One of the new playable characters is a large rooster named E-102 Gamma.



Real-time cutscenes surround each level for all six characters.



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 11 Tracks; 13 Boats; Beautiful Wave Effects; Booster Fuel Allows Insane Jumps, Speed Bursts, & Temporary Invulnerability; Plenty of Hidden Areas, Shortcuts, & Booster Fuel Locations
- **Created by:** Midway
- **Available:** September 9 for Dreamcast

65% Complete

Let Them Eat Wake

A certain French queen may have once made the mistake of saying "Let them eat wake" (at least that's what we think she said) in the midst of a peasant bread riot during the formative days of the French Revolution, but in Hydro Thunder, the words finally ring true and proper. Despite a hideously irritating announcer, Hydro Thunder is probably one of the best racing games the arcades have ever seen, and the Dreamcast version is looking more flawless with every new rendition we get.

Visually, the game is gorgeous, with remarkable wave effects and environments full of life. Players are constantly dodging other boats, hang gliders, helicopters, and sea life. Depending on how calm the water is, stunning sights occasionally become visible. Sunken cars, gigantic sharks, and remains of vast temples are all there to distract you from the task of taking down the competition.

By making the game easy for newcomers to play yet difficult for grizzled veterans to master, Midway had an instant hit on its hands. It's easy to jump in and start winning the occasional race, but to truly master the harder courses, you need to be aware of all the best jumps, shortcuts, and hidden reserves of the essential booster fuel.

Once booster fuel has been acquired, each boat goes through a slight transformation sequence in which rockets fold out or entire racks of additional engines pop out the back. While activated, boosters temporarily make the boats invulnerable, increase speed, and allow you to gain a lot more air on jumps. Unfortunately, your tanks are limited to 18 seconds of fuel, so it's best to use your boosters frequently between fuel pickup areas.

Thus far, the Dreamcast version of Hydro Thunder looks to be approaching an arcade-perfect translation. All the wave effects and action are in place and the physics are excellent. If you're in the mood for water and you don't mean fishin', Hydro Thunder could be the next game on your wish list. ■



Unfortunately, we get no bonus points for hitting this helicopter.



An insane jump.



Another four seconds of speed.



Another insane jump.



Supposedly, this track is "extra" easy.



Some of the jumps can be pretty tough to land.



The Midway boat is a fast and smooth ride.



Dreamcast Preview

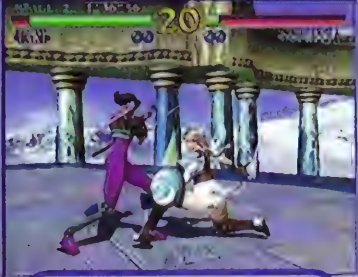
- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Fighting
- **Special Features:** Arcade, Vs. Battle, Team Battle, Time Attack, Survival, & Mission Battle Modes; 18 Arenas; Hidden Playable Characters Not Found In Arcade; VMU & Puru Puru Compatible
- **Created by:** Namco
- **Available:** September 9 for Dreamcast

90% Complete



Victory Strengthens The Soul

In the past, societies cherished the ideal of the noble warrior. The warrior who sought to defend truth and justice, who lived by the codes of chivalry and honor. Of course, today our mythical warriors look like heavy metal rejects who yell "Suck It!" while clawing at their crotches like rabid muskrats. With Soul Calibur, Namco seeks to restore dignity to the arena of combat. Although, we must admit, Ivy does have some pretty nice puppies.



Catfight!



He must buy his clothes from Marilyn Manson



"Let me down from here or I'm telling Mom!"

Soul Calibur, a Dreamcast port of the arcade game, manages to not only duplicate the graphics of the arcade version, but actually improve on them. New animations, which run at a blistering 60 frames per second, have made the character movements strikingly lifelike. Unlike the arcade game, the arena backdrops are now rendered in 3D polygons. The texturing is equally impressive, making Soul Calibur, without a doubt, one of the most beautiful looking games ever on a home console.

The gameplay almost matches the quality of the visuals. Each player has his/her/its own set of special moves to master; but the controls are intuitive enough that, with a little button-mashing and experimentation, you will soon be pulling off some of the flashier moves with ease. Which is good; because some of these moves are pretty mind-blowing. For example, Voldo raises his adversary in the air, impales him on his tri-bladed sword, and spins him like a top; creating a merry-go-round of carnage. Initially, the competition is pretty weak, but in later rounds it heats up, requiring you to plan your combinations more carefully.

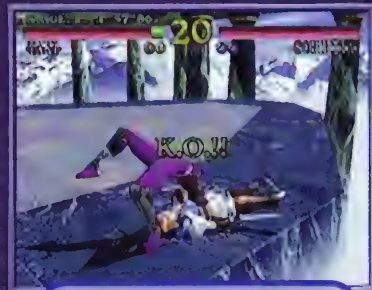
To master the art of battle, try Practice mode, which lets you work on your combos by beating up on non-aggressive opponents, or Mission mode, which sends you on a quest through realms where you face the ancient Edge Masters. Team Battle mode allows you and a friend to select squads of up to 8 gladiators to compete in one-on-one matches. Initially, there are 10 characters to choose from, but you will soon unlock more, like Hwang, Yoshimitsu, and Lizard Man. All 17 characters from the arcade are present, and there are rumored to be even more hidden.



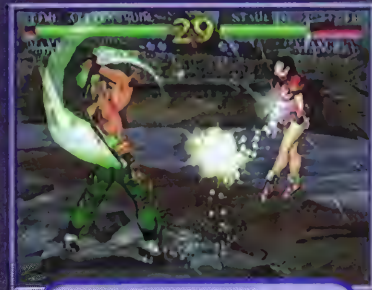
That's one big toothpick.



Voldo auditions for the Harlem Globetrotters.

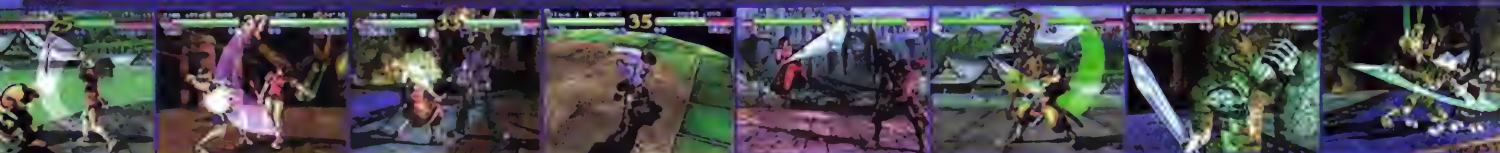


We've had dreams like this.



"Hiii-Yah!!"

As excitement builds for the launch of the Dreamcast, Soul Calibur has been at the head of the pack in pre-order sales. This is no surprise, because of all the titles available at launch, this one really showcases the graphic abilities of the Dreamcast. Fortunately for fighter fans, underneath Soul Calibur's handsome exterior lies a solid fighting game with the heart of a true champion.



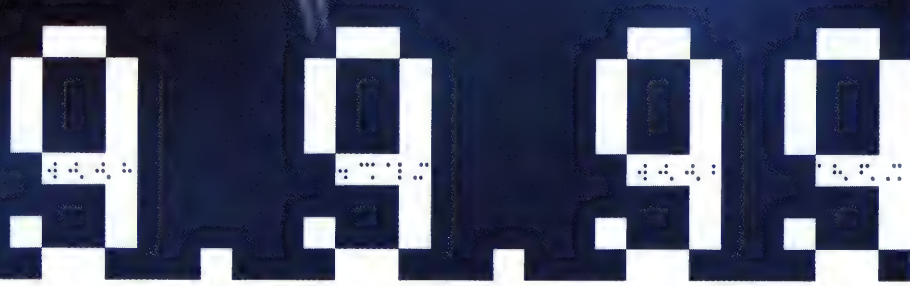


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0.01



ARTIFICIAL INTELLIGENCE HINT >

YOU KNOW IT'S ALIVE. WORSE,
IT KNOWS IT'S ALIVE.

Sega e i robot sono marchi di Sega. Tutti i diritti sono riservati. © 2001 Sega. Tutti i diritti sono riservati.

it's thinking  sega.com

Dreamcast Preview

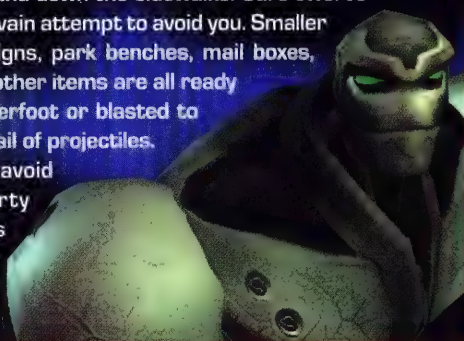
- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Action/Shooter (12-Player Via Modem)
- **Special Features:** Multitudes of Slug, Energy, & Guided Missile Weapons; Thoroughly Destructible Environment; Large Variety of Enemies & Expendable Innocents; Throw Cars & Tanks at Enemies; 4-Player Split-Screen
- **Created by:** Accolade for Infogrames
- **Available:** September for Dreamcast

55% Complete

We almost don't need to write a story on this game, as the special features pretty much say it all. *Slave Zero* is all about being a 60-foot-tall biomechanical monster rampaging through the city. It's a basic premise, but certainly not an unattractive one.

The one thing that *Slave Zero* does best is something that many games featuring mecha fail to do. The player is constantly reminded that he or she is in fact 60 feet tall. Tiny pedestrians run screaming up and down the sidewalks. Cars swerve off the streets in a vain attempt to avoid you. Smaller buildings, street signs, park benches, mail boxes, trees, and tons of other items are all ready to be crushed underfoot or blasted to smithereens in a hail of projectiles.

Attempting to avoid excessive property damage in this game is nigh impossible and



SLAVE ZERO

Mecha Mania



We hope this guy is playable in multiplayer.



No 3D game is complete without the wading-through-sewage level.



This is a great game to play if you just drove through rush hour traffic.



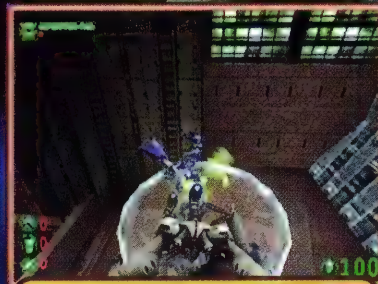
It's scary how happy he looks.



With the right power-up, you can use jump jets too.



Outnumbered, but not outclassed.



Stomp!

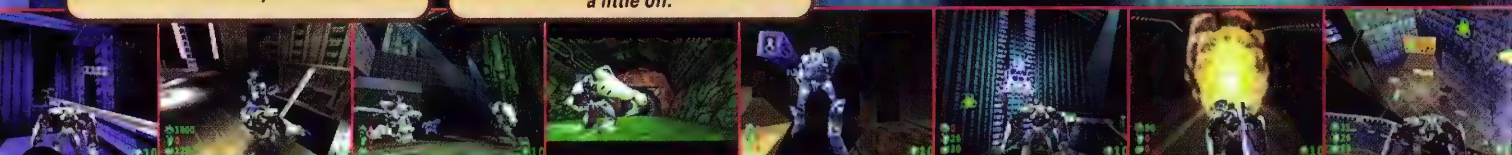


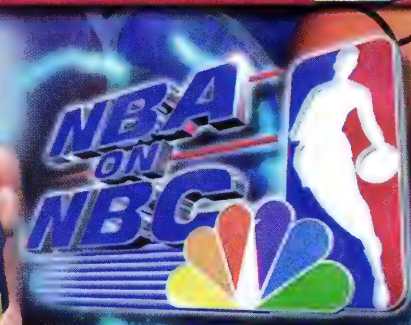
The people-to-car scaling seems to be a little off.

would be missing the point. It's often difficult to tell whether there are enemies in the area shooting at you due to the excessive number of explosions that occur as you crush cars underfoot and run into large neon signs hanging off buildings. That's just while moving from point A to point B. When enemies do show up, the real fireworks begin.

There are three types of weapons in the game: slug guns, energy weapons, and missiles. For each weapon type, you can find a multitude of different guns and launchers. Blasting away at enemies isn't your only option, however, as you can punch and stomp on them as well. You can even pick up tanker trucks and large hunks of blasted city terrain, then throw these at your foes.

For people who want to share the process of mass destruction with friends, there will be a 4-player split-screen mode. For those who prefer to go head-to-head with total strangers, Accolade plans to put in a 12-player Deathmatch mode that will allow people to stomp, crush, and blast each other via their modem lines. Keep an eye on this one.





- **Size:** 1 GD-ROM
- **Style:** 1 to 4-Player Sports
- **Special Features:** Create-A-Player; Big Air & Combo Dunks; All the NBA Teams With Up-To-Date Rosters; All 29 NBA Arenas; 60 Frames Per Second; Fire; Puru Puru & VMU Compatible
- **Created by:** Midway Home Entertainment
- **Available:** November for Dreamcast (PlayStation & Nintendo 64)

70% Complete

The design team that created NBA Jam, NBA Hangtime, NFL Blitz, and NFL Blitz '99 is flexing its muscles once again with its latest hoops incarnation, NBA Showtime. Just like these other games, NBA Showtime is a fast-paced arcade game that pushes this sport to the limit and delivers the most intense and far-fetched basketball experience on the planet. Despite the different name, NBA Showtime is actually the third NBA Jam installment created by Midway. Why the numerous name changes? Acclaim purchased the rights to NBA Jam, and Hangtime was trampled to death when Midway signed NBC and its television show, NBA Showtime.

As confusing as the names have been, Midway's NBA franchise has managed to live large and prosper in the arcades. In November, NBA Showtime is shrinking down to compete in the console market. Midway has stated that Showtime will land on the PlayStation, Nintendo 64, and Dreamcast. As of now, only the Dreamcast version has been shown; but really, after you see this port, you may not want to look at another. Poly for poly, and effect for effect, Showtime looks identical to its arcade counterpart. In the past, Midway has made significant changes to its arcade-to-console conversions, but not with this one. It looks like a perfect clone.

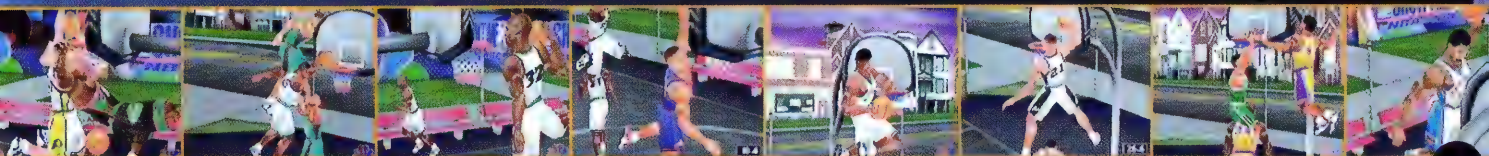
This exciting conversion will include all of the changes that went into Version 2.0. For those not in the know, Version 2.0 is an update of the arcade game that features a trivia contest, additional tournament ladders, fixed bugs, and recent roster additions like Jason Williams, Terrel Brandon, Darrel Armstrong, Vince Carter, and Mike Bibby.

The gameplay is as fast as ever and, thanks to Dreamcast's four controller ports, playing hardcore multiplayer contests is a breeze. Joining the NBA teams and players are all 29 courts in authentic detail, including one hidden outdoor arena. NBA Showtime also features a ton of awesome dunks and moves, some of which can be performed in combination with your teammates. After you sink three consecutive baskets, the signature piece to this series will come into play, and your player will start on fire.

Showtime has a Create-A-Player function, lightning fast load times, challenging AI (yes, they cheat!), and some of the best commentary around. At the moment, there are no extra features in the Dreamcast version, but don't be surprised if Midway adds a Season mode or a VMU minigame.



The Third Manifestation

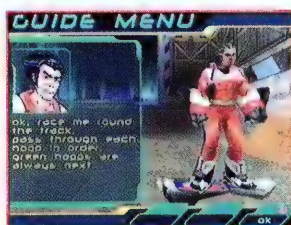
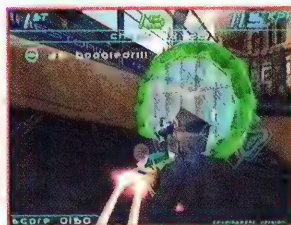
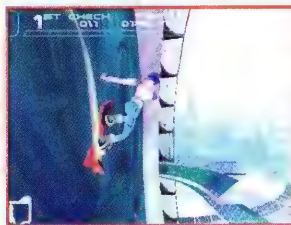
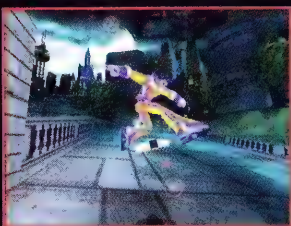


Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Racing
- **Special Features:** 9 Characters; 14 Open-World Tracks; Over 40 Tricks; Stake Park; Hidden Minigames; Boogie Boarding; Turbos; VMU & Puru Puru Compatible
- **Created by:** Criterion Studios for Acclaim
- **Available:** September 9 for Dreamcast

75% Complete

Hovering After



Acclaim Entertainment is jumping head first into Dreamcast development with a futurist racing game that delivers state of the art hover-board technology and drop dead gorgeous graphics. Criterion Studios is piecing this racer together and plans to have it ready for consumption by September 9, the Dreamcast's launch date.

With its realistic physics, Trickstyle's floating gameplay couples intense rock 'em, sock 'em play with a plethora of tricks and grabs. There are nine characters, all sporting exclusive moves and attributes, and 14 open-world tracks filled to the brim with shortcuts and huge air. For those who can't quite get the hang of play or for those who wish to master techniques, a skate park will be included for practice sessions.

Criterion has made sure that this game will play as well as it looks. As you can see from the screen shots, these are big claims indeed. The analog controls are extremely tight and not very fidgety, and the tricks are easy to pull off. Trickstyle will also include several bonus games, like ring racing and head-to-head challenges. For performing well, players will be awarded with hidden minigames and even additional tracks. Look for Trickstyle hovering on retail shelves when the Dreamcast becomes available.



Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1 or 2-Player Racing
- **Special Features:** 25 Import Cars; 100 Accessories for Customizing Each Car; Different Paint Jobs & Customizable Plates; Sega Force Feedback Wheel Compatible; 6 Racing Modes
- **Created by:** Genki for Crave Entertainment
- **Available:** September 9 for Dreamcast

80% Complete

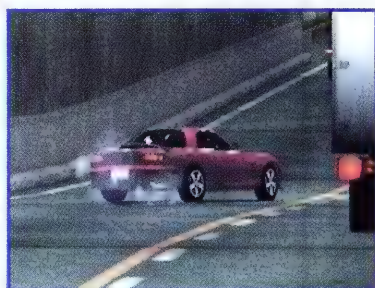
Tear Out the AC and Passenger Seats and Let 'Er Rip



Working off of Gran Turismo's winning formula, Genki's Tokyo Extreme Racing could be one of the Dreamcast's top system sellers at launch. While Tokyo Extreme's 25 cars only offer about an eighth of the variety found in Gran Turismo 2's 400, it does feature an amazingly high level of customization with 100 parts available for each car. This should allow players to tweak their ride from a suburban grocery mobile to a holy terror of the highway. Vehicles can also be cosmetically modified with new paint jobs and customizable plates.

All of the races take place in Tokyo's crowded highway system with over 200 different kinds of cars and trucks to get in your way. Genki promises a nonlinear racing experience in which players will have to make use of on and off ramps in order to alter their course.

The game will also feature a number of unusual racing modes. In Point Battle, for instance, each player has a power bar that increases or decreases depending on how much lead time he or she has on the other cars creating an environment of serious mirror checking tension. If Genki can pull off a decent physics engine, Tokyo Extreme Racing could end up being one of the hottest racers of the year.



Dreamcast Review

- **Size:** 1 GD-ROM
- **Style:** 1-Player Sports
- **Special Features:** Tournament, Arcade, & "Consumer" Mode; Multiple Lures; Underwater Viewpoint; "Diary" Keeps a Record of Your Catches; Optional Force-Feedback Spinner Reel Controller & VMU Compatible
- **Replay Value:** Moderate
- **Created by:** Sega
- **Available:** September 9 for Dreamcast

Bottom Line: 8

	ANDY	REINER	JAY
Concept:	8	8.25	7.75
Graphics:	8.5	9.25	8
Sound:	8	8	7
Playability:	7.5	8.25	8.5
Entertainment:	9	8	8
Overall:	8.25	8.25	7.75



Andy, The Game Hombre

"I absolutely love this game. Sure there's not much to it, but there's just something about sitting around the house and catching fish. Why Sega is selling the controller separately I have no idea, because if you can't afford the package, this game is worthless."

Reiner, The Raging Gamer

"Hook, line, and sinker - I'm addicted to this game. It's a shame it'll cost so much to get both the game and reel, but if you are an avid angler, then the price is worth it. On the Dreamcast, Sega Bass Fishing looks just like the arcade. It's short and not very option heavy, but it's always entertaining."

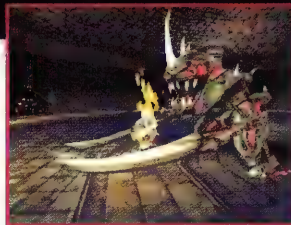
Jay, The Gonzo Gamer

"It's the rod that makes this game. Without it, you quickly start becoming bored, and my rating loses some points in both Concept and Playability. It's fun, but not \$80 worth of fun. Also, I know it's Bass Fishing, but why aren't there any other fish in these lakes to catch by mistake?"

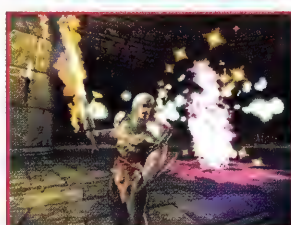
Dreamcast Preview

- **Size:** 1 GD-ROM
- **Style:** 1-Player Action/Adventure
- **Special Features:** 2 Playable Characters; 15 Levels in Both Indoor & Outdoor Locales; Seamless 3D Environment; Over 30 Spells & Power-Ups; Tons of Monsters
- **Created by:** Treyarch for Crave Entertainment
- **Available:** 4th Quarter for Dreamcast

60% Complete



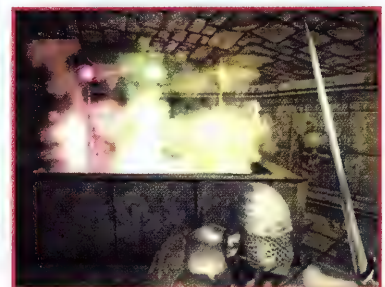
THIS SWORD WAS
MADE FOR WALKING



Before Baldur's Gate comes to Dreamcast, Crave will be introducing a heavily D&D-influenced non-PC port that goes by the name Cult of the Wyrms. Rather than control an entire party, players will take but a single adventurer on a quest to defeat the Dragon Lord that is tyrannically oppressing the land.

All right, so the plot isn't too original, but the features of this game should make up for the lackluster story. Although there are technically 15 levels to explore, players aren't forced into them one after the other. Instead, the entire world lays before you from the beginning. It would be prudent to start small and build up your character, but if you want to face off with the Dragon Lord right away, go for it!

Blades' battle interface promises to be as diverse as possible. Finding spells and power-ups, maneuvering, defending, and chaining attacks to create combos and special attacks will be needed to outwit and defeat foes. Why? Because none of the beasts will just lie down and let you slay them. Skeletons will reanimate if a source of evil magic is nearby. The diminutive Krujen will send out one of their numbers to defend and distract you while the rest flank you to set up jury-rigged traps. Killing monsters looks to get a whole lot more interesting this winter.



Nintendo 64

Review

- **Size:** 64 Megabit
- **Style:** 1-Player Sports
- **Special Features:** Upgrade Poles & Lures; Get New Boat; Fisherman & Woman Sport Huge, Almost Insane Smiles; Authentic Locations, Sweet Spots, & Depth Readings; Cartridge Save
- **Replay Value:** High
- **Created by:** Gearhead Entertainment for Take2 Interactive
- **Available:** Now for Nintendo 64

Concept:	8
Graphics:	7.75
Sound:	7
Playability:	8.5
Entertainment:	8

Bottom Line: 7.75

In-Fisherman's Bass Hunter 64

There's nothing quite like fishing. The sun. A cooler. A boat. Water. Until I played Bass Hunter 64, I never saw the point in simulating the laborious part of this otherwise excellent sport. But this game's entertaining in a very basic way and easy enough for anyone to jump into. The AI of the fish (I can't believe I'm writing about fish AI) is a little weak. I often found they had a habit of attempting to beach themselves whenever you hooked one near the shore. All you hardcore, raging, rock 'n' roll, rebel fishing simulation fans out there will probably find Bass Hunter to be a little simplistic, but it was addictive enough to keep me in the office an hour overtime. The game features a wide variety of lures, poles, and casting styles; and it even lets you buy a new boat to make better time during tournaments. Are you ready to... um... fish?



Nintendo 64

Review

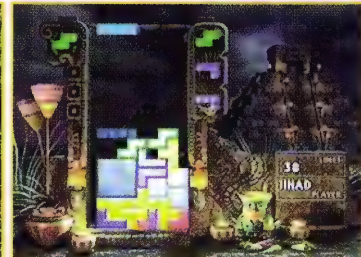
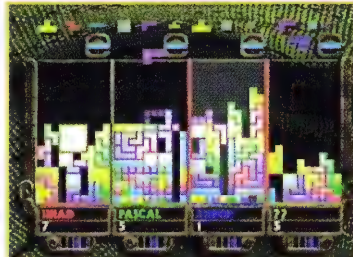
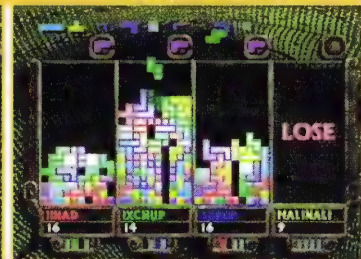
- **Size:** 96 Megabit
- **Style:** 1 to 4-Player Puzzle
- **Special Features:** Ultra, Marathon, & Sprint Modes; 5 Difficulties; 4-Player Simultaneous Play; Swap Data With Tetris DX for GBC Via Transfer Pak
- **Replay Value:** High
- **Created by:** Blue Planet Software for Nintendo
- **Available:** Now for Nintendo 64

Concept:	5
Graphics:	7.5
Sound:	8
Playability:	7
Entertainment:	7.5

Bottom Line: 7

The New Tetris

Ever sat around playing Tetris asking yourself, "Why?" The New Tetris for N64 finally gives purpose to meaningless block building. Every line gets you that much closer to completing the wonders of the world. You may then look at your wonder, get a new backdrop to play on, and start work on the next. Surprisingly, having this little goal kept me playing for longer than I might have otherwise, but it's still just Tetris. I was also a bit miffed that there wasn't an option to shut off the block shadow that shows exactly where your placement will land. Part of Tetris' fun is swearing because you just got screwed from a trick of the eye. It may look nice and have good tunes playing in the background, but the song remains the same. If you're happy playing Tetris on your GB, GBC, NES, SNES, PS-X, ad infinitum, then you'll be fine without The New Tetris. If, however, your collection doesn't have the Russian puzzler and you feel it must, then this is the one to get.



Nintendo 64

Review

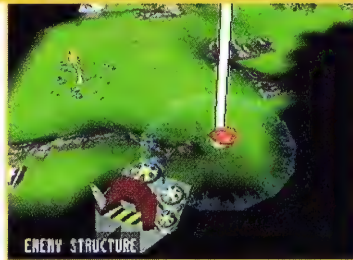
- **Size:** 256 Megabit
- **Style:** 1-Player Strategy
- **Special Features:** 3D Polygonal Terrain & Units; All Missions From the Original Version Plus Some Additional Exclusives; Assign Groups of Units to C Buttons; Faster Gameplay; Expansion Pak Compatible
- **Replay Value:** Moderately High
- **Created by:** Westwood/Nintendo
- **Available:** Now for Nintendo 64

Concept:	8.75
Graphics:	9.25
Sound:	6
Playability:	7.5
Entertainment:	8.25

Bottom Line: 8

Command & Conquer

The original Command & Conquer may be old, but it's still a great game, as suggested by the hordes of copycats with an occasional innovator that followed it. The N64 version of C&C has done an amazing job of completely reworking the old levels into a 3D polygonal format. Unfortunately the game loses a lot of its original sparkle with the N64's limited sound capacity. Nintendo tried to cram in all of the original music and voices, but it sounds like it's coming through a cardboard box. And of course, the FMV cutscenes are gone. Mission-ending movies have been replaced with two polygon action sequences for wins and losses. The meat and potatoes are all there in excellent form, but I found myself missing the gravy from the original PC version. If you've never experienced Command & Conquer on the PlayStation or PC, the N64 version offers plenty to keep you entertained, but I'd rather play it with "I'm A Mechanical Man" pumping away true to form.



by Matt The Onyx Gamer



Monster Truck Madness

Nintendo 64

Review

How's this for a concept: a racing game for the N64. But instead of a car, you've got one o' them big ol' monster trucks. Brilliant. I guess the same demographic that gobbles up deer hunting and NASCAR games will probably love this idea. Unfortunately for Bubba, Monster Truck Madness is marred by horrific physics. Even as you plod along at a speed of 60 mph, your truck slides and skids like a wino on an ice rink. Hit a jump and you're launched into orbit, only to come crashing down to earth in a rollover. These trucks have the responsive handling of a hot-air balloon. To their credit, the developers threw in some multiplayer games like soccer, hockey, and king-of-the-hill, which could have been fun if not for the horrible control. These games definitely outshine the slow and frustrating racing levels. If piloting Bigfoot has been your lifelong obsession, you might want to buy this; well-adjusted rednecks should save their money for Squirrel Hunter 3D.

- **Size:** 64 Megabit
- **Style:** 1 to 4-Player Racing
- **Special Features:** 20 Authentic Monster Trucks; Commentary by Army Armstrong; Special Weapons & Power-Ups; Variable Climate Conditions; 7 Different Game Modes
- **Replay Value:** Low
- **Created by:** Edge of Reality for Rockstar Games
- **Available:** Now for Nintendo 64

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

Bottom Line: 5.5

by Jay, The Gonzo Gamer



Rising Zan

PlayStation

Review

Zan, with sword and gun in hand, travels across a samurai and sci-fi tainted Old West, trying to free his town from gibberish-speaking ninjas. In addition to slashing and shooting, Zan will ride minecarts, play sword baseball, and have a slot machine shoot-out. Success is measured by how sexy you fight (more special attacks, less blocking, etc.) and how fast you jam out on your controller after defeating bosses. This game is cheesy as hell, but since it revels in it, you'll end up laughing the whole way through. Rising Zan is one of those games that's fun to play despite questionable graphics and gameplay. Sadly, Zan's adventure is very short; but after you beat it, you get to play it through again with a new character and a few new jokes. Rising Zan is definitely a must-rent game. You can finish it in a night, have a blast the whole way through, and get the theme song stuck in your head for the next few months.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action
- **Special Features:** 10 Levels; 4 Difficulties; 3 Hidden Characters; Minigames; Sexy Points; The Best Video Game Theme Song of All Time; Dual Shock & Analog Compatible
- **Replay Value:** Moderate
- **Created by:** UEP Systems for AGETEC
- **Available:** October 1 for PlayStation

Concept:	8.5
Graphics:	7
Sound:	8.5
Playability:	7.5
Entertainment:	8.75

Bottom Line: 8

by Andy, The Game Hombie



Tarzan

PlayStation

Review

From the opening animation sequence to the final boss stage, Tarzan is truly stunning, with outstanding graphics and delectable tunes to tickle the senses. However, everything in the jungle is not as perfect as Disney would like you to believe. The control of Tarzan is inconsistent, even clumsy at times. While the sloppy control can be forgiven, the frustrating camera views that block enemies and endless chasms cannot. Outside of these minor but annoying problems, Tarzan offers some great platforming. Besides the standard sidescrolling, there are also chase scenes (à la Crash) that have you running into the screen; bonus games that let you ride a lily pad, stork, or log; and lots of vine surfing to keep the game moving. Certainly Tarzan's slushy controls will bother some, but otherwise the game is solid. Less experienced gamers who loved the movie should consider this a must, but experienced players may find that one evening with Tarzan is enough.

- **Size:** 1 CD-ROM
- **Style:** 1-Player Action/Platform
- **Special Features:** Cutscenes From the Movie; Vine Swinging & Surfing; 13 Levels; Play as Adolescent & Adult Tarzan, Jane, & Terk; Dual Shock & Analog Compatible; Memory Card Required
- **Replay Value:** Moderate
- **Created by:** Eurocom/Disney Interactive for SCEA
- **Available:** Now for PlayStation

Concept:	7
Graphics:	9
Sound:	8.5
Playability:	7
Entertainment:	7.75

Bottom Line: 7.75

Game Boy Color Review

- **Size:** 16 Megabit (With Battery Back-Up)
- **Style:** 1-Player Action
- **Special Features:** 100 Stages Spread Across 6 Levels; 20 Enemies; English, Français, & Deutsch Languages; Run, Jump, Swim, & Dig; Tons of Minigames
- **Replay Value:** Low
- **Created by:** Rare
- **Available:** Now for Game Boy Color (Game Boy)

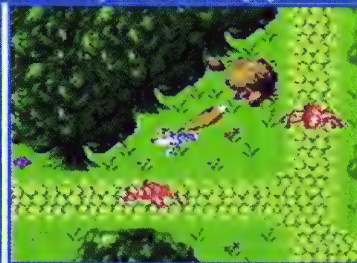
Concept:	3.75
Graphics:	7.25
Sound:	6
Playability:	2.75
Entertainment:	3.25

Bottom Line: 4.5

Conker's Pocket Tales

by Reiner, The Raging Gamer

This is the first Game Boy title created by famed developer Rare, and I gotta say, it's not what I expected. I was looking forward to an innovative release that pushed Game Boy technology to the limit. But instead, I'm confronted with a dreadful game starring an annoying little squirrel. For all I care, Conker can have his Clusters and eat them too, but he better not cross my path again in a game like this. The gameplay is so bad that it's insulting, and the plot, well...screw the plot. Evil Acorn? Saving the birthday party? Uh huh, sounds like fun doesn't it? To its benefit, Conker does run like a real squirrel and the overall design of this game is noble and interesting, but it just didn't work. Hopefully, the eternally delayed N64 Conker product will hold no likeness to this pocket surprise.



Game Boy Color Review

- **Size:** 8 Megabit (With Battery Back-Up)
- **Style:** 1-Player Baseball
- **Special Features:** Season, World Series, & Home Run Derby; Season Stat Tracking; Trade Player; Cinematic Stills; 1999 Rosters
- **Replay Value:** Moderate
- **Created by:** Software Creations
- **Available:** Now for Game Boy Color

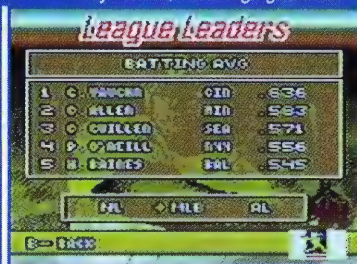
Concept:	5.5
Graphics:	6.5
Sound:	4
Playability:	5.5
Entertainment:	5

Bottom Line: 5.25

Ken Griffey Jr.'s Slugfest

by Reiner, The Raging Gamer

Nintendo swung for the fences, but whiffed completely with this handheld baseball attempt. All the pieces are in the right place, but horribly executed gameplay tugs the game right down the toilet. When infielders run twice as fast as base runners, and when the baseball actually looks and moves more like a beach ball, then you know you've entered the world of Twilight Zone baseball rather than a realistic simulation or a well-balanced arcade game. It's a shame the play didn't turn out, because Griffey is gifted with one of the most option-heavy front-ends on the Game Boy Color. Players can be traded from team to team, and an entire season can be tracked stat for stat. If you want a baseball game for your handheld, avoid this out-of-this-world contribution from Nintendo and jump on the All-Star Baseball 2000 bandwagon. It's not perfect, but it's certainly better than this.



Game Boy Color Review

- **Size:** 4 Megabit
- **Style:** 1-Player Action
- **Special Features:** Voice-Overs; Hand-To-Hand & Firearm Attacks; Wide Cast of Characters From the Comic; Action & Motorcycle Levels; Korn Graffiti
- **Replay Value:** Moderately Low
- **Created by:** Konami
- **Available:** Now for Game Boy Color

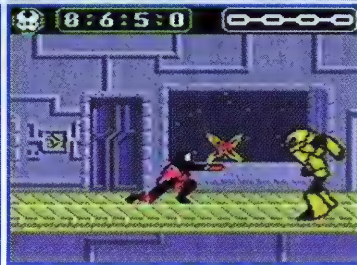
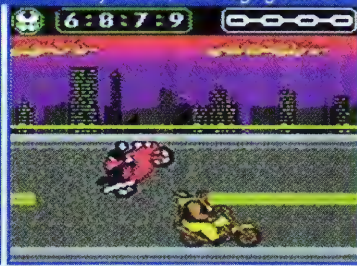
Concept:	6
Graphics:	5.75
Sound:	8.25
Playability:	5.25
Entertainment:	6.25

Bottom Line: 6.25

Spawn

by Reiner, The Raging Gamer

Spawn is by no means a great game, but it does have some interesting features that make it moderately entertaining. For starters, it comes packed with voice-overs. After running through Spawn alley and eliminating society's garbage, Spawn confronts The Clown and indulges in a lengthy conversation. Let me tell you, it's kind of freaky listening to a Game Boy title talk. Konami did a great job with these scenes, and as you progress deeper, you'll hear rants from the likes of Overkill, The Curse, Violator, and Tremor. From the start of the game, four levels are available for play. Three feature Spawn on foot; the other showcases a high speed motorcycle chase. The action levels are as generic as they come, and Spawn really doesn't come across as a tough hellion. He kicks, punches, and occasionally shoots again. Basically, he's like a deformed Steven Segal. Spawn is a decent game, but I wouldn't put it at the top of my purchase list.



by Reiner, The Raging Gamer



Survival Kids

The premise of this RPG is definitely unique, but I can't shake the feeling that the whole game is just sick and wrong. Two kids (Ken and Mery) are shipwrecked on a tropical island where no humans reside. It's up to the player to help the kids out, otherwise they will keel over and die. The kids can meet death in a number of ways; hunger, thirst, gigantic lizard, rain – you name it and these kids are sure to die from it. The whole survival aspect is actually very entertaining. You could be having the best game of your life; Ken is healthy, he looks great, and he's as strong as ever, then bang! He bites the big one because the meat you fed him was poisoned. Survival Kids also forces the player to be inventive and create items for the kids by merging two or more objects together. Survival Kids can be stressful at times, but it's also amusing in a twisted sort of way. If you like RPGs, this is well worth the buck.

Game Boy Color Review

- **Size:** 8 Megabit (With Battery Back-Up)
- **Style:** 1-Player Action
- **Special Features:** 2 Playable Characters; Item Merging; Real-Time Combat; Day & Night; Hunger & Thirst; Cutscreens
- **Replay Value:** Moderately High
- **Created by:** Konami
- **Available:** Now for Game Boy Color

Concept:	8.25
Graphics:	8
Sound:	7.5
Playability:	7
Entertainment:	7

Bottom Line: 7.5

by Reiner, The Raging Gamer



Motorcross Maniacs 2

This is one of those Game Boy games that you gotta have. If you played the original Motorcross Maniacs, then don't expect to see too much variation in play. On the other hand, the look of the game has improved drastically. The course designs are also superior; pushing for bigger air, more tricks, and chaotic spills. There are 10 set courses to thrash upon and a track editor waiting to create new courses when the original stages become boring. Computer competition is non-existent, so you're racing against the clock most of the time, or are trying to nail a perfect run in the Championship races. As you hit the loop-de-loops, moguls, and jumps, you can pop wheelies at will, flip through the air, perform tricks, and unlock special powers like the mini-bike and super speed. Motorcross Maniacs 2 is too fun to criticize and too good to be denied.

Game Boy Color Review

- **Size:** 4 Megabit (With Battery Back-Up)
- **Style:** 1-Player Action (2-Player Via Link)
- **Special Features:** Track Editor; 10 Courses; Rookie & National Classes; Tricks, Turbos, & Power-Ups; Wheelies; Loop-The-Loops & Balloon Riding
- **Replay Value:** Moderately High
- **Created by:** KCEO for Konami
- **Available:** Now for Game Boy Color

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

Bottom Line: 8.5

by Reiner, The Raging Gamer



Pokémon Pinball

All 150 of Nintendo's cash cows are hidden in this new Game Boy endeavor, and the kids are going to eat up. Pokémon Pinball is an addicting game that you won't want to put down until you unlock all of its dirty little secrets. Players must bang a ball around two different pinball tables (red and blue) in hopes of discovering and unlocking a Pokémon. Once obtained, this Pokémon is then stored in the Pokédex; and if you can keep your game alive, you can try to make this Pokémon evolve. Making all of this happen is a piece of cake since both game boards are fairly small, and also because the ball action is easy to manipulate. Of course, a stroke of luck is needed as well, but I think it's safe to assume you'll score higher on this game than on any other pinball table. Pokémon Pinball comes equipped with rumble technology to make the kids shake all the more, and it also supports the link. It's worthy of purchase if you're looking for a fun little novelty game.

Game Boy Color Review

- **Size:** 8 Megabit (With Battery Back-Up)
- **Style:** 1-Player Action (2-Player Via Link)
- **Special Features:** Two Tables (Red & Blue); Special Mini-Tables; All 150 Pokémon; Bonus Highlights; Rumble Cartridge; Printer Compatible
- **Replay Value:** Moderately High
- **Created by:** Hal Laboratories for Nintendo
- **Available:** Now for Game Boy Color (Game Boy)

Concept:	7.75
Graphics:	8
Sound:	7.75
Playability:	8.25
Entertainment:	8.5

Bottom Line: 8

Game Boy Color Review

- **Size:** 4 Megabit
- **Style:** 1 or 2-Player Action & Puzzle
- **Special Features:** Exact Arcade Graphics; Scrolling Game Field; Pac-Attack Puzzle Game With 2 Modes (Normal & Puzzle); Password Save for Pac-Attack; Inky, Blinky, Pinky, & Clyde
- **Replay Value:** High
- **Created by:** Namco
- **Available:** Now for Game Boy Color

Concept:	8
Graphics:	8
Sound:	6
Playability:	8.5
Entertainment:	8.25

Bottom Line: 7.75

Pac-Man

The Pac-Man clan is a matriarchy. The original Pac is all right, but his missus is all that. Still, this title is a good one. Not being able to see the entire playfield will occasionally get you in a jam, and the sound effects and music are a touch off, but otherwise it's a good rendition of the yellow puck that took arcades by storm—which would have gotten dull after about 10 minutes. It's actually the puzzle game, Pac-Attack, that makes this title entertaining. A clever twist on Tetris, Pac-Attack has you attempting to both form lines and line up ghosts for the occasional falling Pac-Man to eat. In the Puzzle mode, players must calculate how to clear all the ghosts in five Pacs or less for 100 levels. I got completely addicted to Pac-Attack and started playing Pac-Man as a way to give my addled brain a rest. So believe it or not, what we have here is something that all puzzle game fans should check out, which just happens to have Pac-Man available with it.



by Jay, The Gonzo Gamer



Game Boy Color Review

- **Size:** 8 Megabit
- **Style:** 1-Player Shooter
- **Special Features:** R-Type I and II in Their Original B&W Game Boy Format; R-Type I and II Colorized for Game Boy Color; R-Type DX Combines the Two Into One Game; Save Game Option for Colorized R-Types
- **Replay Value:** Moderately Low
- **Created by:** Nintendo
- **Available:** Now for Game Boy Color

Concept:	4
Graphics:	8.75
Sound:	8.5
Playability:	8.25
Entertainment:	7

Bottom Line: 7.5

R-Type DX

This "collection" of the first two R-Types on the original Game Boy features black & white and color versions of R-Type I and II. The R-Type DX game is nothing more than R-Type I and II stacked on top of each other. This doesn't make it a new game. It just means that after you beat R-Type I, you get to move on and keep earning points in R-Type II. Yay. We do have to tip our hats to Nintendo for doing a nice job colorizing these classics, but if you've already played through them, there's no point in picking up DX unless you're a really huge fan. As people in the cinematic colorization industry learned the hard way, the heart of a movie lies in plot, characters, and dialogue. Color is a nice perk, but we've already seen this particular movie and would prefer that it be offered with something new.



by Erik, the PC Jedi



Neo Geo Pocket Color Review

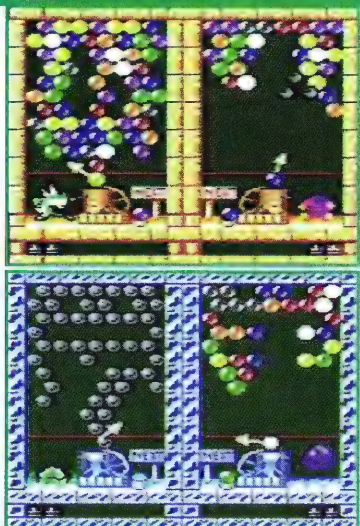
- **Size:** 8 Megabit
- **Style:** 1-Player Puzzle (2-Player Via Link Cable)
- **Special Features:** 3 Modes (Puzzle, Vs., & Survivor); 8 Bubble Colors; 9 Difficulties; Colorful Bubbles Make the Screen Look Like a Jewelry Box
- **Replay Value:** High
- **Created by:** Taito for SNK of America
- **Available:** Now for Neo Geo Pocket Color

Concept:	7
Graphics:	8
Sound:	8.5
Playability:	9
Entertainment:	8.5

Bottom Line: 8.25

Bust-A-Move Pocket

Every pocket system needs a good puzzler that never gets old, and the NGPC now has such a title in the form of Bust-A-Move Pocket. There is nothing in any other Bust-A-Move game, but the translation to the NGPC is truly impressive. The graphics are sharp and the colors very vibrant. Even with dim lighting, there is no trouble discerning between similarly colored bubbles. The control, which is vital to jamming bubbles in just the right places, is dead on accurate thanks to the joystick. Best of all, the music is a perfect arcade translation. For BAM veterans, the first 25 levels of Puzzle mode will seem like training missions; but thanks to the NGPC's lithium battery, once they're completed they don't have to be repeated. Great little game for a great little system, and a must-have for owners of the Pocket Color.

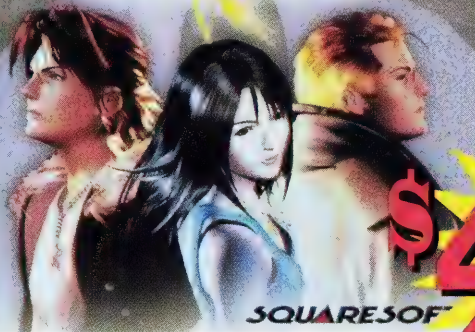


by Jay, The Gonzo Gamer



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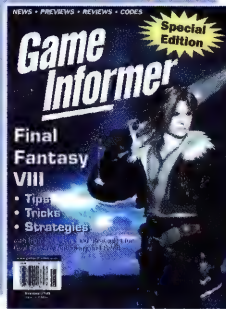


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SQUARESOFT



NFL QUARTERBACK CLUB 2000 -

NINTENDO 64

CREATED BY: IGUANA ENTERTAINMENT FOR ACCLAIM
AVAILABLE: LATE AUGUST

Quarterback Club has always been a great looking game, but has lagged behind the legendary Madden series in terms of gameplay. Iguana has put a lot of work into improving QBC's playability this year in hopes of dethroning the Madden dynasty. Defensive AI should be improved, especially in the secondary. The new Pin-Point Passing system will allow players to throw underneath or over coverage. Blocking schemes have been revamped, and there are now team-specific playbooks.



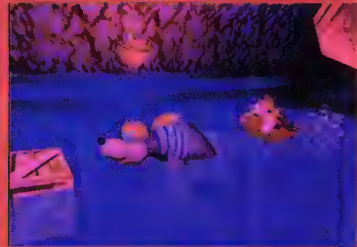
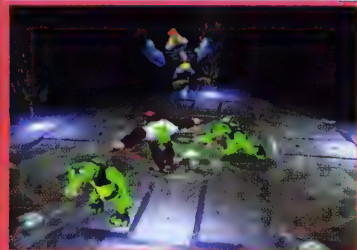
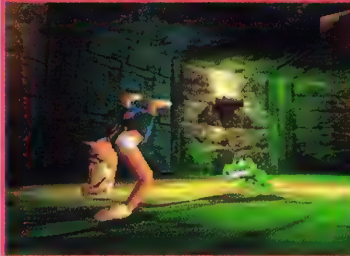
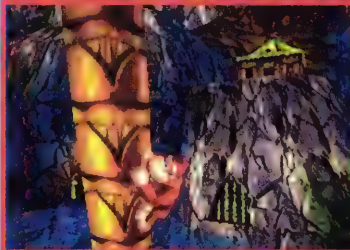
DONKEY KONG 64 - NINTENDO 64

CREATED BY: RAREWARE FOR NINTENDO
AVAILABLE: NOVEMBER 22

Mr. Kong is back with a vengeance to cross-check the dragons, bandicoots, and kazoos that have basked in the platform limelight in his absence. The great ape is three dimensional this time, and there are five different playable characters, 30 minigames,



and multiple paths on each stage. DK64 will come packaged with an Expansion Pak, which is required for the game.



DESTRUCTION DERBY 64 - NINTENDO 64

CREATED BY: LOOKING GLASS STUDIO FOR THQ
AVAILABLE: WINTER

It seems like everything comes in waves in the video games' market. If one skateboarding game is released, then there are three more following close behind. The flavor of the winter season is going to be car smash 'em ups. Destruction Derby 64 will be an all-new engine with

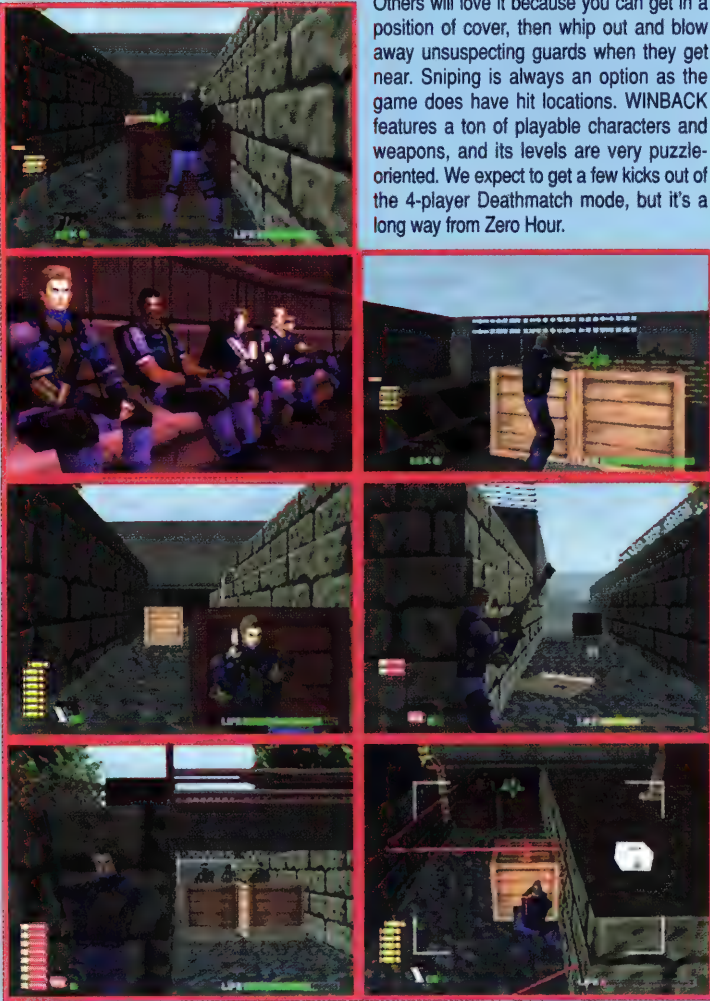


all-new destructive modes like Bomb Tag, where every time a car is hit, a time bomb is planted on it. The only way to ditch the hot potato is to hit someone else. With 4-player split-screen, DD64 should be quite the multiplayer experience.

WINBACK: COVERT OPERATIONS - NINTENDO 64

CREATED BY: KOEI
AVAILABLE: OCTOBER

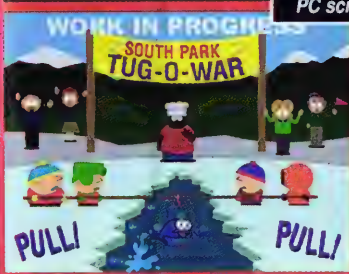
Here's a nifty little GoldenEye-style game. Some people will hate it because the game forces you to stand still while firing weapons. Others will love it because you can get in a position of cover, then whip out and blow away unsuspecting guards when they get near. Sniping is always an option as the game does have hit locations. WINBACK features a ton of playable characters and weapons, and its levels are very puzzle-oriented. We expect to get a few kicks out of the 4-player Deathmatch mode, but it's a long way from Zero Hour.



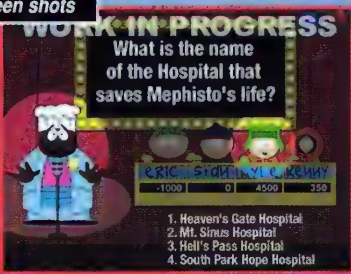
CHEF'S LUV SHACK - N64/PS-X/PC

CREATED BY: ACCLAIM
AVAILABLE: FALL

Does anyone care about South Park anymore? It seems like only yesterday the little scamps were set to rule the world. Suddenly, Cartman and Co. seem about as relevant as Ren and Stimpy. Acclaim is hoping the full-length movie rekindled the public's desire for South Park crap. Chef's Luv Shack is a multiplayer trivia game based on the series. Minigames include Spank the Monkey with Mr. Mackey and Beefcake, in which Cartman must devour cans of Weight Gain 4000.



PC screen shots



HOT WHEELS - NINTENDO 64/PLAYSTATION

CREATED BY: ELECTRONIC ARTS
AVAILABLE: SEPTEMBER

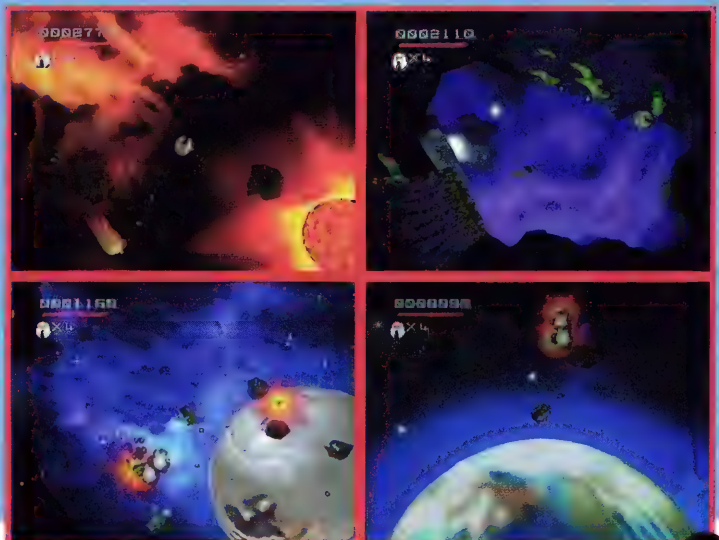
Tracks with plenty of hidden secrets, earning turbos for doing crazy stunts, rockin' music from the likes of Primus and Mix Master Mike, and a ton of cool Hot Wheels. These are the ingredients for a fun driving game. There are even classic tracks like Criss Cross Crash and the Danger Changer thrown in for the nostalgic.



ASTEROIDS HYPER 64 - NINTENDO 64

CREATED BY: SYROX FOR CRAVE
AVAILABLE: SEPTEMBER

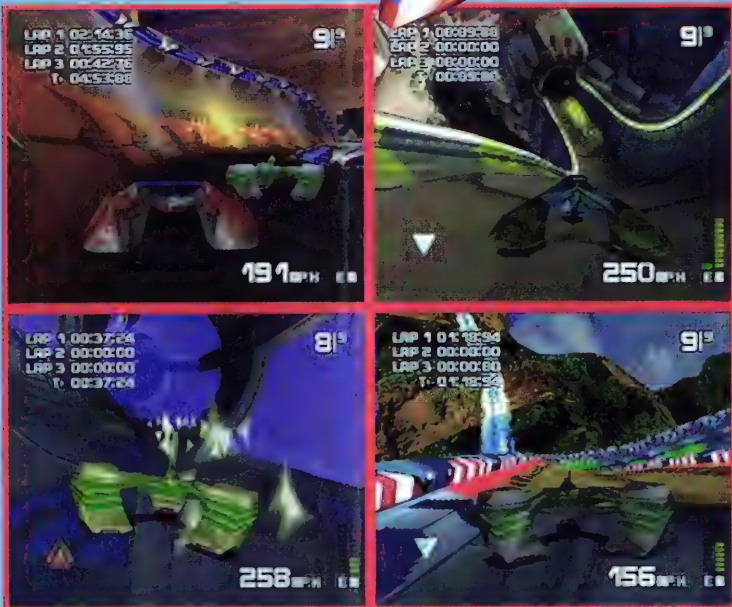
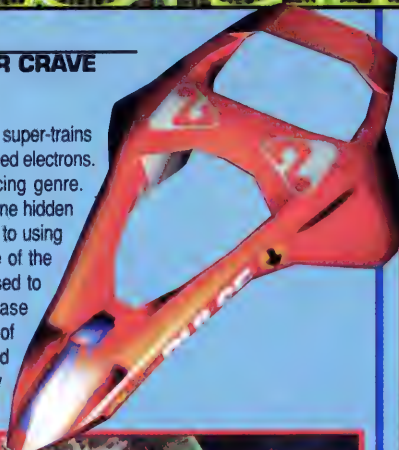
If the 80's revival gathers any more steam, we might have to break out our parachute pants and checkerboard Vans. The Reagan-era arcade classic, Asteroids, is back for the N64. The gameplay is largely the same as the original, but with three ships and a host of new power-ups and weapons. New multiplayer modes include Team Death Match and Tow-Rope Co-Op. The 50+ levels hold new varieties of asteroids as well; deadly heat-seekers, radioactive asteroids, even asteroids that release slimy, power-sucking leeches when they explode. Icky-pool!



MAG3 - PLAYSTATION

CREATED BY: VCC GAMES FOR CRAVE ENTERTAINMENT
AVAILABLE: SEPTEMBER 14

Is magnetism the future of travel? In Japan, super-trains speed by, powered by nothing more than charged electrons. Mag3 brings magnetism to the futuristic racing genre. There are four classes of racing tripods (and one hidden class) that race over seven tracks. In addition to using weapon power-ups, you must master the use of the magnet button to excel in Mag3. It can be used to counteract gravity, allowing you to increase acceleration on an incline or stick to the top of tracks. It can also slow you down if used incorrectly, adding an interesting strategy element to the game.



XENA: WARRIOR PRINCESS - PLAYSTATION

CREATED BY: UNIVERSAL STUDIOS DIGITAL ARTS FOR ELECTRONIC ARTS
AVAILABLE: OCTOBER 12

We love Xena as much as the next guy (or gal), but we're not sure what to think of her PlayStation debut. As you well know, Xena: The Unadulterated Video Game Experience has been roughed up and beaten bloody. 989 Studios tossed this game in the pooper, and Electronic Arts fished it out of its stinky grave. Right now, the game looks kind of cool. It has nifty sword fighting and in-your-face chakram action, but as a whole, the gameplay is troubled by camera difficulties. Fight for life, Xena! Fight for life!



GRAN TURISMO 2 - PLAYSTATION

CREATED BY: POLYPHONY DIGITAL FOR SCEI
AVAILABLE: DECEMBER

First it was September, then it was fourth quarter, and now it looks like Gran Turismo 2 won't be on the shelves until Christmas. This sucks. But let's face it, the sequel to the greatest PlayStation racer of all time should be handled with care - especially since the car total will be brought up to a whopping 400 and there will be 20 new tracks.



MEGA MAN LEGENDS 2 - PLAYSTATION

CREATED BY: CAPCOM
AVAILABLE: 2000

Capcom has been tight-lipped about this highly-anticipated sequel, known as Mega Man Legends 2 in Japan. The game is running on the same engine as Mega Man Legends, but with improved graphics. As expected, Mr. Mega will be equipped with some new weapons.

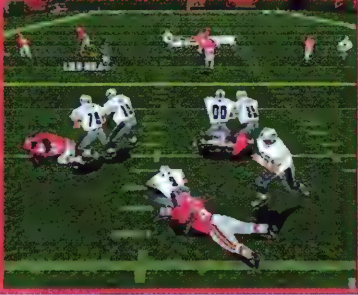
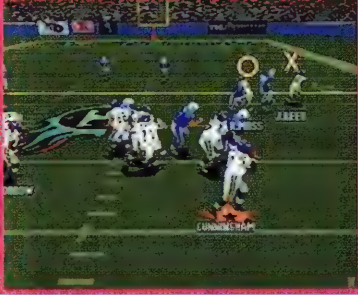
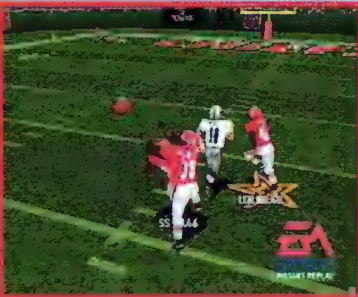
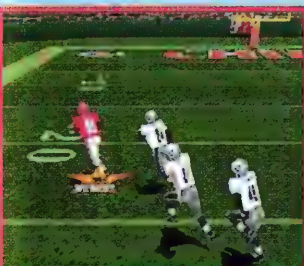
Conspiracy theorists, look at the top right corner of some of these pictures. Notice the row of pig icons. What could this mean? Have Mega Man and the evil swine formed an alliance against Tomba? Or is this merely crass product placement for Homel?



MADDEN 2000 - PLAYSTATION

CREATED BY: TIBURON FOR EA SPORTS
AVAILABLE: LATE AUGUST

After last year's triumphant leap into the polygonal graphics arena, Madden 2000 will attempt to keep the franchise's proud tradition alive. The new "route-based" passing system allows you to lead a receiver and call audible route changes at the line of scrimmage. The Franchise mode has been expanded, so you can manage a team for up to 30 years. Stats are tracked over multiple seasons, and there are year-end awards for rookies, coaches, and MVP. The player models have been made more proportional, but the graphics remain largely unchanged from last year.



NFL GAMEDAY 2000 - PLAYSTATION

CREATED BY: RED ZONE FOR 989 SPORTS
AVAILABLE: LATE AUGUST

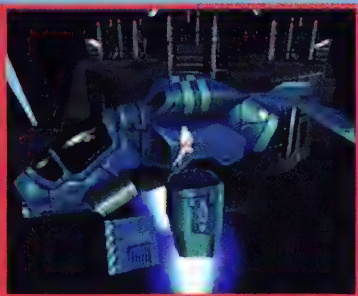
After a disappointing loss to Madden last year, GameDay looks to regain the PS-X football title with some key off-season additions like GM, Play Editor, and Practice modes. GameDay 2000 also features new player models and animations, which give this game an edge over Madden in the graphics department. Last year's defensive AI, which was as weak as that of those genetically deformed midgets known as the Packers, has been improved to provide expert players with more challenge.



G-POLICE: WEAPONS OF JUSTICE - PLAYSTATION

CREATED BY: PSYGNOSIS FOR ACTIVISION
AVAILABLE: SEPTEMBER

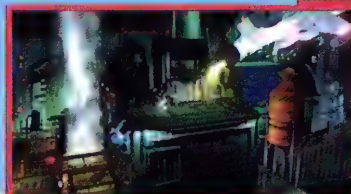
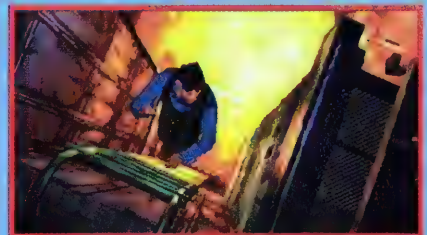
The game that redefined background pop is back on PlayStation with a brand spankin' new sequel. In G-Police: Weapons of Justice, the massive amounts of background draw have been changed for the better. Instead of an object appearing out of nowhere, you'll now see a green outline of it before it pops into view. This sequel also packs more pop with new vehicles (pictured below) and space missions.



FEAR FACTOR - PLAYSTATION

CREATED BY: KRONOS FOR EIDOS
AVAILABLE: NOVEMBER

The daughter of a powerful Hong Kong Triad has been kidnapped and it's up to three mercenaries (controlled by you) to unlock the mysteries surrounding the abduction. With anime-style graphics and animated backdrops brought to life with revolutionary motion FX technology, Fear Factor has a look all its own. As of now though, we have no idea how the gameplay will pan out. Early tests point toward play like that in Resident Evil.



NHL FACEOFF 2000 - PLAYSTATION

CREATED BY: 989 SPORTS
AVAILABLE: OCTOBER

989 Sports dons the skates for another season with FaceOff 2000. Red Wing's coach Scotty Bowman was on board to lend a hand in designing plays. Icon passing and switching allow for split-second control, as does the addition of on-the-fly strategy changes. The player models have



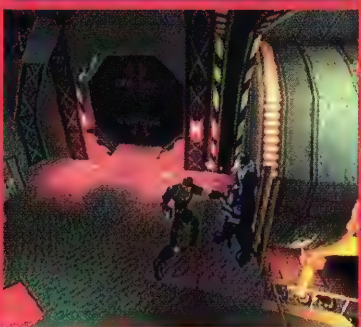
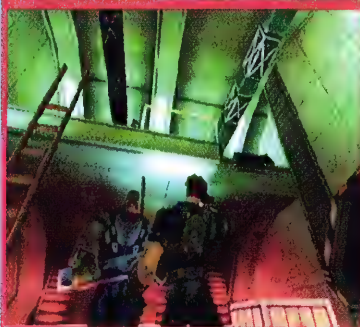
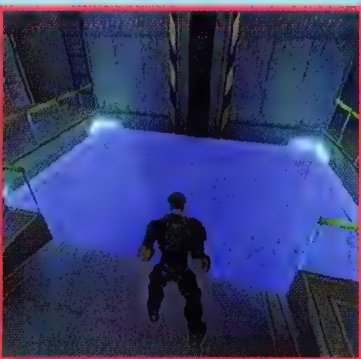
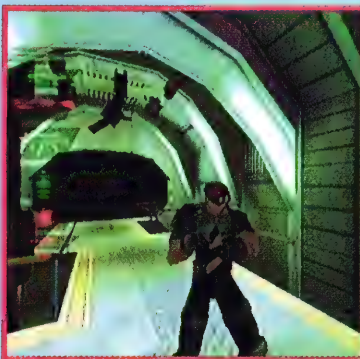
been revamped to be more proportional, and feature real player faces for the first time. Play-by-play is handled by Mike Emerick and ESPN's Darren Pang.



FIGHTING FORCE 2 - PLAYSTATION

CREATED BY: CORE FOR EIDOS
AVAILABLE: OCTOBER

Fighting Force 2 has evolved into a slightly different entity than the first adventure. Stealth now plays a larger role, and instead of punching your way to the end of a level, you'll now be required to complete objectives. This game is running on an entirely new engine, where hand-to-hand combat is brought to new heights. Fighting Force 2 will also feature a ton of cutscenes, and character interaction will lead to different plot progressions.



DEMOLITION RACER - PLAYSTATION

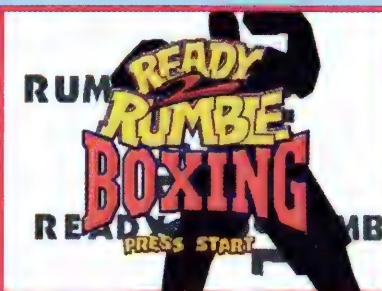
CREATED BY: THE PITBULL SYNDICATE FOR ACCOLADE
AVAILABLE: SUMMER

Accolade's Demolition Racer joins the PS-X crash-'em-up circuit this summer, offering you a choice of 16 cars and 12 tracks filled with automotive mayhem. There are several events including Last Man Standing, Chase, and Chicken. The game was created by The Pitbull Syndicate, featuring some of the team who worked on Destruction Derby 1 & 2 and Test Drive 4 & 5.



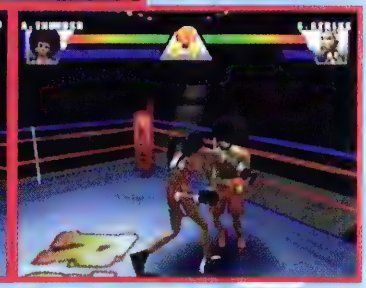
READY 2 RUMBLE BOXING - PLAYSTATION

CREATED BY: MIDWAY
AVAILABLE: NOVEMBER



Midway's Ready 2 Rumble is set to knock boring boxing sims right out of the box. All the modes and features from the Dreamcast R2R will be present in the PlayStation incarnation. Although the framerate and graphics of the PS-X version can't compare to the beautiful Dreamcast version, we hope that it maintains the same addictive gameplay that made the DC version such a hit at E3.

Of course, no matter what console he's on, Afro Thunder, a.k.a. The Coolest Cat in the Litterbox, looks so fine.



THOUSAND ARMS - PLAYSTATION

CREATED BY: RED COMPANY FOR ATLUS
AVAILABLE: SEPTEMBER

Thousand Arms will be released at about the same time as Final Fantasy VIII. To compete, this two disc RPG has interactive anime cutscenes, 12 hours of recorded dialogue, and the quest to find a hot babe. No lie! The main character, Meis, is a Spirit Blacksmith who can only forge weapons with a woman at his side. To get a date, you'll have to say the right things and even play minigames (just like in real life).



JET MOTO 3 - PLAYSTATION

CREATED BY: PACIFIC COAST POWER & LIGHT FOR 989 STUDIOS
AVAILABLE: SEPTEMBER

The third installment in the Moto series is progressing nicely. As mentioned last month, the play is true to the original, running faster and smoother than ever before. New features include air mounted mag-poles, power sliding, and bailing out before crashing. Players will also have to search each track for a hidden coin. Collect them all and you'll unlock the Stunt mode. As far as tracks go, the designs are more vibrant, the racing surface is wider, and new effects are dropped in around each turn. The Moto strikes back this September.



SUPREME SNOWBOARDING - DREAMCAST

CREATED BY: HOUSEMARQUE FOR INFOGRAMES
AVAILABLE: OCTOBER

Supreme Snowboarding? What a stupid name. Really... who calls snowboarding "supreme"? It's like a monkey drew from a hat a random name that rhymes with "extreme" and Infogrames went with it. Lame. Anyway, Infogrames is bringing this phat sport to the Dreamcast this fall, and from what we've seen so far, it looks somewhat exciting. This boarding title will



feature three different environments (alpine, forest, and resort), each of which features three tracks. There are also six characters, two half-pipes, two ramps, and a butt-load of tricks and grabs. From what we hear, this may be one of the first DC games with Internet play.



ECCO THE DOLPHIN: DEFENDER OF THE FUTURE - DREAMCAST

CREATED BY: SEGA
AVAILABLE: UNDETERMINED

The most popular dolphin since Flipper and canned tuna is back in the gaming saddle, and just like in every one of his products thus far, Ecco is fighting to ensure his species lives on to see another day. On the Dreamcast, Ecco looks fantastic. His hide is shiny, and the environments are simply breathtaking. As Ecco dives under large whales and scurries away from ferocious sharks, he will need to solve puzzles and

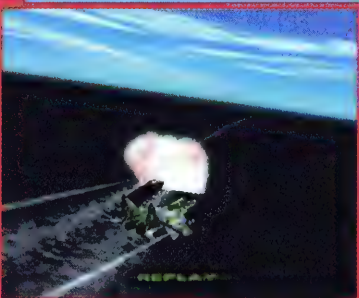


communicate with various species. Basically, expect the same gameplay from the Genesis, only in three dimensions.

AIRFORCE DELTA - DREAMCAST

CREATED BY: KONAMI
AVAILABLE: SEPTEMBER 9

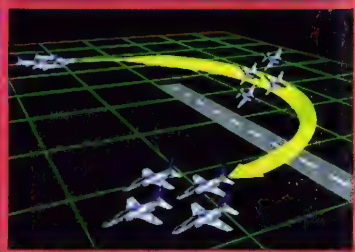
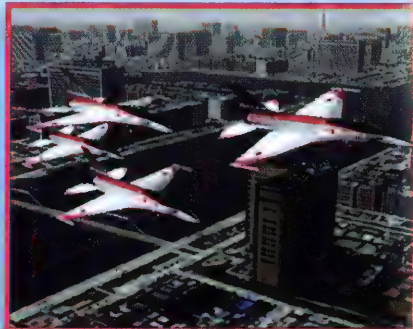
Airforce Delta, a fighter plane simulator in the style of the Ace Combat series, asks the question, "What happens when good flyboys go bad?" Apparently, they make bank running seek-and-destroy missions for a mercenary organization. The finished version will feature over 30 aircraft; as of now there are five: the Kfir C.7, F-4E Phantom II, MiG-29 Fulcrum, F-14D Tomcat, and the F-22 Raptor. Visually, Airforce Delta impresses. The landscapes and clouds are detailed, and you can actually see the planes' rudders and flaps move as you maneuver.



AEROWINGS - DREAMCAST

CREATED BY: C.R.I. FOR CRAVE
AVAILABLE: SEPTEMBER

Aerowings will challenge players to an incredibly realistic flight simulation as they cruise the skies for The Blue Impulse, an elite Japanese flying squadron. With over 10 modern and classic jets to choose from, Aerowings' difficulty comes in the form of flying missions, performing close-formation exhibitions, and simply learning to handle the various aircraft. The highly detailed planes and environments look to make it a worthwhile education.

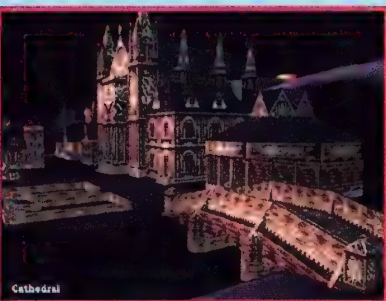
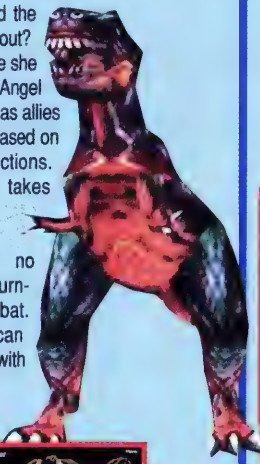


DARK ANGEL: VAMPIRE APOCALYPSE - DREAMCAST

CREATED BY: METRO 3D
AVAILABLE: DECEMBER

This gothic action/RPG relates the tale of Anna, who must find the remedy to a mysterious disease that is plaguing her people (Gout? Pink Eye?). Anna's journey takes her through many regions where she gains skills, magic, and experience to help her defeat the Dark Angel and find the cure. When you return to an area, the locals will act as allies or enemies based on your past actions.

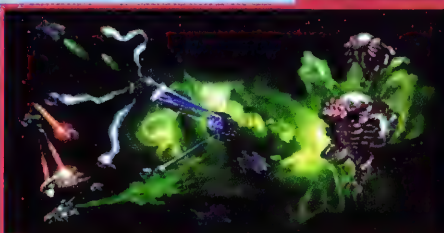
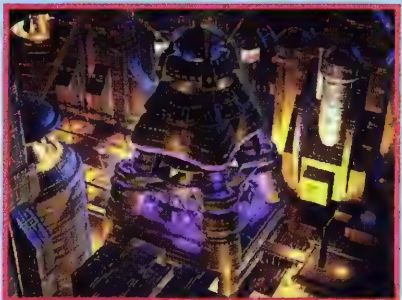
The game takes place in real-time; there are no menus or turn-based combat. Players can trade items with their VMUs.



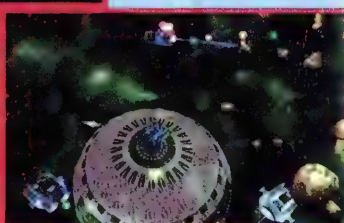
ARMADA - DREAMCAST

CREATED BY: METRO 3D
AVAILABLE: SEPTEMBER

Many of us remember Armada as the bad heavy metal band from the Kids In The Hall. Fortunately, this Armada is a futuristic 3D RPG, in which you must defend the galaxy from the Armada, a bio-mechanical entity that has infected thousands of self-replicating ships. By battling the Armada, you gain reputation, leadership, experience, and new technology. Each new world you



encounter will have its own unique enemies to test your wit and resolve. Players can trade items and skills via the VMU.



BLUE STINGER - DREAMCAST

CREATED BY: CLIMAX GRAPHICS FOR ACTIVISION
AVAILABLE: SEPTEMBER



Using numerous cutscenes, dramatic music, and weird monsters, Blue Stinger is Sega's answer to Resident Evil. Eliot and Dogs are the two playable characters (switchable at any time) who are trying to figure out what happened on Dinosaur Isle. Even the dialogue is as cheesy and stiff as that in Capcom's series, but get this - the characters swear! Whether the cussing will remain in the final version has yet to be seen, but we hope so.



MADDEN NFL 2000 - GAME BOY COLOR

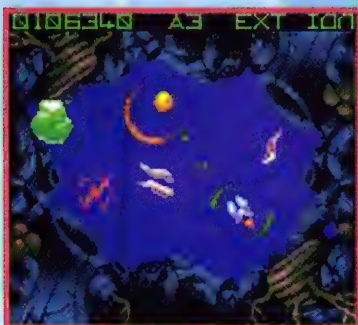
CREATED BY: TIERTEX FOR THQ AND EA SPORTS
AVAILABLE: FALL

John Madden is a big, meaty man. Miraculously, they've found a way to shrink him down to fit on the GBC. Madden NFL 2000 features 150 offensive and defensive plays, 14 formations, and on-the-fly audibles. Playmodes include Playoffs, Exhibition, Sudden Death, Quick Start, and Season, which uses password saves. Veterans gamers will weep tears of nostalgia when they see the return of passing windows to the world of Madden.



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 to 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.

EXPENDABLE - DREAMCAST

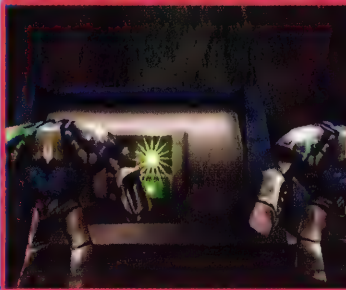
CREATED BY: RAGE FOR IMAGINEER
AVAILABLE: NOW IN JAPAN



If any development houses out there are actually considering a stateside port of Expendable, then we beg of you, pull your head out of your rear and really take a whiff of this game. It stinks! Expendable ranks among the worst shooters on the market. The graphics are explosive, but the play is absolutely terrible. Hello monotony! Now, just close your



eyes and help us chant this game back to hell. Ohh wee ohh...ooooohh...



FIFA 2000 - GAME BOY COLOR

CREATED BY: TIERTEX FOR THQ AND EA SPORTS
AVAILABLE: FALL

The success of the US Women's World Cup has made soccer bigger than ever. Now if they could only make it so teams scored more than once every other game. FIFA 2000 brings the successful series to the GBC, with 60 International teams, five game modes, password saves, and team, player, and game statistics. Also, there is a new Indoor Soccer mode. The graphics take soccer fans on a trip back to the 8-bit era.



CHASE HQ: SECRET POLICE - GAME BOY COLOR

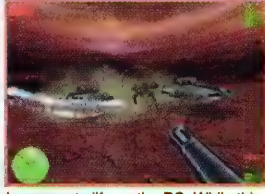
CREATED BY: METRO 3D
AVAILABLE: NOW



All you criminal types out there be warned: Johnny Law is patrolling the GBC and he's gonna put you in the clink. In Chase HQ: Secret Police, players are in hot pursuit of some felonious lead-foots. A GBC port of the classic arcade game, this version adds a map feature which allows you to plan strategy. There are five drivers to choose from, each with unique abilities. Compatible with the Game Link.

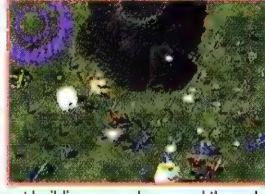
8.5 Heavy Gear 2 - Activision

The previous installment of Heavy Gear was somewhat of a disappointment in that it was really just a mediocre Mech-Warrior spin-off, rather than an attempt to bring the pen & paper role-playing game to life on the PC. While this game won't blow your biscuits graphically, it has a lot to offer those obsessed with the ways of mecha. HG2 features a wealth of customization options and weapons to choose from. The squad control system and AI is excellent, allowing you to actually take advantage of your team rather than work around or just use them as shields. The action is also a lot faster paced than it was in the previous game, and you really get the feeling that you're working on a smaller, more agile scale than in MechWarrior 3. Gears can kneel down, or even lie down and crawl in order to get into a concealed sniping position for that zoom-in shot. This is particularly useful as stealth often plays a big role in your missions. If you like big 'bots, make this your next purchase. You won't regret it.



6.25 Total Annihilation: Kingdoms - Cavedog Studios

As you probably know, Kingdoms has absolutely nothing to do with the original Total Annihilation. The only similarity that comes to mind is the simplicity of base construction. You can construct buildings anywhere, and the only resource required is mana which accumulates automatically once tapped. There are four different kingdoms to play, but you don't get to choose them in the game's single player Story mode. Instead the game follows the course of an entire war, in which players are thrown into different perspectives. In the early scenarios, you must fight off an undead menace and then play as that very same staggering army later. While this was a creative way to do the game, plots aren't much without a protagonist. I often found myself not really caring about anything but getting to the end of a mission because getting stuck with that one kingdom with the lame units for several chapters can be a drag. I know a lot of people will disagree with me, but this game just doesn't excite me that much.



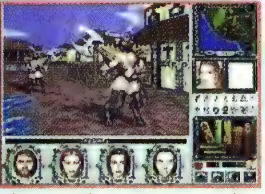
3.25 Liath - Project Two Interactive

The environments in this game are gorgeous, but that's about the only thing that can be said in its favor. Liath is probably one of the slowest moving "adventures" I've ever played. Whoever wrote the "plot" of the game forgot that it was important to let the player in on what's going on from time to time. The animation of the main character is horrendous and he moves way too slow. The text in the game is full of typos and quite frequently contradicts the voiceovers that it's supposed to go along with. Not being a great fan of the point and click phenomenon, I try to be as fair as possible when scoring these things, but I think even the most dedicated Myst fan will be screaming for something to explode or get shot after five minutes of this spectacle. If you end up with this game and actually like it, I highly recommend you go find yourself some old school Sierra "Quest" games and get an education on what these games are supposed to be all about.



7 Might and Magic VII - New World Computing for 3DO

There is so much to like about this game, but just as much to not like as well. As with all Might and Magics, the game does give you a fair amount of bang for your buck with an insanely long quest and characters that you can customize with skills and abilities. Unfortunately, combat is horrid. This wouldn't be such a problem if the game wasn't so loaded down with enemies to fight. "Oh look... monsters. Run backwards and click on 'em with the mouse. Ha Ha! Wheee!" On top of that, the game's engine is pretty archaic. You can walk and run, but the environments are all pretty blocky, and trying to remember which particular peasant you needed to talk to is made even more difficult by the fact that they all look alike. All of you die-hard M&Mers out there will gobble this latest installment up, but the PC Jedi is ready for a serious upgrade.



7.25 Birth of the Federation - Microprose

In this turn-based strategy game, players take on the role of the Federation, Klingons, Romulans, Ferengi, or Cardassians at the dawn of galactic expansion. It's easy enough to say "Master of Star Trek," but the game has a couple of new ideas. The one I enjoyed in particular was the fact that "minor races" (everyone from Bajorans to Binars) are distributed throughout the galaxy. If you conquer them or get them to join you, you can take advantage of their unique abilities and structures. Consequently, diplomacy becomes a huge part of the game. The 3D ship combat, in which both sides issue orders and then watch the results in real-time is decent, but control freaks will wish they could fine-tune their tactics more. I was also somewhat disappointed by the fact that none of the ships or technology were used from the old shows. It's all Next Generation stuff. This is a solid turn-based strategy offering, but it doesn't beat out Master of Orion II (a game I still play quite frequently).



8.25 Magic and Mayhem - Mythos Games

Magic and Mayhem is a bizarre combination of real-time strategy, puzzle-solving, and adventure. In Magic and Mayhem you play a fledgling wizard who sets off on a quest to find his missing uncle. By expending mana you can summon a wide variety of different monsters and conjure up devastating spell effects. The trick to most levels is tapping into mana wells that recharge your magic power and preventing other wizards from taking them from you by placing guards on them. After you've completed your objectives (usually by killing a hostile wizard), you are awarded experience points for finding objects and defeating certain enemies. You can then use these points to increase your abilities like the number of spells you can use, maximum mana limits, HP, and number of creatures you can conjure. Be wary of this game. The quest for new types of magic can be intensely addictive and it's easy enough to come to at about three in the morning and say, "My God. What have I done?"



9.5 Dungeon Keeper 2 - Bullfrog Productions

As in the first Dungeon Keeper, players must create nasty underground dungeons for the sole purpose of knocking off those irritating good guys of fantasy. Once a summoning portal has been claimed, monsters begin to arrive on a regular basis; their types determined by what structures you have. Many creatures, while combatants, provide other functions as well. Trolls, for instance, will construct traps and other special items in your workshops unless they are engaged in combat, eating chickens at the hatchery, or racking up some more experience in the training center. By using the possession spell, players can now inhabit the bodies of their creatures first hand, putting the game into first-person. Certain units have special features, like the dark elves' Sniper mode which allows you to zoom in on enemies for a more accurate shot. Whether you're heaping abuse on your minions or placing sniveling adventurers into your torture chamber, DK2 does indeed make it feel very good to be bad.



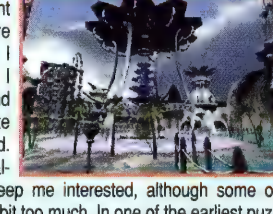
7.5 Civilization II Test of Time - Microprose

I know about a dozen people who will jump on this game, but I'm just not that impressed with this Civ II refresh. Adding in animated units and a handful of new scenarios just wasn't enough to compensate for the fact that Activision's Civ III has been out for close to a year now. Still, the new scenarios are pretty cool. I particularly enjoyed the "expanded" game in which play continues on a new world after you send off the first colonization ship. The general gameplay and all of the menus are all pretty much identical to the previous game. While this new Civ offering does offer animated units, Microprose didn't go back through all of the special scenarios found on the previous Civ II and give those units an upgrade. Civ junkies will find plenty to like in this game, but I just wouldn't be able to justify spending money on it.



7.75 Rhea - Project Two Interactive

This is another point and click adventure from Project Two. As I mentioned before, I personally can't stand these things. Despite that, Rhea's not bad. Its puzzles are challenging enough to keep me interested, although some of them were just a little bit too much. In one of the earliest puzzles, you have to cycle through all 125 combinations of words that these three heads can say. As with most other games of its ilk, Rhea's environments are pretty and the motion from point to point is smooth and straightforward enough to help prevent you from getting lost. The item system is probably one of the best things about the game. Whenever an item can be used on something the mouse cursor is pointing at, it glows, preventing players from getting stumped and trying out their entire inventory on every dohickey they come across. Rhea doesn't excite me, but seasoned point and clickers should give it a look.



ARCADE BRIGADE

By Beaux, The Arcade Assassin

Well, it's my fourth issue and things keep getting better. First off, we have had one solid month at the arcades with several top-notch games. Also, I've been introduced to the new love of my life, a vile silicon succubus known to the world as a personal computer. Oh yeah, it's great and all; I have fun surfing and playing games, until I finally say, "OK that's enough, time for bed." Then I look at the clock to find it's time to go to work. So I drudge through the day complaining about how it kept me up all night and reassuring myself that I won't let it happen again - only to find myself back at it the next evening.

REVIEW



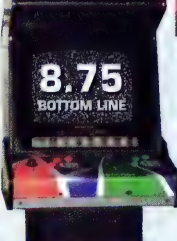
Road Burners

Architecture: 3D-FX
Style: 1-Player Racing (More With Linked Cabinets)
Special Features: Multiple Bikes and Riders;
 5 Tracks; Shortcuts
Replay Value: Moderately High
Created by: Atari
Available: Now in Arcades



Atari has produced another good racer with Road Burners. The look and feel is very similar to San Francisco Rush, with many of the same features like insane short cuts and big air jumps. The control is set nicely with the motorcycle prop allowing you to steer the bike via the handlebars, and the ability to lean the bike as well. This grants more control in cornering and makes regaining control after a spill easier. The five track layouts are fairly simple, though the short cuts require a bit of skill. Road Burners also features a wide variety of bike types with selectable riders and color pallets. The game is well done and quite enjoyable, but it's pretty much San Francisco Rush on two wheels. Although this is not necessarily a bad thing, it would have been nice to see a few more changes and innovations.

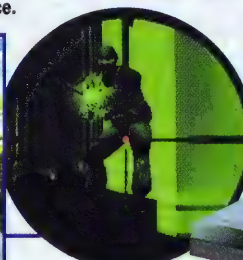
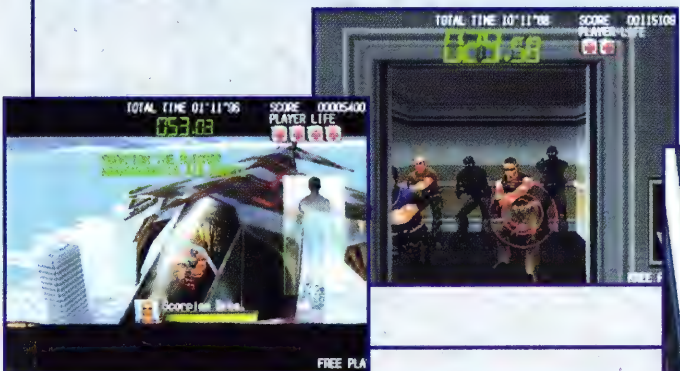
REVIEW



Silent Scope

Architecture: Unknown
Style: 1-Player Shooter
Special Features: Inventive Gun Scope; 3 Modes of Play;
 Accurate Shot Placement; Multiple Paths
Replay Value: Moderately High
Created by: Konami
Available: Now in Arcades

Silent Scope is probably the most innovative gun game since Namco released Time Crisis. The sniper angle creates a challenging environment where skill and accuracy are not only advantageous, but required. The key to the game is patience and a keen eye, but this is often easier said than done when face-to-face with a timer that ticks down all too fast. If you lose your cool and start firing sporadically, a voice comes up and tells you to calm down. This is good advice, since reloading takes up precious time. Silent Scope has a rather large learning curve forcing you to bob your head in and out of the scope as you try to locate the next target as quickly as possible. It also has a good replay value with many features and modes of play. First of all, the Story mode contains many Alternative routes with levels varying from a chopper ride to a hotel in low light that requires the use of the night-vision feature of your scope. The Target Range is great for honing your skills and quickly becomes quite challenging, a true test in its own right. The last game mode is a Time Attack, where you try to clear three predetermined levels as fast as possible without the worry of a life bar. The amount of technical play in Silent Scope is amazing and the music is top-notch, which is rare in an arcade unit. Be sure to catch this one at the arcade because a home version won't do it justice.



REVIEW



Tekken Tag Tournament

Architecture: System 12
Style: 1 or 2-Player Fighting
Special Features: Tag Outs; Tag Throws; Tag Combos;
 34 Characters, 20 To Start & 14 With Time Release
Replay Value: High
Created by: Namco
Available: Now in Arcades

Get ready to shell out some tokens. Tekken Tag Tournament is here and ready to kick some butt. It is still based on the best two-out-of-three rounds, but only one KO is necessary to win, even if the opponent's partner is untouched. The one KO feature adds a somewhat different technique in play by encouraging you to use the player with the optimal life, and it gives the opportunity to make monstrous comebacks. Gameplay moves fast, especially when compared to the previous versions of Tekken; and there is no lag whatsoever in a tag, unlike in the Capcom Vs. series. This makes tagging very frequent and sets the stage for some insane combos with both teammates sharing the fun. Pressing any punch and the tag button at the same time performs a tag throw which, with the right team, can look very impressive and dish out considerable damage. I do question Namco's choice in starting characters. Although it sets them into distinct teams, many are characters that play very similarly (Nina + Anna, King + Armor King), and this takes some of the initial variety out of the game. Aside from this quibble and the usual quirks



that have become a staple in the series (10 hit chains that you launch and then sit back to watch, and the ability to blindly flail about and still do remarkably well), the game really rocks. I quickly exhausted my budget playing TTT, and I am now scraping up change from around the house just to feed my new addiction. "Hi, my name is Beaux, the Arcade Assassin, and I'm an Tekkenoholic." Overall, I have to say that this is the best game I have had the opportunity to sink my teeth into all summer, so get out there while it's still legal and doesn't require an I.D.

LEGACY of KAIN

SOUL REAVER






BASIC TRAINING

WARNING:

This is a game walkthrough. It may spoil your enjoyment of the game. USE AT YOUR OWN RISK!

WARP ROOM SYMBOLS

								
Drowned Abbey	Sunlight Glyph	The City	Oracle's Cave					
								
Kain	Melchiah	Tomb of Serafan	Underground	Zephon	Silent Cathedral	Ash Village	Stone Glyph	Raziel's Clan

WARP GATES

Turning on the warp gates is essential to traveling around the world of Legacy of Kain: Soul Reaver. Every time you die, you will be sent back to the beginning of the game in the Underworld. The table below should help you navigate your way around.

FEEDING

Before you receive the Soul Reaver, it is important to feed at all times, as traveling on the Material plane is tiresome. Once you have the Soul Reaver and your life bar is full, it will sustain you, but if you lose it, feeding will once again become a necessity.

SPECTRAL PLANE

In the Spectral plane, Raziel is unable to open doors, kill vampires, move blocks, flip switches, or turn dials. However, moving to the Spectral plane is key to solving many of

the puzzles in Soul Reaver and refilling your health. If you are stuck somewhere, enter the Spectral and see what changes in the world around you.

MATERIAL PLANE

Most of the game will be spent in the Material plane, so get used to maneuvering around in it. Avoid water until you get the swimming ability and make sure you keep your bearings as Kain's world is large indeed.

FLIP FLOP PLANES

Learning the location of the Plane Portals is essential to mastering this game. A trick we like to use is before you fight a boss or try to tackle a difficult area, hop into the Spectral, recharge, and then return to the Material plane, refreshed and ready to kick butt.

THE UNDERWORLD

The introductory moments of gameplay are formed into a brief training session. This area is easy to navigate, but if you need help, we've documented almost every step. Now, on with you.

Run straight forward and out of the Elder God's chamber. Step on the glowing green gate in the next room to unlock the door on the other side of the warp room and activate the warp gate. Now Raziel's training commences. Continue forward and you will learn how to suck souls and stalk the Underworld life. Listen to the Elder God's instructions and you'll eventually encounter the first Plane Portal,

which is a conduit between the Material and Spectral realms. Step into the blue energy, hit select to bring up your Glyph spells, and press **■** to morph into the Material plane. Cross through the door directly in front of you and proceed with caution down the hallway. Jump over the water (otherwise you'll be warped back to the

Spectral plane). Open the door and engage in warfare against the foul, scuttled beasts. You can either throw these beasts into the water, toss them on the spikes, or draw them into the light to annihilate their evil hides. After this amusing workout, move the block to the left side of the room from whence you came. Hop up to the hallway and follow the path to the outside of Kain's hall known as the Pillars.

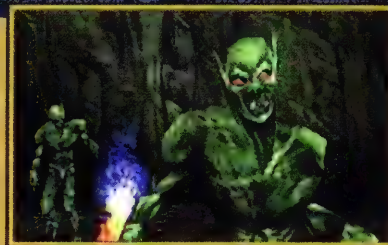
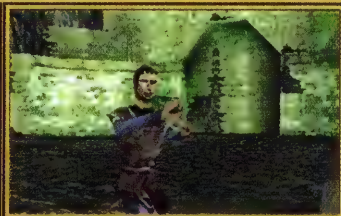
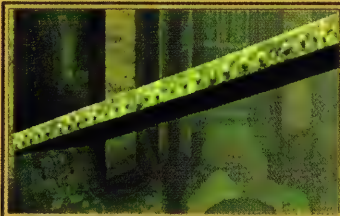
Listen to the Elder God's advice, rid this hall of the vampire scum (via the staff or fire), then maneuver through the exit down and to the right, away from the Kain's hall. At the fork in the road, enter the door to the left and activate the warp. Exit and head to the path on the right that you just passed up. You are now standing on the edge of the Vortex.



RAZIEL'S CLAN TERRITORY

After the sequence, you'll be facing the passage to Raziel's Clan Territory. Jump across the gap and pass into the darkness. Fight the Dumahim vampires in the next series of rooms, then continue on. Ascend the staircase and enter the door to the right

to activate the warp. Exit the warp room and take the unmarked door on the left. Head forward, ignore the water to the left for now, and follow the passage to the right. Pass through the metal gate and continue the slaughter. Feed if you must, then ascend the spiral staircase in the center of the octagonal courtyard. Flip the switch on the wall to lower the drawbridge. Use the newly acquired route to enter the outdoor courtyard. Step on the stairs to trigger the cutscene. Now, drop to the floor leading to the Melchiah Clan Area.



MELCHIAH CLAN TERRITORY

In this new zone, defeat the new breed of vampire, then climb to the cemetery. To the right is a stone block that you must move to reach the ledge above. Move it and then jump up to the passageway. Maneuver through the second portion of the cemetery, then head up the slopes to the inside of the cathedral. Head through the gate and descend the spiral staircase to activate yet another warp. Don't back out of this room – proceed forward to the pond. Jump across the pillars to avoid the water. If you fall into the water, kill the Sluagh until you recover, then return to the portal and back to the Material plane. Now, hop up to the gate and cross through. Pass through the door and down the slanted path. This next room has a puzzle to solve. Look at the left wall, then access your menu to warp to the Spectral plane.

Destroy the vermin and head up the platform that appears. Step into the blue light to return to the Material plane. From here, jump and glide to the ledge to the far left. Move the block all the way over, flip it up to the next level, and push it into the hole in the wall to open the top gate. Enter this gate and jump on top of the archway above. Now, jump and glide to the pendulum platforms on the left or right. Ride it down to the bottom, then grab the brick out of the wall and push it into the pit. Inflict pain to the vampires residing here, then flip the block out the other side of the pit. Insert the block into place to open the bottom gate. Pass through this gate and return to the Spectral plane. Climb back to the top of the room, stay in the Spectral plane, then enter through the upper gate. Glide to the raised pendulum platform. Jump to the arch, and this dastardly puzzle is conquered.

Next, warp back to the Material plane. Move the stack of blocks to the left. Hop onto the platform and knock the block off the other. Make sure the symbols match, then push the blocks into the walls. Head up through the double doors and toss the block off the cliff. Fall down, and stack one block on top of the other. Now, push this stack against the wall on the right of the rightmost pillar. Climb up to the triangle shaped hallway. On the other side, follow



the path around the water up to the metal gate. Open it, ascend the ramp, and hit the switch at the far end of the room to turn on the elevator. After your brief descent, veer to the left (or right) and pass through the pink door leading to the gear room. Flip the switch on the wall closest to you to engage the gears. Next, head to the other side of the room and turn the lever to turn on the engine. Back out of this room and use the elevator to return to the main floor. Pull the switch and the floor will drop a level. Drop into the newly formed pit and find the hole in the wall that is not a dead end. Follow the tiny path until it expands into a large room. Glide to the other side, and move the four torch blocks to the four corners of the center platform. Doing this will drop the floor again. Leap down, check your health situation (traverse back to the Spectral plane if you must gather souls), then when ready, descend into the darkness that leads to the first boss, Melchiah.



MELCHIAH



This horrid creature is easy to kill. Think Skywalker vs. Rancor. First, lure the beast to one of the two gates flanked by windows on either side. Quickly jump through the window and pull and hold the switch to raise the gate. When Melchiah is entering the room, release the switch to drop the gate on his head. Exit through the window and run to the other gate. Repeat this process once more, then jump into the cage in the middle of the room. When Melchiah follows your lead, jump out and spin the lever to destroy Melchiah. For this act, Raziel will receive the ability to pass through barriers. Go to the Spectral plane and use your new Phase power to pass through the only closed gate. On your way out, a voice will tell you where to go. Ignore the voice for now, and begin the hunt for the Force Glyph.



THE FORCE GLYPH

After the sequence, phase through the door. Fall into the lake directly in front of you and at the bottom of the lake you'll see another gate. Phase through this door as well, then return to the Material plane. In this room, push the three pillars and the Force Glyph will appear in the center of the room. Grab it. On the way out you'll notice a second gate at the bottom of the lake, phase through it and grab the first of five pieces needed to augment your energy.



THE PILLARS

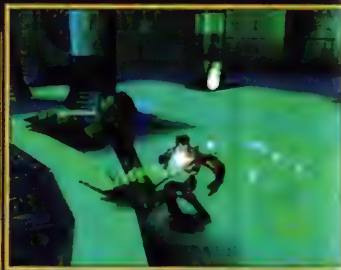
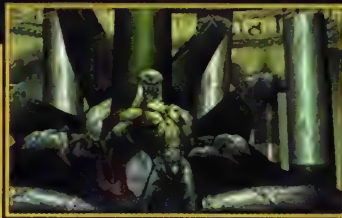
Remember that voice? At this point you must follow the path in the water. Once you reach a large opening, scale the rock face on the left up to the familiar pond with numerous pillars. Return to the Material world and enter the warp room close by. Actually use the warp this time and warp to the Underground. As soon as you come out of the door, go straight through the valley and up to the clan building with the flags. Phase through the gate on the right side of the cathedral as you face it. Hey look! It's the second pie piece. From here, proceed into the

bridge room and shift back to the Material realm. In here you'll need to kill two Ronins. Beat them bloody, then toss them in the water to lower the gate. Now, follow either passage, phase through the series of gates, and use the blue energy to shift into the Material plane. Open the door and meet your maker.



KAIN: FIRST BLOOD

For such a highly worshipped vamp, Kain is actually pretty easy to defeat. Keep your eyes peeled. Kain appears in certain places around this battle arena and uses the Soul Reaver to propel energy at Raziel. Quickly attack Kain when he appears. You'll need to do this three times. Now grab the Soul Reaver. Ariel will appear and tell you to head to the Silenced Cathedral. If you need more info from Ariel, or need to fill up on health and Glyph energy, you can always return to the pillars for a quick fix. To leave the pillars, head back to the Material realm and insert the Soul Reaver into the door.



SILENCED CATHEDRAL: ZEPHONIM CLAN TERRITORY

Backtrack through the many gates that must be phased and cross over the bridge back to the large building with the many flags. Shift back to the Material realm and return to the Underworld training area. Find the circle of pillars (where you first entered the Material plane) and phase through the gate on the opposite end of this area. Follow this path to the Cathedral moat. To the right is a bridge that leads to the Cathedral door. Switch realms, then head down the passage away from the bridge to activate the nearby warp. Now head back and use the Soul Reaver to open the door into the Cathedral. Shift to the Spectral plane to phase through the gate. Maneuver to the right, return to the Material plane (whew!), then hop across the pit of water. Ascend to the path, then continue around the side of the Cathedral to the double doors. In this next town of sorts, ascend the blocks on the building to the right. Jump and glide to the nearest domed building. Jump again to the pillar and use the many ledges to elevate up to the platform with the spear. Glide to the nearest building, and again, onto the next rooftop. Now, turn and leap to the highest ramp located on the surrounding rock face. Enter into the Cathedral and you'll encounter a Zephonim Vampire cocooning a human. Kick its butt and climb out the other side of the room. You've arrived at the lowest level of the Silenced Cathedral.

Shift to the Spectral plane and the pipe on the left side will flex, creating a path for you to take upwards. Scale it and return to the Material world. Work your way around the platforms and jump from the metal grating over to the rock platform. Ignore the door and proceed to the right. Pull the switch and continue on the path to the door at the end. Enter in and phase through the gate. This next mural room is a puzzle room. Phase back into the Material realm and kill the spider vamps by tossing them into the fire. Now you'll need to fix the mural by pushing and flipping the blocks into the correct positions. Return through the gate, phase back to the Material realm, and head to the door you passed up just moments ago. Once inside, use the newly formed platform to pull the switch, then head back out to the main chamber. Step on the two wooden platforms around the corner to turn on the vents. Fly up, then follow the rock face up to the next room. Run forward and veer to the right through the glass entryway. Enter the door on the left. Destroy the monastery menaces and morph into the Spectral realm to pass the gate.

Kill the baddies, then locate the ledge holding the power to transport back to the Spectral plane. Use one of the two metal poles to end the life of the menacing spiders. Push the stack of blocks over to the ledge, then knock them down onto the ground and push them into their proper places. Backtrack into the hallway, hit the ball as you pass by, and enter the second door. Repeat the exact same process you just

used in the last room. Now pass through the glass door you entered before and ring the bell at the end of the hall to shatter the stained glass (if it doesn't break, go back and hit the bells again using a spear or metal pipe). Pull the lever on the pipe to the right of the glass pane, then morph to the Spectral plane to stop time. Dive off the ledge (where the stained glass just was), and veer toward the bell. Angle into the tiny alcove and pass through the new opening. Find the blue energy and morph back to the Material plane. Spin the knob on the wall to permanently open the timed door. Enter into the room with the spider creature on the floor and the pipe spinning toward the ceiling. Scale the pipe and maneuver through its maze-like shape to the split. Go left and drop down to the lower level. Again, head left and you'll run across the strange objects on the floor (2 with glass lids, and two without). Morph to the Spectral plane and pass through the gate. Head to the left, and open the two lids closest to the current camera position to unleash the steam and break one of the glass lids. Now, proceed to the right and open the two lids furthest from the camera to shatter the last glass lid.

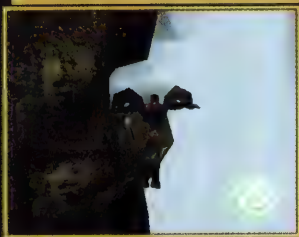
Return to the lid room and morph to the Material plane. Lift up each panel that were once protected by the energy shields to activate the second set of fans. Soar to the gold pipes, and push the two gray pipes to form a conduit. Now maneuver into the next room. After a brief cutscene, eliminate the Violator-like creatures, then spin the two panels on the ground. Work your way up the platforms and up to the top of the steel pipe. Crouch jump and glide over to the opening just above the panels you spun. Phase through the gate, drop to the ground, and switch planes. Now, spin the knob and ascend the pipes up to another opening. Head down this passage and phase through the gate. Materialize, then run up the pipe. Eradicate the evil, then pull the gray block over to the gold pipe. Spin the knob to release the second stream of air. Maneuver to the pillar that fell from the block you pulled. Ascend it to the next area. Now climb the piping and push the upright pipes into place. Spin the knob and the third pipe will activate. Back out into the block/knob room and push the block to the far wall. Jump up and exit back to the room with the three pipes. Jump up to the active pipe and fly up through the large golden pipe. Navigate this tunnel and activate the warp to the right. Then, at long last, proceed forward and get ready to fight Zephon.

ZEPHON

Run right at Zephon and have this vile beast stab at you with his leg. Wait until the leg gets stuck in the ground, then attack it. This will injure Zephon and he'll push out an egg. Grab this egg and run with it to the entrance where the fallen hunter lies. Pass the egg over the flame-thrower, then run back to Zephon. Activate the Raziel camera for aiming and toss the egg at Zephon's head. Repeat this process three times and victory is yours. If you destroy all of Zephon's legs, hit the egg sack and an egg will tumble out. Also, if you need health, morph to the Spectral plane and you'll find plenty of souls to suck up. After Zephon burns, you'll receive the wall crawling ability. From here, you can either return to the pillars and continue on, or participate in a side quest that leads to the Stone Glyph.



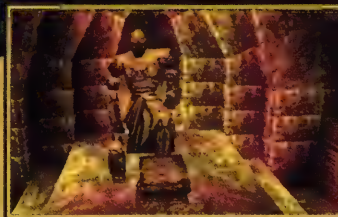
STONE GLYPH



From Zephon, backtrack to the warp gate and access the Melchiah warp. When you emerge on the other side, you'll be at the pond. Jump into the water and head through the hole to the left. Get out of the water, materialize, and scale the wall. Run forward and climb up into the left eye of the enormous skull. Follow the passage and climb the wall. Next, scale the wall on the right. Jump up onto the wooden platform, then hop over to the alcove in the wall. Morph into the Spectral plane, then leap to the wooden plank that bends down from above. Run

along it to safe ground and carefully step onto the third wooden beam. From here, drop down to the blue energy and materialize.

Leap up to the beam you just dropped from, then leap up again to yet another wooden beam. Walk along it to the concrete steps, walk out onto the ledge, and then leap to the other side. Hop up onto the next ledge and ascend the ramp at the end of the entryway. From here, work your way outside. Step to the edge and look down and to the left for a



platform with a torch. Make a running jump and glide to this platform. Now, run forward into the cave. After you pass by the two large torches, jump up onto the right wall and toss the block off the side. Push this block into the statue room and insert it (with the picture on the outside) into the required walls. There is another block on the floor to the right of the statue. Push it into its proper place as well. Now, jump on top of this wall and push the block up here into the opening just behind it. From here, continue to the room behind the statue and slide both single stack blocks over to the double stack. Drop the block off the double stack. Now, push these three blocks into the hallways on both ends of this room and slide them into their proper places, making sure that the picture is on the outside before pushing these blocks out of this room. Once completed, the statue will come to life and reveal the Stone Glyph.

TOMB OF SERAFAN

From wherever you are (Zephon or the Stone Glyph room) return to the nearest warp room and traverse to the Underworld, then venture forth to the hall of pillars (the place where you fought Kain). Find the larger pillar without a decal on it and use your wall climbing ability to scale it up to the circular path around the inside of the psychedelic dome. Find the passageway and follow it to a set of doors. Enter either one, and jump down to the courtyard below. Run through the tunnel and you'll find the ancient tomb of Serafan. Ascend the cliffs to the left to find a warp room. Activate the warp, then back out to the tomb. Phase through the gate and switch back to the Material plane. Follow the winding passage and enter the door. Now, pull the stone out of the wall and you'll enter into the main tomb. Return to the Spectral plane and the floor will dissolve beneath Raziel's feet. Pass through the gate



and jump to the square platform surrounded by water. Quickly hop to the left and shift to the Material plane. It's boss time ladies and gents. Meet Morlock!

MORLOCK

Get close to this muscle bound ox and slash away. Use the auto-face to stay locked on and dodge when Morlock takes a swipe. When he's beaten bloody, toss him into the surrounding water pit. Victory will reward you with the force projectile ability.



TOMB OF SERAFAN II

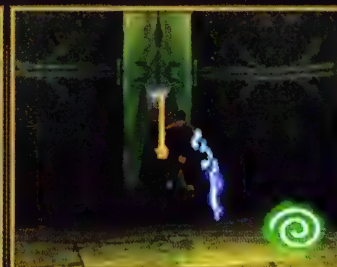
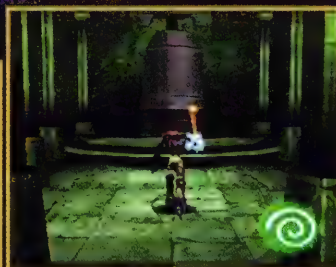
Use your new projectile attack to shoot the block with a target on it, not once, but twice. Jump through the hole cleared by the target and drop down to the floor. Head into the water and then out the other side. Materialize and cross the pool. Climb the wall up to the ledge, then turn around and glide to the pillar on the left. Use the force projectile to knock the block off of the next pillar and then glide to this pillar. From here, hop to the ledge and ascend the stairs. If you need energy, head forward and force blast the stained glass window. Climb the far wall in the next chamber to find a well. Otherwise, continue to the right. Spectral through the gate and phase back into the world of the Material girl. Use the force projectile to shoot through the gate and move the block with the face of the women carved into it. Make sure you shoot it twice, then pass through the fencing and jump up into the hole above the statue. Continue along the path and Materialize. Now, follow the tunnel to the large body of water. Leap to the boat and ascend to its highest point. Morph into the



Spectral plane and jump to the ledge. The door on the right leads to a warp room. Enter and activate the warp. We recommend teleporting to the Silenced Cathedral so that you can secure the Sound Glyph, otherwise read on to the area marked Drowned Abbey.

SOUND GLYPH

Return to the first air shaft in the Silenced Cathedral (located just a few clicks in from its cliff mounted front gate). Drop into the air stream and enter into the cave a few feet above the fans. Use the force projectile to break the glass above the pit, then jump to the wall and scale it to the top. From here, phase through the gate and run across the room to the blue energy. Materialize, then grab the mallet off the wall. Now, run back to the gate you entered from and use the wall climb to reach the ledge above the gate. Turn around and activate the Raziel cam to aim and throw the mallet into the alcove on the left. Next, enter the Spectral plane and glide to the pillar. Materialize and jump to the alcove with the mallet. Grab the mallet and return to the pillar. Hop across the next two pillars, crouch, and drop the mallet. Use the force projectile to break the glass, then toss the mallet into the area the glass blocked. Return to the Spectral world. Hop to the ledge with the mallet.

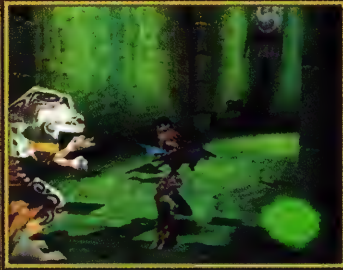
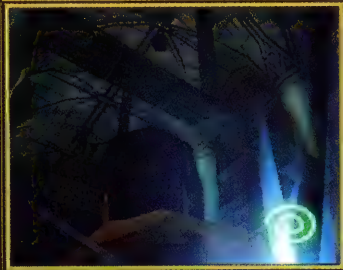
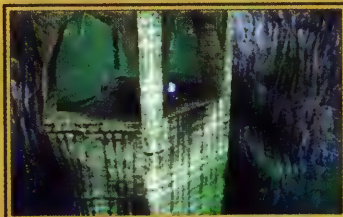
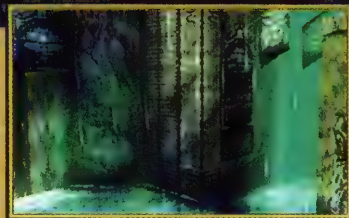


Materialize, then grab the mallet and lay some AC/DC onto the bell. The Sound Glyph is now yours. Return to the Drowned Abbey warp room.

DROWNED ABBEY: RAHABIM CLAN TERRITORY

Exit the warp room and take the door directly in front of you. Head down the passage and use the force projectile to open the double doors. At the ledge of the drowned city, glide to the pillar on the right. Continue jumping on the series of pillars and ledges until you stumble upon an energy hurling baddie in an alcove on the far wall. Jump to his location and enter the door. Destroy the beasts that block your path, then enter into the drain room (it looks like there is a screw in the middle). Take the passage on the opposite of where you entered and proceed through the door. In this large, water-filled room, jump and glide across the pillars, then pass through the doorway. Now follow the passage until it goes underwater. Drop in

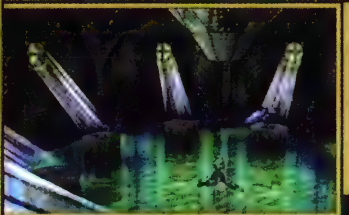
and phase to the Spectral plane. Proceed forward to the checkerboard room and hug the right hand wall. Head to the rightmost corner and you'll see a tiny ledge that Raziel can jump to. Jump up to the next ledge. Materialize, then scale the wall above the portal to the cubby hole with a spear. Turn around and jump across the rafters. Enter the doorway to the left of the last rafter. Force projectile the stained glass, then hop across the tiny rock ledges, and eventually leap to the circular building in the center of the water. Move to the right along this roof, then glide to the bell tower. Pull the chain and descend down the stairs. Now, ascend the next staircase, leap across the pillars, and Materialize. Shortly after you return to the other realm, Rahab will appear in the water below Raziel.



RAHAB



To defeat this obscure fish guy, use force projectiles to shoot out the eight circular windows along the walls. If you don't mind taking some damage, stand on the pillar with the Material portal and shoot out all of the windows. Rahab's numerous attacks will send you to the Spectral plane, but guess what, you can warp back in a matter of seconds and finish him off. For your service, you'll receive the ability to swim. Now, it's time to power-up the Soul Reaver.



FIRE REAVER

Exit out of the bell tower and jump to the rooftop. Jump over the dam and follow the underwater passage to the room with the checkerboard floor. Locate the glass door on the circular structure and blast through it. Follow the circular staircase down. Swim forward and descend the next spiral staircase. In this next room, swim forward a little bit, then blast the stained glass window on the left. This chamber leads to the Fire Reaver power. From here on in, swing the Soul Reaver over any open flame to heat it up.

Now, leave this room and continue swimming down the passage you were on. Head up the stairs and take a right, following the curve of the building. Locate the bright light and swim into it. This leads to a long passage, and eventually to a huge

chamber. Just keep going straight through the only available exit. In the next room, you can surface. In here, two underwater exits await. The passageway to the right is a murky green path leading to the Fire Glyph. The passageway on the left brings you back to Raziel's Clan Territory, where you can begin the hunt for the Water or Sunlight Glyph. Or if you don't want to get any of these Glyphs, you can go to Ash Village via the Vortex.



FIRE GLYPH

Swim underwater down the murky green right path. As you enter the circular chamber, you want to grab an unlit torch from the water. Surface and take the open passage that is not a door or a gate. At the end of this minuscule hallway awaits a door. Pass through it, and bring up the Raziel cam to aim. Toss the unlit torch all the way across the room into the far chamber. Now, retreat to the room you surfaced in and enter the wooden door you passed up seconds ago. Run up the ramp and spin the lever. Quickly shift to the Spectral plane to stop the timed door from closing. Pass through this door and Materialize. Drop into the next room and turn the crank to open the gate. Return to the room where you threw the torch. Morph into the Spectral plane and hop across the pillars, over to the chamber with the unlit torch. Materialize again, then grab the torch and get some fire. Now, drop down and scale the far wall (with torch in hand). From here, head back to the gate room and ignite the dish in front of the large statue. For this, you will get the Fire Glyph. Retreat



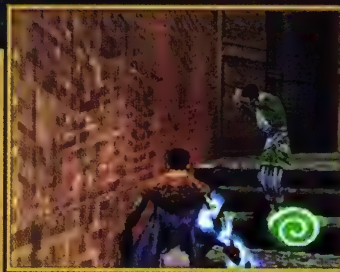
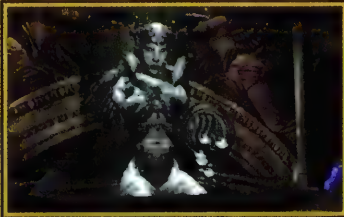
to the green water and backtrack to the underwater exit you passed up earlier. It's now time to get the Water Glyph.

WATER GLYPH

Take the left underwater exit. Surfacing on the other side brings you to Raziel's Clan Territory. Backtrack to the Vortex (it's a straight shot). When you find the Vortex, get on the far platform (where the bridge is out) and jump to the watery platform to the left. Run up the mini-waterfall and drop behind it. Swim forward and surface. Climb out of the water and look along the rock wall for a small door, then enter it. Head up the stairs and pull out the blocks. Stack them, then use their height to reach the next area. Follow the passage to the vast opening.

Jump and glide over the water to the opening directly across. Turn to the right and run down the hallway. Pass through the doorway and descend the ramp. At the bottom, turn to the left and proceed up the staircase a few clicks out. Continue down this hallway to the circular room.

Pass through the double doors on the left and hop into either one of the pools of water.



Shoot the grate with a force projectile and enter the tube. After the fan, you'll be inside the water tower. Take the tube near the surface and continue down the path until you come to an area where you can surface. Do so and head up the stairs to the statue of the Water Glyph. Take the door to the right of the statue and go up the stairs. At the top of the slope is a small flow of water going to the left. Jump across it and pull a block out of the wall and push it into the water and then down to the room with a hole in the bottom. Push the block into the hole, and then head back to the Water Glyph to collect your prize.

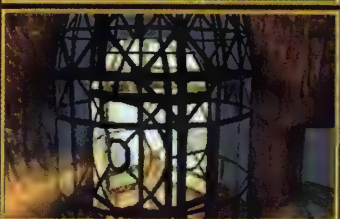
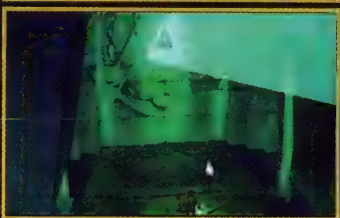
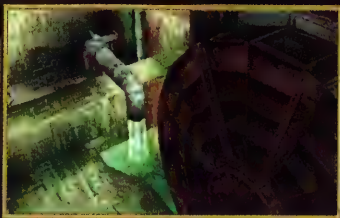
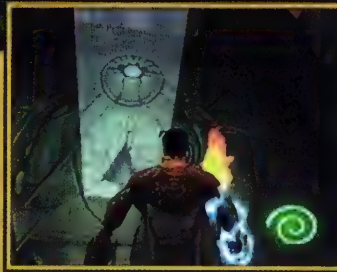
SUNLIGHT GLYPH

Trek back to the Silenced Cathedral's front gate. Jump to the right into the moat and swim to the underwater gate. Morph to the Spectral plane and pass through. Now, Materialize and swim to the large chamber with jagged underwater formations. At the base of this underwater region awaits a warp portal that you'll need to activate. After this, surface to the outdoor area and work your way up the rocks to the lighthouse. Jump from the lighthouse to the next series of rock platforms and enter into the passage that brings you up high enough to glide over to the top of the lighthouse. Move to the left of the lighthouse and pass into the cavern. Follow this curvature to the door and go in. At the next lighthouse structure, proceed down the path and enter the wooden door on the left.

Head through this tunnel to a vast indoor environment. Jump onto the central structure and scale its many levels up to the metal box. Push this box near the wall mounted crank at the bottom. Now, maneuver the block close to the spindle. Turn the crank and quickly push the block next to the spindle. The goal is to keep the spindle from spinning backwards. You'll know you succeeded when the flames on the wall stay lit. Head back outside and continue down the rock path. Turn toward the water and jump to the circular platforms. Enter into the lighthouse base. At the end of this brief jaunt, descend down the broken metal path and pass through the hallway. Now pass under the triangle shaped doorway and go to the Spectral plane to pass through the next two chambers. Return to the Material plane, then enter the door. Follow the winding passage to the set of double doors and enter into the mill room.

Run to the left, leap onto the ledge, and drop into the pit. Solve the box puzzle, then jump out of the pit and follow the pipe leading away from the mill. On the pipe, there will be a valve to spin. Turn it and the mill will start up. Use the steam to the right of the waterwheel to float

on top of the moving bellows. When the bellows are at the highest position, jump to the catwalk. Follow this path to the door and enter into the next room. Drop down and follow the passage to the piston room. Run to the far side of the room and fall into a hole. Return to the circular room and ascend the broken catwalk. Leave the lighthouse and travel back across the circular water platforms to the far rock structures. Pass by the rock torches on the right and navigate the long rock hall to the shrine. When the sunlight hits the giant triangle, shift the Spectral plane to stop time and grab the Sunlight Glyph.



ASH VILLAGE: DUMAHIM CLAN TERRITORY

Return to the Vortex and run to the far side where the bridge is out. Jump into the water and crouch jump up to the ledge (with the dangling broken bridge). Follow this new route past the water hole and to the outdoor realm where it is snowing. Head to the cavern to the immediate right and activate the warp. Return to the beginning of this snow segment and scale the pillar to the immediate right. Jump and glide between the two statues and into the village. Jump into the courtyard and open the double doors. After the awesome cutscene,

Spectral through the gate, then pass through another gate a few clicks down. Now, locate the plane portal (on the opposite side of the room) and walk up to the fence surrounding the inner courtyard. Force projectile through the gate to push the block across the room, until you can no longer do so. At this time, phase through the gate and ascend the block to reach a high platform. Morph back to the Material plane and fall down to the main floor.

Run around the corner to the left and pull the block out of the wall. Use it to reach the ledge above. Now, jump and glide across the chasm to the ledge on the other side. Follow this passageway to a room with two pools of water. Jump on top of the platform that divides the water and jump up to the crank to the right. Spin it and the water will drain. Now, align the blocks in the two drained water basins into a stack of three within the far side basin. You'll want to construct

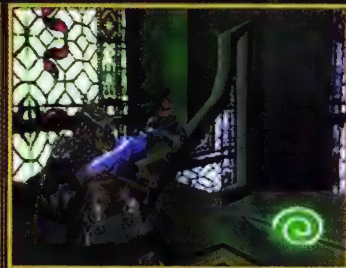
your tower next to the central plank so that you can slide the third block on top of the stack. Move the stack directly below the unreachable ledge on the far side of the room. Place a single block next to it, then jump up the blocks to the ledge. Run down the passage to the next vast room.

Drop down to the left onto the outer rim and turn the free floating wheel. Proceed to the opposite side of the room and pull the switch to ignite the fire. Next, pass through the door directly behind you. Run down the passage and push the block down into the next chamber. Stack the two blocks on top of each other and push them to the opposite side of the room. Jump on top of the stack and then leap up to the ledge. In the next room, shift to the Spectral plane to make the room morph. From here, jump to the cliff to the left. Follow the series of ledges in this room to the top, then shift back to the Material plane. Glide to the lever at the top of the room and pull it. Drop down to the bottom and pass through the new passage. When it splits, head to the right and pull out the block. Move this block until it hits a step in the floor. Use the block to reach the hole above. Jump onto the next pillar and shift to Spectral. Hop to the next pillar and shift to the Material. Now, use the same phasing in and out of the planes technique to get across the last two pillars. Leap to the opening and glide over the fence to the obelisk. Flip the obelisk over and the gate leading to Dumah will be crushed.



DUMAH

Pass through the new opening and confront Dumah. Yank the three spears out of his body and he will come to life. Lure Dumah back out of the cathedral and into the furnace room (via the gate at the far end of the obelisk room). If you are heading in the wrong direction, Dumah will not follow. Once in the furnace, turn on the gas, then pull the switch to ignite the flames and watch this monstrosity burn. You'll receive the constrict ability for all your work.



ORACLE'S CAVE

Leave Ash Village and head out to the main courtyard in the snow, near the climbable pillar. On the left is a valley that leads to a compass. Head there and then use your new constrict ability to open the door to Oracle's Cave. Follow the passage through the first metal door, and then take the first right to the warp room. Head back to the passage and enter the room with the large metal door. In the Spectral plane a hole will open in the wall, head through it, and then materialize in the next room so you can constrict the large post to open the side doors (basically just run around it).

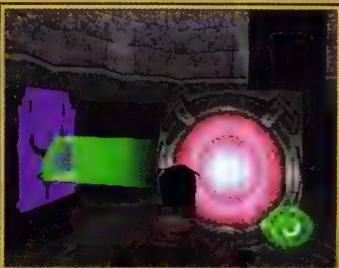
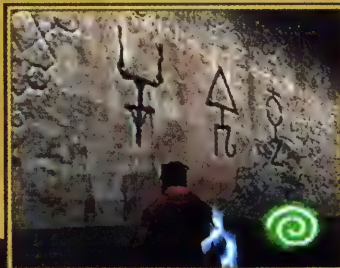
Head to the right (the door inside the gate will have a rune that looks like an O above it). Phase through the gate, Materialize, and face the main cavern. To your left will be one block in the wall. To your right there will be one block in the wall and one empty wall slot. Pull the block out on the left, and the gate on the far side will close. Push this block down into the vast cavern. Now, pull the block out of the right wall, and push it into the hole where the left block was. At this point, head back through the post room to the passage opposite of where you are. Drop into the cavern and slide the block you dropped just moments ago across the cavern and up to the ledge. Insert this block into the hole with a Z above it. As confusing as this is, return the other room opposite of your current position. Pull the remaining block out of the left wall and insert it into the hole with an O above it. At this point, return to the post room and constrict the mighty post. Now, head through the newly opened OZ door.

Follow the passage up the ramp. Phase through the gate, then jump across the cliff and glide to the other side. Turn to the right and jump to the plane portal. Return to the Material realm. Jump back to the cliff and continue forward to the large room with two metal blocks. Pull the blocks over the openings, then back off and use the force projectile to knock the blocks into place. Head through the door into the room with four columns around the corners and a 9 on the floor. Constrict the four columns so that the tan texture faces the 9. Doing this will open a door at the beginning of the Oracle Cave. Maneuver to this room and a cutscene will commence. Constrict the cauldron in the center of this room and a new passage will appear. Proceed down the ramp and into the clock room.



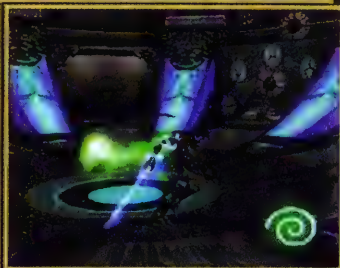
Use the two switches to change the time to 6 o'clock. Now, drop down through the hole below the clock. Drop again down to the mirror room. Constrict the blocks so that the colors match the tablets on the wall. Now, constrict the mirror in the middle of the room to send light through the blocks and onto the tablets. Do this correctly and the door will open. Pass through into this new chamber and drop to the double doors. Go through these doors and destroy the enemy in this room. Look on the walls and study the three colored symbols plastered on the wall. Constrict the color knobs on the clock to move the three hands. You want to move the hands to the symbol that the color displays on the wall. Piece of cake. Pass through the door and follow the passageway. Make the jump to the other hall, then enter the large room with two large gears in it.

Lift the block closest to the gears and they will spin. Jump on the motionless piece inside the pillar and soar to the pillar. Enter the Spectral plane and hop to the ledge. Materialize, and continue along the ledge. Jump to the pendulum. Wait until it is at its highest point, then jump to the gap above. Fall down the hole and proceed down the passage. Turn to the gate on the right and use a force projectile to knock the block off the side. Continue down the passage and push the next block off with a force projectile. Keep moving through the passage and drop into the block room. Arrange the blocks to match the pattern on the floor. Some of the blocks will need to be flipped to fit properly. Pass through the new doorway and jump into the hole. Now, move the large chamber with three separate circular rooms branching off of it. Before you veer off into one of these excess chambers, look at the hieroglyph symbols on the wall in the hallway that lead to this room. Constrict the icon in the center of the three rooms to point at the piece it was connected to in the hieroglyph. Doing this correctly will activate a swing. Jump to the swing and throw the switch on the balcony. Do this for all three rooms, then exit through the new passage. View the shimmering star displays in this long hall, and then activate the warp. Continue running forward and you'll come to a door with a demon on it. Open it and Raziel will converse with Kain.



KAIN: FINAL BLOOD

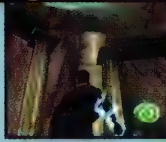
After an inspiring speech, Kain will initiate combat. Like the last battle, Kain will disappear and reappear in different places within this three tier arena. When he appears, use the Soul Reaver to cut into his hide. If Kain hits you, run to the center of the arena and power up. You'll need to slice Kain three times, once on each tier. Time your movements to avoid Kain's magic, and remember, Kain cowers to such low levels that he must attack with your back turned. Kain only takes three hits, and then...



Piece # 1

Ability Needed: Wall Climb
Location: Underworld

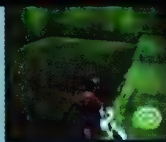
At the pillars surrounding the first plane portal (by the gate that leads to the Silenced Cathedral), there is a wall that you can climb. The Health Power-Up piece is at the top.



Piece # 2

Ability Needed: Phase
Location: Underworld

In the room where you learn to kill vampires for the first time there is a piece of the pie located behind a grate in the water.



Piece #3

Ability Needed: Phase
Location: Pillars

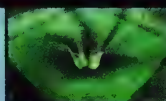
Inside the grate on your way to greet Kain for the first time. This piece should have been picked up on the way to see him.



Piece #4

Ability Needed: Constrict
Location: Drowned Abbey

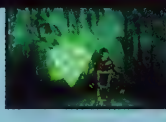
In the drain room (see area strategy) use the constrict power on the large screw in the middle of the room. This will drain the water. At the bottom of the room there is a block you can pull out that will reveal the Health Power Up.



Piece #5

Ability Needed: Phase
Location: Near Force Glyph

In a grate at the bottom of the lake just outside of Melchiah's crypt.



Piece #6

Ability Needed: Wall Crawl, Swimming
Location: The City (Water Glyph)

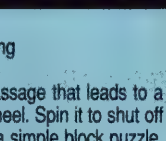
At the bottom of the stairs that lead to the Water Glyph statue there is a wall on the opposite side that you can climb. Head up and it will lead you to what you seek.



Piece #7

Ability Needed: Wall Crawl, Swimming
Location: The City (Water Glyph)

Behind the water tower there is a passage that leads to a canal. Next to the canal is a valve wheel. Spin it to shut off the water. At the end of the canal is a simple block puzzle. Solve it, and then phase through the gate. In the next room, Materialize and open the gate with the switch on the wall. The piece is on top of the fountain.



Piece #8

Ability Needed: Wall Crawl, Swimming
Location: The City (Water Glyph)

To the right of the water tower there is a path that leads to an enclosed city. The waterfall inside hides a climbable wall. At the top you will find the Health Power-Up.



Piece #9

Ability Needed: Constrict
Location: Raziel's Clan Territory

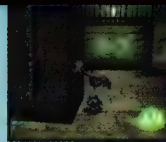
Go to the Octagonal Courtyard and climb the spiral tower in the middle. Use the constrict power to spin the center piece once to the right of the switch. Pull the switch and a different drawbridge will fall. Follow the passage and nab the Health Power-Up.



Piece #10

Ability Needed: Phase
Location: Raziel's Clan Territory

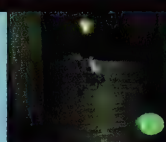
From the Vortex, head west down the path towards Melchiah's domain. After the first door, you'll enter a large chamber. At the top of the small staircase, there is a column off to the left. Pull it all the way to the left and then phase through the grate to reach the Health Power-Up.



Piece #11

Ability Needed: Swimming, Wall Crawl
Location: Melchiah's Clan Territory

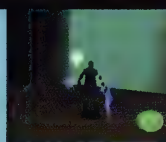
Just outside the door from the Melchiah warp room, there is the area we have referred to as the pond. Jump in the pond and launch out of the water onto the climbable wall on the left hand side. Above, you will find the piece.



Piece #12

Ability Needed: Swimming, Wall Crawl
Location: Silent Cathedral

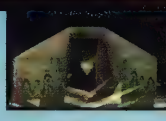
Just outside the entrance to the Silent Cathedral, jump into the moat in the Material plane. Head to the left and you will discover a small passage leading to a pool. Launch out of the water, and then Wall Crawl to the Health Power-Up.



Piece #13

Ability Needed: Phase
Location: Silent Cathedral

Take the first airift up to the second tier of the Silent Cathedral (the bell puzzle area) and enter the area that used to be blocked by the timed door. Enter and take a left and you will come to a door on a glass wall. Open and you should be greeted by yet another door on a glass wall. Jump over and enter that door then phase into the next room. Solve the elaborate puzzle and the piece will become available to you.



Piece #14

Ability Needed: Phase
Location: Ash Village

Down the passage on the right, just before the boss room (Dumah), there is a Warrior Statue. Constrict it to move it around the room and open various doors. One of them holds a piece of pie.



Piece #15

Ability Needed: Phase
Location: Stone Glyph (The Giant Skull)

The Health Power-Up is located above the warp room. However, there is a block that prevents you from reaching it. To move the block, go through the level like normal, but after you make the jump from the skull to the platform with the torch, walk down the path until you get a good clear shot at the target side of the block. Use the Force and push the block in the wall. Drop down, climb up, and you've got all 15 pieces o' pie.



Artifacts #1

Ability Needed: Swimming
Location: The City (Water Glyph)

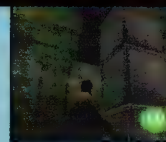
To the left of the Water Glyph there is a passage that leads to an enclosed city. Climb the hidden wall behind the waterfall and then jump from alcove to alcove all the way around to the right until you can see a room on the center that holds a switch. Flip it and then go inside the door that appears. Climb the wall and at the end you will find the artifact.



Artifact #2

Ability Needed: Constrict
Location: Raziel's Clan Territory

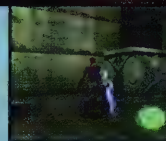
Go to the Octagonal Courtyard and climb the spiral tower in the middle. Use the constrict power to spin the center piece twice to the right of the switch. Pull the switch and a different drawbridge will fall. Follow the passage to a block puzzle. First, stack the two lower blocks on top of each other, then move them to the wall below the upper box. Now, push that box onto the other two to create a three-high column. Push it to the far wall and then use the platform in the middle to reach the top of the column. From here, you're just a hop from the Artifact.



Artifact #3

Ability Needed: Swimming, Wall Crawl
Location: Melchiah's Clan Territory

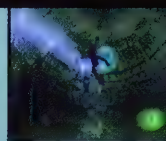
Just outside the door from the Melchiah warp room, there is the area we have referred to as the pond. On the other side is a crypt. Enter it and then use the Soul Reaver on the bottom most tomb. Enter and then use the Soul Reaver again to open the next door. Beyond you will find the Artifact.



Artifact #4

Ability Needed: Swimming
Location: Drowned Abbey

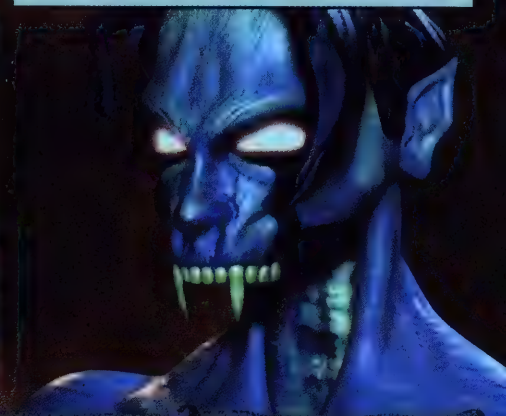
In the water below the boat, right at the entrance to the Drowned Abbey, there is a passage near some vampire pods that leads to a large chamber. In here is the Artifact you seek.



Artifact #5

Abilities Needed: Wall Crawl, Force Projectile
Location: Silent Cathedral

In the bottom room of the Cathedral (where the first vent is), go to Spectral to bend the left pipe. Climb up the pipe and materialize in the plane portal. Jump to the catwalk above and then look at the wall to your left. Wall climb up, and then look for a passage going right. Take it, blast the obstacle, and then slide down in the next passage to grab the final Artifact.





All directions are made in reference to the in-game compass found on the Map screen.



WARNING:

This is a game walkthrough. It may spoil the enjoyment of the game. USE AT YOUR OWN RISK!

Sweep the Area & Restore Power

Find Gail and sweep the area. Locate the [KEY 117] and [RESUS. PAK]. Look around until you are contacted by Rick. Give the key to Gail and follow him to restore the power.

Move the fuses to red, blue, green, and white, and hit the lever on the adjacent panel. Follow the disturbance and evade the dinosaur or kill it. Make your way back to the beginning.

Get to the Control Room

Enter the facility and access the Airduct. Go down at the next opening, and follow the hall to find the [9MM AMMO] and the door to the Control Room. Note the [E-BOX GREEN] in the hall.

Explore 1F

Move out of the Control Room and enter the [SAVE] room to the N. Get the [SHOTGUN], [DDK H] disc, and [E-BOX KEY]. Search the body for the [PANEL KEY II 'LEO'].

Exit out the opposite door, take on the dino, and head to the Locker Room to the W. Grab the [DDK H] disc, [DOCS.], and [DART].

Move back to the [SAVE] room and enter [0426] on the panel to access the [ENTRANCE KEY] and [PAK]. Exit N and go through the double doors to the E. Find the [BLUE PAK] and [BLUE VIAL]. Head upstairs and through the door. Move to the opposite end of the hall to the roof. Find the [DOCS] and return to the hall. Enter the S door and enter [8159] to get the [PISTOL

UPGRADE]. Also locate the [DOCS.] and [RESUS. PAK].

Move to the room to the N and use the [DDK H] disks and input [HEAD] to enter. Inside you'll find the [SG SHELLS], [DDK N] disc, and [PANEL KEY I 'SOL']. Use both [PANEL KEYS] and enter [705037] to receive the [KEY CARD L].

Move back downstairs and use the [ENTRANCE KEY] on the N door. Outside you'll find the [SG SHELLS], [DOCS.], [DDK N] disc, and a [BLUE VIAL] on the body. Move back inside and use the [DDK N] disks on the door under the stairs. Enter the letters [NEWCOMER] to open the door.

To the Training Room

Enter the Elevator Room, gathering the [E-BOX PLUG] and [ORANGE PAK] behind the box. Take a look at the map console for a full view of 1F. Note the [E-BOX RED]. Exit to the E and follow the hall to get to the Training Room. Grab the [B1 KEY] and return to the Control Room after you meet with Gail.

Restore Power to the Underground

Move outside via the Airduct. Use the [B1 KEY] on the gate, grab the [BLUE VIAL], and head down the ladder. Get the [RED BATT.] and place it into the familiar

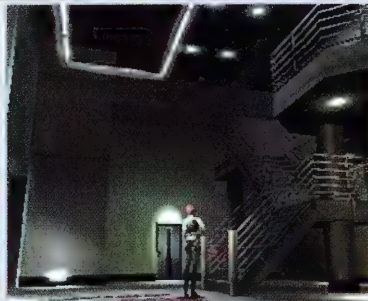
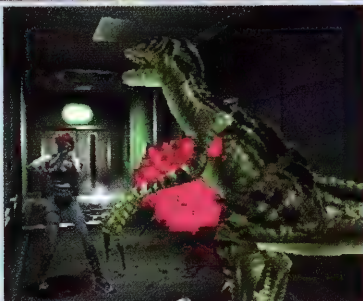
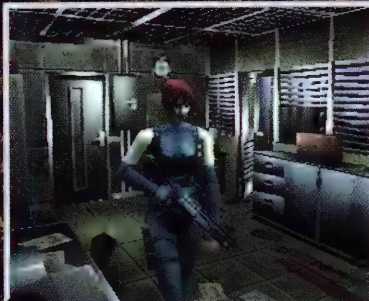
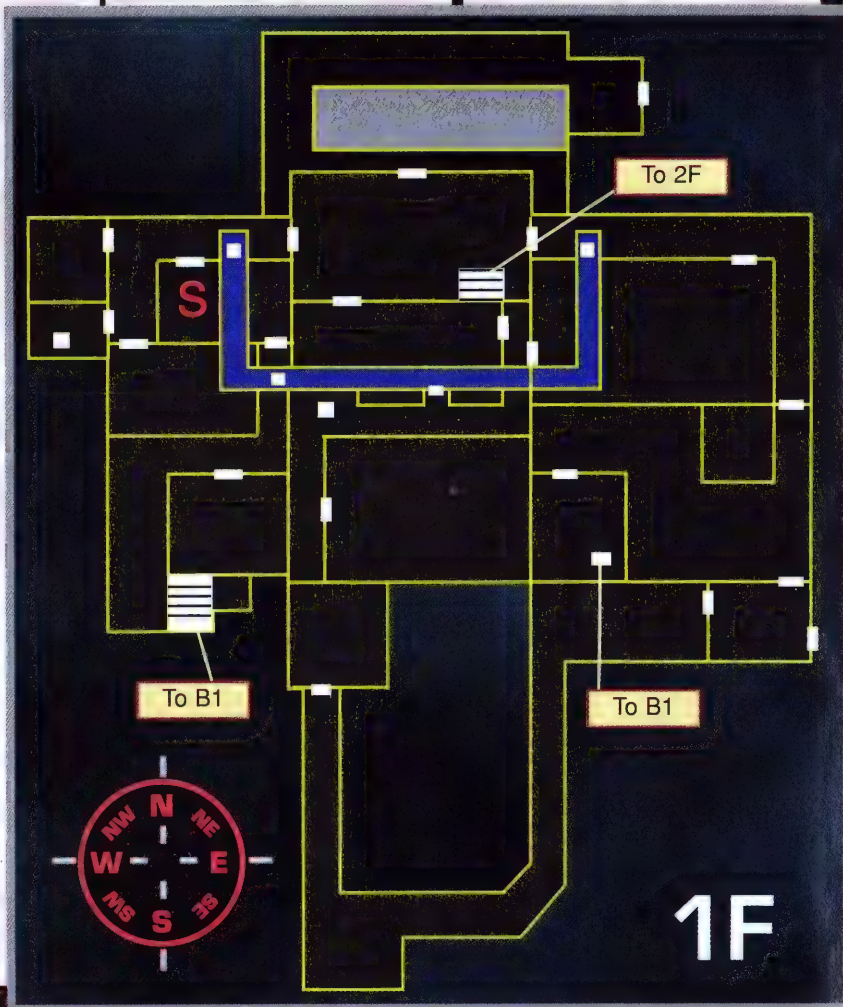
puzzle. Hit the lever to restore power to B1.

Return to the Control Room, and you will be given a choice to go with Gail or help Rick answer a distress call.

SPLIT

Choice 1 - Explore the Underground

Exit the Control Room and head S down the stairs. Enter the [SAVE] room. Collect the [ID CARD], [DOCS.], [E-BOX KEY], and [ORANGE PAK] x3. Exit and continue past the compy to the N. Meet up with Gail, and then return to

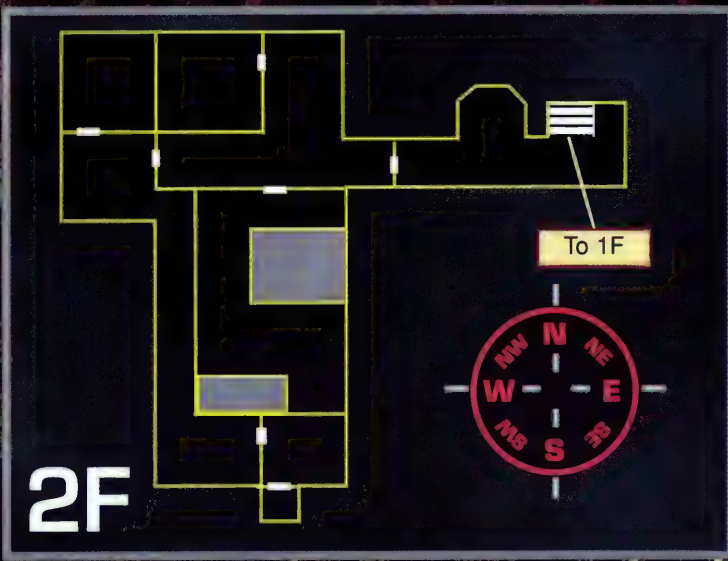


BASIC TRAINING AND KEYS TO USING THIS GUIDE

- Items and codes are noted with brackets [], i.e. [DDK L], [SG SHELLS]
- [DARTS] are extremely useful and are fired using the [SHOTGUN]; however, [BLUE DARTS] are worthless until mixed with other [VIALS].
- It is best to avoid dinos until you build up your arsenal and ammo supply.

- Saves and continues affect the final grade and may limit the secrets you can find. There are three additional Regina Costumes, a Super Grenade Gun, and two new modes – Operation “Wipe Out”.
- When you have a Dino Crisis, “Danger” flashes on the screen. Tap the L1, R1, D-Pad and Action button to escape.

This guide was compiled using the Japanese version. Item locations may change to protect the innocent. We apologize to Capcom and our readers for any discrepancies



1F via the stairs and head toward the room to the SW of the [SAVE] room. Use the [ID CARD] to enter. Grab the [DDK E] disc, [DOCS.], [E-BOX KEY], and [F.C. DEVICE]. Note the [E-BOX YELLOW].

Return to the Lobby (with the stairs to 2F), and use the [F.C. DEVICE] on the body in the Elevator Room. Now get to the large room on the E side of 1F. Read the [DOCS.] and use the [ID CARD] on the computer terminal. Enter the code [58104] to get the updated [ID CARD]. Now head outside. (See Choice 2.)

Choice 2 - Help Rick Answer the Distress Call

Consult the map and head outside. Follow Rick and grab the [SG SHELL] and the [RESUS. PAK] while avoiding the dinos. In the next area, shake the pteranodon's grip and retrieve your

weapon. Move to the NE door and find Tom. Retrieve and locate the [DDK L] disks.

Power-Up the Freight Elevator

Move out of this room via the small Locker Room and note the [MAP] on the wall. Continue E and then S past the pteranodon. Move down the ladder and collect the [ORANGE VIAL] and [CONTROL CARD]. Move to the sic consoles and hit them in this order:



Move back up and activate the elevator, get Tom and Rick, and proceed to the Underground.

Clear a Path

Climb the ladder and use the [CONTROL CARD] to activate the crane. Enter two command strings:

1. Up 2, Left 1, Down 1, Hook, Right 2, Release
2. Up 2, Hook, Down 1

Move through the passage and search the body for the [DOCS.] and find the [GREEN DARTS] in the corner. Move through B1 to the west and find the [SAVE] room next to a pack of critters. Inside the [SAVE] room, collect the [ID CARD], [DOCS.], [VIAL], [E-BOX KEY], and [ORANGE PAK] x2.

Return to 1F & Activate the Elevator

Return to 1F via the stairs and head toward the room to the SW of the [SAVE] room. Use the [ID CARD] to enter. Grab the [DDK E] disc, [DOCS.], [E-BOX KEY], and [F.C. DEVICE]. Note the [E-BOX YELLOW].

Return to the Lobby (with the stairs to 2F) and use the [F.C. DEVICE] on the body in the Elevator Room. Now get to the large room on the E side of 1F. Read the [DOCS.] and use the [ID CARD] on the computer terminal. Enter the code [58104] to get the updated [ID CARD]. Now move to the elevator.

JOIN

Explore B1

After taking the elevator down (and a short fight) look for the [DOCS.] and [VIAL]. Use the [DDK L] disks on the door and enter the code [LABORATORY]. Quickly move N past the dinos and enter the door to the Records Room. After disposing of the

threat, search the area for a [PISTOL UPGRADE] and a [PAKS].

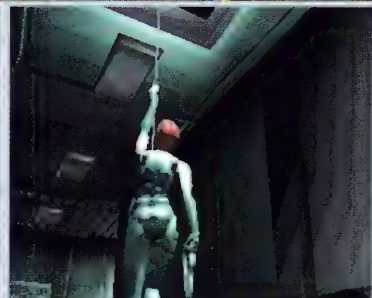
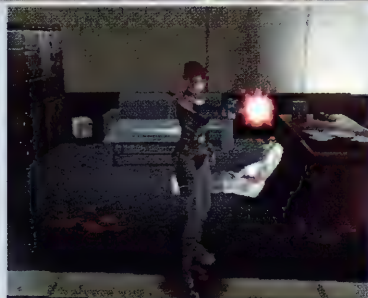
Continue out the door to the W and skirt past the threat. Note the [E-BOX GREEN]. Enter the next room to find the [DDK] disc, [DOCS.], and [E-BOX KEY]. Hit the blue glowing control panel for the [7248] code. Exit this room and continue E to a [SAVE] room.

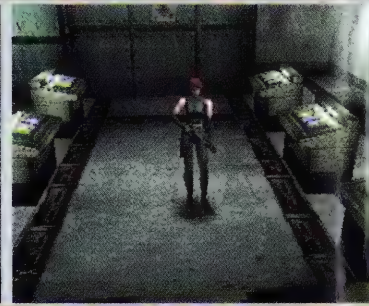
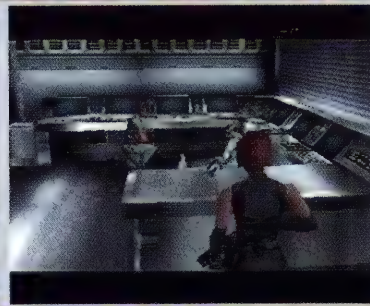
Use the computer terminal and enter code [7248] to open the sealed door in the room to the W. Search for an [SCREWDRIVER] that will eventually open the panel and look for the [DOCS.]. Exit E to move back to the newly opened door. Note: There is an [E-BOX RED] filled with [AMMO] in the hall immediately to the S of the [SAVE] room.

Inside the gas chamber is a puzzle that can be completed by mixing the green, blue, and red gases (blue, blue, green, red). Either way, find a [3695 B1 KEY CARD] and if you kept the researcher alive, search body for a [LOCKER KEY]. This key can be used in the [SAVE] room on B1. Have yourself a Dino Crisis, then return to the Record Room to the S and use the [3695 CARD] on the blue control panel, enter code, and complete the puzzle. Gain access to the [R CARD] by again using the [3695 Card].

Return to the [SAVE] room and use the [L CARD] and [R CARD] to uncover a secret door. Use the [DDK E] disks and enter the code [ENERGY]. Enter the room to the N.

Inside find the [DOCS.] and [ORANGE DART], then push the shelf to uncover a [SHOTGUN UPGRADE]. For fun, hit





the switches Right, Middle, Left to see a short energy show. Exit and quickly deactivate the security system via the panel you opened with the [SCREWDRIVER].

First Square – Place Second

Second Square – Rotate once to right & Place Third

Third Square – Rotate once to right & Place First

SPLIT "Make your choice."

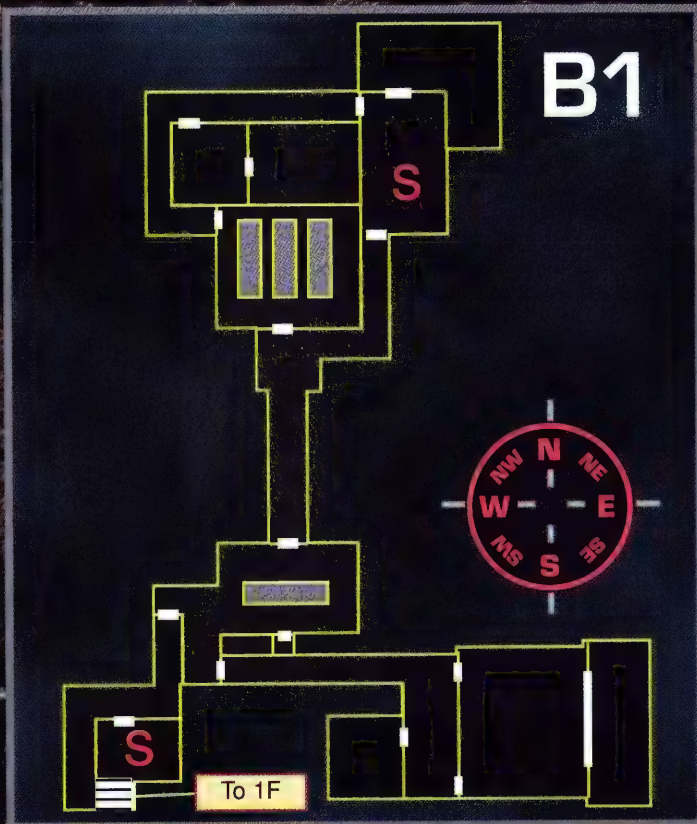
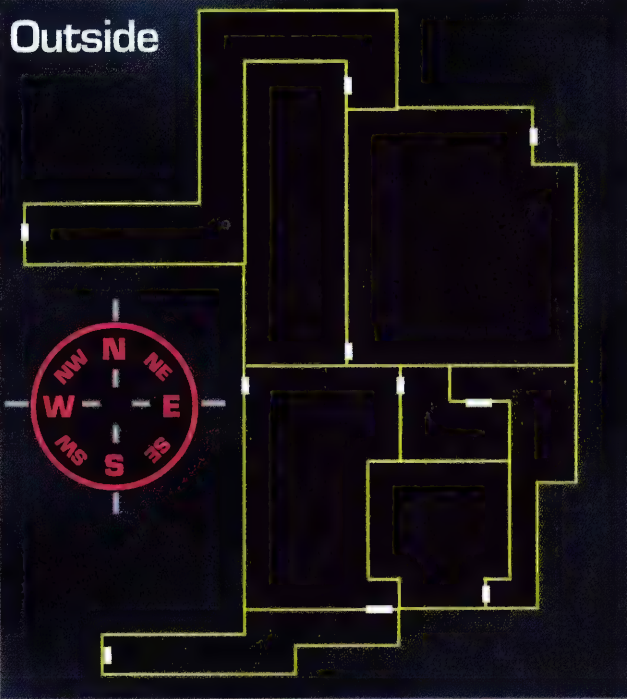
CHOICE 1 – Follow Gail

Move out the door to the W and make your way out toward the elevator. Move to the room in the SE corner of B1. You'll meet up with Gail and Dr. Kirk. Get the [ID CARD] and head to the Communications Room.

CHOICE 2 – Use the Emergency Escape Hatch

Access the computer terminal and follow Rick's instructions to acquire the

Outside

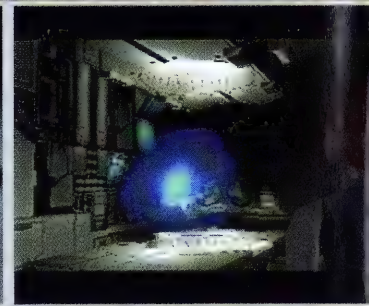
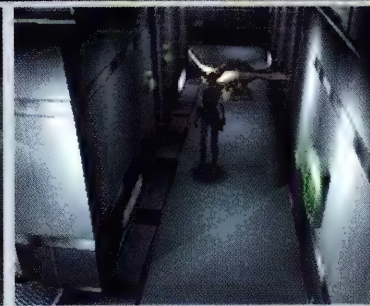
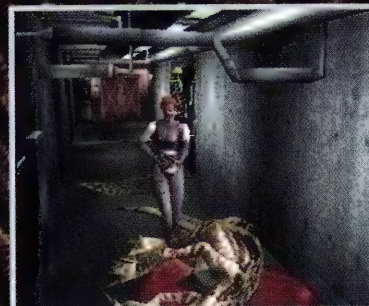


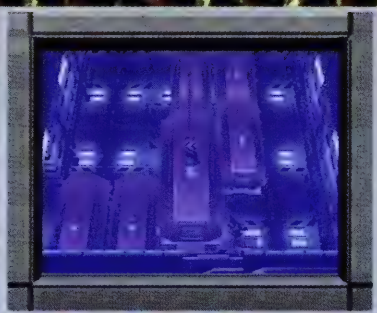
three release codes. Note: A pencil and paper is very helpful. The first release code is a simple 5 letter code. The second code is 6 letters and shows two cards at a time – just pay attention to the letters. The final code is 7 letters and flashes all cards before quickly exposing the letters. Once the exit is opened, climb out and get the [ID CARD] from Dr. Kirk. Proceed back to the Control Room via the stairs in the SW corner of B1.

JOIN "I don't give a spit about your results."

To the Communications Room

Use Kirk's [ID CARD] and the elevator to get to the Communications Room on 2F. Grab the [SG SHELLS] blue, [ANTENNA KEY], and access the [E-BOX RED] if necessary. Proceed out the door to the W and move up to the room in the NW corner. Use the [ANTENNA KEY] on the console to activate the dish antennae. Arm





yourself to the teeth and exit back to the Communication Room.

On your way you'll face off with a foe. Run to the Communications Room, and keep the beast at bay with a constant barrage of shotgun fire until Rick can get the door open. Make your way to the heliport.

To the Heliport Via Main Entrance

Consult the map to get to the Main Entrance. Avoid the pteranodon and proceed to the entrance door on the E. Quickly avoid the dinos in the long passage to reach the next set of doors. Take the single door into the Loading Dock. Go up the ladder and down the

catwalk for the [GRENADE LAUNCHER] 40mm HK and [GRENADES] green. Push the blocks out of the way and proceed toward the exit, grabbing the [GRENADES] along the way. Note: you can quickly leave and reenter this room to reset the blocks.

Helicopter Down!

After the chopper comes down, run to the door in the NE corner. Buy time by running around the chopper, using it as a shield. Rick will soon return and you can proceed down the elevator. Move down the hallway, past the compy, and enter the small Store Room. Grab the [EV CARD B3], [BLUE VIAL], and read the [DOCS.] next to the dead body. Proceed to the next doorway at the end of the hall. Buy some time by backtracking for some compy target practice. Return to Rick and move up the elevator.

A Way Out - Underground B3

Once you reach the bottom, get the power online by grabbing the [WHITE BATT.] in the room adjacent to the batt. grid. A box of [SG SHELLS] can be found by pushing the shelf. Return to Rick and give the [WHITE BATT.] to him to restore the power. Grab the [SG SHELLS] and [GRENADES] and follow Rick to the [SAVE] room.

Find Escape Route

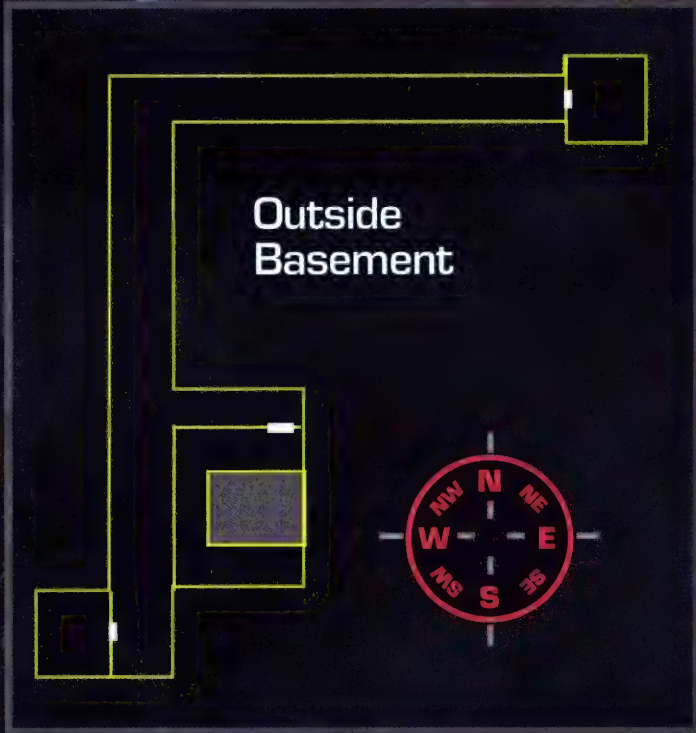
Inside the [SAVE] room find the [CONTROL CARD B3 II] blue, [CONTROL CARD B3 I] red, [BLUE VIAL], [DOCS.], and [E-BOX PLUG] from behind the shelf. If available, access the [E-BOX YELLOW] or [E-BOX RED].

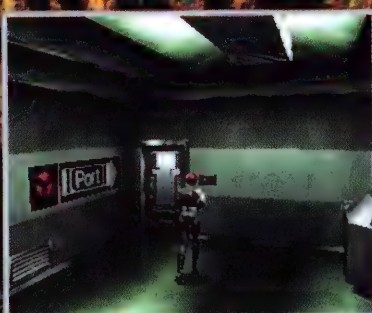
Move out of the [SAVE] room to the N. Grab the [RESUS. PAK] and after a short Dino Crisis, proceed to the large door to the N. Avoid the beast and quickly grab the [C.O. KEY] and [CONTROL CARD B3 III] green. Exit and climb the ladders on the wall adjacent to the door. Use all of the [CONTROL CARD B3] red to activate the crane. The strategy here is to use the crane to open a passage on the right side of the room. Move down and grab the [DDK W] disc off the dead guy. Now move back through the [SAVE] room and head toward the door SW corner of B3 (highlighted by red flashing light).

Use the [C.O. KEY] and proceed past the two slow beasts to the end of the hall. Note the [BLUE VIAL]. In the next room, look at the wall for the full [B3 MAP] and move through the only open door (to the N). Quickly move past the beast and up the stairs located in the small alcove. At the top beware of the dino and grab the [BLUE VIAL]. Move to the [SAVE] room at the end of the hall

In the [SAVE] room, deactivate the weapons' alarm on the computer console. Grab the [DDK S] disc, [DOCS.], [E-BOX KEY], and [KEY CARD B2 I].

Move up the rope in the Airduct. Once back down, go N to find the [LEVEL C CARD] and another surprise. Proceed through the adjacent door. Inside find the [DDK W] disc and [DOCS.] ('0'). Move to the E end of the hall noting the [YELLOW DART], [E-BOX GREEN], and [E-BOX RED]. Enter the door and find Gail. Search the area for the [E-BOX PLUG] and [DOCS.].





Enter the Port

Move back downstairs and Rick will inform you that the shutters are now open. Proceed S and use the [DDK W] disks and enter [WATERWAY]. You will enter a [SAVE] room.

In the [SAVE] room find an [E-BOX PLUG] on the body and take a print using the [FINGER PRINT ANALYZER]. Rick will enter and the map will show you the way. Be sure to grab the [KEY CARD B2 II] "0392."

Move to the elevator and grab the [E-BOX PLUG] off the body along the way. When you reach the elevator, you'll be in for a surprise. Grab the [WHITE BATT.] and return it to its original spot. Power-up the adjacent panel. Move to the elevator and find the [PORT KEY] next to the first body. Find the [DDK D] disc next to another body and an [E-BOX PLUG] next to another body.

Return to the [SAVE] room to use the [PORT KEY]. Once inside, find a [DDK S] disc. Leave and head up the stairs to the other [SAVE] room.

Use the [KEY CARD B2 I] and [KEY CARD B2 II] on the computer panel and enter ["0392"]. The puzzle is fairly straightforward – just create a stack of solid white and red. Next use the [DDK S] disks on the door to the E. Enter the code [STABILIZER].

Proceed past the sterilizer and move to the door on the N side. This will return you to familiar territory. Move to access the gate (the flashing red door on B2 map). Grab the [RESUS. PAK] and move in. Find the [DDK D] disc and [E-BOX KEY]. Note the key pad [1281].

To the Main Generator of Third Energy

Move back to the SE and use the [DDK D] disks in the room with the sterilizer. Enter the code [DOCTORKIRK] and proceed in. Use the [KEY CARD B2 II] on the green panel and the [KEY CARD B2 I] on the next panel. Grab the [BLUE VIAL] and continue to the Main Generator.

Move around to the door on the W. On the top level you'll find an [E-BOX KEY], [DOCS]. Move down the stairs to the sublevel. Find the [DOCS.], [LEVEL B CARD], and [ORANGE VIAL].

Move up and to the Work Room to the S. Here you'll find the [B2 MAP], [DOCS] "31415," [E-BOX GREEN], and [E-BOX RED]. The puzzle on the wall:

First Square – Rotate once to the left & Place Third

Second Square – Rotate once to left & Place First

Third Square – Place Second

Return to the Central Room to activate the power test on the computer console. Follow the gunshots, grab the [1281 NOTE] off the body, and chase down the perp.

Receive the [LEVEL A CARD] and you are faced with a choice.

SPLIT Locate the Initializer & Stabilizers

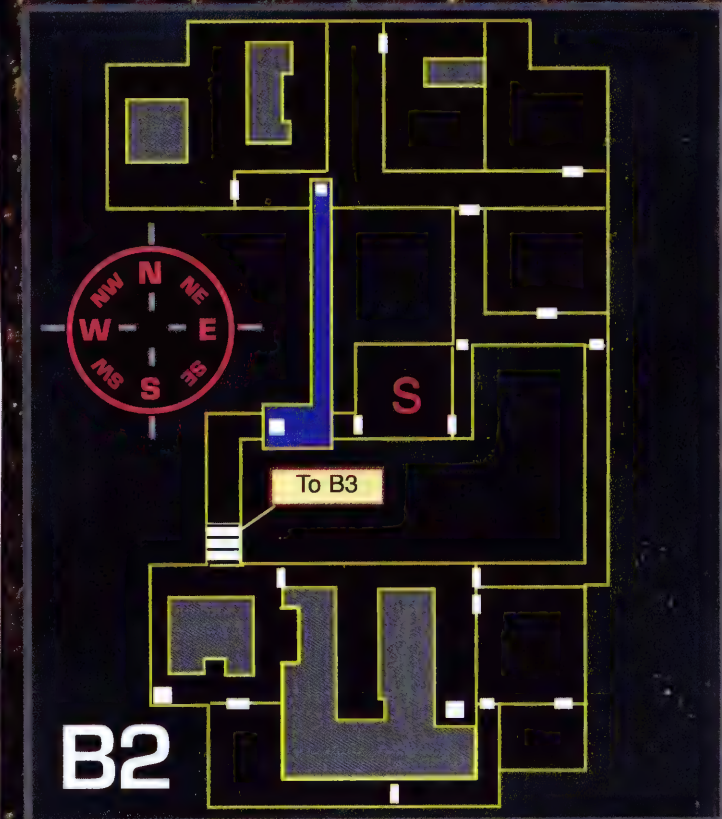
Choice 1 – Gail LEVEL B3

Consult the map and then look for [DOCS.]. Follow Gail and search the adjacent room for the [ORANGE PAK] and [DOCS.], and use the [F.C. DEVICE] on Dr. Kirk.

Return to the [SAVE] room and, stopping briefly in the room to the E, use the [LEVEL A CARD]. Inside you'll find a [GRENADE LAUNCHER UPGRADE]. Once in the B2 [SAVE] room, use the computer terminal to deactivate the gate system. Enter the code [31415] and get the new [ID CARD].

Move out of the [SAVE] room to the W and down the stairs. Consult the map and move past the downed T-REX to the room located in the NE of B3. Move to the interior of this room and then up the lift. Activate the panel and grab the [INITIALIZER] and [STABILIZER].

Exit and find the [E-BOX PLUG] x2 and [GRENADES] in the small alcove to the S. Return and take the elevator (indicated by a flashing red door) to B2.



Activate the system via the computer console (next to the yellow [DOCS.]).

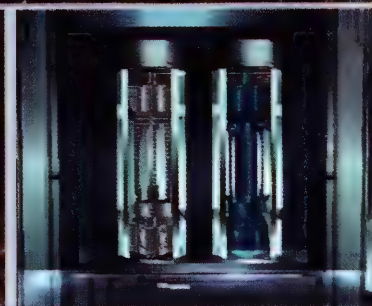
Choice 2 – Rick Level B2

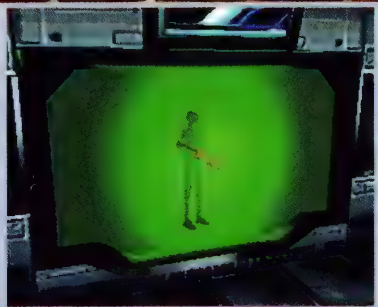
Receive the [PLANNING DISC] and look for the [DOCS.]. Search adjacent room for the [ORANGE PAK], and use the [F.C. DEVICE] on Dr. Kirk. Move out.

Now head toward the NW corner of B2 by exiting the door to the W. Along the way, stop in the lab using the [LEVEL A CARD]. Move the chest to uncover an [E-BOX PLUG] and hit switch for a brief message. Listen for the tones and then

duplicate it after using the [PLANNING DISC] on the console (red, blue, blue, blue, red, yellow 367204). This will reveal the [CORE PART II] and [CORE PART I]. Look for the [GRENADE LAUNCHER UPGRADE]. Now, also stop at the B2 [SAVE] room and use the computer terminal to deactivate the gate system. Enter the code [31415] and get the new [ID CARD].

Now move to the room located just to the E of the Red Flashing Room. Use the [PLANNING DISC] on the first terminal and enter [0367] and grab





[PART I-B]. Go to the other terminal and enter [0204] for the [PART II-A] and [PART I-A].

Once you finally make it to this room, go to the control panel and enter [1281] to access the [SHOTGUN UPGRADE]. Then enter the interior of this room. Go to the multi-colored console at the end and use the [PLANNING DISC] to acquire the [PART II-B]. Now put all the parts in the center console and play the manufacturing game. Get the [STABILIZER] and [INITIALIZER] and head back the large room in the far S of

B2. Move to the room to the W and activate the console next to the yellow [DOCS.].

JOIN

Activate the Third Energy Generator

Return to the large room to the E and find the small lift in the SE corner. It will take you to a sublevel. Here you'll find an [E-BOX KEY]. Now hit the green switch and place the [INITIALIZER] into the machine and turn the computer on via the console behind you.

Take the lift back up and switch the console to connect the catwalk. Then hit the green switch and place the [STABILIZER] in the machine and switch on the computer.

Locate Gail and get the [TRACKING DEVICE]. After a little drama, you'll have two choices.

THE ENDINGS

If you choose to go to B2...

Choice 1 - Gail Strategy

Let Gail go and move to the room highlighted on the map. Get the [DATA DISC] from Gail and discover a new twist. Reunite with Rick and proceed out the W exit, through the warehouse and into the room to the N. Once inside the hovercraft, get the [E-BOX KEY], [GRENADES] x2, and access the [E-BOX YELLOW]. Exit the Hovercraft and let the T-REX eat grenades for a while.

Choice 2 - Rick Strategy

Subdue Gail and then proceed to the room highlighted on the map. Once inside, check out the boat and note that an [E-BOX RED] is here. Get the [FUEL CANISTER] from Rick and get fuel in adjacent room. Return and receive the [E-BOX PLUG] and [GRENADES] x2. Take a lap with the T-REX and fire the Grenade launcher when prompted.

Or Go After KIRK

Travel N out of the [SAVE] room. Travel E on the tram and then take the next tram N through the long corridor. Continue through the door and into the Helicopter Room. Knock out Kirk, grab the [E-BOX KEY], [GRENADES] x2, [SG SHELLS], and access the [E-BOX YELLOW]. Refer to the map and go get

Rick and Gail. Give the T-REX some grenades and then enjoy the show.

If you go to B3...

Choice 1 - Gail Strategy

Consult the Map & Proceed to B2. Get the [DATA DISC] from Gail and discover a new twist. Reunite with Rick and proceed out the W exit, through the warehouse and into the room to the N. Once inside the hovercraft, get the [E-BOX KEY], [GRENADES] x2, and access the [E-BOX YELLOW]. Exit the Hovercraft and let the T-REX eat grenades for a while.

Choice 2 - Rick Strategy

Exit the [SAVE] room to the N and use the [TRACKING DEVICE]. Continue N to the tram. Travel E on the tram and then take the next tram N through the long corridor. Continue through the door and into the Helicopter Room. Knock out Kirk, grab the [E-BOX KEY], [GRENADES] x2, [SG SHELLS], and access the [E-BOX YELLOW]. Refer to the map and go get Rick and Gail. Give the T-REX some grenades and then enjoy the show.

Or Go After KIRK

Subdue Gail and then proceed to the room highlighted on the map. Once inside, check out the boat and note that an [E-BOX RED] is here. Get the [FUEL CANISTER] from Rick and get fuel in adjacent room. Return and receive the [E-BOX PLUG] and [GRENADES] x2. Take a lap with the T-REX and fire the Grenade launcher when prompted.

BEAT THE GAME 1 X:

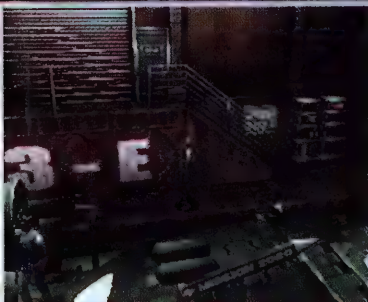
Receive two new Costumes and start next game with [SHOTGUN]

BEAT THE GAME 2 X:

Receive third Costume and start next game with [SHOTGUN] and [GRENADE LAUNCHER].

BEAT THE GAME 3 X:

Start next game with [SHOTGUN], [GRENADE LAUNCHER], and [SUPER GRENADE GUN].

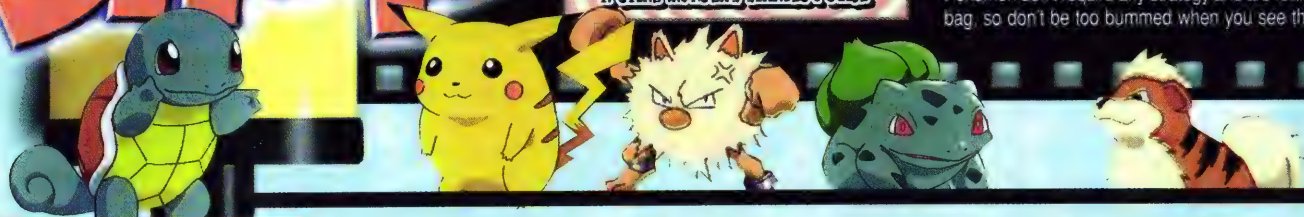


POKÉMON Snap



BASIC TRAINING

There are 63 Pokémon to find in this new Nintendo 64 venture, not 151. Many of the Pokémon are hard to find...including the elusive Mew! Game Informer has broken down this snappy game into an easy-to-follow PTP. Now, sit back and use this guide to cheat, and unlock all of the exciting secrets in the game. Some of the Pokémon don't require any strategy and are really easy to bag, so don't be too bummed when you see that Game



Beach



012 Butterfree

016 Pidgey

025 Pikachu – For a shot worth five to six thousand points, use Apples to lure Pikachu to the surfboard, then snap a close-up photo. Note: You'll need to toss the Apples fairly early to get a great shot. The tall grass holding the Scyther also holds two Pikachu. Use Pester Balls then Apples to have them pose on the logs. The Pikachu like the Flute as well. They think it's shocking!

052 Meowth – This guy is always posing for the camera. Snap a shot when it hisses at you from atop the rock, when it chases a Pidgey out of the second clump of grass, or when it stands in the Pidgey nest. Shoot the Pidgey that approach the nest to make this critter dance. With the Pester Ball, knock Meowth off the rock for an amazing photo op. Meowth also likes to dance to the Flute.

084 Doduo

113 Chansey – Use an Apple or Pester Ball to hit the rolling pink ball. It will transform into Chansey. Use the Flute to make this Pokémon dance.

115 Kangaskhan – Toss Apples at its back to make it charge the camera.

123 Scyther – Toss a slew of Pester Balls into the tall grass to make a Chansey appear.

129 Magikarp

131 Lapras – Keep your eyes to the sea and snap as many Lapras as you can. If you shoot the first one (with the cursor directly on it), another Lapras will appear further down the path. Shoot this twosome and a threesome will appear toward the end. The Lapras sway to the beat of the Flute as well.

133 Eevee

143 Snorlax – Hit the sleeping Snorlax torso to make it briefly wave. If you have the Flute,

shoot the Snorlax with a Pester Ball, then quickly play the Flute to make it dance.

Hidden Shot # 1 – Right after the first Pikachu spotting, focus your attention on the gray and green rocks to the right. Keep your camera pointed there until it shows a focused photo. This is the first hidden formation.

Tunnel



Just like the first stage, the Tunnel proves to be a relaxing ride with easy photo opportunities. At the end of the level, toss an Apple at the Electrode in front of the red rocks to unlock the route leading to the Volcano stage.

014 Kakuna – Use Apples to hit the Electrabuzz running on the track. This delay will enable the Kakuna to slide down for a good shot.

25 Pikachu – If you take enough pictures of the first Pikachu, it will jump onto an Electrode and ride it.



041 Zubat – Watch for these winged menaces as soon as the metal doors open.

050 Diglett

051 Dugtrio – Shoot the Diglett that appears next to Pikachu. Wait until Pikachu moves, then shoot the Diglett again. Repeat one more time and a Dugtrio will appear after Pikachu moves to its left. The more photos you shoot of the Dugtrio, the more you'll see.

081 Magnemite – Throw Apples under the Magnemite to make them lower their guard.

082 Magnetron – Throw Apples to lure all three Megnemite together, then snap a photo to get the Magnetron grouping.

093 Haunter – Take pictures of the purple mist.

101 Electrode

125 Electrabuzz – Toss Apples at the Electrabuzz next to the two large black view screens to catch them in the act.

129 Magikarp – Sink Apples into the water hole across the track from the egg.

145 Zapdos – Lure the Pikachu close to the egg with an Apple trail, then play the Flute when it is close. Now, snap away!



Hidden Shot #2 – Hatching the Zapdos will turn on a projector in the next room. The projection you see is located just after the two Electrabuzz specimens.

Volcano



004 Charmander – After you pass by the first Charmander, don't shoot the egg in the path. Use it to keep the train in place. Now, huck Apples to the right and lure the two Charmander in your direction. If you keep tossing Apples, more and more Charmander will appear. To the Flute, these Charmander will do a synchronized dance!

005 Charameleon

006 Charizard – At the end of this level, knock the Charameleon into the lava pool to unearth Charizard. Use the Pester Ball to make this guy blow some smoke.

037 Vulpix – Use Apples to lure the first Vulpix over to the next two for a good of threesome shot.

058 Growlithe – Toss Pester Balls into the two leftmost lava pits off to the right near the end of the level.

059 Arcanine – Toss a Pester Ball into the rightmost lava pit off to the right near the end of the level.

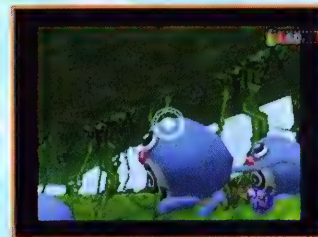
078 Rapidash – Get the camera ready and snap away. It is possible to snap the Rapidash that runs by with another in the far distance. You can also throw Apples in front of the Rapidash to make them dance.

126 Magmar – Toss Apples to the clump of two Magmar for a great photo.

146 Moltres – Knock the egg into the lava to hatch this beautiful creature.

Hidden Shot #3 – Ignore the Rapidash and focus your Pester Ball tosses on the mini-volcano to the left. Sink enough lava baskets and the third shape will appear in the smoke.

River



This stage is unlocked only after a certain amount of points have been accumulated. At the end of the level, use a Pester Ball to knock the brown Porygon onto the switch leading down to the Ice Cave.

001 Bulbasaur – Use Apples to lure a Bulbasaur out of the tree stump at the very beginning of the stage. Use the Pester Ball to wake up the two sleeping atop tree stumps. To the Flute, the Bulbasaur will dance.

011 Metapod – Use Pester Balls to lure the Metapod down for a nice group photo.

025 Pikachu – Take this critter's photo when it zooms about to impress the Professor.

Informer hasn't inked strategy for each Pokémon. Just point and shoot: that's the best advice we can give.

Hidden Shots

There are six hidden images on this island. You won't be able to record these images until you talk to the Professor at the end of the Valley stage. To reach the Professor, you must hit the mysterious switch via the Squirrelle-into-



Complete Pokémon Snap List

- 045 Vileplume** – Play the Flute to make the smoking plant show its true face.
- 054 Psyduck** – Hit the Psyduck with the Pester Ball to make it jump out of the water.
- 060 Poliwhg** – Use Pester Balls to chase these creatures out into the clearing and then into the water. Now, just snap at will.
- 079 Slowpoke**
- 080 Slowbro** – Toss Apples near the waterfront to make any Slowpoke stick its tail in the water. When the tail emerges, Slowpoke will transform into Slowbro.
- 090 Shellder**
- 091 Cloyster**
- 129 Magikarp**



- 137 Porygon** – Knock these hidden creatures off of the rock and grass walls with a Pester Ball. These wall huggers love Apples!!! Feed them.

Hidden Shot #4 – Look above the smoking plant for the rock formation that resembles the Cubone. Snap it!

Cave



- 025 Pikachu** – Use the Pester Ball to knock Pikachu out of the Zubat claws. After this, Pikachu will appear on balloons!
- 039 Jigglypuff** – With the Pester Ball, knock away the Koffing that chase the three Jigglypuff. Doing this will bring about a huge reward at the end of this level.
- 041 Zubat**

- 070 Weepinbell**
- 071 Victreebel** – Use the Pester Ball to knock the Weepinbell into the pool of water. When it emerges, it will evolve into Victreebel.
- 088 Grimer** – At the beginning of this stage, use the speed boost to zoom ahead and take a good clean shot of these beasts.
- 89 Muk** – Toss an Apple at Grimer and Muk will show its face.
- 109 Koffing**
- 124 Jynx** – Play the Flute to make the two Jynx dance.
- 132 Ditto** – Use the Pester Ball to turn the Bulbasaur into Ditto.
- 144 Articuno** – Playing the Flute for the Jynx will hatch the crystal egg of Articuno.

Hidden Shot #5 – Look to the shiny crystals directly behind the third Jigglypuff chase. Take a ton of shots of the largest crystal to find the fifth hidden image.

Valley



Toward the end of the level, you will run into a Squirrelle standing at the edge of a cliff. Toss a Pester Ball at the Squirrelle so that it launches up the hill and hits the Mankey. Now, keep your eyes on the right shore. Use another Pester Ball to knock the Mankey onto the switch.

This stage is unlocked only after a certain amount of points have been accumulated.

- 007 Squirrelle** – Use the Pester Bomb to knock the three shells out of the water. Now, feed the Squirrelle Apples.
- 027 Sandshrew** – Knock the Geodude off the walls with a Pester Ball to make the Sandshrew emerge from the dirt.
- 028 Sandslash** – Knock the two Geodude off the leftbank wall to bring this creature out of hiding.
- 056 Mankey** – There are a ton of these guys on this level. However, the best photo comes at the end of the stage. Knock the Squirrelle into

the-Mankey trick. Each level holds a hidden picture, so follow the level strategy to get the goods.

Point Challenge

After you beat the game, the Professor will challenge you to a contest. You'll need to score over 1,510,000 points on each level with only 60 shots taken. To accomplish this feat, take at least one shot of each critter, then snap a zillion of the big point shots like Pikachu on a surfboard and groups of Charmander. You'll also have to score over 420,000 points on Rainbow Cloud. Just get a good shot of Mew and go off on the trigger button!

the hill-mounted Mankey. Then snap its photo when you see it again.

074 Geodude – Knock this Goliath off the wall with a Pester Ball.

075 Graveler – Either knock the two leftbank Geodude off the wall or use the Flute to make the grouping of three dance the night away.

118 Goldeen – Toss Pester Balls in the water and this beauty will eventually appear.

120 Staryu

121 Starmie – Snap a focused shot of the Staryu and it will follow you to the whirlpool. Upon arrival, it will jump into the water and return to the surface as Starmie. In addition to this, you can snap shots of three Staryu to bring about three Starmie.

129 Magikarp

130 Gyrados – Knock the Magikarp at the beginning onto shore and Mankey will punt it to the waterfall. Now, knock the Magikarp in the water again, then focus your attention on the waterfall. Gyrados cometh in a big way.

147 Dratini – Toss Pester Balls in the water to make this eel appear in great numbers.

149 Dragonite – Toss several Pester Balls into the whirlpool at the base of the rapids to make a Dragonite appear.

Hidden Shot #6 – At the first turn, look to the distance and take a photo of the Dugtrio mountains.

Rainbow Cloud



151 Mew – To snap shots of Mew, destroy the energy fields it hides in with Apples or a Pester Ball, then toss Apples (or the big stink ball) at Mew as it tries to reach another protective shield. If you hit it, you'll get a good photo chance.



Nintendo 64

Star Wars: Episode I Racer

Unlock All Cheats – Enter this code at the Name Entry screen (Save Game file). When inputting this 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. So go ahead and type in RRTANGENT. Now, highlight the End icon and press the **Left Button** followed by **B**. Select the same file, then input ABACUS. Exit out by pressing the **Left Button** followed by **A**. From here, begin a race on any Tournament track with any other save file. Pause the game and press **Up, Left, Down, Right** to access the cheat menu.

Auto Pilot – Enable the All Cheats code, then during gameplay, simultaneously press the **Right Button** and **Z** to activate the auto pilot. You still have to work the throttle. Press these two buttons together again to disable the auto pilot.

Steve Licit
Illia, NH

Superman

Level Skip – At the Main Menu press **Up C, Down C, Left C, Right C, Right C**, then start a new game and press **Start, Up C, Down C** during gameplay to warp to the next level.

"The VidMan"
Uptown, MN

World Driver Championship

All GT2 Circuit Cars – At the Teams, Event, Save Game, or Main Menu screens press **Z, Right, Z (x3), B, Down C, A, Right**, then **Start** on controller 2.

Pink Cars – Enter Championship mode and input IGN64 as your name.

"Big Stupid Head Guy"
Chicago, IL



Super Smash Brothers

Naughty Ness – Unlock Ness, then select Versus mode and choose Samus as your only opponent. During battle, fire PK Thunder at yourself when standing next to Samus so Ness slides into her. During the impact, pause the game. If done correctly, Samus will no longer have her suit on. This trick works best with Samus set as human controlled, and gives a better view of the action if pause is pressed with the Samus controller.

Lynn Marie
Paducah, KY

Duke Nukem 64

Enter all of these codes at the Main Menu. **Note:** The Cheat Menu code must be enabled before any other code can be attempted. Correct code entry is signaled with a sound.

Cheat Menu – At the Main Menu press **Left (x2), Right (x2), Left (x2)**

All Items – **Right Button, Right C, Right, Left Button, Left C, Left, Right C, Right**

Invincibility – **Right Button (x7), Left Level Select – Left Button (x3), Right C, Right, Left (x2), Left C**

No Monsters – **Left Button, Left C, Left, Right Button, Right C, Right, Left (x2), Right**

"Daddy Fat Sax"
Memphis, TN

Twisted Edge Extreme Snowboarding

Cheat Mode – To access this plethora of codes, enter the sound options menu and adjust the following settings as indicated. Have SFX highlighted when pressing the buttons. A "to the extreme voice" will sound if the code has been entered correctly. Note: Only one code may be enabled at a time.

Cheat	Speech	Music	SFX	Music Test	Button(s)
Art Boards	On	5	1	3	Left C + Up C
BOSS board	Off	6	3	4	Up C
Midway board	On	8	4	5	Left C
All boarders	Off	4	1	2	Right C + Down C
Little Bob	On	7	7	5	Left Button
Naked Dude	Off	6	4	6	Left C + Right C + Right Button
					Left Button
					Right Button
Easy tracks	On	7	2	6	Left Button
Normal tracks	Off	3	5	6	Right Button
Hard tracks	On	5	2	4	Z
Mirror tracks	On	7	6	6	Left Button + Right Button
					Z + Up C
Night Mode	On	2	8	5	Z + Up C + Up C + Down C
Helium	Off	0	7	1	Z + Left C
					Z + Right C
Grow	Off	8	7	5	Z + Down C
Shrink	On	1	6	1	Z + Left Button
Board Only	Off	7	5	2	Left Button + Up C + Left C
Midway Mode	On	2	4	3	Left Button + Right Button
Light	Off	5	1	6	Right Button + Up C + Down C
					Left Button + Right Button + Down C
Canada	On	4	0	7	Up C + Left C + Right C
Ghost 1	On	4	6	5	Left Button + Right Button
					Right Button + Up C + Down C
Ghost 2	Off	0	8	3	Left Button + Right Button + Down C
Ghost Replay	On	8	8	7	Up C + Left C + Right C
No Board	On	0	8	4	Right C
Stunt credits	On	1	3	7	Down C + Z
Long credits	Off	2	2	3	Up C + Z

Kenny Madelora
Los Angeles, CA

AeroFighters Assault

Unlock F-15 and Mao-Mao – When "Press Start" appears hit **Left C, Down C, Right C, Up C, Left C, Right C, Down C**.

"GI Droid"
(location unknown – last seen walking his hyper intelligent poodle)



Quake II

Enter all of these codes at the Password screen.

Twists Deathmatch Level – FBBC VBBB FBBC VBF7

Alternate Twists Level – FVBS LBBB 7VBC 3BGB

Unlimited Multiplayer Ammo – S3T1 NF1N 1T3S HOTS

Higher Multiplayer Jumps – S3T1 NF1N 1T3S HOTS

Low Multiplayer Gravity – S3TL 0WGR V1TY ????

Alternate Colors –S3TC 00LC 0L0R S???

Bryan Williams
Indianapolis, IN

code of the month

Star Wars: Rogue Squadron

Unlock Naboo Starfighter – To get this bright yellow Episode I vehicle, simply follow these steps and you'll be hyperspaced to the pleasure zone. Enter the Password screen and type in "HALIFAX?". From here, select Enter Code. Now, type in "YNGWIE!". Hit Enter Code once again. Even though R2-D2 didn't confirm these codes, they did in fact work. So head on over to the hanger. The Naboo Starfighter is sitting to the left of the X-Wing. To disable this code, input "HALIFAX?" again.



Adam Johnson
Webville, COM

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:
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Warzone 2100

Note: Cheat Mode must be enabled before any other codes can be attempted.

Cheat Mode – Hold Start on controller 2 through the initial loading sequence and up to the Main Menu. Now, at the Main Menu or during gameplay, press L1, R1, R2, L1, Select, Start.

God Mode – Press ▲ on controller 2 during gameplay.

Unlimited Power – Press ● on controller 2 during gameplay.

Level Skip – Press Select on controller 2 during gameplay.

All Items – Press ✖ on controller 2 during gameplay.

Super Unit Strength – Press Up on controller 2 during gameplay.

Weak Unit Strength – Press Right on controller 2 during gameplay.

Current Research Completed – Press Down on controller 2 during gameplay.

Additional Structures – Press R1 on controller 2 during gameplay.

Additional Units – Press R2 on controller 2 during gameplay.

Jennifer Flowers
Roseblum, MA

Hercules

Enter all of these level codes at the Password screen.

The Hero's Gauntlet – Serpent, Medusa, Coin, Medusa

Centaur's Forest – Centaur, Hercules Silhouette, Minotaur, Archer

The Big Olive – Centaur, Coin, Serpent, Hercules Silhouette

Hydra Canyon – Coin, Gladiator Helmet, Coin, Soldier

Cyclops Attack – Gladiator Helmet, Pegasus, Hercules Silhouette, Archer

Titan Flight – Soldier, Coin, Coin, Thunder Bolt

Passageway of Eternal Torment – Medusa, Soldier, Centaur, Pegasus

Vortex of Souls – Soldier, Lightning Bolt, Soldier, Centaur

The End – Pegasus, Soldier, Centaur, Soldier

"John, The Original Fruit"
Joliet, NM

Intelligent Qube

Play Demo Levels – Select the Rules option and highlight any one of the Demo options. Now, hold L1 and R1, then press ✖ to begin playing in the selected demo level.

Tanya Ticklheimer
Pooyah, OR

Monkey Hero

All Items – During gameplay, simultaneously press L2, R2, ●, and ✖.
Virtual Gap Boy 2000
Phoenix, AZ

Jersey Devil

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

Unlimited Lives – Enter the Overworld and jump up and grab the extra life from on top of the fountain. Now, pause the game and check your status. Unpause and another free life will be waiting for you on top of the fountain. Repeat this process and gather as many lives as you want.

"Mr. Monday Night"
Fargo, ND

War Craft 2: The Dark Saga

Enter all of these codes at the Password screen.

Game Victory – NTTCLNS

Game Loss – YPTFLWRM

Enable God Mode – TSGDDYTD

Cash – GLTTRNG

Oil – VLDZ

Lumber – HTCHTXNS

Magic – VRYLTTL

Upgrades – DCKMT

Show Map – NSCRN

Fast Build – MKTS

End Game Victory – THRCBNBL

Never-Ending Game – NVRWNNR

"GI Pleasure Droid"
(location unknown – Last seen lounging under Matt's desk)

Iron Man/X-O Manowar in Heavy Metal

Enter these codes at the Password screen.

Massive Cheat (1-Player Game) – C04A77077777 777777777777

Massive Cheat (2-Player Game) – C02A77X77777 777777777777

David Hasselhoff
Green Bay, WI

Mortal Kombat Mythologies: Sub-Zero

Enter all of these codes at the Password screen.

Last Stage – ZCHRRY (Press L1 to fight Quan Chi, L2 to fight Shinnok)

The Joker
New York, NY

Grid Runner

Enter all of these codes at the Restore Game screen.

Capture All Flag Game – Down, ▲, Right, ✖, Right, Up, Right, ●, ✖, Down

2-Player Flag Game – Up, ▲, ✖, Right, Up, ▲, ●, Down, Right, Down
Racing Game – ✖, ▲, Right, ■, Right, Up, Down, ▲, Right, Down (choose 2-player Grid Racer mode - world 1, 2, or 3).

View Ending – ✖, ▲, ✖, Right, Down, ▲, Up, Right, Right, ✖

Peter Puffemaker
Pepper Lake City, NV

G-Police

Invincibility – During the mission briefing hold L1, L2, R1, R2, ●, ▲, ■, and press Left.

All and Unlimited Weapons – At the Weapons Loadout screen hold L1, L2, R1, R2, ●, ▲, ■, and press Left.
Note: The game will not move past the current level with this code active.

Enter all of these codes at the Password screen.

Unlock Faster Backup Cars – BENIHILL

Unlock New Camera Angle – SUPACAM

Unlock Sirens – WOOWOO

Secret Training Missions – PANTALON

"Scarecrow"
Burnt Hills, NY

Mega Man X4

New Armor for Zero – At the Character Select Screen highlight Zero, hold R1, and press Right (x6). Now release R1, hold ●, and press Start.

Gympy McPinwheel
Powder Suckle, PA

Shellshock

Debug Mode – When the Core Design copyright screen appears press Up, Down, Left, Right, Down (x2), Right (x2), ■. In the Debug Menu press Left (x8) for an extra bonus.

Invincibility – Start a game then press Start + Select to quit. Back at the Title Screen press Up (x3), Down (x3), Right (x2), ▲.

Bonus Mission – Enter 4L2CZCQK DAABACQDB at the Password screen.

Orlando Houston
Kevin, OK



Driver

Enter all of these codes at the Main Menu. Correct code entry will be signaled by a clicking sound and can then be accessed in the cheats screen. Note: The View Credits code is worth watching. Driving scenes from a European city that isn't in the game are shown.

Invincibility – L2 (x2), R2 (x2), L2, R2, L2, L1, R2, R1, L2, L1 (x2)

No Police – L1, L2, R1 (x4), L2 (x2), R1 (x2), L1 (x2), R2

Rear Wheel Steering – R1(x3), R2, L2, R1, R2, L2, L1, R2, R1, L2, L1

Long Suspension – R2, L2, R1, R2, L2, L1, R2 (x2), L2 (x2), L1, R2, R1

Mini Cars – R1, R2, R1, R2, L1, L2, R1, R2, L1, R1, L2 (x3)

Upside Down Screen – R2 (x2), R1, L2, L1, R2, L2, L1, R2 (x2), L2, R2, L1

View Credits – L1, L2, R1, R2, L1, R1, R2, L2, R1, R2, L1, L2, R1

Stephen Green
Weville, COM



Contra: Legacy of War

Enter all of these codes at the Title screen.

Stage Select – Press L2, R1, L1, R2, Left, Right, ●, ■, R2, L2

Gyryss Game – L2, L1, Left, Right, R1, R2

Arcade Game – R2, R1, Right, Left, L1, L2

FMV Reel – L2, L1, R1, R2, Up, Left, Down, Right

Sound Test – R2, R1, L1, L2, Up, Right, Down, Left

Unlimited Continues – L2, R2, L1, R1, Left, Right, Right, Left

Weapon Select – Input L2, R2, L1, R1, Up, Down (x2). Then, during gameplay press ■ + ▲ to change weapons.

Howard Chewish
Latasica, HI



Croc 2

Infinite Crystals – Go to the Title Screen, hold L1 and press **■**, **●**, **Down**, **Left**, **Right**, **Left**, **Right**. Now, start any game. At any point during play hold **R2** and press **■** to add hundreds of crystals to your inventory.

*"The Rhino"
Toledo, OH*

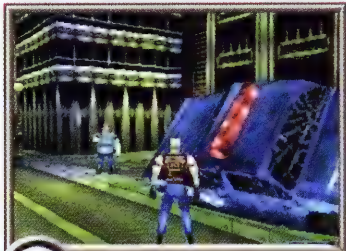


Treasures of the Deep

Enter all of these codes from the Pause screen. **Note:** The Master Code must be entered before any other.

- Master Code** – **Down**, *****, **Left**, **■**, **Up**, **▲**, **▲**, **Right**, **Right**, **●**, **●**
- Banana Shooter** – *****, **Up**, **▲**, **Down**
- Turn Off Fines** – **R2**, **R1**, **L2**, **L1**
- Speed Up** – **R1**, **R2**, **R1**, **R2**, **R1**, **R2**
- Tablet Piece** – **L1**, **L2**, **L1**, **L2**, **■**, **●**
- Display Off** – **Right**, **●**, **Down**, *****, **▲**, *****, **▲**
- Unlock Doors** – *****, **●**, **▲**, **■**
- Max Gold** – **R1**, **R2**, **L1**, **L2**, **R1**, **R2**, **L1**, **L2**
- Max Air & Health** – **Up**, **Down**, **Left**, **Right**, *****, *****
- Unlimited Air** – **▲**, **●**, *****, **■**, **Up**, **Right**, **Down**, **Left**
- All Weapons** – **R1** (x4), **L1** (x4), **R2** (x4), **L2** (x4)
- Invincibility** – **▲**, **▲**, *****, *****
- New Camera** – **▲**, **■**, *****, **■**
- All Items** – **L1** (x4), **R1** (x4), **L2** (x4), **R2** (x4)
- All Map** – **■**, *****, **●**, *****, **■**
- Unlimited Payload** – **▲**, **Up**, *****, **Down**
- Reset Continues** – **R2** (x3), **L2** (x3)
- No Current** – **R1**, **L1**, **L2**, **R2**, *****
- All Missions** – **■**, ***** (x3), **■**, **▲** (x3), **■**, ***** (x3)
- Dive Complete** – **▲** (x3), **Down** (x3)
- Uncap Frame Rate** – **Left** (x3), **●** (x3)
- Double Shark Attack Time** – **L2** (x3), **R1** (x3), **R2**, **L1**
- Optimization Off** – **■** (x2), **●** (x2)
- All Codes Off** – **R2**, **L2**

*Alice Oberman
Tampa Bay, FL*



Duke Nukem: Time To Kill

By popular request, here again are the Duke Nukem codes that we originally printed in the January '99 issue. Enter all of these codes from the In-Game Pause menu.

- Level Select** – **Down** (x9), **Up**. After the screen says "Level Select Enabled," exit out to the Main menu and access the new Time to Kill option. Press **Left** or **Right** to scroll through the level choices.
- Temporary Invincibility** – **R1**, **L2**, **L1**, **L2**, **R1**, **L1**, **R1**, **L2**, **L1**, **L2**
- Invincibility** – **L2**, **R1**, **L1**, **R2**, **Up**, **Down**, **Up**, **Down**, **Select** (x2)
- All Weapons** – **L1**, **L2**, **Up**, **L1**, **L2**, **Down**, **R1**, **Right**, **R2**, **Left**
- Unlimited Ammo** – **Left**, **Right**, **Left**, **Right**, **Select**, **Left**, **Right**, **Left**, **Right**, **Select**
- All Keys** – **Up**, **Right**, **Up**, **Left**, **Down**, **Up**, **Right**, **Left**, **Right**, **Down**
- All Items** – **R1** (x5), **L2** (x5)
- Invisibility** – **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**, **L1**, **R1**
- Double Duke** – **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**, **L2**, **R2**
- Big Head Duke** – **R1** (x9), **Up**
- Small Head Duke** – **R1** (x9), **Down**
- Big Head Enemies** – **R1** (x9), **Left**

*Theo McCullis
Delington, MI*

Steel Reign

Enter all of these codes at the Main Menu.

- Invincibility** – **L2**, **L1**, **R2**, **●**, **■**, **●** (x2), **L1**, **L2**, **L1**
- Secret Level** – **L1**, **L2**, **L1**, **L2**, **R2**, **R1**, **■**, **●**, **■** (x2)
- All Tanks** – **L1**, **L2**, **L1**, **●**, **■**, **●** (x2), **L2**, **L1**, **R2**

*Ike Lambough
Seattle, WA*

Fisherman's Bait

Total Count List – At the Title Screen press **Up**, **Up**, **Down**, **Down**, **L1**, **R1**, **L1**, **R1**, *****, **●**. Now, press **Start** and head to the Options. In this menu, press **Select** and the Total Count List will appear.

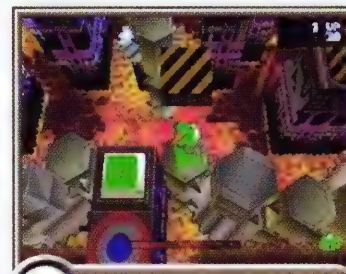
*Philly Phanto
Prairie Lake, NV*

Final Fantasy Tactics

Unlocking Cloud – This twelve step trick must be performed during Chapter Four. Before attempting this, make sure that you have six empty slots in your formation.

1. Head to Zeltennia Castle and listen to the rumors about the Cursed Island.
2. Move to Zarghidas Trade City and purchase a flower from Aeris.
3. Go to Igros and defeat Adramelk to get the Capricorn Zodiac Stone.
4. Now, go to Goug with Mustadio. At this point the screen will fade to a scene of Mustadio, Ramza, and a metal ball.
5. Proceed to the bar in Goland Coal City and listen to the rumors about the Ghost of Colliery.
6. Go to Lesalia Imperia and you'll see a cutscene in a bar. When you leave Lesalia Imperia, encourage Beowulf to join the party.
7. With Beowulf at your side, go to Goland Coal City and you will fight to save Reis. For your courage you'll get a Zodiac Stone that will trigger the metal ball.
8. Return to Goug and add the Robot to the party.
9. With Mr. Robot along, maneuver to Nelveska Temple. Destroy the robot menacing him and you'll receive a Stone that brings Cloud to this dimension.
10. Return to Goug and you will trigger the time portal machine. Doing this will suck Cloud into this world.
11. Proceed to Zarghidas Trade City and save Cloud from the thieves.
12. Now, head to Bervania Volcano. Set the party on Move/Find Item, then scale to the top of the tallest rock. Here you will find Cloud's precious sword.

*Todd McArthur
San Francisco, CA*



Frogger

Enter these codes at the Pause screen.

- Unlimited Lives** – **Right**, **■**, **▲**, **■**, **▲**, *****
- Level Select** – **Right**, **▲**, **■**, **▲**, **R1**, **L1**, **R1**, **L1**, **●**
- No Vehicles (Classic Only)** – **Right**, **Up**, **R1**, **L1**, **R1**, *****

*Presto Magico
Regeto, OH*

Armored Core

Human Plus Upgrades – Get rid of any extra cash you have by buying random equipment. Create the heaviest armored AC you can and equip with weapons that use Expensive ammo. Go into any mission, use up all your ammo and let your enemies destroy your AC. Keep on doing this until you're -50,000 credits in debt. A sequence will follow and you start the game from the beginning again with no debt, any equipment had from before, and new special abilities. Do it six times and you'll gain built-in radar, the ability to make laser sword beam attacks, more energy for boosts and energy weapons, half the normal booster drain, and the ability to use back weapons on humanoid and grasshopper legs without having to stand still.

Laser Sword Beam Attack – After gaining the human plus upgrade, you can make a beam attack with your laser sword. Press **●** to use the laser sword. Hit ***** just as the blade has nearly completed its arc. The laser sword beam attack can't lock on, but using it with the hidden laser blade can do well over 3,000 points of damage.

First-Person View – To play Armored Core from the pilot's perspective, press **▲**, **■**, and **Start** simultaneously and then press **Start** again to unpause the game. To toggle this view off, just pause and unpause again.

Camera View – To see the action from a fixed camera position hit **●**, *****, and **Start** and press **Start** again to unpause. Toggle the view off by pausing and unpauseing.

Change Background – Make a design in the "Edit Emblem" screen. When you're finished, hold **L1**, **R1**, and **Select**. This will change the background of all the menus to your emblem design.

Change Pilot Name – Enter the Garage. Highlight the "Change AC Name" option and hold **L2** + **R2** and then press and hold **■** for about a second then tap *****. This is the only way to change your name after the Human Plus Upgrade brands you as a "Rebel."
*"Scarecrow"
Burnt Hills, NY*

Star Wars: Dark Forces

Input this code at the Password screen.

- All Levels & Weapons** – X9TIQ4L2B6
- Cheat Menu** – At any time during gameplay press **Left**, **●**, *****, **Right**, **●**, *****, **Down**, **●**, *****.

*"Peter, the Gaming Parasite"
Yolanda, RI*

Game Boy

Pokémon Pinball

Wiggly Pokémon – Enter the Pokédex and highlight an unevolved Pokémon. Now, press and hold **Start** to watch this Pokémon move.

Bonus Stages

To get to these stages and unlock different Pokémon, successfully capture three Pokémon without getting a Game Over. Doing this will open the bonus lane. Shoot your ball here and you'll meet the bonus stage. Keep in mind that all of these bonus stages appear randomly. Just keep shooting and you'll eventually get them all.

Diglett Bonus Stage – This stage can only be reached on the Red table. Defeat all 31 Digletts, then the Dugtrio will appear. Shoot it three times.

Gengar Bonus Stage – This stage can only be reached on the Red table. The objective is to hit the three Gastly's a ton of times to make 2 Haunter's appear. Defeat these ghosts to make Gengar appear. Now, nail your ball into this odd creature to achieve victory.

Meowth Bonus Stage – This stage can only be reached on the Blue table. Hit the ball into Meowth and he'll drop a coin. The goal is to collect 20 coins.

Seel Bonus Stage – This stage can only be reached on the Blue table. Hit Seel when it pops its head out of the water. Bop his noggin 20 times.

Mewtwo Bonus Stage – Successfully complete both bonus stages on a table (Red - Diglett/Gengar, Blue - Meowth/Seel). The next bonus stage will be Mewtwo's. This Pokémon will be harder to capture because of the shields spinning around him. You'll know Mewtwo is getting weak when his animation changes. This stage is extremely tough, so don't get flustered if you fail the first time.

Pokémon Locations

The two columns on the right show where the Pokémon reside. Remember, many of these creatures must be evolved!!!

R-Type DX

Level Skip – During R-Type II hold **B** and press **Start** twice.

"The Rhino"
Toledo, OH

Red Table

Pallet Town
001 Bulbasaur
004 Charmander
016 Pidgey
019 Rattata
032 Nidoran
060 Poliwhag
072 Tentacool

Viridian Forest
010 Caterpie
013 Weedle
016 Pidgey
019 Rattata
025 Pikachu

Pewter City
016 Pidgey
021 Spearow
023 Ekans
039 Jigglypuff
129 Magikarp

Cerulean City
043 Oddish
056 Mankey
063 Abra
124 Jynx

Vermilion City (Seafont)
023 Ekans
083 Farfetch'd
090 Shellder
098 Krabby

Rock Mountain
050 Diglett
074 Geodude
079 Slowpoke
100 Voltorb
122 Mr. Mime

Lavender Town
081 Magnemite
092 Gastly
104 Cubone
125 Electabuzz
145 Zapdos

Cycling Road
021 Spearow
084 Doduo
108 Lickitung
143 Snorlax

Safari Zone
046 Paras
111 Rhyhorn
113 Chansey

Seafoam Islands
086 Seel
116 Horsea
120 Staryu
144 Articuno

Cinnabar Island
058 Growlithe
077 Ponyta
138 Omanyte
140 Kabuto

Indigo Plateau
066 Machop
095 Onix
132 Ditto

Blue Table

Viridian City
001 Bulbasaur
007 Squirtle
029 Nidoran (F)
032 Nidoran (M)

Viridian Forest
010 Caterpie
019 Rattata
025 Pikachu

Mt. Moon
035 Clefairy
041 Zubat
046 Paras

Cerulean City
052 Meowth
063 Abra
069 Bellsprout
124 Jynx

Vermilion City (Streets)
027 Sandshrew
083 Farfetch'd
090 Shellder
098 Krabby

Rock Mountain
050 Diglett
074 Geodude
079 Slowpoke
100 Voltorb
122 Mr. Mime

Celadon City
052 Meowth
056 Mankey
133 Eevee
137 Porygon
147 Dratini

Fuchsia City
102 Exeggcute
115 Kangaskhan
118 Goldeen
129 Magikarp

Safari Zone
029 Nidoran
084 Doduo
088 Grimer
113 Chansey

Saffron City
023 Ekans
027 Sandshrew
106 Hitmonlee
107 Hitmonchan
131 Lapras

Cinnabar Island
077 Ponyta
109 Koffing
126 Magmar
142 Aerodactyl

Indigo Plateau
074 Geodude
127 Pinsir
132 Ditto
146 Moltres
150 Mewtwo



ATTENTION!

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

Fighter Maker

Infinite Health –
801e2230 c800
Infinite Health (Player 2) –
801e2234 c800

Tarzan

Infinite Health –
800a51ca 00ff
Infinite Lives –
30059d6a 0005
99 Coins –
80059d6c 0063
TARZAN & Sketch –
80059d3c 7f0f

Ape Escape

Have All Gadgets –
d00f51c4 0003
300f51c4 00ff
Infinite Air –
800f4dc8 0258
Infinite Health –
800ec2c8 0005
Infinite Lives –
800f448c 0063

Driver

Infinite Damage –
8009aee0 0000
Low Felony Meter –
800973c8 0000
Infinite Time –
800c6e66 0001
800c6e64 0000
Test Complete –
801e35a0 503c
801e35a2 3c3c
801e35a4 503c
801e35a6 503c
801e35a8 0050

Pokémon Pinball

Infinite Balls –
01029dd4

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Codes found in this issue:

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Driver	👍
Duke Nukem 64	👍
Duke Nukem: Time To Kill	👍
Fighter Maker	👍
Final Fantasy Tactics	👍
Fisherman's Bait	👍
Frogger	👍
G-Police	👍
Grid Runner	👍
Hercules	👍
Intelligent Qube	👍
Iron Man/X-O Manowar	👍
In Heavy Metal	👍
Jersey Devil	👍
Mega Man X4	👍
Monkey Hero	👍
Mortal Kombat	👍
Mythologies: Sub-Zero	👍
Pokémon Pinball	👍
Quake II	👍
R-Type DX	👍
Shellshock	👍
Star Wars: Dark Forces	👍
Star Wars: Episode I Racer	👍
Star Wars: Rogue Squadron	👍
Steel Reign	👍
Superman	👍
Super Smash Brothers	👍
Tarzan	👍
Treasures of the Deep	👍
Twisted Edge	👍
Extreme Snowboarding	👍
War Craft 2: The Dark Saga	👍
Warzone 2100	👍
World Driver Championship	👍

STILL STUCK?

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

Acclaim

516-759-7800

Capcom

900-976-3343

Electronic Arts

900-288-4468

GT Interactive

900-225-5248

Konami

900-896-4468

LucasArts

900-740-5334

Midway

903-874-5092

Nintendo

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

Sony

900-933-7669

Square Soft

900-407-KLUE(5583)

THQ

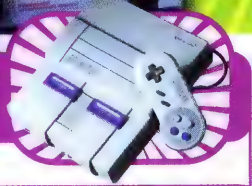
900-370-4468

CLASSIC GAMES

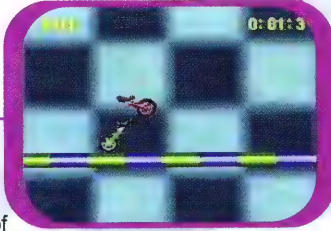
gaming from the past to the present

Uniracers

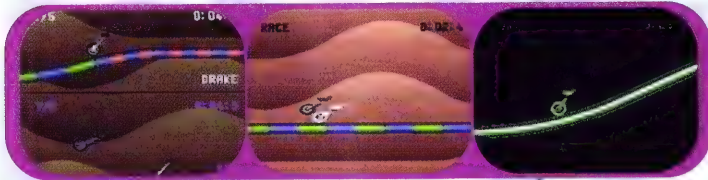
SNES



Availability: Common
Replay Value: High
Similar Games: FZero (SNES), Mario Kart (SNES), Stunt Race FX (SNES)
Access Tip: For a speed boost at the start of the race, hold down the Y button prior to the start.
Overall: 9.25



What's odd about Uniracers is that you take control of unmanned unicycles. Without riders these one-wheeled bikes take on a personality of their own in this entertaining racing game for the SNES. Released in 1994, Uniracers is about getting to the finish line first, but to do so you must perfect some stunts. Executing tricks, which combine a little BMX and skateboarding, is a huge part of the gameplay mix. Rolls, spins, and tabletops are just some of the basics, and each trick can be combined with others to unleash monster maneuvers. The moves not only look cool, they also give you an extra speed boost when used in a race. Uniracers has a series of circuits consisting of four races against a computer opponent and one stunt event. Successfully finishing each course will open up a bunch of hidden tracks that culminate in the super-secret Hunter Tour. Initially Uniracers doesn't look like much, but after a short time, the game's playcontrol and speed of gameplay will have you hooked. Uniracers is one of the all-time greats on the SNES.



Worldwide Soccer

Saturn



Availability: Common
Replay Value: Moderate
Similar Games: Worldwide Soccer '97 & '98 (SS), FIFA Soccer (SS, PS-X), Olympic Soccer (SS)
Access Tip: Germany and Brazil are powerhouses.
Overall: 8.25



This is not the best of this three-game series for the Saturn, but it was the first and was available for the launch of the Saturn in May of '95. An interesting thing about Worldwide Soccer is that it was so quickly translated from the Japanese that Sega left the Japanese title screen intact. When the game is fired up, users are greeted with the Sega International Victory Goal logo, which is mighty strange indeed. What is not strange is this game's control. It is precise, and easy to pick up and play. Although the AI is fairly predictable, one-goal matches are common. With a bunch of international teams, adjustable strategies, and simple-to-execute special moves, Worldwide Soccer inaugurated a series that is easily one of the best on the Saturn. OK, that might not be saying much, but these titles hold their own against the powerhouse that is FIFA Soccer.



Toughman Contest

Genesis



Availability: Common
Replay Value: Moderate
Similar Games: Muhammad Ali Boxing (SG), Legends of the Ring (SG), Evander Holyfield Boxing (SG)
Access Tip: See Classic Codes
Overall: 7.75



The NES and Super NES had the Punch-Out series, and Toughman Contest was EA's answer to those games. Released on the Genesis in 1995, Toughman featured the big bruiser and consummate Toughman, Butter Bean, as the coverboy and ultimate conquest of the competition. The core of this game is climbing the rungs of the Toughman ladder to get a shot at the big Bean. There are a total of 24 fighters to choose from and at least 14 different power punches. From these 14 punches, you can select three to put in your fighter's arsenal. Anything from a haymaker to a lowblow is devastating to your opponent, but also leaves you open to counters if you don't land the punch. Toughman Contest, unlike the aforementioned Punch-Out, features a great two-player mode. However, the action still doesn't come close to the Nintendo classic. Even so, it may be enough consolation that Toughman is probably the most entertaining boxing game to hit the Genesis. Plus, if you get to Butter Bean, you can hear his hilarious voice-overs.



Toughman Contest – Genesis

Here's a listing of all the opponents you can fight. If you enter the three-letter code listed next to the player you choose, you'll automatically be able to spar off against that opponent in the tournament.

- ERP – Joe Wildhawk
- ESK – Coolio Loc
- EPQ – Biff Blublood
- EDY – Freddy Bravo
- EFD – Charlie Ponderosa
- EVG – P.J. Rock
- EAS – Diego Garcia
- EKF – Muerte Martinez
- EST – Havana Jones
- EBM – Coco Valdez
- EFX – Rigo Suave
- EKC – Hans Fischer
- EGB – Monsieur Victoire
- EBA – Bruno Maserati
- ERS – T.K. O'Reilly
- ECW – Gavin Grayson
- ECN – Jacob Jabowitz
- EFL – Jabfar El Habib
- EDU – Yong Ah Chi
- EBJ – Hiro Sokitome

EJZ – Chang Fu

EMR – Nikolai Radinski
 EPV – Sydney Dundee

Secret Passwords

All the codes below are used in the password feature of the game. If a code is entered correctly, some kind of title should appear on the screen. For example, if you use the RUBE code, you will see the words, "Director's Cut" at the bottom of the screen.
 Headless player and blood – RUBE
 Shadow character – FQSIER
 Turn off timer – 2LT
 Turbo mode – HYPER
 Player 1 is invincible – MAXX

Mission: Impossible – NES Passwords

- Area 1 – LRHN
- Area 2 – HMPR
- Area 3 – KMVW
- Area 4 – XDGJ
- Area 5 – TVJL
- Area 6 – QBY2

Metal Marines – SNES Level Passwords

- Level 2 – HBBT
- Level 3 – DCRC
- Level 4 – NWTN
- Level 5 – LSMD
- Level 6 – CLST
- Level 7 – JPTR
- Level 8 – NBLR
- Level 9 – PRSC
- Level 10 – PHTN
- Level 11 – TRNS
- Level 12 – RNSN
- Level 13 – ZDCP
- Level 14 – FKDV
- Level 15 – YSHM
- Level 16 – CLPN
- Level 17 – LNVV
- Level 18 – JFMR
- Level 19 – JCRY
- Level 20 – KNLB



Vegas Dream – NES

Start with \$1,000,000 – At the password screen enter:
G!BG S7IT 1?DJ QF 9T7K !G!! !!LE

This is your game.



This is your game on the blink.



ANY QUESTIONS?

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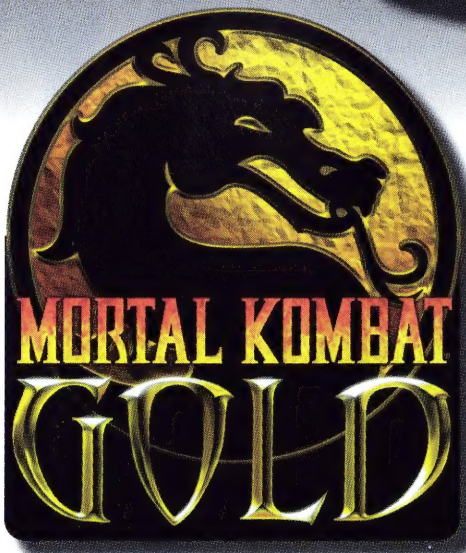
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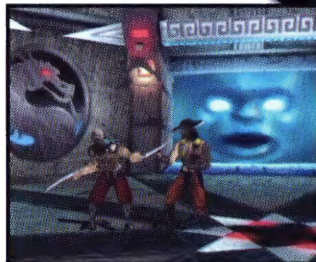
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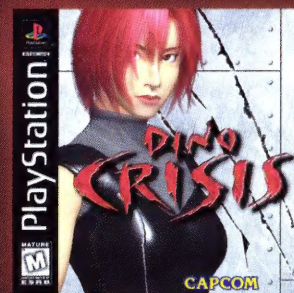
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DINO
CRISIS



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