

The undead live!

# GAMERPRO

issue  
**101**

THE #1 MULTIPLATFORM GAMING MAGAZINE

Nintendo 64 • PlayStation • Saturn • SWS • Genesis • Neo-Geo • Arcade • PC • Online

## Wanna Fight?

# KR

## GOLD

### Ultimate Strategies

- Mortal Kombat Trilogy
- Virtua Fighter 3

### For PC Freaks

- Command & Conquer: Red Alert
- Duke Nukem 3D: Plutonium Pak
- MDK

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Soul Blade



Dark Forces



NFL GameDay '97

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underground.

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machine.

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metal warps.

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the **tunnel** has  
swallowed you whole.

it is alive with the  
instruments of  
death.

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want to **kill** you.  
the speed hurts.

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blisters.

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welcome to your  
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PlayStation®2

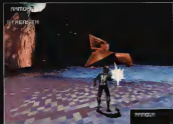


This isn't a game, it's a war. So be prepared for battle. Now, enough military analogies, let's talk football. This is NFL GameDay™ '97. It's better than any football game ever created. The artificial intelligence in this game is unmatched. Players on the field think, react and perform like they do in the NFL. Defenses and offenses learn your tendencies and key on them. In other words, there are no bread and butter plays to go to on third and long. You'll go head-on with real defensive coverages, including nickel and dime packages and Dallas' Cover 4. Defensive fronts attack your offensive line with stunts and swim techniques. And with new, larger players you'll see guards and tackles trapping and pulling. This game is loaded with features, too. This is real football, baby. So welcome to the NFL.

# YOU AND WHAT ARMY?



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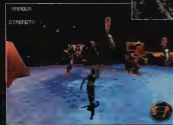
*"MDK promises 3-D technology so cool and action so...realistic that it will send everything else running for cover."*  
- PC GAMER



*"One of the most innovative games ever created."*  
- GAMEFAN

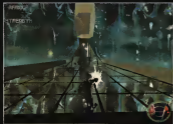
# ON A GOOD DAY, ONLY 2.5

*"There are too many innovations...to list here."*  
- COMPUTER PLAYER



PC CD-ROM

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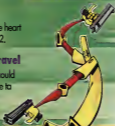
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Scud: The Disposable Assassin could cause Saturn owners everywhere to take up arms.



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Nintendo's struck gold...or maybe it's Gold that's struck Nintendo! Killer Instinct Gold turns the N64 into a mean fighting machine and gives new meaning to the "Gold" standard.



Orchid, Spinal, and the rest of the KI gang turn the N64 into Gold.

## 100 SWATPro Strategy Section



### Mortal Kombat Trilogy PlayStation and Nintendo 64 ProStrategy Guide

Special moves, finishing moves, and killer kombos for the biggest MK yell!

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**His heater**  
will cross the dish in  
**.4 seconds.**

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# RULES OF THE ROAD

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PASS  
WITH  
CARE



4-Players



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# HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Just when you finally decided on which new system or which new games to buy for the holidays, along comes word of another new system. It figures, right?

Actually, talk of the 64-bit M2 system, which was developed by The 3DO Company, has been around since 1995. One of our readers, Gxixixdxx, is right in questioning 3DO's credentials in his adjacent letter: 3DO abandoned its own console system last year (see the letter from Kevin Parsons), which gives a lot of angry 3DO Multiplayer owners the right to question the legitimacy of any new system from 3DO.

However, it's not 3DO's track record you need to examine. Consider instead the immense size of the company that now

owns the M2: Matsushita Electric Industrial Co., Ltd., which bought M2 from 3DO in 1995 for a cool \$100 mil (see "ProNews,"

## READY FOR ONE MORE NEW SYSTEM?

January 1996). The maker of computers, TVs, stereos, and new digital video disc players under labels that include Panasonic, Quasar, and Technics, Matsushita is potentially bigger than Sega, bigger than Sony, bigger than Nintendo—bigger than Shaq and Michael Jordan put together!

Matsushita didn't become one of the richest companies on the planet by investing in failed technology. Supposedly its M2 system is more powerful than the N64. Supposedly a handful of developers are working on over a dozen M2 games. Supposedly the hardware and software will be out sometime this year. That's a lot of supposing, but it may happen. After all, Studio 3DO (the software division of The 3DO Company) tells us it's finished several M2 games already.

Of course, news of another hot product isn't that welcome if you just invested a hefty sum in the current systems. Our advice? Don't think too much about the M2 or the rumored PlayStation 2 or anything else just yet. Kick back and enjoy whatever system you own, as Shawn Seufferer tells us he's doing in his adjacent letter. Start stocking up on all the great new games that are out. As a survivor of the holiday system wars, you deserve some time to just play.

The GamePros  
comments.gamepro@gamepro.com  
San Mateo, CA

M2



## SYSTEM WARS

I've been hearing about how Matsushita's M2 system is going to destroy the competition among new systems. Well, this is for everybody who thinks the M2 is going to rock your world: The 3DO Company's track record is nothing to brag about. So, all of you waiting for the M2 to redeem 3DO, don't hold your breath.

Gxixixdxx  
Internet

### Coach Kyle replies:

Good point about 3DO's past, but it's not their track record you should watch. See the adjacent "Letter from the GamePros" for news of yet one more system to think about.

Why doesn't my 3DO system get any good new games like the Saturn and PlayStation do? Kevin Parsons  
Aberdeen, OH

### Captain Cameron replies:

Your system has gone the way of the NES, Jaguar, and 32X. Last fall 3DO announced that no more games would be coming out. See "ProNews," December 1996, or the Hot News reports on GamePro Online, our sites on America Online (keyword: GamePro) and the World Wide Web (<http://www.gamepro.com>), for more about 3DO's new online, PC, and M2 activities.

I think a collective "I told you so" is in order for all the naysayers who said Nintendo would never come out with a great new system for under \$250. I used to own a PlayStation and Saturn, and like a lot of 32-bit owners, I didn't want to admit that I screwed

up by not waiting for the N64. The N64's an amazing system, and its games aren't outrageously priced (\$59 for Super Mario 64 seems like a pretty good deal). Sure, future N64 games may be more expensive than they are now, but that's always been the trend for new systems.

Shawn Seufferer  
Roca, NE

## GAMES 'N' GEAR



The ad for Twisted Metal 2 has a secret code.

Page three of your November 1996 issue has an ad for Twisted Metal 2. Printed in purple on a car's right tire is a code: Up, Down, Right, R1. Is that a secret code?

Daniel Chen  
New York, NY

### Johnny Ballgame replies:

It's a code, but it's no longer a secret. Go to the two player challenge, and at the Choose Battle Ground screen, press Up, Down, Right, R1. You'll then be able to race through a swamp track from Jet Moto, another PlayStation game.

## WE'RE NOT PERFECT

In our review of Tecmo's Deception ("Role-Player's Realm," December '96), we incorrectly stated the game's name was just Deception. GamePro regrets the error.

## The GAMEPRO Ratings System



Now & Improved!  
FEBRUARY 1997 -



## READER REPORT

What is the name of the ratings guy whose face is shown when you score games?

Redman Wilson  
Atlanta, GA

Reader Reporter replies:

Good question, Redman. As a matter of fact, in this issue we've changed the look of our ratings guy. He got a new look about a year ago, and we've updated him again. After all, we're a little older now, so he should be, too. He's also more expressive and able to give a 0.5 rating for those games that really deserve it.

He doesn't have a name yet, and it's about time he gets one. So we're asking readers for their suggestions. Next time you drop us a line (either a letter or e-mail), add a suggestion for a name for our ratings guy. We'll post your nominees in a future Reader Report.

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## Art Attack Pick of the Month



Rodolfo A. Ruiz Hernandez  
Mexico City, Mexico

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Solana, RS



Santos Diaz  
Flushing, NY



Meghan Kanaka  
Costo Mesa, CA

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## Whaddaya Think?

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# BUYERS BEWARE



## By The Watch Dog

Just when I've finally recovered from New Year's, now along comes Valentine's Day to warm the cockles of my heart. Oh great, just what I need, hot cockles. Meanwhile, here's some help for consumers who've been left out in the cold.

**Q:** I heard there's a company that will modify my PlayStation so it will be able to play Japanese games. Is this true? Is it legal?

Anonymous, San Francisco, CA



*It's chips away for the PlayStation, but you're sunk if something goes wrong.*



**A:** The Watch Dog states: Based on recent actions by Sony Computer Entertainment of America (SCEA), modifying your PlayStation to play Japanese games is bad news. This procedure involves sending your PlayStation and about \$80 to certain companies; what you'll get back is your console with a new PSX Peripheral Interface Controller (PIC) chip enabling you to play Japanese, U.K., and U.S. PlayStation games.

Since you can also play counterfeit PlayStation games, however, SCEA filed several lawsuits against five companies that install PIC chips. Says Riley Russell, SCEA's director, legal and business affairs, "Sony will not tolerate illegal actions as they relate to our products and...will vigorously prosecute all infringements to the greatest extent of the law."

That's very bad news if something goes wrong with your PlayStation because of the PIC chip: Sony's warranty is nullified if you tamper with the PlayStation's circuitry.

**Q:** Is there something wrong with my Nintendo 64 controller? Sometimes when I start Super Mario 64, Mano just runs around in circles.

Lori Brandon, Miami, FL



*When he's on the run like this, Mario needs a restart.*

**A:** The Watch Dog replies: There's nothing wrong with your controller. As you turn on the game, make sure you're not accidentally pushing on the thumbstick. If you hold it to one side while you start the game, Mano will continually run in one direction and be almost impossible to control.

For a further detailed description, see page 2 of your Super Mario 64 instruction manual.

**Q:** What's up with XBAND? They don't support new games, and I hear they may disappear. This news came as quite a shock to me, since XBAND was still being advertised in your fall issues.

Hans Grini, Olympic Valley, CA



*X-pectin' XBAND*

**A:** Lynn Heublein, vice president of business development at Catapult (makers of the XBAND modems), explains XBAND's status: "We have no immediate plans to discontinue the XBAND service for the SNES and Genesis. True, we haven't added new games lately, but we still may. We do still update our news and offer new events on XBAND. At some point in 1997 we'll try to migrate gamers over to the new service we're setting up for the Sega Saturn, XBAND for the Saturn will utilize the Saturn Net Link, so you won't have to buy another modem in order to play against other gamers. The service should be out soon."

**A:** GamePro, listening is what we do best. When you have a problem with a product or feel you've been ripped off, we want to know. If you have a complaint about a product, write to:

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# [ DIAGNOSIS > MIND BLOCK ]

## SYMPTOMS :

- > Uncontrollable compulsion to play Super Puzzle Fighter
- > Obsession with color patterns and falling gems
- > Victory induced Euphoria
- > Extreme competitive tendencies: gloating, etc.

## [ WARNING : HIGHLY CONTAGIOUS ]

### Rx :

- > Continue regimen of frequent game playing
- > Defeat friends repeatedly to relieve anxiety

*"Feroceously competitive, unfairly addicting... a fantastic puzzle game... you just won't be able to stop."*

★★★★  
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# PRO NEWS

February 1997

## More Delays for Big-Name N64 and PSX Games

Nintendo continues to chart a familiar theme for its 1996 Nintendo 64 games. "Quality, not quantity" is the mantra Nintendo is repeating over and over to the gaming community as an explanation for the lengthening list of delayed N64 games. So far, all but the very first two launch titles (Super Mario 64 and Pilotwings 64) have been subject to delays at one time or another. Star Wars: Shadows of the Empire, Cruise'n USA, Tetrisphere, and other highly anticipated games that were announced last summer as likely fall releases were all delayed by a month or more. And now comes word that one key game has been formally delayed not once, but twice: Acclaim's *Turok: Dinosaur Hunter* is once again going to miss its targeted ship date.

"*Turok: Dinosaur Hunter*" might be a better title for this belated game. After a first delay pushed *Turok* from a possible November release into January of this year (see "ProNews," January), a second delay has bumped it closer to spring '97. The long-awaited comic-book-based first-person shooter is now scheduled to ship on March 3. Said an optimistic Jim DeRose, president of Acclaim North American Operations, "*Turok* promises to be one of the strongest titles ever from Acclaim, and we're confident that it will live up to the excitement and anticipation it has generated."



Movie settings such as this embassy staircase provide the backdrop for espionage and intrigue in *Mission: Impossible*.

however, does not portray the main character for the game due to expensive licensing issues.

Mark Rogers, producer of *Mission: Impossible*, is glad to have more time to work on the game. "Mission has a number of unique qualities within it. We could've dropped those aspects to meet the deadline, but we decided to persevere and make it the game we wanted it to be. Mario 64 took something like four years to develop, and it shows. Being on time is not always a good thing; delays

Another big-name N64 game lagging behind is Ocean's *Mission: Impossible*. When an underwhelming early version was shown at the Electronic Entertainment Expo last May, MI was due to be out in time for the recent Christmas shopping season. Delays throughout the fall have made MI now a likely March or April release. As expected, the game is loosely based on last summer's Tom Cruise movie. Cruise,



*Mission: Impossible* utilizes multiple camera views—this is the shot when Ethan turns the camera on himself.

mean that it will be a better game." Rogers added that Ocean already has additional unspecified N64 titles in the works.

The N64 isn't the only system with eagerly awaited games running late. The PlayStation has seen its biggest winter title get bumped all the way to the fall. *Resident Evil 2*, the sequel to last year's critically acclaimed game, was originally projected as a March release, but Capcom confirms that the game is now due in September. Delays are nothing new for *Resident Evil* fans: Last year's hit game was bumped from December '95 to March '96, but the extra three months of tweaking paid off for Capcom as *Resident Evil* became the top-selling PlayStation game of all time. "If a game takes longer to produce, but a better game results, then the delay is justified," explained Shinji Mikami, lead game developer on *Resident Evil* and producer of RE2.

### Layoffs Hit Mindscape

The layoffs and cutbacks that have hit the video game industry in the last two years have found a new target: **Mindscape**. Following in the

## Inside Scoop

- In November the Shoshikai show, Nintendo's annual showcase of video game hardware and software, gave the press its first look at a prototype of its 64 Disc Drive (64DD) for the N64. By increasing the N64's storage capacity by eight times, the 64DD add-on enables players to radically customize the characters and gameplay of their games. Also on view at the show were over three dozen new N64 games, including *Star Fox 64* and *Mario Kart 64*. Finally, Nintendo announced that the N64 had sold 750,000 units in the U.S. before Thanksgiving, making it the fastest-selling system of all time. See our next issue for a detailed eyewitness report from the Shoshikai show.

- Download games onto a blank cartridge at your corner 7-11? Something like that may happen next summer in Japan, according to a new plan hatched by Nintendo. Apparently, Japanese convenience stores will have new Nintendo machines that customers will use to download Nintendo games onto blank Super Famicom cartridges (the SF is the Japanese equivalent of the Super NES).

Prices for downloading individual games could be as low as \$10 in some instances (with an additional charge for the blank cartridge). Nintendo has already worked out the deal with Lawson, Inc., which operates about 6000 convenience stores in Japan.

- Square's dream of becoming a movie-making force came a little closer to becoming a reality recently when the Japanese game-making company signed a technology agreement with Alias/Wavefront, a subsidiary of Silicon Graphics. Square and A/W will work together to produce cutting-edge computer graphics for Square's first feature film. Square has already availed itself of A/W technology for the upcoming *Final Fantasy VII*. No further details about Square's movie are available yet.

depressed footsteps of software companies like Acclaim, JVC, Crystal Dynamics, and American Laser Games, Mindscape dismissed 12 members of its game-development teams in November. These teams, which worked on Steel Harbinger and Sidewinder for the PlayStation, were let go as a cost-cutting measure.

Nancy Van Natta, Mindscape's vice president of marketing, was quick to point out that the company would still be developing games. Still in the works is the new Mindscape Sports Authority line of games, golf, baseball, and gridiron games, as well as *Marvel 2099* for the PlayStation. Mindscape will also be distributing Crystal Dynamics' 3D Baseball for the PlayStation and Saturn.

For a while the company was also a member of Nintendo's "Dream Team" of N64 developers, but their *Monster Dunk* basketball game was canceled over the summer.



Among Mindscape's recent efforts are *MegaRace 2* for the PC...



...the role-playing game *Warhammer: Shadow of the Horned Rat* for the PlayStation...



...and the space racer *Starwinder* for the PlayStation.

## Nintendo Kills the Virtual Boy

Say goodbye to the Virtual Boy. Nintendo has finally pulled the plug on its beleaguered 32-bit tabletop system. According to a top source at Nintendo, "Nintendo of America is not focusing any more marketing efforts on the Virtual Boy, which means there are no more new Virtual Boy games coming out."

Launched in the summer of 1995 with a price tag of \$179, the Virtual Boy and its black-and-red game screens never caught on with



The two highest-rated Virtual Boy games of all time: *Wario Land*...



...and *Mario's Tennis*. Both games got 5.0 Fun Factor ratings.

gamers. It sold well under 50,000 units in North America (by comparison, the Game Boy has sold over 20 million units). With almost no third-party support, only 14 Virtual Boy games (barely one a month) ever made it to store shelves.

The end for the Virtual Boy comes with a whimper, not a bang. The two final games that should have been available in time for this past holiday season—*Bound High* and *Dragon Hopper*—were never released. This leaves Atlas's *Jack Brothers*, an October '96 release, as the last Virtual Boy game. ☐

## News Bits

- Tom Clancy, the best-selling author of spy novels like *The Hunt for Red October* and *Patriot Games*, has joined with Venus Corp., maker of 3D animation tools, to form a new game company called Red Storm Entertainment, Inc. Red Storm will develop and market unspecified new games for the Internet and PC. Clancy assumes the role of chairman of the board for the new company.

- Prospective artists might want to check out a new Cloud 9 Interactive game called *How to Draw the Marvel Way*. Legendarily comic-book illustrator Stan Lee shows how to draw superheroes such as Spider-Man, the Hulk, and the X-Men. Over 90 drawing lessons, a "What's Wrong With This Picture?" challenge, and backgrounds on Marvel artists and their creators are included.

- Last summer's Blockbuster Video Games of Summer Sweepstakes resulted in a November getaway weekend for two first-prize winners and their guests. After spending two days in San

Francisco, the winners enjoyed a game-filled day at nearby GamePro headquarters (two other first-prize winners were unable to make the trip). The lucky winners were Rudy L. Espinosa, 21, from Arizona, and David Dupan, 22, from Georgia.



▲ The Cloud 9 Web site offers an inside look at the new *Marvel CD* (<http://www.cloud9int.com/>)

Sweepstakes winners ▶ Rudy Espinosa (left) and David Dupan spent a day playing games in the GamePro offices.



AOL

WEB

## Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword *GAMEPRO* to access GamePro Online, then head straight to the Hot News section to get the latest video game news. You can also read daily updates of news in the GamePro Online Web site at <http://www.gampro.com>.

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PSX 1996 Holiday Buyer's Guide

# PERFECT WEAPON

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Greg Off, Editor in Chief, PS Extreme

"Whoa, a new approach to a fighting game. I found the  
3D realism and the moves really appealing"  
Electronic Gaming Monthly

"Years from now when action/fighting games  
advance to a higher level, I feel gamers will look  
back to find this game at their roots"  
Electronic Gaming Monthly

"I have reviewed over 1,000 games and have  
never seen anything like Perfect Weapon"  
Lawrence Neves, Senior Editor, Game Pro

"A nice, long, difficult quest (for a change!)"  
Intelligent Gamer

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<http://www.ascgames.com>

## ten-hut!



<http://www.ten.net>

**A hands-on look at one of the newest, biggest, and best multiplayer gaming services.**

**By The Net Nut**



**DeepLook: Planetary Conquest puts you in charge of a space colony. You compete to explore your new world and develop the resources of your young colony.**



**DukeNukem 3D and Conquest is a unique war strategy game that balances real-time combat with the strategy required to build a successful base of operation.**



**The iconic multiplayer mayhem of Duke Nukem 3D.**

Of all the main online gaming services like Mplayer, DWANGO, and Engage, the Total Entertainment Network (TEN) has probably done the best job of establishing a fast, fun online community for a sophisticated audience (for an overview of all the top online gaming services, see "NetPro," January). TEN has enough games, enough extras, and enough attitude that it just may rate a perfect "10" with serious PC gamers. Here's a close-up look at the service, the start-up procedure, and the games.

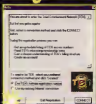
### The Community of TEN

Operating out of San Francisco, California, TEN has created an elaborate system of nationwide connections for high-speed multiplayer gaming. Basically, players who have a PC, a modem, an Internet connection, and a copy of a PC game like Command & Conquer or Warcraft can become TEN subscribers paying monthly fees to compete against thousands of other gamers who own the same games. There's lots of high-powered fun, but not a lot of childish foolin' around, because TEN is geared for an older audience (only gamers 18 years old or older are allowed to sign up).

To attract the hardcore gamers who will compose the bulk of the subscriber list, TEN starts with a definite grunge look. It's not friendly, and it's not pretty, but it's not trying to be. If you want friendly, try Mplayer (<http://www.mplayer.com>) or the family-oriented Entertainment Online (<http://www.e-on.com>). But if you want cool, descend through the TEN man-hole on their Web site (<http://www.ten.net>). As you fall into the subterranean TEN world, you'll see graphics that suggest a decaying war zone, as if Duke Nukem himself had recently blasted some old factory.

Besides its dark mood, TEN uses its appealing roster of games to attract hardcore players. TEN worked aggressively to get exclusive marketing deals for the top titles, including the strategy game Dark Sun. Crimson

### Log On...



**The first screen new users will encounter. Here you choose to see either your own ISP or TEN's Concentric Network to connect.**



**New users can select from a variety of monthly pay plans (hardcore users will want the flat fee for unlimited playing time).**



**Having signed up, new users now sign on with their own screen name and password.**



**Get instant info about your bill, or download game files and maps.**



**In this TEN main menu, the columns at left offers you different games to play, while the column at right lists some game-related events.**







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- Solid Filings  
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- Anthony Hamilton  
Wichita, KS (5.65 min.)
- Chris Wingate  
Baltimore, MD (8.06 min.)
- Samuel Sanderson  
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# RESIDENT EVIL 2

## THE HORROR CONTINUES

The producer for Resident Evil reveals the terrifying truth about the sequel to Capcom's PlayStation hit.

By The Feature Creature

In March of 1996, Resident Evil burst onto the PlayStation with an explosion of horror and suspense to become one of the most popular games of the year. In fact, in the poll of *GamePro* editors taken for the January '97 issue, RE beat out Super Mario 64 as the best next-gen game of all time!

Video game success like this inevitably breeds a sequel, which leads to Resident Evil 2. Capcom's latest foray into the realm of horror that's scheduled as a Fall '97 release. To find out what the designers have been working on all this time, *GamePro* spoke to Shinji Mikami, producer of RE2 for Capcom of Japan.

### Dead Again

**GamePro:** How did you want to make RE2 different from the first game?

**Shinji Mikami:** Resident Evil was such a success that in creating the sequel we set out to enhance what we believe made the first game so popular. Our first goal was to recreate Resident Evil's sense of horror and the player's sensation of actually being inside the game's environment. In RE2 we're trying to make the environment even more true to life.

**GP:** Give us a brief walk-through of RE2.

**Mikami:** RE2 begins two months later in Raccoon City where Umbrella, Inc. has been closed down for con-



Zombies reach through the bars as Leon Kennedy races past the police station's jail cells.

ducting illegal biological experiments. A strange skin disease suddenly starts spreading from unknown origins. It spreads incredibly fast, and those it kills become the walking dead, hunting their next victims. Raccoon City essentially becomes a dead town.



The overhead view gives a graphic portrayal of spilled blood.

Located in the center of the city is the police department, where rookie cop Leon Kennedy finds himself surrounded by zombies and monsters. University student Elza Walker runs to the Police de-

partment seeking protection from the evil that hunts her. RE2 is the story of Leon's and Elza's survival.

The tension in the game is built with the growing realization that the entire city is overrun with zombies. Not even the police can help. As the player in RE2, you try to help Leon and Elza in what is an increasingly helpless situation.

### New for 2

**GP:** Are there new weapons in RE2?

**Mikami:** We've added some new weapons to those from the first game, including an explosive new weapon, but I don't want to give anything away yet.

**GP:** Any new monsters?

**Mikami:** Besides zombies, there are many new monsters



Leon Kennedy



Elza Walker



The narrowness of the hallways heightens the terror when monsters approach.



As in Resident Evil, the RE2 zombies are quick to go for the throat.

"The blood helped establish the violent, dark world of Resident Evil," says Resident Evil 2's producer, Shinji Mikami. The tradition continues in the sequel.



who "change" in the game. We don't want to spoil the surprises, so you'll have to play the game yourself to understand what happens to these monsters.

**GP:** Why aren't Chris and Jill the main characters?

**Mikami:** We wanted to create the same level of horror in RE2



Blood stains the walls as Elza blasts her way out of the Raccoon City police station.

that the first game achieved. Chris and Jill have already overcome the terror they experienced, so it would be impossible for them to be as terrified in RE2. Thus the new story required a new cast.

**GP:** Describe the setting of the game and explain why you chose it.

**Mikami:** In RE, we chose an old mansion because we could make it remote and hidden away deep in the mountains. We did that to create horror in a place where you couldn't easily run away for help.

In RE2, we wanted a different setting but one with a similar enclosed environment. Also, we wanted to create the sensation that these events

could happen to you tomorrow, so we made RE2's setting more modern.

We decided to start the game in the police station, because that's a place where you're supposed to feel protected. But Raccoon City's police department soon loses its ability to function as a safe place. Once again you find yourself surrounded by an evil terror.

**GP:** What advancements were made to sound and graphics?

**Mikami:** If you listen carefully to the sounds, you'll notice that the background music changes in real time depending on what's happening in the game. Thus the music is more like a movie soundtrack than traditional video game music.

Graphically, you'll notice changes in the backgrounds

as events occur during gameplay. In RE2, what's going on in the background has more impact than in the first game.

## More Gore

**GP:** Did you get any criticism over the amount of blood in the first game?

**Mikami:** No. In fact, we believe that one of the reasons Resident Evil became so popular was because of the game's



With a police van in the background, Elza tries her luck on the police station roof.

gore. The blood helped establish the violent, dark world of Resident Evil.

## An early look at the carnage to come.

DINNER TIME!



**GP:** Is RE2 bloodier than the first game?

**Mikami:** In RE2, we have taken the same approach as in Resident Evil—we do not show any extreme violence without a reason. But you have to remember what type of game this is. If we need to represent horror, we won't hesitate to demonstrate the carnage onscreen.



Elza gets the drop on zombie prisoners in the station's holding area.

**GP:** What are you proudest of in RE2?

**Mikami:** The high standards. All of the game's features help RE2 exceed even the quality standards set by movies.



Elza goes looking for trouble in the police station's shooting range.

**GP:** Are you working on RE2 for any other platforms?

**Mikami:** No, although we are working on Resident Evil for the PC and the Saturn.

**GP:** Will there be an RE3?

**Mikami:** This has yet to be determined. ☐

SPECIAL FEATURE



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THE MINDS BEHIND TEKKEN 2 ARE ABOUT TO  
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***SOULBLADE***

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# Have Gun Game, Will Travel

Here's a shooter that could make  
Virtua Cop look like a warm-up.

It's...

# Scud

## THE DISPOS

**A**ssassination is fun? Sega Soft thinks so. That's why it's going all-out for trigger-melting gun-game action with *Scud: The Disposable Assassin*, due out in February for the Saturn.

### **Exact Change Needed**

*Scud's* based on the offbeat comic book of the same name. The story is set in a weird world where robot assassins like *Scud* can be purchased from coin-op vending machines (see "Scud's Story").

The high-caliber gameplay features both side-scrolling and first-person (*Doom*-style) sharpshooting. Up to two players will be able to use two light guns, two controllers, or a combination of the two peripherals simultaneously. A single player can even shoot with two guns.

In the 60 percent preview version, *Scud's* rendered 3D polygonal characters featured great gunfighter posing, similar to what you'd see in the

entertaining movies directed by John Woo. Additionally, initial designs called for at least 20 minutes of full-motion animation, sure to inspire *Scud* comic aficionados.

*Scud* brings to life all the characters from the *Scud* comic books, including Drywall, *Scud's* zipper-creature sidekick. Drywall's person-sized frame actually contains an entire bizarrò universe from which he pulls weird weapons like a purse or a flower pot. In fact, you can play as either *Scud* or Drywall, and in one level you actually play inside Drywall!

### **Scud Lives!**

*Scud's* like a heavy-metal version of *Virtua Cop*. This disposable assassin is shaping up to be a keeper. ☐



*Scud* pulls some great poses. John Woo movie fans will certainly recognize this one.



In this early preview version, *Scud* moves fast in the side-scrolling action.





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# Sony PlayStation Expo '96

Is the PlayStation the number-one game system in the world? It has more than 400 titles in development, so who's to say no?

By Nooki Shino, Nob  
Ogasawara, and Major Mike



This year the PlayStation Expo demonstrated that Sony has become a force to be reckoned with in the world of video games.

Sony Computer Entertainment held the now semi-annual PS Expo at Makuhan Messe in Chiba, Japan, a much larger venue than the previous location in Harumi. Coincidentally, the first annual Electronic Entertainment Expo Tokyo was held right next door, but unlike its American counterpart, E3 Tokyo attracted just 30,000 visitors with its mostly edutainment-oriented mix of software. PS Expo, on the other hand, played host to 54,000 PlayStation faithful! Finally (and most importantly to gamers everywhere), a whopping 400 PSX titles were on display, compared to 100 games at last year's show.

## The Biggest PS Expo

Sony and an army of licensees, including big guns Square, Namco, Konami, and Capcom, were out in force, showing off hundreds of titles in development. Sony announced that PlayStation deliveries had reached 9 million units worldwide as of the end of October '96—4 million in Japan, 2.8 million in North America, and 2.2 million in Europe. To meet the year-end demand, Sony also proclaimed plans to produce a million units in both November and December. There was also a low-key announcement of a new PlayStation system that is designed to reduce manufacturing costs by combining A/V and RCA pin outs. The new Play-

Station will retail for the same price as existing units.

## Sony Squares Off

In the software arena, PlayStation looks ready to make a forceful run at world domination over the previous market leaders, Nintendo and Sega. The 400 PlayStation titles in development easily eclipse the Saturn, which has about 200 games coming, and the Nintendo 64, which has fewer than 60. During the last two months of '96, more than 100 PlayStation titles were slated for release. While all these offerings may not be best-sellers, the sheer volume of decent-looking discs ensures that the PlayStation's popularity isn't shortlived.

The sure-fire million-seller from Square, Final Fantasy VII was one of the main attractions. FFVII is now moving rapidly toward a January 31 release in Japan. This latest installment in the popular RPG series will be a three-disc set (it was originally planned as a two-disc set; the additional disc pushed back the release date). Visitors lined up at the Square booth to get a chance at five minutes of play time in one of three playable stages. No other Square title was in sight—not even Bushido Blade, which was pushed from December to March. Other upcoming Square



Final Fantasy VII from SquareSoft, one of the most anticipated PlayStation titles

## OVERSEAS PROSPECTS

titles include Final Fantasy Tactics and Saga Frontier.

Namco's booth easily attracted the most visitors with a great-looking Expo lineup that included Rage Racer, Soul Edge (which will be called Soul Blade in the states), Ace Combat 2,



Namco drew a big crowd with games like Soul Edge and Ace Combat 2.

Namco Museum Volume 4, and Xevious 3D. Also announced was Namco Museum Volume 5, which will include Metro-Cross, Dragon Spirit, Valkyrie Legend, and Baraduke.



Rage Racer is one of Namco's latest racing games.

## Sony Strikes Back

Crash Bandicoot was introduced to overseas gamers, but Sony wasn't about to let the licensees take all the glory. It displayed Parappa Rapper, an odd music game in which you must create your own raps; Depth, an aquatic adventure game in which you seek sounds for creating music; and Arc the Lad II. Sony also



Crash Bandicoot receives a warm welcome from fans.



Depth is an upcoming adventure title from Sony.



Arc the Lad II is in the works (the first game was never released stateside).

announced a new analog controller with two analog pads beneath the regular buttons. The controller also contains a vibration device so the unit jiggles when your plane is hit, your car wipes out, or you suffer any other onscreen collision.

## More PlayStation Previews

Capcom turned up with Puzzle Fighter and Rockman 8 (Mega Man 8 in the U.S.), but it disappointed everyone by not showing the hugely anticipated Bio Hazard 2 (Resident Evil 2 in the states).

Konami likewise disappointed fans expecting to see the latest Castlevania adventure, Castlevania X: Moonlight Nocturne.



Ardink's PlayStation version of the RPG Ogre Battle



Tokura's Biggest Battle Arena yet Toshinden 3 has 3D fighters.

However, it atoned somewhat with Speed King, an impressive arcade racing game that resembles Wipeout.

Takara had Battle Arena Toshinden 3 (which musters 30 characters this time), and an update on Choro Q, a mini-car racing game. Other notable CDs included Ardink's remake of Quest's Super Famicom title Ogre Battle, Taito's vertically scrolling shooter Ray Storm, Zoom's fighting sequel Zero Divide 2, and Banpresto's New Super Robot Wars RPG sim.

## PlayStation Power

Sony must certainly consider the PlayStation Expo an unqualified success. With the huge volume of PlayStation software in the pipeline, U.S. gamers should expect to be entertained by plenty of quality CDs for a long time. □

# Sneak Previews



## Soul Blade

PlayStation

By Scary Larry

### Ya Gotta Have Soul



Ten great-looking fighters, cool moves, a weapons meter that punishes you for being too defensive (the more you guard, the more likely your weapon will break), and an exciting combo system have Namco headed toward another hard-hitting bestseller with Soul Blade.



Following on the heels of the PlayStation's number-one fighting game, the makers of Tekken 2 have come up with something new for fight fans. This time it's Soul Blade (originally Soul Edge, Version II in the arcades). With Namco's strong reputation behind it, Soul Blade looks like it may be another big 32-bit winner.

### Features



Soul Blade is a weapons-based fighter along the lines of Star Gladiator. The gameplay consists of fast, smooth fighting action and rapid button/joystick controls. There are four buttons to contend with—horizontal attack, vertical attack, guard, and kick.



Developed and published  
by Namco  
Available January

80% COMPLETE

### Soul Food



This very early look at the game, based on screen shots and videotape, shows some incredible moves. The slightly revamped combo system now includes more juggles and longer combos.







## Spider

PlayStation

Spider is almost ready to hit the shelves, and this hands-on preview version measures up to the hype surrounding the game. As you control a spider who's trying to return to human form, you pick up different legs (cybernetic appendages that spout flames, fire missiles, and electrocute enemies) to help you battle a host of creepy, crawly thugs.

Beautiful graphics in this 80 percent version will help sell the game, but the solid, flawless controls, 32 levels, and different exit paths should make this a keeper. Now all we need is some lively gameplay, and this one's ready to crawl into the spotlight.—*Scary Larry*

Developed by Boss Game Studios  
Published by BMG  
Available February

80% COMPLETE



## City of Lost Children

PlayStation

Based on the surrealist cinematic tour de force by director Marco Carro, *City of Lost Children* looks just as eerie and moody as last year's film. Combining clean, crisp graphics with a Resident Evil-type engine, City may be the successor to the infamous zombie-chaser—a belt with a lot less blood.

Playing as the orphan Miette, you meet an interesting cast of characters, including the circus strongman, One, and the evil Krank, who kidnap children and steal their dreams. These early pics make a strong argument for *City of Lost Children* shaping up into a phenomenal game.—*Scary Larry*

Developed and published by  
Psygnosis  
Available February

70% COMPLETE



## WCW vs. The World

PlayStation

T-HQ has the perfect formula for fun this March. Take a great graphics engine à la Power Move Pro Wrestling, mix in a WCW license, and suddenly you have a great wrestling game with real wrestlers and a cool polygonal look.



The finished Japanese game looks like a solid outing with great moves, exciting gameplay, and over 50 wrestlers from around the world (including at least nine U.S. stars). Tumbuckle moves, throws, great holds—WCW could spell great fun this March. —Scary Larry



Developed by ASMR  
Published by T-HQ  
Available March

100% COMPLETE



Developed by Xig Entertainment  
Published by T-HQ  
Available February

100% COMPLETE



## K-1 The Arena Fighters

PlayStation

T-HQ is also ready to unleash kickboxing on American shores this February. K-1 The Arena Fighters is a polygonal fighting game featuring eight brawlers. Like boxing, this game skirts the fighting/sports genre, but it lacks the flair of games with special moves or killer combos. It's realistic, and controls beautifully once you get the mechanics down. As shown in these screens from the Japanese version (which was released overseas last November as Fighting Illusion), it looks like great fun. —Scary Larry



## League of Pain

PlayStation

League of Pain is a cyber-sports game that pits you against the computer or a friend in an enclosed arena; once there, you must charge up a sphere and shoot it at a goal above the play area.

This early version can be put in the same league with

Blast Chamber and Grid Runner as a fun, engaging game. The dark, moody Blade Runner-esque graphics and moveable camera should help propel the League of Pain to the forefront of cybersports for the PlayStation. No pain, no gain. —Scary Larry



Developed by Beyond Reality  
Published by Psygnosis  
Available March

80% COMPLETE

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## Carmageddon

PlayStation DOS

SCI has a new car game with a familiar theme: Bash the hell out of your opponent while trying to complete a race. The difference here is that you're rewarded for mass carnage, which helps you upgrade weapons, and you get extra points for nailing pedestrians, which gauging by these early preview screens, looks like it could make for a messy drive. Race against 25 psychotic drivers on five 3D tracks, and experience a new twist—you can run someone



# CARMAGEDDON

off the road, then steal their car! Carmageddon could spell the end of civilized driving!

—Scary Larry



Developed by Saint Curve Interactive  
Available Second Quarter '97

40% COMPLETE



## Rush Hour

PlayStation

Psygnosis is going after the top-down, overhead racing market with Rush Hour, a new racer featuring eight stages that range from mountain roads to a drained reservoir and 16 selectable vehicles. The vehicles are the game's strong point, with real Humvees, Land Rovers, and Jeeps. Rush Hour will also feature a split-screen two-player option. These early screens give a clean impression of a topnotch game, and with the reputation of Psygnosis behind it (Wipeout XL, Formula 1, Destruction Derby 2), we'd expect nothing less. —Scary Larry



Developed by Clockwork Games  
Published by Psygnosis  
Available March

60% COMPLETE



## Peak Performance

PlayStation

Atlus will also spin its tires around the track with a racing game called Peak Performance.

In PP, you can drive a wide variety of vehicles, including Formula 1 cars, Porsches, a commuter bus, and a moped. In this preview version, the tracks were limited to a scant three, but

Atlus is planning to add more and improve on the graphics, which were plagued with break-up. Options include a two-

player split-screen race (you choose the vertical or horizontal split) and the ability to make your own tracks and save them to memory. With some fine-tuning, PP could keep pace with other racers.

—Scary Larry

Developed by Cave  
Published by Atlus  
Available First Quarter '97

80% COMPLETE





# PC GAMEPRO COMMAND & CONQUER RED ALERT

## PC GamePro REVIEW

GGG: W&S 95

By Rob Smith  
Reviews Editor  
PC Games



Anticipation overload! Command & Conquer: Red Alert is finally here after a brush down and a facelift that will delight its many devotees.

### Introduction: Overview

Red Alert is a prequel in the C&C universe timeline, charting a new history in which Hitler never comes to power and the West is threatened by the marauding forces of Stalin. Two CDs contain the 40 single-player missions (20 for each side of the conflict), 20 multiplayer maps of varying sizes and styles, 20 skirmish mode scenarios, a map editor, and Westwood Chat software.

Fortunately, the single-player missions have plenty of variety, ranging from using a single mercenary to spy chases to all-out obliteration of the enemy. Some missions



**PRO TIP:** In multiplayer mode as the Soviets, build some heavy tanks and storm into enemy bases. Take out the turrets first.



**Cut scenes bring some of the explosive action to life. Beware of oil drums going up in smoke.**

take place within buildings, giving the story line a more detailed air that's backed by superb cut scenes.

The historical setting means that the technologies of the units are not advanced into science fiction, although some



**PRO TIP:** Create units of grenade launcher infantry to defend against air attacks.



**PRO TIP:** Coordinate attacks to use the sea and air forces as well as land. Beware of submarines lurking in the depths.



**PRO TIP:** Use subs from a distance, or they'll be damaged fast. Collect the colored gem are found on land—it's worth three times that of normal ore.



**PRO TIP:** Move fast and keep a watchful eye on every soldier on indoor missions. Beware of traps and explosions.



**PRO TIP:** When attacking a base, aim for the oil drums to cause a huge explosion. Use tanks to run over infantry—it's often more effective than trying to shoot them.

"experimental" weapons were included. The Chronosphere (a teleportation device) and the Gap Generator (shrouds an area from the enemy's sight) are very useful and add greatly to the strategic planning needed for success. New air units and sea units—destroyers, submarines, and gunboats—add a whole new angle as well.

### Looks, Sigs, and AI

For C&C veterans, the more detailed SVGA graphics will stand out. The screen layout, however, remains identical to the original. As for effects, explosions are plentiful and sound great. The acceptance of commands from units is at times a little strange but ultimately endearing.

Moving the mouse rapidly over the screen, selecting units, moving them, and ordering them into combat is generally a breeze. Be sure that your

orders take effect, though, as occasionally the limited A.I. of the units causes problems with your well-planned, carefully plotted attack.

### More of the Same

For C&C fans, Red Alert is an absolute must. The new units, the great story, and the variation of mission styles make up for the limited improvement in the A.I. The multiplayer action is still superb, so rely on the intelligence of your buddies to uncover Red Alert's lasting and compelling gameplay. **A**

Command & Conquer: Red Alert  
By Westwood Studios

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

504 MB  
100 levels new  
Real-time strategy  
8 players

44 missions  
Challenge Adjustable  
Replay video: High  
128K rating: Teen

Minimum System Specifications  
• OS: 3.0 or higher  
• RAM: 2MB  
• 1 MB RAM  
• 30 MB on hard drive  
• VGA & SVGA graphics

# DUKE NUKEM 3D PLUTONIUM PAK

A level add-on to the original Duke Nukem 3D, Plutonium Pak delivers the goods with brand-new levels, weapons, and monsters. It may be more of the same, but it sure is fun.

## Holy Cow!

The new levels, called The Birth, take place after Shrapnel City with a variety of settings—including a supermarket, an amusement park, and a police precinct—all overrun by aliens. Duke is called into action for a little mop-up.

The intense action is accompanied by those familiar aliens who grunt, shoot, slash, and fly at you at every turn. Equally familiar are the weapons, including a new piece of firepower called the Expander, which makes enemies inflate like a balloon and pop. The aliens, however, have a few tricks of their own—including some new monsters who can shrink Duke and squash him!

The controls are excellent, and although maintaining both firearms and special items (in addition to Duke's movements) may seem taxing, it's easy to master. While not awe-inspiring, Plutonium's graphics do the job with plenty of colorful explosions and detailed carnage.

The sound effects rock the game with thundering blasts and perfect voice digitization for Duke's one-liners. The music is subtle, but works well with the various stages.

## PC GamePro REVIEW

80% **WIN 95**  
By Major Mike



**PRO TIP:** Watch out for the new aliens. These guys move fast, claw hard, and could turn you into a little man!

## Shoot 'Em and Smile

At times Duke does show bad taste (like the opening cinema where aliens attack a pregnant woman), but for corridor-shooting with an attitude, Plutonium is the best pack in town. **C**

**All the carnage Duke fans know and love is back!**

Duke Nukem 3D Plutonium Pak  
By GIG Interactive

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

128 MB  
Available on  
Carcass shooter  
7 players  
First-person view

Challenge Adjustable  
Ready voice  
Medium HUD  
Victims 3, Bully  
Sex 1, Language 1

Minimum System Specifications

- IBM 486 or 100%
- VGA graphics card compatible (400 KB RAM recommended, also supports SVGA)
- Sound card
- CD-ROM drive
- VGA graphics card recommended, also supports SVGA
- Sound card
- CD-ROM drive

# SKYNET

## PC GamePro REVIEW

80% **WIN 95**  
By The Scarymator

Hang on to your shotguns, corridor-shooting fans. With intense polygon graphics, multiplayer options, and tons o' shooting, SkyNET, the sequel to last year's disappointing Future Shock, is actually pretty good.

## The Sky's the Limit

In this latest Terminator extravaganza, you foray into the post-apocalyptic streets of Los Angeles, seeking out and blowing up Endoskeletons, flying Hunter-Killers, walkers, and more. The mission objectives pose cool challenges like driving a jeep while shooting, and even climbing into the cockpit of a deadly Hunter-Killer. Using the mouse (which allows up, down, and side-to-side movement for complete 3D immersion) is a snap, and the keyboard controls are easy to remember.

The stages are gloomy, gory, and debris-intensive, but some backgrounds, like the disco in Level Three, are pretty humorous (à la Duke Nukem). The definition is definitely better in the hi-res, 640x480 mode, but the game ran chuggy in that



**PRO TIP:** Get a fix on most enemy craft from a distance. As soon as you see their outline in the distance, stop. They can't get a fix on you, but you can get one for them.



**PRO TIP:** Never try your wings when in the jeep. Walkers lurk there, and they'll come out, for free, you, just about you again instead!

configuration—even on a souped-up Pentium 200.

The sounds try to re-create the movie's atmosphere, but suffer from lack of variety. The metallic clank of machinery and some fairly good explosions help things out.

## You'll Be Back

SkyNET is a fun game for baby-Doomers who want a little movie history to go with their shooting. Although not as intense as Final Doom or as attitude-filled as Duke Nukem, SkyNET will keep you blasting into the wee hours of the next apocalypse. **C**

SkyNET By Bethesda Softworks

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

128 MB  
Available on  
Carcass shooter  
3 players  
1 on-line mode

Challenge Adjustable  
Ready voice  
High HUD  
Net play rated

Minimum System Specifications

- 486/486 IBM PC or compatible
- DOS 5.0 or higher
- 5 MB RAM
- 30 MB or hard drive
- VGA graphics
- Double-speed CD-ROM drive



**PRO TIP:** The first tank you see when in the jeep is on a road ridge. Blow it up, then drive the jeep onto the ridge, where a second explosive will take you driver into the level, bypassing some earlier objectives.

## MDK

Win 95

DOS-compatible

PlayStation

As MDK opens, aliens are using six gigantic mobile cities to strip-mine the Earth. You play as humanity's only hope of shutting them down: Kurt Hectic, a super soldier decked out with some of the coolest weapons ever. Kurt's sniper helmet enables you to zoom across incredible distances to spy or to unleash shots precise enough to sever an enemy's arm or sand a round through their eye. Three additional cameras trail behind your shots, providing further spying opportunities.

A potent handgun and a solid array of cool power-ups round out your firepower, while a reusable parachute enables you to glide through the levels. Spectacular graphics heighten the effect with a captivating, sleekly futuristic style.

MDK separates itself from the Dooms of the world by layering an intriguing strategic element into the shooting. Sure, there are plenty of enemies to mow down, and buckets of gore splash across the screen when you do. However, MDK balances that by implementing the need for stealth: If you storm through the front door, guns blazing, you'll get wasted in a heartbeat. But if you stick to the shadows, move silently, and use the sniper helmet wisely, you'll survive.

The action never gets tame as you'll inevitably turn the corner and find a roomful of enemies. Such deep gameplay will surely send hordes of gamers in MDK's direction—this scorching-hot prospect is worth waiting for. —*Av Hendrix*

By Playmates Interactive

PC versions available February

PlayStation version available May










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# HOT AT THE ARCADES

## MACE The Dark Age

By *Bruised Lee*

**M**ace: The Dark Age is Atari Games' first stab at a 3D-based weapons-fighting game. Even at this early stage of the game's development, both the look and gameplay are cutting edge and offer something new for fighting fans.



▶ *Takeshi finds a large pot in the background to use as a projectile.*



◀ *Glowing trails help accentuate the power behind the Executioner's and Lord Deimos's brutal attacks.*



*Victims' heads become trophies worn on the Executioner's belt.*

### The Battle Begins

In the 12th century the Covenant of Seven dispatches 10 of its best warriors to kill Asmodeus, a practitioner of the dark arts who wields the fabled Mace. The Mace is imbued with energy, offering everlasting life and power. With this power, Asmodeus feeds his ravenous appetite for destruction. Leaders from the East sense that Asmodeus is plotting, and strive to eliminate him before it's too late.

Mace's characters are imaginative and brutally efficient. Each of the 10 medieval fighters has their own customized weapon and fighting style, a range that takes you from Ragnar's twin axes to Lord Deimos's razor-sharp sword. Many characters have

projectiles, and each fighter can counterattack moves and go into a special move or combo of their own.

### Sharpening Up

The early graphics are as sharp as the weapons. With the help of Midway's new 3DFX's Voodoo Graphics, Mace's medieval theme comes alive with realistic-looking characters. The action close-up looks clean and doesn't get pixelated. Running at 30-35 frames of animation per second, Mace is fast fun.

Mace also has unique environments that enhance the gameplay. Some playing fields have pitched slopes, enabling you or your opponent to fight from high or low ground. The arenas also have dangerous boundaries that cause damage



Here's an early sketch of the final boss, Asmodeus. His lower torso will be in a pit, allowing him limited movement. Sound easy to beat? Not when you have four lowering arms swinging at you!

to your character. Quicksand, lava, fire, and useful items that can be thrown as weapons are just a few of the background details that await you.

To help you nab the background items, Mace's controls utilize an effective evade button that enables you to step backwards or forward into the 3D environments. Overall, the controls and the combo system are easy to pick up. New play-

ers can quickly step up and perform a basic combo; more advanced combos, however, require players to link special moves together to inflict greater damage.

Breathtaking graphics, user-friendly controls, and smooth gameplay sharpen Mace as a top-notch 3D fighter. This one should have a long lifespan in the arcades. ■



Making the most of the high ground, Ragnar uses his twin axes to overpower his victims.



Each fighter can perform two grab moves.



One wrong move, and it's into a pool of lava for the loser.

## SUB-BOSS



On the way to Asmodeus's lair, you're confronted by a gargoyle, Grendal. He protects Asmodeus, so you must defeat him to move on.

Lord Deimos's brute strength cuts through Raven as if she were made of paper.



Using her graceful speed, Raven catches the Executioner off guard.

By tapping Away on the controller, your character dodges backwards to avoid incoming moves.



So as not to interfere with gameplay, objects become translucent when close to the foreground.

Galaxian

MS. PAC-MAN

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REMEMBER WHY YOU STARTED PLAYING VIDEO GAMES IN THE FIRST PLACE?

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PlayStation 3



# KILLER INSTINCT

## GOLD



**Killer Instinct Gold**  
(By Nintendo)  
By Scary Larry

\$79.99 Fighting  
64 maps 2 players  
Available now Side view



The backgrounds get explosive!



### Fun Factor

**5.0** You'll find yourself playing over and over again—whether you're a newcomer or a master, *KI Gold* is a fantastic addition to the burgeoning Nintendo 64 library.



### Graphics

**4.5** Lively character animation and spectacular super moves highlight the graphics, but quirky background flaws diminish the overall look.



### Sound

**4.0** Good steady music (yet as annoying as the Super NES version) and solid sound effects enhance the game, but death screams and explosions could have been better.



### Control

**5.0** A helpful training engine makes *KI Gold* easy to learn, and tight, responsive controls make it a breeze to play.



**PRO TIP:** Jago's Wind Kick (motion  $\Delta$   $\downarrow$   $\leftarrow$ ), then tap Fierce Kick) starts his standing combo, but in this version of *KI*, it doesn't go through projectiles.

**K**iller Instinct fans have lived for this moment. The best version of *KI* to date is slugging its way onto the N64, and it's the envy of fighting fans everywhere.

### The Gold Standard

Combining elements of the original *Killer Instinct* (such as multi-hit combos, ultra combos, and finishing moves) and *KI2* (including new characters Maya, Tusk, and Kim Wu, for a grand total of 10 fighters), *KI Gold* also features retooled 3D-like backgrounds.

Characters move around in a 2D stance. The stages, however, skew slightly as you move, so you get an interesting, semi-3D effect—imagine Toshinden without the wildly veering camera angles.

The good news is that it really doesn't matter in the long run, because the game is fun. It's easy for a novice to pick up, but retains the depth and complexity to satisfy the brazen urge of experienced fighting fans.

### All That Glitters

The graphics are clean and flashy—from Fulgore's explosive Eye-Laser to Orchid's cheeky Flak Flak. Some backgrounds are gorgeous and detailed, while others are mildly annoying, such as the train stage where the fighters are sometimes obscured by a brick wall.

The sound still rocks with a techno-driven beat, and the players have their own decisive, but unintelligible, yells.



**PRO TIP:** Sabrewulf's Pounce (charge  $\leftarrow$   $\rightarrow$ , hold FP) can be held in place by keeping the Fierce Punch button pressed.

Use this to fake opponents into a counter attack.



**PRO TIP:** In the training mode, learn the combos and substitute End Specials at will. Some of the combos in the training can be expanded with better End Specials.







Knowing your character's Combo Breakers is essential when you're playing the computer.

Small sound effects like death groans and screeches, however, could be improved.

The control is flawless, aided by a superb training mode, which walks you through special moves and some combos. It also helps that the buttons are lined in a three-by-three format, unlike the awkward Super NES controller setup.

### Killer's a Whizzer

KI Gold's the best fighting game on the N64 (sorry, Mortal Kombat Trilogy). Although purists may argue the original Killer Instinct is a better fighting game, this version is Gold when it comes to the Fun Factor. Instinct tells us this one's a winner. **A**



**PRO TIP:** Start Orko's standing combo with her Flak Flak (motion ↓ ↘ →, then press Fierce Kick).



A blood option turns KI Gold red!



**PRO TIP:** Use an overhead attack to knock your opponent out of their crouching defensive stance.



All the moves from our *Fighter's Edge Strategy Guide* in the May 1996 *GamePro* will work for KI Gold!



**PRO TIP:** Most combo starters begin with this move sequence: Jump in with a Fierce Punch, then tap

Medium Kick; or Jump in with a Fierce Kick, then tap Medium Punch.



**PRO TIP:** KI Gold is a game of waiting. If you're blocking combos, start your standing combo just before the end of your opponent's combo to counter.



## Rudy Goes Gold

KI Gold gets the treatment from one of *Blockbuster's* lucky contest winners!



"I think that KI Gold is a great game with good graphics. I really liked the colorful backgrounds and the way things move and interact with the game. Although I'm a diehard *Mortal Kombat* Trilogy fan, I liked how easy it was to master the combos in KI Gold.

Also, it helped that the joystick seemed to be made for fighting games."

**BLOCKBUSTER VIDEO**



## Cruis'n USA

(By Nintendo)

By Air Hordix

\$59.95 2 players  
Available Apr 3 views  
Racing



# Cruis'n USA



A hit in the arcades several years ago, Cruis'n USA finally arrives on a home system. The gameplay and graphics generally remain faithful to the arcade version, which means shallow but fun fender-mashin' mayhem.

Cruis'n's races tour the country, so you peel out on tracks that range from the Grand Canyon to Washington, D.C. Drivers choose from four cool cars for exhibition or championship action.

The gameplay is pure arcade, focusing on frantic bumper-bashing, not technical driving. While entertaining at first, Cruis'n's thrills eventually fade because the game doesn't offer enough diversity or challenge to maintain interest. Even worse, the two-player split-screen game is seriously marred by slowdown and pop-up problems.

Cruis'n's worth checking out for the nostalgia value alone, but be sure to rent this one first. It just doesn't have the staying power of a true champion. **B**



**PRO TIP:** In the Everglades, reduce speed for the last two S-turns to retain control. All the straightaways follow immediately, so if you blow it and lose position here, you lose the race.



**PRO TIP:** Don't hesitate to pass oncoming traffic on the outside—the minor speed reduction is often better than whatever awaits on the pavement.



**PRO TIP:** The Italia gives beginners the best combo of speed and handling, while the Devastator delivers sheer speed to advanced drivers.



### Control

Even with the adjustable steering, the handling feels twitchy, and you often get unfairly stuck in crashes. Practice helps smooth over these problems, though.



**PRO TIP:** Watch the movements of your CPU opponents in the distance for a hint at oncoming obstacles.



**PRO TIP:** Stick to the right tube of Chicago's tunnels—the oncoming traffic in the left one will kill you every time.



**PRO TIP:** As you skid out or wreck, hold lip while your car's out of control. You straighten out much quicker than you would by trying to steer out of it.



### Fun Factor

3.5 While Race still leads the N64 for adrenaline-drenched racing, but casual racing fans and young gamers alike will enjoy Cruis'n's rowdy yet shallow action. This one's a rental all the way, though.



### Graphics

4.0 The graphics stay true to the arcade version with zesty courses and cars. However, the problems with slowdown and pop-up remind you you're on a console after all.



### Sound

3.0 The speakers' sounds don't do justice to the frenzied action. The garble of facts barely registers and the childish taunt sound really out of place.

# WIN! WIN! WIN!

enter and win some nifty prizes!

**HEY,** can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it (or a copy) back to GamePro by February 28, 1997. You'll be entered into a contest to win the prizes shown.

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## Tomb Raider

(By Eidos Interactive)

By Bro' Buzz

\$49.95  
Available  
now

Action/  
adventure  
1 player  
3 levels



# TOMB RAIDER



With outstanding controls and sweet animation, Tomb Raider's an engaging exploration puzzler setting new standards for action/adventure games. In this lengthy, nine-level Indiana Jones-style story, you play the acrobatic Dr. Lara Croft, seeking to solve the Earth-threatening mystery behind the Scion, an ancient artifact.

Controlling Lara's arsenal of tools is a snap, and an auto-tracking cam displays behind-Lara views with 180-degree terrain scanning. Her skills



Smooth animation endows Lara's moves, like her swimming stroke, with exceptional grace.

Excellent cinema screens add flair to Lara's adventure.

**PRO TIP:** When you hear music or animal noises, get ready for a rumble!

include somersaults in three directions, swimming, climbing, and making death-defying leaps to grab onto ledges.

Raider weaves multifaceted gameplay into an item-hunting, puzzle-solving, and searching-for-level-exits quest. It follows the strategy-oriented footsteps of Resident Evil, but with more spurts of barrel-busting gunplay against beasts and bad guys. Shooting purists will diss the cam, which sometimes positions itself so you can't see attacking enemies.

Overall, PlayStation thrill-seekers should sign on for this Raider adventure...and hope for another one next year! ■

**PRO TIP:** Lara can't store duplicate items, so picking up a large medikit when you already have one is a waste.



**PRO TIP:** In Wilcabama, this wall is actually a stone block; push it to find the Gold Idol and the silver key. Later, the block helps you exit the level.



**PRO TIP:** Pulling a backwards somersault as you shoot is a cool escape move, since it covers long distances. Have pistols drawn, then as the beasts approach, hold X to shoot and then press □ and Down to flip backwards.



### Control

**4.5** Controls best multifaceted moves with few hitches. The four-button PlayStation directionals can perish your thumbs as you try to guide the running Lara, but that's not her fault.



**PRO TIP:** The beginning of the Lost Valley has a ledge from which you can safely shoot the T. rex. You must make him chase you (several times) and get there before he does.



### Sound

**3.5** Lara's world is quiet, with sounds and effects that are few and far between. They usually kick in just before an adversary makes the scene.

**PRO TIP:** Lara automatically aims her automatics at any threat. When she does, fire away, even if you don't see the attackers.



### Graphics

**4.5** The polygon-rendered Doctor's looking pretty fine with close close-ups, strikingly real animation, and sweet moves. On the downside, much of the scenery and backgrounds appear flat.



### Fun Factor

**4.5** After a solid showing for the Saturn (see Pre-Review, January), Tomb Raider scores even higher. It requires time, patience, problem-solving, and an occasional quick thumb.



**PRO TIP:** Some power-ups are hidden by the scenery or shadows. Hold R1 and use the directionals to examine all likely hiding places.

# PROFESSIONAL ANALYSIS OF:



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# STAR WARS DARK FORCES WARS



## Dark Forces

(By LucasArts)

By Major Mike

Price not available  
Available now

Corridor shooter  
1 player



**PRO TIP:** When fighting the Kell dragons with your fists in Jabba's dragon pit, use attack and retreat tactics; if you wage a war of attrition, you'll definitely lose.



**PRO TIP:** In the Dark Trooper assembly plant, drop I.M. mines on the conveyor belts to clear out enemies waiting down the line.

**PRO TIP:** Whenever you see a crack on a wall, throw a Thermal detonator at it. You'll create a hole revealing hidden items.



**PRO TIP:** Use battery-powered items sparingly—you never know when an emergency situation will require you to drain the battery for an extended time.



**PRO TIP:** Keep moving when you're wading through sewage; standing still gives sewer monsters an opportunity to attack.



**PRO TIP:** Don't run into every room with blasters blazing; some areas have surfaces where your laser blasts will ricochet back at you.



### Sound

The audio effects, from the Stormtroopers' yelling "halt!" to the various laser blasts, are excellent, and the music is rousing and intense.



### Control

It is very appealing to not be able to customize the controller. The two-button simultaneous functions are the trickiest to master.



### Graphics

The various stages are colorful and richly textured, while the weapon discharges are very cool. Your enemies, however, look stilted and have jerky movements.



### Fun Factor

Corridor-shooter addicts will definitely want to check out Dark Forces, but those lacking an entry into the genre will be better off with Doom or Power Slave.

Throwing its light saber into the corridor-shooter genre, Dark Forces has some excellent elements, but choppy graphics and slow gameplay hinder the excitement.

In Forces, you're sent on several missions, from freeing captives to committing acts of sabotage. You're also pitted against a variety of familiar Star Wars foes—from Stormtroopers to sewer monsters to even Boba Fett.

Long missions with multiple objectives provide you with tense action. Strategy elements, and the challenge of jumping and ducking, add something more to the ordinary point-and-shoot mechanics. There are also awesome, unique weapons to use on your enemies.

The dark forces here are the choppy gameplay and slow-down that plague most of the game—especially when things start to get intense. Your timing also slows down along with the game, which is very annoying in situations when precise actions are required.

There are some great elements in Dark Forces, but it's too bad the game's dark side appears so frequently.



**PRO TIP:** In Imperial City (Imperial City), press on the switch that has the Emperor Emblem. You'll reveal a switch. Pull the switch and an elevator will take you to a hidden area with a Reserve and exit the power-up.

You're Fighting to protect good and  
Restore the Rightful King to power.



The Bad News is you're  
the guy on the right.



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the  
Neverhood™

"Embark on a wacky adventure that breaks the mold."

Striking sparks into the world of bowling, Ten Pin Alley delivers enough fun per frame to be recognized as the kingpin of its sport.

The lanes are jam-packed with every option that out-of-shape, beer-guzzling bowling fans could dream of, including three bowling centers, two scoring modes, and three game styles (Open, Team, and Tournament play). You can even



**PRO TIP:** Line up the mark on the floor with your throwing arm for the best accuracy.



**PRO TIP:** The more power you put behind the ball, the less chance it has to curve. Line up the power throwers toward the middle of the lane.

Ten Pin Alley by ASC			
Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Price not available  
Available now  
Bowling  
1 player

Challenge: Adjustable  
Racing: High  
ESR rating: Kids  
to Adults

## Ten Pin Alley

(By ASC)

By Johnny Salgame



**PRO TIP:** Bowlers who put a lot of spin on the ball need to be lined up toward the gutter to hit the center pins.

change the ball's weight and the oil on the lane. A dozen crazy characters, from a hip-shaking honey to a superstar stud, are selectable.

Pinpoint control is achieved through the PGA Tour-like interface, where you determine the ball's spin, speed, and accuracy with the help of swinging bars and power meters. The realistic ball rotation and pin physics are amazing.

Hilarious individual player reactions to gutter balls and turkeys highlight the graphics, while the sound shines with clapping fans and conga music.

Ten Pin Alley also includes full-motion video of the Bowling Hall of Fame, which is where it deserves to be Inducted upon its release. **C**



**PRO TIP:** After a spare, only the first frame of your next round is added to the previous score, so make it count.

## PLAYSTATION



## Power Slave

(By Playmates Interactive Entertainment)

By Major Mike



**PRO TIP:** Some stages have more than one exit. However, some of these exits can only be reached after acquiring certain magical items.

Doom, you must re-explore previously completed levels. However, there's enough exploding monsters and manic shooting to keep you satisfied.

The light-sourcing effects are somewhat muted, and the backgrounds are still nicely detailed despite the distorting fish-eye effect you get when close to objects. The sound effects are excellent, from the pain-filled screams to the heavy thud of your M60. The music is perfect for each stage with charging overtures and subtle synthesizers.

For the most part, the controls are very responsive. The only problem is the jumps, which are so loose you have to look down to ensure a safe landing.

Corridor-shooter fans will definitely be enslaved by the Power of this game. **B+**



**PRO TIP:** To get rid of pesky piranhas, get the machete and start slashing; the deadly fish will swim into your falling blade.

While not as polished as the Saturn version, Power Slave is still a top-notch corridor shooter for the PlayStation.

Using an Indiana Jones motif, you acquire weapons and special abilities while battling supernatural forces. Unlike

## POWER SLAVE

**PRO TIP:** Keep an eye open for discolorated patches on the walls. Throwing a grenade at these patches reveals hidden areas.



**PRO TIP:** When making jumps over hazardous substances, make sure you have enough room above you to clear a safe jump.



Power Slave			
Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

Price not available  
Available now  
Corridor shooter  
1 player

Challenge: Adjustable  
Racing: None  
ESR rating: Teen





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# PITBALL

By Scary Larry



Pitball combines elements of arena football with aliens as contestants. You can play against a friend, challenge the computer, or try the four-player option in teams of two.

To score, you toss a sphere toward an elevated goal while avoiding your opponent. Flying fists, weapons, and power-ups hinder your scoring chances.

The graphics are colorful but pixelated in close-ups and the backgrounds are bland. Monsters like winged demons and



**PRO TIP:** A good strategy is to use-time the spheres. Pass the ball to a player near the goal, then have the receiver immediately tap the shoot button.



**PRO TIP:** Fake out an opponent by jumping to make the shot, then passing to another player.

mutated brains lend visual flair.

Pitball is an excellent multiplayer game and a great rental. Check it out. **B**

## Pitball by Arcade



MSRP Available now  
Genre: Arcade  
Players: 1 player  
Multiple views

Challenge Adjustable  
Rating: video High  
ESRB rating: Kids  
In Adults

# Robotron X

By Dave Duzz



Robotron X is pure thumb-mashing fun. X is the 32-bit remake of the 360-degree, robot-raging classic arcade shooter.

If you have the thumbs for it,



**PRO TIP:** Stand along the borders to reduce the angles along which the robots can attack.



**PRO TIP:** If robots crowd the levels, move around the four fire buttons in a 360-degree circle to make breathing room.

this disc has 100-plus levels. Robotron fans will find familiar foes like the Brains, along with new challengers, as they save the humans.

The graphics have been overhauled thanks to polygon rendering and auto-close-up camera views. The revamped visuals are nice, but the close-ups reduce your field of fire.

Robotron purists can find the original in Williams Arcade's Greatest Hits, but for Robotron hunters seeking something X-tra, X marks the spot. **B**

## Robotron X

By Highway Home Entertainment



Price not available  
Available now  
Genre: Shooter  
100-plus levels  
2 players

Challenge Adjustable  
Rating: video High  
ESRB rating: Kids  
In Adults

# PLAYSTATION

## BURNING RING



By Johnny & Jgame

Burning Ring starts out strong, revving its engines with fast-paced races and souped-up speedsters. But its lack of solid features will drive you to disappointment with only six easy tracks and no two-player split-screen option.

From the tunnels to the chopper overhead, the game's look rips off Ridge Racer, while the music screams with the worst theme song in video game history. You can choose one of four vehicles, including a modular truck, but their mechanics don't go beyond speed and handling. BR's not a bad arcade-style racer, but its fun-weariness runs out after a couple of days reusing it to the rental bin. **D**



**PRO TIP:** Press the brake at the beginning of sharp turns to avoid spinning out.



**PRO TIP:** Use the traffic fan to see cars behind you, then cut them off before they can pass.

## Burning Ring by PlayStation



Price not available  
Available now  
Genre: Racer  
6 tracks  
2 players

Multiple views  
Challenge Adjustable  
Rating: video Low  
ESRB rating: Kids  
In Adults

# HARDCORE 4X4



By Air Hendrix

Hardcore 4X4 delivers a teeth-rattling take on off-road racing that quickly blows a tire. You choose from various tracks and trucks for exhibition or tournament racing, but the basic action and squirrely handling prevent 4X4 from building addictive gameplay. Worse, there's no real-life courses or two-player action. 4X4's trucks bounce wildly



**PRO TIP:** On long, slippery patches of ice, set your wheels toward the far side and don't turn again, or you'll skid out.

across the impressive 3D terrain, but breakup and redraw problems interfere. The sound effects perform well, but the cheesy guitar rock and announcer don't.

Tackling 4X4's terrain is moderate fun. But the unchallenging gameplay pegs this one as a rental. **D**



**PRO TIP:** To pass, stick to the inside of the turn and nudge the other driver into the wall.

## TMN Motor Sports Hardcore 4X4

By ASC Games



MSRP Available now  
Genre: Racer  
6 tracks  
2 trucks

4 views  
Challenge Adjustable  
Rating: video Medium  
ESRB rating: Kids  
In Adults

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## The King of Fighters '95

PlayStation



This faithful and well-done port of the Neo-Geo arcade game is a better offering, both graphically and control-wise, than its cousin, Samurai Shodown III. Although it doesn't add anything to the genre, it brings back memories of old 2D fighting games. It plays well, looks good, and sounds the same as the arcade version. You could do worse.

—Scary Larry

By Sony

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0

## Dare Devil Derby

PlayStation



Dare Devil Derby is a fun, addictive game that's plagued with hard-to-grasp controls. You race in various settings against a carbony car controlled by the computer or a friend, all on one screen. The stages have colorful jungles—but loose controls translate to lots of practice heats. Better than Street Racer in the two-player mode. —Scary Larry

By Sony

Graphics	Sound	Control	Fun Factor
3.0	3.0	2.0	3.0

## Starwinder

PlayStation



Starwinder is a mediocre, barely enjoyable racer. You fly around on a tunnel-enclosed track and blast away at enemies while trying to make the finish line in time. The explosions are well done, and the ship-select and cut screens are top-notch, but the boring driving action will make this a one-weekend rental trip to the stars. —Scary Larry

By Midway

Graphics	Sound	Control	Fun Factor
2.0	3.0	2.0	2.0

## Iron and Blood

PlayStation



Iron and Blood is a much-lauded, really awful fighting game. There's no strategy (we beat the game using a single button), and the play mechanics suck. Fighters get hit, then end up with their backs to an opponent; you hit a walled ring that can hurt you more than the enemy; and the moves are basic. This Blood is contaminated. —Scary Larry

By Acclaim

Graphics	Sound	Control	Fun Factor
2.0	2.0	1.0	2.0

## Samurai Shodown III

PlayStation



You are not ready...for this awful game. Samurai Shodown III is a lousy port of an equally bad Neo-Geo game. The graphics are one-dimensional (and they're missing frames of animation), the moves are slowed down horribly, and the fights aren't over fast enough. This port should never have been made. —Scary Larry

By Sony

Graphics	Sound	Control	Fun Factor
2.0	2.0	1.0	1.0

## Tempest

PlayStation



There's nothing new about this port of the Jaguar game, but, like an old pair of underwear, it's still fun to have around. Although the rockin' techno soundtrack and trippy light show of Tempest 2000 make this game fun, simple graphics and repetitive gameplay bring this name down a notch. Nostalgia gamers, this is a must-buy! —Scary Larry

By Midway

Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	3.0

## Machine Head

PlayStation



Machine Head is a fast, frenetic shooting game that lacks fun. You fly along on a self-guided missile, shooting odd, nondescript enemies such as zombies, spiders, and mosquitoes. Neat explosions and solid sound are hindered by dark backgrounds and awful control. For gunning action, this one works well as a weekend rental. —Scary Larry

By Eden

Graphics	Sound	Control	Fun Factor
4.0	4.0	2.0	3.0

## Tunnel B1

PlayStation



Tunnel B1 is a first-person shooter that looks good, but offers little to do except blow up crates, barrels, and flying ships. Incredible light-sourcing, sharp explosions, and clean graphics define the visuals, while speaker-rodent explosions kick up the sound. Loose controls and minimal action shoot this one down to a weekend rental. —Scary Larry

By Ocean

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	2.0

Just cause he's a joker doesn't  
mean he plays with a full deck.



Ate up to Crystal Dynamics' latest,  
endorphin-based 3D action game.

Your team of fellow speed-mongers includes  
Nikki, Fergus and Sid – an aerobically wizard,  
a slightly twisted jester and his menial puppet-on-a-stick. Wier through unbelievably  
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or raging rhino. Just sit down and get taken for a ride, it's pure racket fuel.



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Soon Available on PC CD-ROM



## Bug Too!

(By Sega)

By Major Mike

\$45.95

Multiple views

Available now

2 players

Action/  
adventure



**PRO TIP:** Checkpoints are life-savers. Be sure to search thoroughly for them.



Humorous scenes between the stages add comic relief.



### Graphics

4.5

Striking visual elements, such as a run down a corkscrew ledge, and hilarious animations like Bug running will provide an entertaining eyeful. The rendered cinematics, however, are grainy.



### Sound

4.5

Cartoony music, aided by excellent sound effects, does the long stages justice. Bug's annoying one-liners (a big distraction in the last game) have been thankfully kept to a minimum.



### Control

4.0

Bug responds well to the simple controls. Making careful jumps to the foreground and background is tricky—you never know exactly where you may land.



**PRO TIP:** Use the float move for long jumps.

**H**ot on the heels of last year's Bug! comes Bug Too! This sequel has some unique elements, but at heart it's the same ol' fun bug with tried-and-true hop-n-bop mechanics.

This Bug has two new moves added to his repertoire: He can run as well as glide. Also new are two playable characters: Superfly (a bug with an Afro) and Maggot Dog (a hopping larva).

The stages are huge, cleverly devised movie sets—a sort of Bug goes to Hollywood—filled with hidden areas, and each ends with a boss character.

The biggest problem with the game is jumping into the foreground or background: It's hard to see where you're jumping and easy to miss your target.

Bug Too! meets the expectations of its predecessor and at

times exceeds them. Fans of the first game will definitely want to check this out, and for all you newcomers, it's a great time to get bugged. **B**



**PRO TIP:** Use your enemies to your advantage; jump on top of them for a super jump.



### Fun Factor

4.5

Huge stages and great graphics are the highlight of this platform game, and the different characters add variety. This is one sequel worth checking out.



Beautiful 3D backgrounds fill Bug Too!'s world.



**PRO TIP:** If the camera is too tight, try walking toward the screen. The camera will zoom out, and you'll get a long shot to see what's around you.

## CAST OF CHARACTERS



Bug



Maggot Dog



Superfly

*There exists a legendary city where your every wish is granted. But wishes have a price. Those who have walked into the magical city wear a special mark on their forehead, and have no memory of who they once were.*

The gateway to this mysterious realm lies in your hometown, the City of Mist. You too wear the mark of a wish-maker. Your past is a blur but your future is set. Lord Gordon, ruler of the City of Mist has ordered you to once again find the entrance to the legendary city, or be killed.

Once you return, you must discover how to keep the magical realm from destroying itself and your homeland as you try to regain your most precious possessions - your memories.



- Discover eerie supernatural worlds of excitement in this 2 CD adventure.
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# SATURN

PREVIEW



## Crusader: No Remorse

(By Origin)

By Alr Hendrix

\$54.95  
Available  
now

Action/  
adventure  
1 player  
15 levels

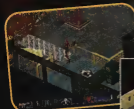
3/4-overhead  
view  
In-game  
saves



# CRUSADER NO REMORSE



**PRO TIP:** Shoot at barrels from a distance to set enemies in the vicinity on fire.



**PRO TIP:** If you find an impassable gap, keep searching for switches. Often a force-field bridge can be activated.



**PRO TIP:** Look for these valves so you can shut off the jets of flame and steam that damage you.



**PRO TIP:** Keep your eyes peeled for those tiny "trip wire" lasers. Crossing their paths invariably sets off brutal traps.



**PRO TIP:** Cameras can also send out spider bombs that sneak up on you—be wary of any suspicious openings in the floor.



**PRO TIP:** Shoot out cameras inadvertently—they sound an alarm that brings the troops running.



**PRO TIP:** Some teleporters kill you instead of transporting you, so always save before you step on one.



**Sound**  
4.0 Despite the enemies' goofy death yelps, the sounds immerse you in the action. Cool effects—like crackling generators and warning klaxons—shine, but the weapon noises are flat.

One of the best PC games is going 32-bit, and Saturn action fiends should load their clips and clean their guns! Crusader: No Remorse's top-notch gameplay overcomes its other imperfections, delivering blistering combat and challenges that test your brains and reflexes.

You play as the Silencer, a soldier-turned-rebel who fights back against a tyrannical government. Long, well-varied missions challenge you to rescue prisoners, recover top-secret data, blow up key targets, and so on. With a huge array of guns, bombs, and mines, the Silencer's more than equipped for the task. He fights with all the right moves, including sidestepping, crouching, ducking, and rolling.

The gameplay sizzles with a perfect blend of combat and exciting challenges, such as defusing traps, seizing control of enemy droids, and more. If you loved Loaded and Project Overkill, snap up Crusader. **B**

**Graphics**  
2.5 Medley backgrounds and choppy animations detract from the intriguing gameplay. Impressive visual effects, such as rolling enemies on fire, help hold your interest.

**Control**  
3.0 Practice with the complex controls rewards you with a useful, deadly means of controlling the Silencer. Connecting with your target, however, remains a tad tricky.

**Fun Factor**  
5.0 Despite some ostensible flaws, Crusader's evocative, in-depth action will utterly addict you. With a little patience, gamers will discover one of the Saturn's best action titles.





The second round of this classic shooter stitches bullet holes across the Saturn in an excellent arcade port. Although the thrills fade too quickly, Virtua Cop 2 still delivers high-octane action.

## Virtua Cop 2

(By Sega)

By Air Hendrix



**PRO TIP:** In light corridors like the subway cars, several enemies often pop up at once, so empty your clip as soon as one appears. You can take out the group without aiming.

Like the original, VC2 locks and loads with three missions. Your standard six-shot revolver's boosted by power-ups that arm you with shotguns, rifles, and so on. The lightgun re-



**PRO TIP:** In the Medium level, target this monitor to uncover a shotgun.



**PRO TIP:** Target the red barrels, and the resulting explosion will take out all enemies behind it.

# Virtua Cop 2

sponds perfectly, but struggling with the slow, finicky joystick ruins the experience.

Graphically, you'll find outstanding backgrounds and fast, smooth action. The excellent polygonal characters add real humor by clutching their wounds. As for sounds, solid effects like the whine of a ricochet keep you engrossed.

VC2's energetic gameplay



**PRO TIP:** In the Advanced level, a machine gun's hiding behind the last light fixture before you depart this area.

challenges your twitch skills with demanding targets. The action's formulaic, but it's a totally addictive, entertaining formula, and it offers innovations like multiple pathways and wild chase scenes. The problem is the game ends far too quickly, and once you memorize the patterns, it becomes routine.

For lightgun fans, VC2's a solid buy. Otherwise, its short-lived but frenzied fun makes for a top Saturn rental. **B**

Virtua Cop 2 by Sega



240 Hz  
\$79.99 with Lightgun  
Available now  
Genre  
2 players

3 levels  
First person view  
Challenge Adjustable  
Replay value: Low  
ESRB rating: Teen

# SATURN

PREVIEW

## Area 51

(By Midway Home Entertainment)

By Air Hendrix



Good thing Area 51 exists after all: This game doesn't sport the high-tech glitter of Virtua Cop 2, but it still delivers action-packed gameplay that'll grease your lightgun with sweat.

Set in a top-secret government base, Area 51 charges you with eradicating an alien invasion. You pack more than enough heat for the one long mission, and beaucoupp power-ups set you up with shotguns, machine guns, and grenades. Controlwise, aiming with the lightgun can be a tough tricky until you get the feel, but the joystick works remarkably well.

Area 51 keeps up a pace even more frenzied than Virtua Cop 2's, challenging you with mobs



**PRO TIP:** Enter this secret area just inside the hangar by shooting the blue light to the left of the red truck and the two blue lights to its right.

of aliens and entertaining you with tons more power-ups and secret areas. Like VC2, though, a few play-throughs engrain the patterns on your brain, and from there, the raucous excitement fades fast.

The grainy illustrated graphics underuse the Saturn's abil-



**PRO TIP:** Shoot the paintings in the office corridors—they all contain a power-up.

ties, but the chunky gore that accompanies every shot adds to the fun. Repetitive sounds will also disappoint gamers.

Area 51's sizzling action easily overcomes its sizable flaws. It's a must for diehard shooters and a superb rental for everyone else. **B**



**PRO TIP:** Unlock this secret area just after you jump out of the helicopter by shooting the Exit sign and the ceiling lights around it when you spot the first purple alien.



**PRO TIP:** Blast apart this blue light for a crucial power-up.

Area 51



240 Hz  
Available now  
Shooter  
2 players

First person view  
Challenge Adjustable  
Replay value: Low  
ESRB rating: Mature

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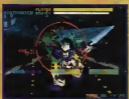
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## Virtual On Cyber Troopers

By The Rookie



**PRO TIP:** To best attack *Vr Dorkas*, keep the fight in close and use your two center weapons to score big-time damage.

## Virtual On Cyber Troopers

siles and bombs. While mastering the controls takes some time, they soon become second nature.

Unfortunately, the graphics could have been sharper. The polygons are ill-defined when opponents get close, making it difficult to see who's hitting who. The explosions are 16-bit, and the replays look choppy.

The sound effects and music also scream 16-bit with weak explosions and a sound-

track that seems borrowed from *Teenage Mutant Ninja Turtles*. The voice-overs are so tinny they sound like someone just got kicked in the Virtual... well you know.

Virtual On is good fighting fun without having to learn a host of moves. Try it as a rental first to see if it satisfies your thirst for fast action. **B**



**PRO TIP:** If your *Virtualoid* gets burned around, simply press the jump button to face your opponent and fire away.

Virtual On Cyber Troopers by Sega			
Breakers	Beard	Control	Fun Factor
2.0	3.0	3.0	4.0

Price not available  
Available now  
Fighting  
2 players  
Replay view

Challenge Adjustable  
Replay view: Yes  
ESRB rating: Kids  
to Adults



**PRO TIP:** Dash and fire at your opponent to score quick hits without taking much damage.



**PRO TIP:** Hide behind the battlefield structures, then pop out to deliver some serious hurt.

## Batman Forever: The Arcade Game

By The Rookie

Swopping down on the denizens of Gotham City comes *Batman Forever: The Arcade Game*. Unfortunately, the tiresome action drives you batty with uninspired 2D graphics.

Suit up as Batman or Robin, or fight with a friend, to do some dynamic-duo damage in nonstop, Final Fight-style action. The responsive controls allow for fast fists to score multiple hits in a simple combo system. Bat-related items such as *Batarangs*, *Batbolos*, and grappling hooks are here as well.

Graphically, the game resembles the scarred side of *Two-Face*: Blocky, pixelated characters become an eyesore, while the backgrounds are flat and the colors are bland.

The sounds, which range from cool punching effects to annoying grunts, groans, and death screams, round out the game, along with cool music samples from the movie. But the occasional congo-esque tune makes you reach for the mute button.

Batman Forever: The Arcade Game By Acclaim			
Breakers	Beard	Control	Fun Factor
2.0	2.0	4.0	3.0

Price not available  
Available now  
2 players  
Replay view

Challenge Adjustable  
Replay view: Low  
ESRB rating: Kids  
to Adults



**PRO TIP:** Don't get stuck in the middle of a bunch of goons, 'cause once they start to pop, they won't stop.

Old-school, side-scrolling fighting fun can't last forever and neither will this *Batman*. Fans of either element, however, should give this one a turn as a rental. **B**



**PRO TIP:** Move back and forth across the screen to avoid *Sugar* and *Spice*, then assault them with jump kicks.



**PRO TIP:** Use kick combos to fend off the thugs while throwing *Super Batarangs* to take out the helicopter boss.



**PRO TIP:** Maneuver behind *Grosser* and *Zapper*, then use combos to take them out.

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PSYGNOSIS



A rotund corporate symbol who made a 16-bit name for himself makes a splashy Saturn debut, however, this movie-themed game gets mixed reviews.

As Spot, you jump and shoot your way past simple enemies in a variety of movie settings, including a pirate ship. Unfortunately, clumsy controls severely lower the Fun Factor. What should be easy, fun gameplay is made frustratingly tough by the awkward angled-overhead view. Enemies are hard to target, and jumps are hard to make with any con-

### Spot Goes to Hollywood

(By Virgin Interactive)

By Doctor Devon



**PRO TIP:** In *Swashbuckling Spot*, stand back from barrels as you blow them up. They may have attacking enemies inside.



sistency or precision.

The impressive graphics and terrific sounds almost compensate for the discouraging gameplay. Entertaining cut scenes and detailed backgrounds give this game a glitzy graphic sheen. Even better is the wonderful music straight out of big budget Hollywood movies. The rich sound effects create a detailed sonic background for the action.

It's a shame the charming graphics and sounds are left high and dry by the spotty gameplay. Spot had potential, but ultimately he's not that cool. **C**



**PRO TIP:** In *Rats in the Belly*, wait until the touchbacks take turns jumping so you'll know how far up you can climb.



**PRO TIP:** In *Cursed Temple*, don't touch the vertical shafts of light or you'll invite a rain of arrows.



**PRO TIP:** In *Minecart Madness*, shoot the Ganger signs instead of trying to jump them.

Spot Goes to Hollywood			
By Virgin Interactive			
Graphics	Sound	Control	Fun Factor
3.0	3.5	3.0	3.0

ESRB: K  
Available now  
Action/Adventure  
1 player  
30 levels

Angled overhead view  
Challenges: Intermediate  
Review: Mike Maloney  
ESRB rating: Kids  
In: N64

## SATURN



### Crime Wave

(By Edin Interactive)

By Coach Kyle



**PRO TIP:** When pursuing bad guys, drive along fences and long buildings to find shortcuts across town.



**PRO TIP:** Don't hesitate to destroy innocent cars if it means you can nail the target as the timer runs down.



**PRO TIP:** Often you need to wait for new targets to appear; use that time to go off-road to learn each zone.



**PRO TIP:** When your red targeting arrow starts flashing, open fire, even if you can't see the target yet.

Crime Wave is an average driving/shooting game that's neither varied enough nor thrilling enough to offer great play.

As a bounty hunter chasing and destroying escaping cars, you drive eight armed vehicles themed to eight environments. You also get penalized for nailing innocent traffic.

Unfortunately, you hit lots of obstacles and miss lots of targets, thanks to overly sensitive controls that send your vehicle all over the road. Driving through traffic while aiming your guns usually results in unwanted mayhem.

The sounds and graphics are uneven. The detailed backgrounds are tempered by the ever-rotating overhead camera that turns whenever you go around a corner. The routine sound effects need voices or percussive explosions to add excitement. The jazzy music sounds like it's from a swingin' TV-cop show.

Even if you do play long enough to master the controls, Crime Wave never swells to high-octane fun. **C-**

Crime Wave by Edin Interactive			
Graphics	Sound	Control	Fun Factor
2.5	3.0	2.0	2.0

ESRB: K  
Available now  
Action/Shooting  
2 players  
7 zones

Overhead view  
Challenges: Intermediate  
Review: Mike Maloney  
ESRB rating: Kids  
In: N64

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# THE 16-BIT GAMER'S SURVIVAL GUIDE

**SNES** **Preview**



**By The Gam Nut**

A redoubtable translation of the arcade fighting game, *Street Fighter Alpha 2*

shows the Super NES still has some life left.

All the arcade's custom combos, special moves, and super moves are intact, which makes for intense gameplay—though slowdown distracts you when you're doing a custom combo or super move.

The characters are detailed, but the backgrounds lack animation (the bikes are choppy in Chun-Li's stage), and some are missing elements completely (like the spectators in Birdie's stage). The sound is awful: Effects are tinny, vocals drop off the audio track completely, and it takes the announcer forever to say the round number and "Fight!" The muted music sounds 8-bit all the way.

The SF games are renowned for gameplay, and this version of SFA2 holds up beautifully. The moves are a snap to execute, thanks to responsive controls. The only drawback is that the

fighters are slow, even on the the game's fastest turbo setting.

Flaws aside, SFA2 is a good fighting game that remains (for the most part) faithful to its arcade counterpart. **C**



**PRO TIP:** To play as Chun-Li as she appeared in *Super Street Fighter II Turbo*, put the cursor on Chun-Li, press and hold Start for five seconds, then press any button.



**PRO TIP:** For extra hits, use Akuma's Air Fireball whenever he jumps.

**Street Fighter Alpha 2 by Nintendo**

Snatches	Sound	Control	Fun Factor
2.0	2.5	4.5	4.5

145 BB  
Maps not available  
Available now  
Auto-achievement  
2 player

Fighting  
Challenge Adjustable  
Replay rate: High  
ESRB rating: Teen

**SNES** **Preview**



**By Coach Kyle**

The Prince is back solving puzzles, leaping chasms, swordfighting, and dodging traps, all to save the princess from



**PRO TIP:** Let yourself down by your hands whenever you can.

**Prince of Persia 2 by Titus**

Snatches	Sound	Control	Fun Factor
2.0	2.0	4.0	4.0

104 BB  
Maps not available  
Available now  
Auto-achievement  
1 player  
12 levels

Side view  
Challenge: Advanced  
Replay rate: High  
ESRB rating: Kids to Adults



**PRO TIP:** Keep running after you cross the bridge or you won't make the leap onto the ship.

Jaffar. But in *Prince of Persia 2*, someone turned on the lights!

The graphics are livelier with well-lit, detailed dungeons and outdoor scenes. Unfortunately, the characters are outlined in retro black and are fairly small. The music is still eerie, but this game could use more demonstrative sound effects.

A tough thinking-gamer's game, POP2 is a decent adventure. **C**

**SNES** **Preview**



**By Captain Squideo**

*Incantation* is okay for beginners, but veterans should look elsewhere for good platform action.

As a magician's apprentice, you explore forests, caves, and swamps for spells and gold while avoiding easy enemies. The traps are basic; the bosses big, slow lugs. The one-button control is too reminiscent of 8-bit games.



**PRO TIP:** Shoot the spheres the Stage One boss throws, then run toward him so he jumps over you.



**PRO TIP:** Nail the Stage Three boss as you dodge the rocks he drops on you.

The sound effects and weak music add little, and the graphics are cartoony. We need new 16-bit titles, but *Incantation* isn't one you'll remember long. **C**

**Incantation by Titus**

Snatches	Sound	Control	Fun Factor
2.0	1.0	2.0	2.0

104 BB  
Maps not available  
Available now  
Auto-achievement  
1 player  
12 levels

Side view  
Challenge: Beginner  
Replay rate: Low  
ESRB rating: Kids to Adults



# THE 16-BIT GAMER'S SURVIVAL GUIDE

Genesis **Preview**

## WILLIAMS ARCADE'S Greatest Hits

By Captain Cameron

Rebirths of old arcade games are the rage. Unlike Namco's Museum games, Williams Arcade's Greatest Hits adds nothing new to these average '80s games.

Of the classics here—Defender, Defender II, Joust, Robotron, and StarStar—Robotron comes off best with its swarming enemies that create genuine suspense.

In all the games, the graphics are simple and the sounds add little. The controls are hit-and-miss, especially in Defender where there's lots to do but your shots and warps are often ineffective.

Old games have their place in history, but not in 1997. "Old" doesn't always equal "classic." **B-**



**PRO TIP:** In *Defender*, save your smart bombs for lots of swarming enemies.



**PRO TIP:** In *Robotron*, quickly grab the hostages, then obliterate the robots.

Williams Arcade's Greatest Hits By Williams			
Graphics	Sound	Control	Fun Factor
3.0	2.0	2.0	2.0
Price not available	3 games	Challenge: Adjustable	Play by rules: Medium
4 traps	Available now	ESRB rating: Kids to Adults	ESRB rating: Kids to Adults
Arcade compilation	2 players		

Super NES **Preview**

## War 3010: The Revolution

By Scary Larry

Second-rate graphics and sounds may make War 3010: The Revolution seem hokey compared to other battle sims, but this game is really complex. You must command a spaceship fleet, take over the enemy's craft, and build space stations.

While your mind's challenged, your eyes will tire from the non-descript starfield. Even the ship-to-ship battles are static and dull.

Cheesy sounds and bland music also stymie this game. Add in the endless menus (with no explanations to most icons, so you must read the manual), and you'll find yourself wishing the Revolution would end. **D-**



**PRO TIP:** Move your attackers to the enemy's rear to engage it from behind and to close escape routes.



**PRO TIP:** Watch your enemy's shield levels. If the hit you deal is less powerful than the hit you take, fly to the nearest repair pod.

War 3010: The Revolution By Advanced Productions, Inc.			
Graphics	Sound	Control	Fun Factor
1.0	1.0	1.0	1.0
Price not available	Challenge: Adjustable	Play by rules: Medium	ESRB rating: Kids to Adults
18 maps	Available now	ESRB rating: Kids to Adults	ESRB rating: Kids to Adults
ESRB rating: Kids to Adults	1 player		

## 16-BIT HALL OF FAME

### You Gotta Have These!

Last September, the Hall of Fame directors (that's us) asked you to vote for the best 16-bit role-playing game of all time. This request drew the most votes among readers, resulting in one of the most spirited competitions the Hall of Fame has ever had.

Interestingly, SNES games took the top three positions, and scored six of the top ten. Here are your top ten RPGs, listed in order of popularity:

1. Chrono Trigger (Super NES)
2. Final Fantasy 3 (Super NES)
3. Final Fantasy 2 (Super NES)
4. Phantasy Star 4 (Genesis)
5. Super Mario RPG (Super NES)
6. Phantasy Star 2 (Genesis)
7. Secret of Mana (Super NES)
8. Shadowrun (Super NES)
9. Shining Force II (Genesis)
10. Landstalker (Genesis)



*Chrono Trigger* was the clear-cut winner among 16-bit RPGs....



...while *Phantasy Star 4* was the top Genesis RPG.

Now that the holiday season has come and gone, 16-bit owners have to face a sad reality: The recent flood of new 16-bit games is about to slow to a trickle. Pre-Christmas releases included Donkey Kong 3 and Ultimate MK3 for the SNES, and Vectorman 2, Sonic 3D Blast, and Ultimate MK3 for the Genesis. By contrast, post-Christmas releases include...four games, and of these, two are reissues of old classics.

If you haven't played two of the big Super Star Wars games yet, here's your chance: Super Return of the Jedi and Super Empire Strikes Back are being re-released by T•HQ in time for the re-released movies.

Here are all the SNES and Genesis releases scheduled for late January and February:

- Maul Mallard in Cold Shadow by Disney Interactive (Super NES)
- Super Empire Strikes Back by T•HQ (Super NES)
- Super Return of the Jedi by T•HQ (Super NES)
- X-Women by Sega (Genesis)



The ducky detective Maul Mallard should start sleuthing on the SNES this month.

# SPORTS PAGES

## GameDay '97 Goes Long—and Scores!



### NFL GameDay '97

By Scary "Hat-Hat" Larry

PlayStation

Pat...hey, football fans and gridiron gurus, GameDay '97 is finally here, and guess what? GameDay '97 comes straight up the middle with championship gameplay and tons of outstanding new features.

#### Tendons, Anyone?

Much like last year's version, Game Day '97 offers solid gameplay and the standard 30 NFL teams. But as you play (and read the manual,



**PRO TIP:** Timing the jump (press  $\Delta$ ) when receiving is the key to making incredible catches.

which is extremely helpful), you realize that this ain't your daddy's football game. GameDay '97's controls shine with a bevy of new offensive and defensive moves, including the ability to overthrow passes when the receiver is blanketed, strip balls, or catch passes with one hand. Once a play has started, you can even read the coverage and change the receiver's route.

When the game goes head-to-head on options, GameDay goes long and comes up with the ball. Take that, Madden!

GameDay's strength is the realistic gameplay, which delivers the hardest hits and most authentic action available in a football game. The A.I. actually diagnoses your moves on offense and defense. In fact, you can set the A.I. level, which gives GameDay great replay value.

#### Smells Like Team Spirit

Realistically, the game defends well against Madden. The players move graphically, although they're grainy and slightly pixelated in close-ups.

While the moves are fun to watch, the peripheral graphics (scoreboards, crowd, and stadium) are barely worth noticing.

The sound remains a mixed bag. That annoying riff from "We Will Rock You" has returned, but the PA announcer is on the money.

#### Blockbuster Champ Shane Talks Football



"GameDay '97's a more honest game than Madden '97. In GameDay, it's harder to intercept, but it's easier to defend against the pass. It still looks a lot like the old GameDay. Also, this game seems a lot faster, and there are real numbers on the jerseys."

#### NFL GameDay '97 Tips



**PRO TIP:** Mixing runs and passes is also a key to winning. On plays like the Sweep, keep your eye open for lanes in between the defender on the far right and the middle of the back.



**PRO TIP:** On defense, choose the lineman to the immediate right or left of the center. Weave him inside at the snap and try to nail the quarterback for a loss.



**PRO TIP:** When running, try to stay behind your blocker. Hardle (press  $\Delta$ ) tacklers who get past your lead block.



**PRO TIP:** Occasionally vary from normal strategy by using high-risk passing patterns like the HB Option to fool the A.I. Otherwise, you'll be read like a playbook.

#### It's in This Game

If you're making your very first football purchase, GameDay '97 is the team to bet on. For those who purchased Madden early and were hoping for more, get out the greenbacks and line up for GameDay. It scores—big time!  $\square$

#### Correction

Because of an editing error, the graphics were incorrectly described in our review of NCAA GameBreaker (see "Sports Pages," November '96). The last sentence of the 14th paragraph should have read: "You can also play in varied weather conditions, leading to a small graphical quibble—players get puddly in degrees, not all in one shot." GamePro regrets the error.

**NFL GameDay '97** by Scary

Developer	Genre	Control	Fun Factor

Price not available  
Available on  
Football  
4 players  
Multiple discs

Character Adjustable  
Rating value: High  
ESRB rating: KM  
to Adults

# NBA Hangtime Buries the Rock on the N64



## NBA Hangtime

By Air Hendrix

Nintendo 64

Midway continues to keep sports gaming alive on the N64 with this stellar arcade port of the third edition of NBA Jam. Like Wayne Gretzky's 3D Hockey before it, Hangtime's rowdy two-on-two games are light on realism but heavy on unabashedly fun, addictive action.



### High Flyin'

Hangtime's courts are packed with a strong lineup of NBA players—five choices per team, including top rookies. Beyond the usual shoves, steals, turbo, and the like, you'll also find leaning shots, double dunks, spins, and alley-oops. Dropping three buckets in a row sets your player on fire, while three successive alley-oops or double dunks ignite your whole team with unlimited turbo.

Of course, Hangtime jams in more secrets than you can count, including a blacktop court on top of a skyscraper. But one of the coolest features is the create-a-player mode, which enables you to set your player's skills, face, uniform, and



**PRO TIP:** Always get up and under an incoming shot to go for the block.

**PRO TIP:** If your CPU player gets on fire, keep feeding him the ball and take lots of outside shots. You can even orientate your goal-tend to keep him on fire.



more. As you play through the game, your stats accumulate, and victories earn you more and more skill points, which improve your shooting, blocking, and so on.

You control your player with the directional pad or joystick, but the stick's too jittery to stay with. Otherwise, the game asks little of the controls, and they respond just fine.

### Rim Rockin'

The visuals shine with smoothly moving, well-detailed players and courts. You'll recognize the players' real-life faces, though they look a tad pasted on. Reflections along the floor add nice realism, too.

On the sound side, Hangtime craps with hip-hop music and solid effects. The clear announcer poses the action well, but he's not as lively and original as the first Jam incarnation.

### Dunkfest!

Jam-style hoops is nothing new, but Hangtime does it with enough flash and freshness to keep you happily dunkin' like a fool. The multiplayer action's particularly awesome. Hardcore b-ball sim fans won't find the depth they're looking for, but a few games will leave you jonesin' for more of those wild double dunks and alley-oops. **B**

## NBA Hangtime Tips



**PRO TIP:** Hang out in your end of the court until you draw coverage, then pop up to your man at the net for three-day points.



**PRO TIP:** Follow your shot to—if it misses, you'll have a better chance at the tip or rebound.



**PRO TIP:** Use the spin move to roll through light spots.



**PRO TIP:** If you're getting pressured at the net, head outside and pass back in for an alley-oop.

NBA Hangtime			
By Midway Home Entertainment			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0
Price not available	Save view	Challenge	Adjustable
90 mins	Analysis view	On/Off	High
Available now	Analysis mode	10M	10 Min
4 players	Instantial		



## Andretti Racing

By Johnny Balgovan

### Saturn

Andretti cruises into the winner's circle with a championship combination of top-notch, high-performance gameplay and fabulous features. Although it's a minor trade down from the PlayStation version, it's still the best racing game to ride onto the Saturn this year.

### Mario Mania

Andretti's fueled with the high-octane options grease monkeys go ape over. One or two players can ride on 16 of the world's toughest tracks in either the stock- or Indy-car circuit. Features include Exhibition races and Season mode, where you accumulate points and sponsors with victories.

You can manipulate your car's setup by selecting soft or hard tires, adjusting the down-force pressure on your front and rear end, and changing your gear ratio to match the number of turns on the track. When it comes to racing, quick and responsive control allows you to cut corners and speed around troublesome turns at over 100 mph.

### Andretti Racing Tips



**PRO TIP:** When racing stock cars, slam your opponents into the walls every chance you get. It's the dirty way to win, but who cares?



**PRO TIP:** The best way to handle turns is to hold down the gas and press the brake at the same time.



**PRO TIP:** The Indy cars are more fragile than the stock cars, so contact should be avoided if you want to last the entire race.

**Andretti Racing by EA Sports**

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.0

\$49.95  
Available now  
Rating: 2 players  
Multiple views

Challenge: Intermediate  
Playstyle: High  
ESRB rating: Kids to Adults



## Daytona USA Championship Circuit Edition

By Johnny Balgovan

### Saturn

Daytona accelerates out of the starting line, baring rubber with its stylish look, fast action, and hairpin turns. But its shortage of tracks and racing features slows down the game significantly enough for Andretti to zoom past it at the checkered flag to capture the Saturn racing championship.

### Ravenous Racing

Racing fans have the option to compete in Arcade mode, Time Attack, or Two Player Battle via a split screen. Daytona offers five challenging tracks and eight high-powered road machines, each with different rankings in maximum speed, acceleration, and grip. But when compared to the 16 authentic roadways in Andretti, having only five tracks is a serious drawback to drivers trying to choose between the games.

Steering your speedster is difficult at times, but Sega includes an option to tighten or loosen the control according to your liking.

### Daytona CCE Tips



**PRO TIP:** It takes less time to slam on the brakes and crawl around turns than it does to recover from a crash.



**PRO TIP:** When you see cars coming up behind you, cut them off—even slam them into a wall if you have to—but don't let them pass.



**PRO TIP:** It's a good idea to race the Time Trial before you attack the Arcade circuit. You'll get a feel not only for your car but for the turns and obstacles in the tracks.

**Daytona USA Championship Circuit Edition by Sega Sports**

Graphics	Sound	Control	Fun Factor
3.5	4.0	4.0	4.0

\$49.95  
Available now  
Rating: 2 players  
Multiple views

Challenge: Intermediate  
Playstyle: High  
ESRB rating: Kids to Adults

Graphically, Daytona bursts ahead of its competition with top-of-the-line details like dented cars and visible sponsors on hoods, trunks, and rooftops. The only gas guzzler is the sometimes slow redraw that makes it frustrating to see the approaching turns.

The musical tracks' drum beats and techno swing are a perfect complement to the bump-and-grind fender-bending races, but the muffled voice from the pits is often difficult to understand.

### Second-Place Finish

Overall, Sega delivers a solid sequel. Unfortunately it arrives in stores about the same time as Andretti, and in comparison, it just doesn't give you the same mileage for your money. **C-**

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#1

NCAA  
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## NBA In The Zone 2

By Johnny Holzman

PlayStation

NBA In The Zone 2 leaps at the rim with cool animations and showtime dunks, appearing at first glance to be a possible title contender. But by the final buzzer, its lack of depth dooms it to the sidelines with the rest of the middle-of-the-pack basketball games.

### Been There, Dunked That

Zone's uninspired lineup of new features, including season games, substitutions, stamina, and player creation, are all standard in other games. Every NBA team is selectable, along with most of the superstars; realistic gameplay and strategy, however, are left out. In The Zone 2 is like a five-on-five version of NBA Jam: All you do is dunk and shoot three-pointers the entire game. The only play you can run is the Post, and when you control the ball, you have to manually move your teammates or they just stand around watching you dribble.

In The Zone 2 does offer super slams and the

most recognizable player animations, like Rodman snatching a rebound with his legs spread and Kemp swinging on the rim after a monster tip-slam. Soundwise, the crowd, buzzer, and ball all ring authentic, but the repetitive play-by-play announcer misses a lot of calls.

### All That Glitters...

Despite its impressive look, In The Zone 2 fails to live up to all its hoopla. Basketball fans should rent it for a weekend to check out some of the dunks, but if you're searching for something with more stamina, Live '97 is the only game in town. **C**

NBA In The Zone 2 By Keyword			
Graphics	Sound	Control	Fun Factor
4.5	4.0	2.5	2.5
Price not available		Multiple views	
Available now		Challenge Adjustable	
Football		Rating value: Medium	
2 players		ESR rating: Kids to Adults	

NBA In The Zone 2 Tips



**PRO TIP:** After a questionable shot, run toward the rim and jump to follow with a tip-slam.



**PRO TIP:** Pump-fake to draw defenders into the air, then fire away at the basket when they're on their way down.



**PRO TIP:** Check the player stats to see who's your best three-point shooter, then constantly feed him the ball to run up the score.



## NFL '97

By Air Hendrix

Saturn

Sega scored well on the Genesis with the Prime Time series, and now it's finally ready for Saturn action... minus the Deion sponsorship. Despite some impressive features, NFL '97 fumbles up and down the field with lackluster gameplay and feeble graphics and sounds.

### Prime Time Flop

NFL kicks off in Exhibition, Season, and Practice modes with all the pro players and teams. There are no historical greats or real-life stadiums, but you can make trades, customize the playing conditions and penalties, and pick from five generic stadiums.

Previously found only in PC football games, the play editor is the

standout feature of NFL. You can create an offensive playbook of running or passing plays, choosing each player's pattern from a predetermined selection. While you can't create just any wacky play that comes to mind, the freedom to draw up your own playbook is way cool.

But that's the lone highlight of NFL '97. The frustrating controls fizzle with only a speed burst, spin, jump, and dive at your command, while the confusing approach when passing and kicking only interferes with tight action.

Although you'll find player numbers on the jerseys, the lame graphics choke with stilted animations, quirky cameras, and poorly rendered players. The terrible sounds fare even worse, setting a new low with a garbled announcer and awful onfield effects.

NFL '97 by Sega Sports			
Graphics	Sound	Control	Fun Factor
2.5	1.5	2.5	2.0
\$49.95	Multiple views		
Available now	Challenge Adjustable		
Football	Rating value: Medium		
2 players (with adapter)	ESR rating: Kids to Adults		

NFL '97 Tips			
	<b>PRO TIP:</b> If you're controlling a top QB like Young and the play falls apart, hold down the Speed button and go for the run.	<b>PRO TIP:</b> On defense, start out controlling one of the linemen to cover any running plays, then switch to a defensive back as soon as the ball's thrown to cover the pass.	A first in console football, the play editor enables you to create and save your own plays from a preset array of choices.

**Thrown Away**  
NFL takes a decent crack at football gameplay, but with so many serious flaws, the game's just no fun to play. The Saturn's already rumbling with the solid action of Madden '97, so stay far away from this substandard field. **C**

## NHL '97

By Air Hendrix

## Saturn

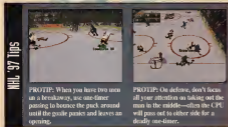
Hot on the skates of its PlayStation predecessor, NHL '97 rockets onto the Saturn risk. Although the graphics don't shine as brightly as they did on the PlayStation, the game's addictive action will keep you lighting up veins like Lindros.

## Saturn All-Stars

As always, EA delivers the right moves and features. Faceoffs go down in Exhibition, Season, Playoff, and Shootout modes with all the pro teams and players, two All-Star teams, fighting, trades, and player creation. On the stick, you'll find one-timers, drop passes, quick stops, spins, two checks, holds, and special moves for each team's star players.

This all makes for a fierce round of hockey with all the board-breaking, high-scoring action that made the NHL series famous. Still, more strategy-oriented gamers may stick with NHL Powerplay '96, which isn't as rowdy but lets you tune your offensive and defensive strategies, and also provides more line-change variations.

On the control side, NHL's extensive lineup of moves fires off without a hitch. However, the quirky stick handling and skating feel odd at first, and the finicky player switching and goalie control also cause trouble. With practice, though, NHL's unique style settles in.



NHL '97 Tips

**PRO TIP:** When you have two men on a breakaway, use one-timer passing to bounce the puck around until the goalie panics and leaves an opening.

**PRO TIP:** On defense, don't focus all your attention on taking out the man in the middle—often the CPU will pass out to either side for a deadly one-timer.



**PRO TIP:** One of the best ways to score is cutting across the crease and flipping in a backhand wrist shot. But don't get too close to the goalie, or he'll flatten you.

## Power Play

Powerplay '96 still holds the Saturn cup for graphics. Unlike the PlayStation version, NHL's visuals suffer from a fuzziness that interferes with the well-detailed polygonal players. It's still a solid outing, but details like the underwhelming rinks could have been done better.

A clear announcer calls the penalties and goals, and good on-gam music keeps the energy levels high. The on-ice sound effects work fine but lack inspiration.

Powerplay's strategy and strong graphics have a lot of appeal, renting both it and NHL to make your own call is a fine idea. But NHL's gripping gameplay and excellent features will win the hearts of most Saturn hockey fans. **B**

NHL '97 by EA Sports			
Graphics	Sound	Control	Fun Factor
 4.0	 4.0	 4.0	 4.0
200-30	5 Voices	Chaiage	Adjustable
Available now	Hockey	Play on either High	ESPN rating: Kids to Adults
8 players (with adapter)			



## NBA Hangtime

By Air Hendrix

## Genesis

If you haven't jammed in a while, NBA Hangtime hits the court with fresh features that'll addict you all over again.

The benches are loaded with a large selection of top NBA players (excluding a few superstars like Shaq), so you can choose your squad from five-man rosters. Beyond the usual turbo, dunk, pass, shove, and steal moves, you'll also find rowdy moves like double dunks, alley-oops, spins, and fadeaways.

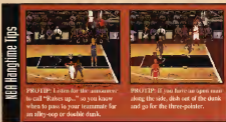
The excellent create-a-player option lets you put your name in lights, while the responsive, undemanding controls stand by your side throughout.

As far as graphics go, colorful, realistic sprites and

courts deliver snazzy hoops action. The sounds, however, fall flat on their face with a lousy announcer and flat on-court effects.

Hangtime's gameplay doesn't deviate from the clichéd Jam formula, so if you're looking for real-life hoops, NBA Live '97 holds top honors. However, Hangtime's formula is unquestionably a blast, supplying enough cool features to deserve some game time. **B**

NBA Hangtime			
Graphics	Sound	Control	Fun Factor
 4.0	 3.0	 4.0	 4.0
True 3D graphics	24 songs	Challenge	Adjustable
Available now	Fantasy basketball	ESPN rating: Kids to Adults	
4 players			



NBA Hangtime Tips

**PRO TIP:** Listen for the announcer to call "Raises up," so you know when to pass to your teammate for an alley-oop or double dunk.

**PRO TIP:** If you have an open man along the side, dish out of the dunk and go for the three-pointer.



## NBA Shoot Out '97

PlayStation

By Johnny Holgame



Last season's MVP returns to the hoop-in-up hardwood, trying to reclaim the title of best all-around basketball game from this year's early fruit-ripening sensation, Live '97.

Developed and published  
by Sony  
Available March

50% COMPLETE

## Dexes &amp; Dunks



New this year, players can now dribble the ball behind their backs and between their legs. You can burst by defenders using turbo, then fly through the air and deliver a bullet jump-pass to Penny, cutting to the hole for two to the Hard-way. There are seven types of dunks, including alley-oops and windmills, as well as authentic NBA plays like the Box, Inside Triangle, and Hi-Lo Post. You can call for a double team, crash the boards, and set your defense to a full- or half-court press. Topping it all off is icon passing, which Sony hopes will revolutionize the hoops dish game the same way it did for hockey in Faceoff '97.



## NBA SHOOT OUT '97



## Features



The second round of Sony's top-notch hoopfest, Shoot Out '97 scores with a bench full of features that'll elate even the most diehard basketball fan. All 29 NBA teams are selectable, and the game includes all the new uniforms and up-to-date rosters. Ballers can trade and create players, sign free agents, and play in a multitude of modes from Exhibition games to Full Season and the NBA Finals. There are also individual player stats, league leaders, season awards, seven camera angles, and three difficulty levels.





## FIFA Soccer '97

Nintendo 64

By Air Henders



With such an auspicious lineage of top-notch soccer action behind it, FIFA's sure to provide welcome relief to sports-starved N64 gamers.



Developed and published  
by EA Sports  
Available March

50% COMPLETE

## Graphics &amp; Sounds



Even though all these pix are from the Japanese version of FIFA, the graphics already seem headed for a solid outing. EA plans to tune the overall visual look to more closely match the customary FIFA look in the U.S., and every player will wear a color-correct, real-life uniform. As for sounds, the N64 doesn't support all the rich play-by-play and crowd noise that you'll find on CD versions of the game, but EA says that using onscreen text to announce player names will enable the game to be as current as possible in assembling the rosters.



# FIFA

## SOCCER 97

## Features



FIFA's primed for "football" fury. Up to four players can hit the field with more than 200 FIFA-licensed teams in three outdoor stadiums. The usual array of strategy options enables you to run formations from the sweeper to all-out offense, though there's no word yet on whether indoor action will make this version. On the control side, strikers can bust out rainbow kicks, bicycle kicks, headers, diving headers, several tackles, and flying volleys. FIFA supports both the directional pad and the joystick, but EA reports that the stick will provide finer control over player momentum and aftertouch on the ball.

# ROLE-PLAYER'S REALM

THE MONTHLY GUIDE TO THE WORLD OF ROLE-PLAYING GAMES • FEBRUARY '97

## DRAGON FORCE

By Sir Scary Larry

Hankerin' for some strategy-oriented role-playing that involves conquering kingdoms, directing armies, and forging alliances? Dragon Force delivers that and more, making it the funniest, most entertaining RPG for the Saturn to date.

### It Takes a Pillage

Dragon Force has a lot to live up to, coming from Working Designs, the company that brought us Lunar, Lunar II, and Iron Storm. The game is filled with the usual WD irreverent humor (characters ask you if your troop has drug testing) and fast, almost arcade-style gameplay. But don't underestimate Dragon Force: It's still a complex, detail-oriented RPG.

You control one of eight kingdoms in the land of Leg-



**PROTIP:** Retreating can work significantly to your advantage. If you wipe out an enemy's troops, then are challenged to a duel, you're given the option to retreat. If you're low on health, retreat, then send a more powerful general to clean up.

endra that are warring with an evil, ancient god Madruk. You manage your kingdoms by appointing generals, who govern armies of diverse warriors such as mages, archers, and beasts. During the course of the battles you also capture other generals who may or may not be persuaded to join your cause.



**PROTIP:** Always Search when you storm a new castle. Often you'll find thieves, items, and artifacts. After searching, Fortify the castle to prevent take-over by weak monarchs.

### Creeping With The Enemy

The action takes place in two venues—in a hokey overhead map à la Ogre Battle, where you have to watch as your army slowly marches from castle to castle, and in a side-view battle scene, where you strategically direct troops in the art of war and are able to advance, retreat, surround foes, wait, or rush the enemy.

While the menus are fairly easy to use, you'll hit a few snags trying to figure out functions like Awards, Appointments, Assigning Captives, and so on. A thorough read of the manual is a must.

### Medieval Graphics

The graphics are the weak spot. Ranging from stiff and unimaginative in the map mode, to chunky and pixelated in the fighting scenes. The only exceptions are the fantastic, anime-style cut scenes.

The game's music is a joy with heroic marches and enchanting, hypnotic snippets throughout. The sound effects



**PROTIP:** A good choice for starting out is Palomoon Kingdom. If you progress west, you'll eventually join forces with Wain, the ruler of Highland, and before you know it, you'll be managing dozens of castles.



**PROTIP:** Always pay attention to the Level Meter of your opponents. A Level Three army often lurks innocently amidst the Level One armies.

are adequate, but what's really missing are some voice-overs.

### Use the Force

With its combination of humor and melee-rich, bloodthirsty battles (kind of like Braveheart for the Saturn), you'll find yourself forgiving the poor graphics and caring more about the strategy in Dragon Force. As far as RPGs go, it's a Force to be reckoned with. **B**



**PROTIP:** The way you apportion Awards makes a difference to your army's morale, and thus to their strength. A high-level cavalry, for instance, may be at Level Three—the award takes them up a level, making them significantly more powerful.



**PROTIP:** A good battle tactic is to choose Offense, then Advance. This leaves some warriors guarding your general. If your opponent wipes out the advancing troops, choose Melee and send in the remaining guards.

Dragon Force by Working Designs

Graphics	Sound	General	Fun Factor
3.0	3.0	3.0	3.0

Plus: Jet system Available now Strategy RPG 1 player Multiple view

Challenge Advance Replay with High ESRB rating 16+ In Adult



By Art Angel

A mediocre title for the PC a year ago, Warhammer: Shadow of the Horned Rat retains its mediocrity on the PlayStation. Extreme intellectual complexity and slow action take the thunder out of Warhammer for all but the most strategy-minded gamers.

## War Weary

In this long, drawn-out game, you play as the commander of a mercenary army who becomes aware of a plot to disrupt the kingdom. You methodically complete 40 missions, accumulating wealth, experience, weapons, spells, and skilled lieutenants as you go. Each mission, however, becomes a bit monotonous because you have to wait until an outcome is reached between your troops and various groups of enemies.

While you can implement commands, such as spells and morale boosters, to bolster your army's strength in battles, Warhammer remains a game of probability.

Adding to the monotony is the need to have the manual open while you're playing, until you master such aspects of gameplay as identifying command and function icons for faster, successful campaigns. While the information in the manual is very clear, the game would have been better served if more of the manual's info was incorporated into the gameplay.

Moreover, the controls are sometimes frustrating, especially during battles when tension is high, but the button commands are unresponsive.

## The Sights and Sounds of War

Graphically, Warhammer is above average. Although the sprites look jumbled together at default settings, they're sharp and clear when the camera zooms in during gameplay.

Backgrounds are also generally impressive. However, problems crop up in battle—you won't know who the victor is or how many troops are left until the winning army leaves the battlefield.

The sound serves the game well with grunts, groans, and moans across the battlefields creating the right wartime ambience. While voice effects for the animated sequences are out of sync, they do add to the depth of the characters.

Warhammer will fill the time between highly anticipated RPGs for the PlayStation. If you like strategy/RPGs, then rent Warhammer first. If you don't, Final Fantasy VII is just around the corner. ☐



**PRO TIP:** Don't retreat outside the black border, or eventually the mission will fail and you'll have to start over.



**PRO TIP:** To help gauge the army's strength and speed, send weaker troops into battle ahead of your stronger troops.



**PRO TIP:** After each mission, replenish your forces by hiring more men so you're at full strength when you're surprised by monsters.



**PRO TIP:** Search battlefields thoroughly because you might find some magical surprises.



**PRO TIP:** At the beginning of missions, send out some troops with the AI switch on. If they encounter enemies while you're attending to other business, they'll automatically attack.



**PRO TIP:** To increase your chances of successfully charging enemies, use the Training screen to hone your skills at setting battle formations.



**PRO TIP:** In the Sven Carlsson mission, look for a surprise along the northwest wall of the tower in the northernmost corner.

By Art Angel

Already a huge hit in Japan, *Revelations: Persona* makes a stellar PlayStation U.S. debut on the PlayStation. Based on Japan's popular *Megami Tensei* series, RP is perhaps even better than the current top PlayStation RPG, *Suikoden*, and may even challenge the upcoming *Final Fantasy VII* as the season's best RPG.

PlayStation

## Powerful Personas

Set in modern-day Tokyo, RP takes you on an incredible journey through different dimensions to fight demons with swords, guns, and magical abilities called personas. You start the game as a normal teenager, but as you adopt personas during gameplay, you get supernatural powers. The immense story line has many plot twists, more than 300 monsters, and several possible endings, making this a game with great replay value.

The controls also make this an excellent game. First, maneuvering from one place to another is easy and quick, thanks to an efficient Wizardry-style interface. Next, the game really moves along because information is laid out clearly, so you can quickly gauge the enemy's strength. Finally, the controls enable you to experiment with a variety of personas, a fun prospect when you're able to turn into different monsters.

## Revealing Revelations

The graphics are superb, both during gameplay and in the full-motion video (FMV) scenes. The walls are eerily shaded to give a sense of uneasiness as you search dark corridors. During the 3D-overhead view



**PRO TIP:** In the beginning of the game, search the classrooms for clues and items.



**PRO TIP:** In *Aldes World*, go visit Igor and be sure to have your spell cards ready. He'll negotiate deals with demons so you can get new personas.



**PRO TIP:** If you're in dire need of health, avoid additional encounters and search for Kotoko, the water nymph who can rejuvenate you with her fountains.



**PRO TIP:** Save Mary's devastating personas for moments when you're desperate for an offensive boost.



**PRO TIP:** Position Hoto so he takes on the largest foe. His sword attacks are lethal.



**PRO TIP:** To maximize your firepower, keep missile-carrying characters in the back of your battle formation.



**PRO TIP:** Save at the Augustus Tree as often as you can. You never know what's around the corner, especially if you're in another dimension.

battles, you won't see the pixelation often found in other RPGs like *Suikoden*. Best of all, check out the holographic special effects when you use magic.

Although the game has more text than audio, the sound almost

matches the graphics in quality. You'll hear signature battle calls for each character during a melee. While a voice-over during the FMV intro would have added more mystery, the music and special effects during gameplay and the cut scenes are still excellent.

If you aren't familiar with the *Revelations* series, this is the perfect chance to jump into a deep, exciting new experience. For those role-playing gamers who know what *Revelations* is all about, enjoy this game, and start looking forward to the sequels that are in the works. **E**

Revelations: Persona by Atlas			
Graphics	Sound	Control	Fun Factor
5.0	4.0	4.0	4.0

\$19.99  
Available now  
RPG  
1 player

Challenge Intermediate  
Rating value: High  
ESRB rating: Kids to Adults

# DRAGON FORCE™

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# MORTAL KOMBAT TRILOGY

PlayStation  
and Nintendo 64

Get ready for the biggest Kombat yet, as old Mortal favorites are pitted against the new breed of MK fighters. We break down the MK and MKII cast and show how to perform their special moves and finishing moves; and we toss in some devastating kombos.

By **Bruised Lee**

## Finish Him!

### Babalities and Friendships

To perform the Babality and Friendship finishing moves, don't use the Block button on the deciding round. You can be anywhere onscreen when doing a Babality.

### Animalities

To perform the Animality finishing moves, you must be on the third round and perform a Mercy. To execute a Mercy, you must be a half-screen's distance away from your opponent. Press and hold Run and tap  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$ , then release Run.

### Stage Fatalities

To do a Stage Fatality, you must be in close to your opponent. To knock an opponent into the original pit from Mortal Kombat, just do an uppercut.

## Johnny Cage



## Finishing Moves

### Decap

When in close, tap  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , LP

### Backbreaker

When in close, tap  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , LK

### Brutality

Tap HP, HP, HP, LP, LP, BL, BL, HK, HK, LK, LK, BL

### Stage Fatality

Tap  $\downarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , BL

### Animality

From sweep distance, hold BL, tap  $\downarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , HK

### Friendship

Tap  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$ , HK

## SPECIAL MOVES

### Shadow Kick



Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , LK

### Red Shadow Kick



Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , HK  
N64 version: Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , LK

### Shadow Uppercut



Motion  $\leftarrow$   $\downarrow$   $\uparrow$  HP

### Fireball



Motion  $\leftarrow$   $\downarrow$   $\downarrow$   $\downarrow$  LP

### High Fireball



Motion  $\rightarrow$   $\downarrow$   $\downarrow$   $\downarrow$  HP

## KILLER KOMBOS

### Four-Hit Standing Kombo



Tap LK



Tap LK



Tap HK



Tap ( $\rightarrow$ ) LK

### Six-Hit Juggle Kombo



Tap HP



Tap HP



Tap LP



Tap ( $\downarrow$ ) LP



Tap ( $\rightarrow$ ) HK



Tap  $\leftarrow$ ,  $\rightarrow$ ,  
LK

**Note:** The PlayStation version has Heiko, Kitano, Skao Kiba, and Goro as part of the regular Decap, along with Kato and Rayden from the first MK game, and Jax and King Leo from MK II.

## Controller Legend



**Move** = Move the joystick in one smooth, continuous motion.  
**Charge** = Hold the direction or button indicated for the time indicated.

( ) = Execute commands in parentheses simultaneously

Tap = Tap the direction(s) indicated in sequence



BL = Block  
HK = High Kick  
HP = High Punch  
LK = Low Kick  
LP = Low Punch  
RN = Run  
T = Toward  
A = Away

**Special Note:** All techniques are described under the assumption your character is facing to the right. If they're facing left, reverse any Toward and Away commands.

### SPECIAL MOVES

#### Black Orb



Tap  $\downarrow$ ,  $\rightarrow$ , LP

#### Shadow Throw



Tap  $\rightarrow$ ,  $\rightarrow$ , HP

#### Teleport Throw



Tap  $\downarrow$ ,  $\uparrow$



### Finishing Moves

#### Orb Spin

From sweep distance, tap  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , HK

#### Teleport Kill

When in close, tap  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ , RN

#### Brutality

Tap HP, LK, LP, BL, LK, HK, HP, LP, BL, LK, HK

#### Stage Fatality

Tap  $\rightarrow$ ,  $\downarrow$ ,  $\rightarrow$ , BL

#### Animality

Tap  $\leftarrow$ ,  $\rightarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , HK

#### Friendship

From a full-screen's distance away, tap  $\rightarrow$ ,  $\rightarrow$ ,  $\leftarrow$ , HP

#### Babality

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , LP

### KILLER KOMBOS

#### Four-Hit Standing Kombo



Tap LK



Tap LK



Tap LK



Tap LK

#### Six-Hit Juggle Kombo



Tap HP



Tap HP



Tap LP



Tap HK



Tap  $\downarrow$ ,  $\uparrow$



Tap ( $\downarrow$  HP)

## Baraka

### SPECIAL MOVES

#### Blade Spin



Tap  $\rightarrow$ ,  $\downarrow$ ,  $\rightarrow$ , BL

#### Blade Spark



Tap  $\downarrow$ ,  $\leftarrow$ , HP

#### Blade Fury



Tap  $\leftarrow$ ,  $\leftarrow$ ,  $\leftarrow$ , LP

#### Blade Swipe



Tap ( $\leftarrow$  HP)



### Finishing Moves

#### Blade Lift

When in close, tap  $\leftarrow$ ,  $\rightarrow$ ,  $\downarrow$ ,  $\rightarrow$ , LP

#### Decap

When in close, hold BL, tap  $\leftarrow$ ,  $\leftarrow$ , release BL, tap ( $\leftarrow$  HP)

#### Brutality

Tap HP, HP, HP, LP, LP, BL, HK, HK, LK, LK, BL

#### Stage Fatality

Tap LK, RN, RN, RN, RN

#### Animality

When in close, hold HP, tap  $\rightarrow$ ,  $\leftarrow$ ,  $\downarrow$ ,  $\rightarrow$

#### Friendship

When in close, tap  $\downarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , HK

#### Babality

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , HK

### KILLER KOMBOS

#### Five-Hit Jump-in Kombo



Jump in deep, tap HP



Tap HK



Tap HK



Tap LK



Tap ( $\leftarrow$  HK)

#### Five-Hit Corner Kombo



Tap HP



Tap HP



Tap ( $\leftarrow$  HP)



Tap ( $\rightarrow$  HP)



Tap  $\leftarrow$ ,  $\leftarrow$ ,  $\leftarrow$ , LP

# SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

## Rain



### SPECIAL MOVES

#### Fireball



Tap  $\downarrow$ ,  $\rightarrow$ , HP

#### Lightning



Tap  $\leftarrow$ ,  $\leftarrow$ , HP

#### Super Roundhouse



Tap ( $\leftarrow$  HK)

### Finishing Moves

#### Uppercut

When in close, tap  $\rightarrow$ ,  $\rightarrow$ ,  $\downarrow$ , HP

#### Lightning Storm

Tap  $\rightarrow$ ,  $\downarrow$ ,  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , HK

#### Animality

When in close, tap BL, BL, RN, RN, BL

#### Friendship

When in close, tap  $\rightarrow$ ,  $\rightarrow$ , LP

#### Babality

Tap  $\rightarrow$ ,  $\leftarrow$ ,  $\leftarrow$ , HP

### KILLER KOMBOS

#### Five-Hit Standing Kombo



Tap HK



Tap HK



Tap LK



Tap HK



Tap ( $\leftarrow$  HK)

#### Eight-Hit Juggle Kombo



Tap HK



Tap HK



Tap LK



Tap HK



Tap ( $\leftarrow$  HK)



Tap HP



Tap HP



Tap ( $\leftarrow$  HK)

### KILLER KOMBOS

#### Four-Hit Standing Kombo



Tap HK



Tap HK



Tap LK



Tap ( $\leftarrow$  HK)

#### Seven-Hit Juggle Kombo



Tap  $\downarrow$ ,  $\leftarrow$ , LP



Tap HP



Tap HP



Tap LP



Tap LP



Tap ( $\rightarrow$  HK)



Tap  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$



## Rayden

### Finishing Moves

#### Electrocute

When in close, charge LK for three seconds, release LK, tap (BL LK)

#### Uppercut Smash

When in close, charge HP for three seconds, release HP

#### Brutality

Tap HP, HP, LK, LK, LK, HK, LP, LP, LP, BL, BL

#### Stage Fatality

Tap  $\downarrow$ ,  $\downarrow$ ,  $\downarrow$ , HP

#### Animality

Tap  $\downarrow$ ,  $\rightarrow$ ,  $\downarrow$ , HK

#### Friendship

Tap  $\downarrow$ ,  $\leftarrow$ ,  $\rightarrow$ , HK

#### Babality

Tap  $\downarrow$ ,  $\downarrow$ ,  $\rightarrow$ , HK

### SPECIAL MOVES

#### Shock



Charge HP for three seconds, release HP

#### Torpedo



Tap  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$

Note: This move can be done in the air.

#### Lightning



Tap  $\downarrow$ ,  $\rightarrow$ , LP

#### Reverse Lightning



Tap  $\leftarrow$ ,  $\leftarrow$ , LP

#### Teleport



Tap  $\downarrow$ ,  $\uparrow$



## SPECIAL MOVES

### Lightning



Tap  $\downarrow$ ,  $\rightarrow$ , LP

### Torpedo



Tap  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$

### Teleport



Tap  $\downarrow$ ,  $\uparrow$



(Mortal Kombat)  
**Rayden**  
Kawanan

## Finishing Moves

### Explode

When in close, tap  $\rightarrow$ ,  $\leftarrow$ ,  $\leftarrow$ ,  $\leftarrow$ , HP

### Brutality

Tap HP, HP, HP, HP, BL, HK, HK, HK, LP, HP, HP, HP

### Six-Hit Corner Kombo



Tap HP



Tap ( $\downarrow$  LP)



Tap ( $\downarrow$  LP)



Tap ( $\downarrow$  LP)



Tap ( $\rightarrow$  HK)



Tap  $\leftarrow$ ,  $\leftarrow$ ,  $\rightarrow$

## KILLER KOMBOS

### Four-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HK



Tap ( $\leftarrow$  HK)



Tap ( $\leftarrow$  HK)

## SPECIAL MOVES

### Ground Smash



Charge LK for three seconds, release LK

### Backbreaker



During jump with opponent, tap BL

### Quad Throw



Tap ( $\rightarrow$  LP), HP, HP, HP

### Energy Wave



Tap  $\rightarrow$ ,  $\downarrow$ ,  $\rightarrow$ , HK

### Grab and Punch



Tap  $\rightarrow$ ,  $\rightarrow$ , LP, LP

### Air Wave



During jump, tap  $\uparrow$ ,  $\rightarrow$ , HK

## KILLER KOMBOS

### Six-Hit Standing Kombo



Tap LK



Tap LK



Tap LK



Tap HK



Tap LK



Tap ( $\leftarrow$  HK)

### Six-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HP



Tap HP



Tap HP



Tap LP



Tap ( $\leftarrow$  HK)

## Finishing Moves

### Head Clap

When in close, hold LP, tap  $\rightarrow$ ,  $\rightarrow$ ,  $\rightarrow$ , release LP

### Arm Rip

From sweep distance, tap BL, BL, BL, BL, LP

### Brutality

Tap HP, HP, BL, BL, HK, LP, LP, HP, BL, HK, HK, HP

### Stage Fatality

Tap  $\uparrow$ ,  $\uparrow$ ,  $\downarrow$ , LK

### Friendship

Tap  $\downarrow$ ,  $\downarrow$ ,  $\uparrow$ ,  $\uparrow$ , LK

### Babality

Tap  $\downarrow$ ,  $\uparrow$ ,  $\downarrow$ ,  $\uparrow$ , LK

# Kano

(Mortal Kombat)  
Mortal Kombat

## Knife Throw



Hold BL, tap ←, →

## Ball



Hold BL, then from ←, motion 90 degrees, release BL

## Knife Spin



Tap ←, →, HP

SPECIAL MOVES

## KILLER KOMBOS

### Four-Hit Standing Kombo



Tap LK



Tap LK



Tap HK



Tap (→ HK)

### Five-Hit Jump-In Kombo



Jump in deep, tap HP



Tap HP



Tap HP



Tap HP



Tap HP

## Finishing Moves

### Heart Rip

When in close, tap ←, ↓, →, LK

### Brutality

Tap HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP

# MORTAL KOMBAT TRILOGY

(Mortal Kombat II)



## SPECIAL MOVES

### Nat Throw



Tap ←, →, LP

### Teleport



Tap ↓, ↑

### Dive Attack



At the peak of a jump, tap (↓ HK)

### Torpedo



Tap ←, ←, →

## Finishing Moves

### Slice

From outside sweep distance, tap →, →, →, LK

### Nat Toss

From a full-screen's distance away, hold LP, tap ←, ←, →, release LP

### Brutality

Tap HP, LP, HK, HK, LP, LP, LP, LK, LK, BL, HP

### Stage Fatality

Tap →, →, →, HP

### Friendship

Tap ←, ←, ←, ↓, HK

### Babality

Tap ←, ←, →, →, HK

### Five-Hit Standing Kombo



Tap LK



Tap LK



Tap HK



Tap HK



Tap (← HK)

### Six-Hit Juggle Kombo



Jump in deep, tap HP



Tap HP



Tap LP



Tap (↓ LP)



Tap (↗ HK)



Tap ←, ←, →

# SPECIAL STRATEGY SECTION: MORTAL KOMBAT TRILOGY

<p><b>Goro</b></p> <p><b>Special Moves</b></p> <p><b>Grab and Pound</b> Tap →, →, HP</p> <p><b>Head Spin</b> Tap ←, ←, →, HK</p> <p><b>Fireball</b> Tap ←, ←, ←, LP</p> <p><b>Taunt</b> Tap ↓, ↓, LK</p>	<p><i>4-Hit Finisher</i></p> <p><b>Air Throw</b> During jump with opponent, tap BL</p> <p><b>Finishing Moves</b></p> <p><b>Roll Fire</b> From jump distance, tap ↓, ↓, ↓, ↑, HK</p> <p><b>Roll Grab</b> From outside sweep distance, tap →, →, →, LP</p> <p><b>Scorpion Pack Attack</b> When in close, tap →, →, ↓, ↑, RN</p>	<p><b>Boomerang</b> Tap ←, →, LP</p> <p><b>High Boomerang</b> Tap ←, →, HP</p> <p><b>Low Boomerang</b> Tap ←, →, LK</p> <p><b>Returning Boomerang</b> Tap ←, →, →, LP</p> <p><b>Glowing Kick</b> Motion ↓ ↘ → LK</p> <p><b>Finishing Moves</b></p> <p><b>Slick Summer</b> When in close, tap ↑, ↑, ↓, →, HP</p> <p><b>Slick Inmate</b> When in close, tap RN, RN, RN, BL, RN</p> <p><b>Brutality</b> Tap HP, LK, HP, LP, HK, HK, LK, BL, BL, HP, HK</p> <p><b>Stage Fatality</b> Tap ←, →, ↓, RN</p> <p><b>Animality</b> When in close, tap →, →, ↑, HK</p> <p><b>Friendship</b> When in close, tap ←, →, →, ←, LK</p> <p><b>Rabality</b> Tap ↓, ←, ←, →, HP</p>	<p><b>Friendship</b> When in close, tap ↓, →, →, ←, HK</p> <p><b>Rabality</b> Tap →, →, ←, ↓, LK</p> <p><b>Mileena</b></p> <p><b>Special Moves</b></p> <p><b>Sief Throw</b> Charge HP for two seconds, release HP</p> <p><b>Teleport Kick</b> Tap →, →, LK</p> <p><b>Ground Ball Roll</b> Tap →, →, ↓, HK</p> <p><b>Finishing Moves</b></p> <p><b>Blow-Enter</b> When in close, tap ↓, →, ↓, →, LP</p> <p><b>Mail Spell</b> From far away, tap →, →, ←, →, LK</p> <p><b>Brutality</b> Tap HP, LP, LP, HP, BL, HK, LK, HK, BL, HP, LP</p> <p><b>Stage Fatality</b> Tap ←, →, ↓, RN</p> <p><b>Animality</b> When in close, tap →, →, →, →, LK</p> <p><b>Friendship</b> When in close, tap →, →, ↓, ←, →, HP</p> <p><b>Rabality</b> Tap ↓, ↓, →, →, HP</p>	<p><b>Babality</b> Tap ↓, ←, ←, HK</p> <p><b>Ermac</b></p> <p><b>Special Moves</b></p> <p><b>Telekinetic Lift</b> Tap →, ↓, →, HK</p> <p><b>Glowing Ball</b> Motion ↓ ↘ ← LP</p> <p><b>Teleport Punch*</b> Motion ↓ ↘ ← HP</p> <p><i>*Move can be done in the air.</i></p> <p><b>Finishing Moves</b></p> <p><b>Decay Upheaval</b> When in close, tap RN, BL, RN, RN, HK</p> <p><b>Telekinesis Explode</b> From sweep distance, tap ↓, ↑, ↓, ↓, ↓, BL</p> <p><b>Brutality</b> Tap HP, HP, LP, BL, HK, LK, BL, HP, LP, LK, HK</p> <p><b>Stage Fatality</b> Tap RN, RN, RN, RN, LK</p> <p><b>Animality</b> When in close, tap →, ↓, →, →, LK</p> <p><b>Friendship</b> Tap →, →, →, HP</p> <p><b>Rabality</b> Tap ↓, ←, ←, →, HP</p>			
<p><b>Kintaro</b></p> <p><b>Special Moves</b></p> <p><b>Teleport Stomp</b> Tap ←, ↑</p> <p><b>Fireball</b> Tap →, ←, →, HP</p> <p><b>Grab and Pound</b> Tap →, →, HP</p> <p><b>Taunt</b> Tap ↓, ↓, LK</p>	<p><i>4-Hit Finisher</i></p> <p><b>Brutality</b> Tap HP, HP, BL, HK, HK, LK, HK, HP, HP, LP, HP</p> <p><b>Stage Fatality</b> Tap →, ↑, ↑, LP</p> <p><b>Animality</b> When in close, tap →, ↑, ↑, HK</p> <p><b>Friendship</b> When in close, tap ←, →, →, ←, LK</p> <p><b>Rabality</b> Tap ↓, ←, ←, →, HP</p>	<p><b>Reptile</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Classic Sub-Zero</b></p> <p><b>Special Moves</b></p> <p><b>Slide</b> Tap (← LP BL LK)</p> <p><b>Ice Blast</b> Motion ↓ ↘ → LP</p> <p><b>Ground Ice</b> Motion ↓ ↘ ← LK</p> <p><b>Finishing Moves</b></p> <p><b>Blackout</b> When in close, tap ↓, ↓, ↓, →, HP</p> <p><b>Ice Spike</b> When in close, tap ↓, →, →, →, HP</p> <p><b>Brutality</b> Tap HP, LP, HP, BL, LK, LK, HK, HK, LP, LP</p> <p><b>Stage Fatality</b> Tap →, ↓, →, →, HP</p> <p><b>Animality</b> When in close, tap ←, ←, →, ↓, LP</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LK</p>	<p><b>Cyrax</b></p> <p><b>Special Moves</b></p> <p><b>Plasma Net</b> Tap ←, ←, LK</p> <p><b>Teleport*</b> Tap →, ↓, BL</p> <p><i>*Move can be done in the air.</i></p> <p><b>Close Bomb</b> Hold LK, tap ←, ←, HK</p> <p><b>Far Bomb</b> Hold LK, tap →, →, HK</p> <p><b>Air Throw*</b> Tap ↓, →, BL, then when in close, tap (← LP) or (→ LP)</p> <p><i>*Opponent must be in the air.</i></p> <p><b>Finishing Moves</b></p> <p><b>Helicopter</b> From anywhere, tap ↓, ↓, ↓, ↓, HP</p> <p><b>Self-Destruct</b> When in close, tap ↓, ↓, →, ↑, RN</p> <p><b>Brutality</b> Tap HP, HK, HP, HK, HP, HK, HP, HK, LK, LP</p> <p><b>Stage Fatality</b> When in close, tap RN, BL, RN</p>			
<p><b>Motaro</b></p> <p><b>Special Moves</b></p> <p><b>Fireball</b> Tap →, ↓, HP</p> <p><b>Grab and Pound</b> Tap →, →, HP</p> <p><b>Teleport</b> Tap ↓, ↑</p>	<p><i>4-Hit Finisher</i></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Snake</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Shao Kahn</b></p> <p><b>Special Moves</b></p> <p><b>Fireball</b> Tap ←, ←, →, LP</p> <p><b>Slam</b> Tap ↓, →, LP</p> <p><b>Hammer</b> Tap ←, →, HP</p> <p><b>Throw</b> Tap →, →, LP</p> <p><b>Upward Slam</b> Tap ↓, →, HP</p> <p><b>Laugh</b> Tap ↓, ↓, HK</p> <p><b>Taunt</b> Tap ↓, ↓, LK</p>	<p><b>Kitana</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Reptile</b></p> <p><b>Special Moves</b></p> <p><b>Acid Spit</b> Tap →, →, HP</p> <p><b>Slide</b> Tap (← LP BL LK)</p> <p><b>Invisibility</b> Tap ↑, ↑, ↓, HP</p> <p><b>Elbow Smash</b> Tap ←, →, LK</p> <p><b>Slow Power Ball</b> Tap ←, ←, [HP LP]</p> <p><b>Fast Power Ball</b> Tap →, →, [HP LP]</p> <p><b>Finishing Moves</b></p> <p><b>Tongue Lash</b> From jump distance, tap ←, →, ↓, BL</p> <p><b>Acid Bath</b> From sweep distance, tap →, →, ↑, ↑, HK</p> <p><b>Brutality</b> Tap HP, BL, HK, HK, BL, HP, LP, LK, LK, BL, LP</p> <p><b>Stage Fatality</b> Tap BL, RN, BL, BL</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, ↑, HK</p>	<p><b>Shao Kahn</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Cyrax</b></p> <p><b>Special Moves</b></p> <p><b>Plasma Net</b> Tap ←, ←, LK</p> <p><b>Teleport*</b> Tap →, ↓, BL</p> <p><i>*Move can be done in the air.</i></p> <p><b>Close Bomb</b> Hold LK, tap ←, ←, HK</p> <p><b>Far Bomb</b> Hold LK, tap →, →, HK</p> <p><b>Air Throw*</b> Tap ↓, →, BL, then when in close, tap (← LP) or (→ LP)</p> <p><i>*Opponent must be in the air.</i></p> <p><b>Finishing Moves</b></p> <p><b>Helicopter</b> From anywhere, tap ↓, ↓, ↓, ↓, HP</p> <p><b>Self-Destruct</b> When in close, tap ↓, ↓, →, ↑, RN</p> <p><b>Brutality</b> Tap HP, HK, HP, HK, HP, HK, HP, HK, LK, LP</p> <p><b>Stage Fatality</b> When in close, tap RN, BL, RN</p>
<p><b>Scorpion</b></p> <p><b>Special Moves</b></p> <p><b>Scorpion Spear</b> Tap ←, ←, LP</p> <p><b>Teleport Punch*</b> Motion ↓ ↘ ← HP</p> <p><i>*Move can be done in the air.</i></p> <p><b>Forward Teleport Punch*</b> Motion ↓ ↘ → HP</p> <p><i>*Move can be done in the air.</i></p>	<p><i>4-Hit Finisher</i></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Snake</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Shao Kahn</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Cyrax</b></p> <p><b>Special Moves</b></p> <p><b>Plasma Net</b> Tap ←, ←, LK</p> <p><b>Teleport*</b> Tap →, ↓, BL</p> <p><i>*Move can be done in the air.</i></p> <p><b>Close Bomb</b> Hold LK, tap ←, ←, HK</p> <p><b>Far Bomb</b> Hold LK, tap →, →, HK</p> <p><b>Air Throw*</b> Tap ↓, →, BL, then when in close, tap (← LP) or (→ LP)</p> <p><i>*Opponent must be in the air.</i></p> <p><b>Finishing Moves</b></p> <p><b>Helicopter</b> From anywhere, tap ↓, ↓, ↓, ↓, HP</p> <p><b>Self-Destruct</b> When in close, tap ↓, ↓, →, ↑, RN</p> <p><b>Brutality</b> Tap HP, HK, HP, HK, HP, HK, HP, HK, LK, LP</p> <p><b>Stage Fatality</b> When in close, tap RN, BL, RN</p>			
<p><b>Scorpion</b></p> <p><b>Special Moves</b></p> <p><b>Scorpion Spear</b> Tap ←, ←, LP</p> <p><b>Teleport Punch*</b> Motion ↓ ↘ ← HP</p> <p><i>*Move can be done in the air.</i></p> <p><b>Forward Teleport Punch*</b> Motion ↓ ↘ → HP</p> <p><i>*Move can be done in the air.</i></p>	<p><i>4-Hit Finisher</i></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Snake</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Shao Kahn</b></p> <p><b>Special Moves</b></p> <p><b>Fast Toss*</b> Tap →, →, [HP LP]</p> <p><i>*Move can be done in the air.</i></p> <p><b>Fast Lift</b> Tap ←, ←, HP</p> <p><b>Flying Punch</b> Motion ↓ ↘ ← HP</p> <p><b>Finishing Moves</b></p> <p><b>Kiss of Death</b> When in close, tap RN, RN, BL, BL, LK</p> <p><b>Fast Decap</b> When in close, tap ←, ↓, →, →, HK</p> <p><b>Brutality</b> Tap HP, HP, BL, HK, BL, LK, BL, HP, BL, HP, BL</p> <p><b>Stage Fatality</b> Tap →, ↓, ↓, LK</p> <p><b>Animality</b> When in close, tap ↓, ↓, ↓, RN</p> <p><b>Friendship</b> Tap ↓, ←, →, →, LP</p> <p><b>Rabality</b> Tap →, →, ↓, →, HK</p>	<p><b>Cyrax</b></p> <p><b>Special Moves</b></p> <p><b>Plasma Net</b> Tap ←, ←, LK</p> <p><b>Teleport*</b> Tap →, ↓, BL</p> <p><i>*Move can be done in the air.</i></p> <p><b>Close Bomb</b> Hold LK, tap ←, ←, HK</p> <p><b>Far Bomb</b> Hold LK, tap →, →, HK</p> <p><b>Air Throw*</b> Tap ↓, →, BL, then when in close, tap (← LP) or (→ LP)</p> <p><i>*Opponent must be in the air.</i></p> <p><b>Finishing Moves</b></p> <p><b>Helicopter</b> From anywhere, tap ↓, ↓, ↓, ↓, HP</p> <p><b>Self-Destruct</b> When in close, tap ↓, ↓, →, ↑, RN</p> <p><b>Brutality</b> Tap HP, HK, HP, HK, HP, HK, HP, HK, LK, LP</p> <p><b>Stage Fatality</b> When in close, tap RN, BL, RN</p>			

**Anality**

When in close, tap ↑, ↓, ↓

**Friendship**

From anywhere, tap RM, RM, RM, ↑

**Rabality**

From anywhere, tap →, →, ↑, HP

**Jax**
**Special Moves**
**Single Missile**

Tap ←, →, HP

**Double Missile**

Tap →, →, ↑, ←, HP

**Bionic Rush**

Tap →, →, HK

**"Gitcha" Grab**

Tap →, →, LP

**Ground Slam**

Charge LK for three seconds, release LK

**Backbreaker**

During jump with opponent, tap BL

**Finishing Moves**
**Slawp**

From far away, tap RM, BL, RM, RM, LK

**Schawz**

When in close, tap ↑, ↓, →, ↑

**Brutality**

Tap HP, HP, HP, BL, LP, HP, HP, HP, BL, LP, HP

**Stage Fatality**

When in close, tap ↓, →, ↓, LP

**Anality**

Hold LP, tap ↓, ↓, ↓, ↓, release LP

**Friendship**

From outside sweep distance, tap LK, RM, RM, LK

**Rabality**

From anywhere, tap ↓, ↓, ↓, LK

**Kabal**
**Special Moves**
**Fireball\***

Tap ←, ←, HP

\*Move can be done in the air.

**Web Spin**

Tap ←, →, LK

**Ground Saw**

Tap ←, ←, ←, RM

**Finishing Moves**
**Infraction**

From a half-screen's distance away, tap ↓, ↓, ↓, →, BL

**Face of Death**

When in close, tap RM, BL, BL, BL, HK

**Brutality**

Tap HP, BL, LK, LK, LK, HK, LP, LP, ←, HP, LP

**FW Fatality**

When in close, tap BL, BL, BL, HK

**Anality**

When in close, hold HP, tap →, →, ↓, →, release HP

**Friendship**

From anywhere, tap RM, LK, RM, RM, ↑

**Rabality**

Tap RM, RM, LK

**Kano**
**Special Moves**
**Vertical Ball**

Tap →, ↓, →, HK

**Spinning Ball**

Charge LK for three seconds, release LK

**Blade Toss**

Motion ↓ ↓ ← HP

**Blade Swipe**

Motion ↓ ↓ → HP

**Grab and Shake**

Motion ← ↓ ↓ ↓ → LP

**Air Throw**

During jump with opponent, tap BL

**Finishing Moves**
**Skeleton**

When in close, hold LP, tap →, ↓, ↓, →, release LP

**Eye Beam**

From a half-screen's distance away; tap LP, BL, BL, HK

**Brutality**

Tap HP, LP, BL, LP, HP, BL, HK, LK, BL, HK, LK

**Stage Fatality**

Tap ↑, ↑, ←, LK

**Anality**

When in close, hold HP, tap BL, BL, BL, release HP

**Friendship**

From outside sweep distance, tap LK, LK, RM, RM

**Rabality**

From anywhere, tap →, →, ↓, ↓, LK

**Kung Lao**
**Special Moves**
**Net Throw**

Tap ←, →, LP

**Teleport**

Tap ↓, ↑

**Spinning Shield**

Tap →, ↓, →, RM

**Air Diving Kick**

While in the air, tap (↓ HK)

**Finishing Moves**
**Death Spire**

From far away, tap (RM BL), (RM BL), ↓

**Leaf Slice**

When in close, tap →, →, ↑, HP

**Brutality**

Tap LP, LP, LK, HK, BL, HP, LP, LK, HK, BL, HP

**Stage Fatality**

When in close, tap ↓, ↓, →, →, LK

**Anality**

When in close, tap RM, RM, RM, RM, BL

**Friendship**

From outside sweep range, tap RM, LP, RM, LK

**Rabality**

Tap ↓, →, →, LK

**Liu Kang**
**Special Moves**
**High Fireball\***

Tap →, →, HP

\*Move can be done in the air.

**Low Fireball**

Tap →, →, LP

**Flying Kick**

Tap →, →, HK

**Bicycle Kick**

Charge LK for three seconds, release LK

**Finishing Moves**
**Flame Engulf**

From anywhere, tap →, →, ↓, ↓, LK

**HK Drop**

From anywhere, tap ↑, ↓, ↑, ↑, (RM BL)

**Brutality**

Tap HP, LP, HP, BL, LK, HK, LK, HK, LP, LP, HP

**Stage Fatality**

When in close, tap RM, BL, BL, LK

**Anality**

From sweep distance, tap ↓, ↓, ↑

**Friendship**

From a full-screen's distance away, tap RM, RM, RM, RM, ↓

**Rabality**

Tap ↓, ↓, ↓, HK

**Nightwolf**
**Special Moves**
**Arrow Attack**

Motion ↓ ↓ ← LP

**Hatchet Overcut**

Motion ↓ ↓ → HP

**Shadow Charge**

Tap →, →, LK

**Chest Reflect**

Tap ←, ←, HK

**Finishing Moves**
**Lightning Axe**

From a half-screen's distance away, tap ←, ←, ↓, HP

**Light**

When in close, hold BL, tap ↑, ↑, →, release BL, tap BL

**Brutality**

Tap HP, HP, HK, LK, LK, BL, BL, LP, LP, HP, HK

**Stage Fatality**

When in close, tap RM, RM, RM, BL

**Anality**

When in close, tap →, →, ↓, ↓

**Friendship**

From outside sweep range, tap RM, RM, RM, RM, ↓

**Rabality**

Tap →, ←, →, ←, LP

**Sektor**
**Special Moves**
**Missile**

Tap →, →, LP

**Seeking Missile**

Tap ↓, ←, ←, HP

**Teleport Overcut\***

Tap →, →, LK

\*Move can be done in the air.

**Finishing Moves**
**Compactor**

From sweep distance, tap LP, RM, RM, BL

**Flamer**

From a half-screen's distance away, tap →, →, →, ←, BL

**Brutality**

Tap HP, HP, BL, BL, ←, HK, LK, LK, LP, LP, HP

**Stage Fatality**

Tap RM, RM, RM, ↓

**Anality**

When in close, tap →, →, ↓, ↑

**Friendship**

From a full-screen's distance away, tap RM, RM, RM, RM, ↓

**Rabality**

Tap ←, ↓, ↓, ↓, HK

**Shang Tsung**
**Special Moves**
**Fireballs**
**One Fireball**

Tap ←, ←, HP

**Two Fireballs**

Tap ←, ←, →, HP

**Three Fireballs**

Tap ←, ←, →, →, HP

**Ground Fireball**

Tap →, →, ←, LK

**Morphs**
**Baraka**

Tap ↓, ↓, LK

**Classic Sub-Zero**

Tap BL, BL, RM, RM

**Gyrax**

Tap BL, BL, BL, BL

**Ermac**

Tap ↓, ↓, ↑

**Goro**

Tap ←, ←, ←, LK

**Jade**

Tap →, →, ↓, ↓, BL

**Jax**

Tap →, →, (↓ LP)

**Johnny Cage**

Tap ←, ←, ↓, LP

**Kabal**

Tap LP, BL, HK

**Kano**

Tap ←, →, BL

**Kintaro**

Charge LP for three seconds, release LP

**Kitana**

Tap →, ↓, →, RM

**Kung Lao (MK II)**

Tap ←, ↓, ←, HK

**Kung Lao**

Tap RM, RM, BL, RM

**Liu Kang**

Starting →, motion 330 degrees

## Alicea

Tap RN, BL, HK

## Highwolf

Tap ↑, ↑, ↑

## Nood Saibor

Tap →, ↓, ↓, ←, NK

## Rain

Tap RN, BL, RN

## Rayden (MK)

Tap ←, ←, →, RN

## Reptile

Tap RN, BL, BL, HK

## Scorpion

Tap ↓, ↓, →, LP

## Sektor

Tap ↓, →, ←, RN

## Shao Kahn

Tap ←, ←, →, HK

## Sheeva

Hold LK, LP, tap →, ↓, →, release LK

## Sindel

Tap ←, ↓, ←, LK

## Sonya

Tap (↓ RN LP BL)

## Stryker

Tap →, →, →, HK

## Sub-Zero

Tap →, ↓, →, HP

## Finishing Moves

### Spitko

When in close, hold LP, tap ↓, →, →, ↓, release LP

### Soul

When in close, hold LP, tap RN, BL, RN, BL, release LP

### Brutality

Tap HP, BL, BL, BL, LK, HP, LP, LP, BL, BL, BL

### Stage Fatality

Hold BL, tap ↑, ↑, ↓, LP

### Animality

From sweep distance, hold HP, tap RN, RN, RN, release HP

### Friendship

From outside sweep distance, tap LK, LK, RN, RN, ↓

### Babality

Tap RN, RN, RN, LK

## Sheeva

### Special Moves

#### Teleport Stamp

Tap ↓, ↑

#### Ground Stamp

Tap ←, ↓, ←, HK

#### Fireball

Motion ↓ ↘ → HP

## Finishing Moves

### Skin

When in close, hold HK, tap →, ←, →, →, release HK

### Ground Pound

When in close, tap →, ↓, ↓, →, LP

### Brutality

Tap HP, LP, BL, LK, HK, BL, HK, LK, BL, LP, HP

### Stage Fatality

Tap ↓, →, ↓, →, LP

### Animality

When in close, tap RN, BL, BL, BL, BL

### Friendship

From a full-screen's distance away, tap →, →, ↓, →, pause, tap HP

### Babality

Tap ↓, ↓, ↓, ←, HK

## Sindel

### Special Moves

#### Wave Scream

Tap →, →, →, HP

#### Float

Tap ←, ←, →, HK

#### Fireball

Tap →, →, LP

#### Air Fireball

During jump, motion ↓ ↘ → LK

#### Floating Fireball

While floating, motion ↓ ↘ → LK

### Finishing Moves

#### Death Scream

When in close, tap RN, RN, BL, BL, (RN BL)

#### Nair Death

From sweep distance, tap RN, RN, BL, RN, BL

#### Brutality

Tap HP, BL, LK, BL, LK, HK, BL, HK, LK, BL, LP

#### Stage Fatality

Tap ↓, ↓, ↓, ↓, LP

#### Animality

From anywhere, hold BL, tap →, →, ↑, HP

#### Friendship

From a full-screen's distance away, tap RN, RN, RN, RN, RN, ↑

#### Babality

From anywhere, tap RN, RN, RN, ↑

## Sonya

### Special Moves

#### Ring Toss

Motion ↓ ↘ → LP

#### Flying Punch

Tap →, ←, HP

#### Biting Like Kick

Tap ←, →, ↓, HK

#### Leg Grab

Tap (↓ LP BL)

### Finishing Moves

#### Kiss of Death

From a half-screen's distance away, hold (BL RN), tap ↑, ↑, ↓, ↓, release (BL RN)

#### Purple Death

From anywhere, tap ←, →, ↓, ↓, RN

#### Brutality

Tap NP, LK, BL, HP, LK, BL, HP, LP, BL, HK, LK

#### Stage Fatality

Tap →, →, ↓, HP

#### Animality

Hold LP, tap ←, →, ↓, →, release LP

#### Friendship

Tap ←, →, →, ↓, RN

#### Babality

Tap ↓, ↓, ↓, →, LK

## Stryker

### Special Moves

#### Riot Gun

Tap ←, →, HP

#### Rushing Throw

Tap →, →, HK

#### Reton Take-down

Tap →, ←, LP

#### Nair Grenade

Motion ↓ ↘ ← LP

#### Double Low Grenade

Motion → ↘ ↓ ↘ ← LP

#### High Grenade

Motion ↓ ↘ ← HP

#### Double High Grenade

Motion → ↘ ↓ ↘ ← HP

### Finishing Moves

#### Bomb Squad

When in close, tap ↓, →, ↓, →, BL

#### Tazer Death Gun

From far away, tap →, →, →, LK

#### Brutality

Tap HP, LP, HK, LK, HP, LP, LK, HK, HP, LP

## Pit Fatality

Hold BL, tap →, ↑, (↑ HK)

### Animality

From sweep distance, tap RN, RN, RN, RN, BL

### Friendship

From outside sweep distance, tap LP, LP, RN, RN, LP

### Babality

Tap ↓, →, →, ←, HP

## Sub-Zero

### Special Moves

#### Low Ice

Motion ↓ ↘ → LP

#### Ice Shower

Motion ↓ ↘ → HP

#### Near Ice Shower

Motion ↓ ↘ → ← HP

#### Far Ice Shower

Motion ↓ ↘ ← → HP

#### Ice Clone\*

Motion ↓ ↘ ← LP

*\*Move can be done in the air.*

#### Slide

Tap (← LP BL LK)

### Finishing Moves

#### Ice Breaker

When in close, tap BL, BL, RN, BL, RN

#### Stasis

From sweep distance, tap ←, ←, ↓, ←, RN

#### Brutality

Tap HP, LK, HK, LP, HP, HK, HK, HP, LP, HP

#### Stage Fatality

Tap ←, ↓, →, →, NK

#### Animality

When in close, tap ↑, →, ↑ ↑

#### Friendship

From outside sweep distance, tap LK, LK, RN, RN, ↑

#### Babality

Tap ↓, ↓, ←, ←, NK

## Smoke

### Special Moves

#### Speed

Tap →, ←, LP

#### Teleport Uppercut\*

Tap →, →, LK

*\*Move can be done in the air.*

#### Air Throw

During jump with opponent, tap BL

#### Instability

Hold BL, tap ↑, ↓, RN

## Finishing Moves

### Obitron

From a half-screen's distance away, tap ↑, ↑, ↓, ↓

### Open Wide

From sweep distance, hold (RN BL), tap ↓, ↓, ↓, ↑

### Brutality

Tap HP, LP, LK, HK, BL, BL, LP, LP, HP, HP, BL, BL

### Stage Fatality

Tap →, →, ↓, LK

### Animality

From a half-screen's distance away, tap ↓, →, ↓, BL

### Friendship

From a full-screen's distance away, tap RN, RN, RN, LP, LP, HP, HP, BL, BL

### Babality

Tap ↓, ↓, ←, ←, HK

## Human Smoke

### Special Moves

#### Smoke Spear

Tap ←, ←, LP

#### Teleport\*

Motion ↓ ↘ ← HP

*\*Move can be done in the air.*

#### Air Throw

During jump with opponent, tap BL

### Finishing Moves

#### Teleport Decap

From a half-screen's distance away, tap RN, BL, RN, RN, NK

#### Brutality

Tap HP, NP, BL, LK, HK, HP, HK, HP, HK, LP, LK

#### Stage Fatality

Tap →, ↑, ↑, LP

#### Animality

From a half-screen's distance away, tap →, →, →, ←, HK

#### Friendship

Tap ←, ←, →, RN

#### Babality

Tap ↓, ←, →, →, HP



# THE FIGHTER'S EDGE

## FIGHTING COMBOS & STRATEGIES

### Arcade *Virtua* Fighter 3

Virtua Fighter 3 should be hitting the arcades now, and what better way to hit it back than with a complete move list for each fighter! Your VF3 education also includes how to properly use the dodge button during a fight and the different ways to counter an attack from a knocked-down position.

By *Bruised Lee*

## Basic Skills

Here are some basic skills you should know and use during a fight.

### Dodge

Players can dodge toward the screen or away from it to avoid incoming moves.



**Dodge Away**  
Tap D, or (↑-D)

**Dodge Toward**  
Tap (↓-D)

### Down Attack

You can perform the following moves while an opponent is on the ground.



**Quick Down Attack**  
Tap (↑ P)

**Powerful Down Attack**  
Tap ↓, hold ↑, tap P

*Note: You can attack immediately after a dodge.*

## Get Up and Fight

When your fighter is knocked down during a match, there are several ways you can recover offensively and defensively.



**Roll Backwards**  
Hold ←

**Roll Forward**  
Hold →

**Roll to the Side**  
Tap G, G, G

**Middle Attack**  
Tap K, K, K

**Low Attack**  
Hold ↓, tap K, K, K

## The Controls



D = Dodge  
G = Guard  
K = Kick  
P = Punch

→ = Toward  
← = Away

**Charge** = Hold the direction indicated for the number of seconds indicated.

**Motion** = Move the joystick in one smooth, continuous motion.

**Tap** = Tap the directions indicated in sequence.

[ ] = Execute commands in parentheses simultaneously.

*Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any Toward and Away commands.*

## SPECIAL MOVES

### *Rimon-Chochu*

Tap →, (→ P)

### *Yakuzo-Chochu*

Tap →, →, (→ P)

### *Yoho*

Tap X, (X P)

### *Noko-Kohazan*

Hold ↓, tap (→ P)

### *Ryukko-Soshoda*

Tap (K G), G

### *Renkanta!*

Tap →, (→ K), K

### *Tetsuzanko*

Tap ←, →, (→ P G)

### *Kaiko*

Tap (→ P G)

### *Gekiho-Honko*

Tap (↓ P G)

### *Chozan-Honko*

Tap ←, (→ P K)

### *Soka-Hosai*

Tap (X P K)

### *Joho-Shosho*

Tap ←, (→ P)

### *Maho-Shoko*

Hold ↓, tap (→ P K)

### *Ryusosiki!*

Tap (X K G)

## Akira

## Counter Moves

### *Halho-Richo*

Tap (← P K) for a middle-level counter

### *Galmou-Chochu*

Tap (→ P K) for a high counter

### *Honshin-Taenda*

Tap (↓ P K) for a low counter



## Throw Moves

### *Shiba*

Tap ←, (→ P G)

### *Yoshi-Senrin*

Tap ←, (X P G)

### *Daiten-Nosai*

Tap ←, (→ P G)

### *Sinpo-Riko*

Tap (← P G)

### *Junho-Honko*

Tap ←, (→ P G)

### *Daisekkou*

Tap (P G)

### *Shishi-Hogetsu*

Tap (X P G)

### *Soka-Ito*

Or fallen opponent, tap (X P)

## Throw Moves

### *Neck Breaker*

Tap →, (→ P G)

### *Lightning Knee*

Tap (← P G)



## Sarah

## SPECIAL MOVES

### *Snap-Back Knuckle*

Tap (X P)

### *Double Kick*

Tap (← K)

### *Tornado Kick*

Tap (X K G)

### *Double Spin-Kick*

Hold ↓, tap (← K), K

### *Illusion Kick*

Tap (X K), K

### *Step-Around Kick*

Tap (→ K G)

### *Dash Knee*

Tap →, (→ K)

### *Spin Kick*

Tap (K G)

### *Side-Hook Kick*

Tap (K K G)

### *Somersault Kick*

Tap (K K)

### *Rising Knee*

Hold ↓, tap (→ K)

### *Jack-Knife Kick*

Tap (↓ K), K

### *Double Joint*

Tap (→ P), K

### *Combo Somersault Kick*

Tap P, P, P, (K K)

### *Leg Slicer*

Tap (↓ K G)

### *Round Kick*

Tap (→ K G)

### *Double Thrust-Kick*

Tap K, K

### *Elbow Edge*

Tap (→ P), hold X, tap P

### *Dragon Cannon*

Tap (K K)

### *Spin Edge Kick*

Tap (← K G)

### *Elbow-Heel Sword*

Tap (→ P), (← K)

### *Low Spin-Kick*

Tap (X K G)

### *Double Low-Kick*

Hold ↓, tap K, K

### *Moonsault*

Tap (X P)

## Jacky

## SPECIAL MOVES

**Double Spin-Knuckle**

Tap (→ P), P

**Beet Knuckle**

Tap (P K)

**Spinning Kick**

Tap (K G)

**Lightning Kick**

Tap (← P), K, K, K, K, K, K

**Spinning Arm-Kick**

Tap (→ P), K

**Elbow Spin-Kick**

Tap (→ P), K

**Elbow Spin-Kick #2**

Tap P, P, (→ P), K

**Dash Hammer Kick**

Tap →, (→ K)

**Side-Hook Kick**

Tap (→ K)

**Middle Spin-Kick**

Tap ←, (→ K G)

**Somersault Kick**

Tap (R, K)

**Slant Back Knuckle**

Tap (K P)

**Lag Silver**

Tap (← K G)

**Slant Low Spin-Kick**

Tap (← P), K

**Spinning Kick Low**

Tap (→ P), (← K)

**Spinning Kicks**

Tap (K G), (← K G)

**Lightning Straight**

Tap (→ P), P, (→ P)

**Lightning Hook**

Tap (→ P), P, P, P

**Back Knuckle Spin**

Tap P, P, (→ P), K

**Elbow-Knuckle Spin**

Tap (→ P), P, K

**Knuckle Spin-Kick**

Tap K, P, K

**Beet and Knuckle Spin**

Tap (P K), P, K

**Spin Heel Sword**

Tap (→ K G)

**Double Middle Kick**

Tap (→ K), K

**Double Punch Knee**

Tap P, P, (→ K)

**Double Low Kick**

Hold ←, K, K

**Knuckle Low Spin**

Tap (→ P), P, (← K)

**Low Spin-Kick**

Tap K, (← K)

**Knuckle Low Spin**

Tap K, P, (← K)

## Throw Move

**Knee Strike**

Tap →, (→ P G)



## Throw Moves

**Salida-Hoko**

Tap →, (→ P G)

**Halo-Shunchari**

Tap P G

**Tenshin-Sokoshu**

Möton → ↘ ↙ ↘ ↙ (P G)

**Shichisei-Tenbunchu**

Tap (→ P G)

**Haike-Senten**

Tap (→ P G)

**Tozan-Hosshakyaku**

While crouching, tap (→ P G)

## SPECIAL MOVES

**Seiji-Sempu**

Tap (→ P K)

**Taiman-Sokoshu**

Tap (→ P K)

**Senshoppo**

Tap →, (→ P)

**Jucho-Sansho**

Tap (→ P K)

**Tozantai**

Tap (← K), (K G)

**Kaiotai**

Tap (→ K), K

**Koshu-Taitetsu**

Tap (→ K)

**Tensho-Iyowikyaku**

Tap →, (→ K G)

**Sankyutai**

Tap (← K)

**Toho-Haisoeyu**

Tap (→ P K)

**Toro-Saoto**

Tap (← P K)

**Shicchi-Sotai**

Tap (→ K G)

**Kuotai**

Hold →, tap (K G)

**Senten-Kutyaku**

Tap (A, K)

**Bancho-Bankanshu**

Tap (→ P), P

**Shippo**

While crouching, tap (→ P)

**Rensantai**

Tap K, K

**Fujin-Rentanyaku**

Tap →, (→ K), K

**Tenshin-Toro-Bankyaku**

Tap (→ P), P, K

**Shiho-Toro-Goshu**

Tap ←, (→ P)

**Rensotaku**

Tap P, P, (← P)



## Lion



## Pai

## Throw Moves

**Tochin-Ashio**

Tap →, (→ P G)

**Senpu-Enjin**

Tap ←, (→ P G)

**Tenchi-Toraku**

Tap →, (← P G)

**Seien-Kato**

Tap ←, (↓ P G)

**Mien-Monko**

Tap (↘ P G)

**Kuretsu-Tenho**

Hold ↓, tap (→ P G)

**Shawan-Kato**

Tap P G

**Italin-Nyurin**

Tap (→ P G)

**Enfu-Rinsho**

When opponent is crouching, tap (→ P K G)



## Counter Moves

**Ensen-Haikyu**

Tap (← P K)

**Kakyaku-Sentan**

Tap (→ K)

## SPECIAL MOVES

**Rikensu**

Tap (← P)

**Seochuken**

Tap (→ P)

**Ronsen-Risenkyaku**

Tap (↓ K), K

**Senpu-Ge**

Tap K G

**Ronkan-Kotankyaku**

Tap P, P, P, hold →, tap K

**Mien-Haikyaku**

Tap (→ K), K

**Ronkan-Kaitenkyaku**

Tap P, P, P, (← K)

**Ronkan-Sokyaku**

Tap P, P, P, (↓ K)

**Bowenshu**

Hold ↓, tap K G

**Enjin-Senpukyaku**

Tap (← K G)

**Mien-Dantai**

Tap →, (→ P) K

**Enbansukyaku**

Tap (→ K G)

**Jenchi-Chusho**

Tap (← P)

**Ensei-Kosho**

Hold ↓, tap (→ P)

**Soka-Rensutsuho**

Tap (→ P), P, (→ P)

**Soka-Rensukyaku**

Tap (← P), P, K

**Koen-Haikyaku**

Tap K, K

**Ronshin-Sokyaku**

Hold ↓, K, K

## SPECIAL MOVES

**Shajo-Sho**

Hold ↘, tap P

**Junho-Chusho**

Tap ↘, (↘ P)

**Syaka-Sho**

Tap (↘ P)

**Senpu-Ge**

Tap K G

**Soken-Senputai**

Tap P, P, K

**Ronkan-Tenshinkyaku**

Tap P, P, P, K

**Kokyaku-Haiten**

Tap (← K)

**Koko-Kyaku**

Tap (→ K G)

**Toku-Kosenkyaku**

Tap (→ K)

**Ronkan-Kaitenkyaku**

Tap P, P, P, (← K)

**Tico-Tai**

Tap →, (↓ K)

**Ensen-Sho**

Hold ↓, tap K G

**Rekko-Sokyaku**

Tap P, P, P, (← K)

**Toku-Shasho**

Tap (→ P)

**Rekka-Kosenkyaku**

Tap (→ K)

**Koryu-Tenshinkyaku**

Mobon ← K ↓ ↘ → K G

**Enshiso**

Tap ←, →, (→ P)

**Soko-Rappa**

Tap (↘ P K)

**Enjin-Senpukyaku**

Tap ←, (→ K G)

**Tenshin-Risenkyaku**

Tap (↓ K), K

**Renshu-Senpu**

Tap K, K

**Rensen-Sokyaku**

Hold ↓, tap K, K

## Lau

## Throw Moves

**Tenshin-Haikyaku**

Tap ←, (→ P G)

**Ryushu-Kato**

Tap ←, (↓ P G)

**Ryushu-Kato**

Tap (← P G)

**Raishin-Nyurin**

Tap (→ P G)

**Daichi-Yoshu**

Tap ↘, (↘ P G)



# Wolf

## Throw Moves

**German Suplex**

Tap (P G)

**Steiner's Screwdriver**

Tap X, (X P G)

**Giant Swing**

Motion ← ↓ X → (P G)

**Body Slam**

Tap (X P G)

**Tipper Driver**

While crouching, tap (X P K G)

**Double-Arm Suplex**

While crouching, tap (X P K G)

**Side Suplex**

While crouching, tap (↓ P K G)

**Frankensteiner**

Tap (P P G)

**Catch**

Tap (P P G)

**Wrist-Lock Throw**

Motion → X ↓ X ← (P G)

**Arm Whip**

Tap →, (P G)



## SPECIAL MOVES

**Level Back Chop**

Tap (P K)

**Shoulder Attack**

Tap ←, (P)

**Reverse Sledgehammer**

Hold ↓, tap (P)

**Flying Knee Kick**

Tap →, (P K G)

**Neck Cut Kick**

Tap (K G)

**Saw Bull**

Tap (P K G)

**Front-Roll Kick**

Tap ←, (P K G)

**Drop Kick**

Tap (P K)

**Low Drop**

Tap →, (P K)

**Lariat**

Tap (X P K)

**Double High Kick**

Tap K, K

**Tomahawk Flash**

Tap (P K)

**Tomahawk Chop**

Tap (P P)

**Dragon Fish Blow**

Tap (P), P

**Short Shoulder**

Tap ←, (P K)

## Counter Moves

**Dragon Screw**

Tap (X P K)

**Captured**

Tap (P K)

## SPECIAL

# Jeffrey

## MOVES

**Stomach Crush**

Tap ←, (X P K)

**Elbow Stamp**

Tap (P)

**Dash Elbow Uppercut**

Tap →, (P), P

**Elbow Hammer**

Tap (P), (P)

**Kanika Kick**

Tap →, (K)

**Hell Kick**

Tap ←, (P K)

**Toe Kick**

Tap (↓ K)

**Hell Dunk Hammer**

Tap (↓ P K)

**Rising Hammer**

Tap ←, (X P), P

**Combo Kanika Kick**

Tap P, P, (P)

**Triple Uppercut**

Tap (X P), P, P

**Tornado Hammer**

Tap →, (P)

**Knee Hammer**

Tap (P K), P

**Middle Hell Stamp**

Tap (P P K)

**Kanika Uppercut**

Tap X, (X P)

**Killing Kick Hammer**

Tap K, K, P

**Ducking Low**

Tap (↓ K G)

## Throw Moves

**Backbreaker**

Tap (P G)

**Power Slam**

Tap (P G)

**Spitash Mountain**

Tap X, (X P G)

**Body Lift**

Tap (P P G)

**Power Bomb**

While crouching, tap (X P K G)

**Machine Gun**

While crouching, tap ↓, (P K G)

**Iron Claw**

While crouching, tap (↓ P K G)

**Front Backbreaker**

Tap ←, →, (P G)

**Triple Head-Butt**

Tap ←, (P G), (P G), (P G)

**Machine-Gun Hammer**

Tap X, (P G)

**Spanish Baster**

Tap (↓ P G)



## SPECIAL MOVES

**Sokufan**

Tap (K, P)

**Rakusenjin**

Tap (→ P, K)

**Gem-Ye**

Tap (← K, G)

**Kagaryu**

Tap →, (→ K, G)

**Tsunagi-Geri**

Tap (↓ K, G)

**Sulsha-Geri**

Tap (K, K, G)

**Sempu-Geri**

Tap (K, K)

**Fushin-Nizageri**

Hold ↓, tap (→ K)

**Sandan-Fujinkyaku**

Tap P, P, P, (K, K)

**Ryuei-Nishokuyaku**

Tap →, (→ P, K, G)

**Ryuei-Ryaku**

Tap →, (→ K)

**Kaiten-Jizukiyakz**

Motion ← ↓ ↓ → K

**Jibashiri**

Tap (K, K)

**Sempu-Jin**

Tap (↓ P, K)

**Rasen**

Tap (← P)

**Ura-Sutsha**

Tap (→ K, G)

**Ganzanka**

Hold ↓, tap P

**Hagakure-Senjin**

Tap (→ P, K)

**Engetsu-Geri**

Tap (P, K, G)

**Rasen-Urageri**

Tap (← P), K

**Sandan-Rasen-Urageri**

Tap P, P, (← P), K

**Sandan-Rasen-Urageri**

Tap P, P, (← P), K

## Kage

## Throw Moves

**Kaara-Gasumi**

Tap (P, G)

**Kage-Gasumi**

Tap ←, (→ P, G)

**Katana-Gasumi**

Tap (→ P, G)

**Koen-Raku**

Tap (← P, G)

**Jungyaku-Jizai**

Tap (→ P, G)

**Fushin-Rantageki**

Tap (P, P, G)

**Counter Move****Kote-Gasui**

Tap (← P, K)



## Shun-Di

## SPECIAL MOVES

**Special Moves****Rensai-Gakushu**

Tap ←, (→ P), P, P

**Oba-Gold**

Tap (← P)

**Chowan-Ryoken**

Motion ↓ ↓ → P

**Tenshin-Sochusho**

Tap (→ P, K)

**Naito-Rensenkyaku**

Tap (K, K, G)

**Koahu-Rental**

Tap (K, K), K

**Chubu-Sotenkyaku**

Tap →, (→ K)

**Mawshin-Rensenkyaku**

Tap (← K, G)

**Zenko-Sental**

After drinking, tap (↓ P, K)

**Rentan-Zensen-Sotal**

After drinking,

tap (↓ P, K), K, K

**Sempu-Sotal**

Hold ↓, tap (K, G)

**Renshu-Kalabu**

Tap K, K, P

**Sinhu-Suikoshu**

Tap ←, (→ P)

**Kasenko**

Tap (→ P), P, P, K

**Ranohi-Chogeki**

Tap K, K

**Shasoku-Renkyaku**

Tap (→ K, G)

**Renshu-Naikasbo**

Tap K, K, (↓ P)



## Throw Moves

**Saiko-Tenshinchu**

Tap (P, G)

**Toshu-Richu**

Tap (← P, G)

**Kanahori**

Tap (P, G)

**Tenshu-Soko**

Tap (→ P, G)

**Rasen-Suichu**

Tap (→ P)

## Shifting Moves

**Tenforitsu**

Motion → ↓ ↓ ← ←

**Zabanetsu**

Tap ↓, ↓

**Gyokushu**

Tap (↓ P, K, G)

**Oshu**

Motion ← ← ↓ ↓ →

**Chubushu**

Tap (P, K)

New  
Character

## Aoi

## SPECIAL MOVES

*Fuzakura*

Tap →, (→ P K)

*Josei-Ryusensho*

Tap ←, (← P K)

*Nirenotsu-Ochu*

Tap P, P, P

*Musoba*

Hold ↘, tap P

*Koromo-Guruma*

Tap →, (→ P)

*Sodeshinken*

Tap (× P)

*Ito-Shu*

Tap (× P K)

*Hicho*

Tap (→ P)

*Tsumuji-Zakura*

Tap (→ P), P

*Kumo-Geri*

Tap (→ K), K

*Nirenotsu-Kagikyaku*

Tap P, P, K

*Rajinha*

Tap (→ K)

*Kusarigama*

Tap K, K

*Renotsu-Kodachi*

Tap P, P, P, K

*Kusanagi*

Tap (← K G)

*Renotsu-Kusanagi*

Tap P, P, P, (← K)

## Throw Moves

*Kaito*

Tap (P G)

*Rokudan-Obitori*

Tap (→ P G)

*Engetsuba*

Tap (← P G)

*Aiki-Nage*

Hold ↓, tap (→ P G)

*Haobero*

Tap (← P)

*Tenshin-Ryushin*

Tap (← P K)

*Ryuno-Agito*

Tap (← P K)

*Senryu*

Tap (↓ P G)

## Down Attack

*Eda-Kudaki*

Tap (↘ P G)

## SPECIAL MOVES

*Tsappari*

Tap P, P, P, P, P, P

*Morote-Tsappari*

Tap →, (→ P), P, P

*Kachiage*

Hold ↘, tap (P K)

*Morote-Tsuki*

Tap →, (→ P)

*Mage-Harite*

Tap (P K)

*Hijate*

Tap (→ P)

*Zangotki*

Tap ↘, (↘ P)

*Magoryu*

Tap ←, (← P)

*Oni-Goroshi*

Tap (× P)

*Oni-Kachiage*

Tap (× P K)

*Tahakikorni*

Tap (← P K)

*Kanetsuki*

Tap (← P)

*Hyecto-Wari*

Tap (← P K)

*Taru-Kudaki*

Hold ↓, tap (→ P)

*Miyama-Zume*

Hold ↓, tap ←, (→ P)

*Najiate-Takaki*

Tap (→ P), P

*Maruta-Niza*

Tap (→ K)

*Siko-geri*

Tap (→ K)

*Tsuyu-Harai*

Hold ↓, tap (P K)

New  
Character

## Throw Moves

*Abise-Tsuisi*

Tap →, (→ P G)

*Ohwate-Nage*

Tap (P G)

*Tsuri-Otoshi*

Tap (P G)

*Yotsumi*

Tap (→ P G)

*Sotokute*

Tap (× P G)

*Kubinsuge*

Tap (← P G)

*Izori*

Hold ↓, tap (→ P G)

*Surprise Attack*

Tap (P K G)



# MEGA MAN MEGA MYTH MEGA LEGEND

THE BLUE BOMBER'S BACK.



## MEGA MAN 8 ANNIVERSARY COLLECTOR'S EDITION



Bring you brand new Mega features and classic Mega moves. The whole cast has returned with devious new enemies, smooth animation, and endless customizing upgrades. Plus, the best Japanese anime battle intros available on any platform today! In honor of Mega Man's 25th anniversary, we've also included a gift with every package. It's a full color collector's anthology booklet of Mega Man artwork, previously unreleased in the U.S.

Welcome back, Mega Man!



# Hit the ICE!

**Arcade**

## Wayne Gretzky's 3D Hockey

has just hit the arcade and it's loaded with codes and secrets! Here are some of the best secrets and tips to keep you playing for hours!

By Major Mike



## The Basics

### Offense

#### One-Timer

Simultaneously press Shoot and Pass when a computer teammate has the puck.

#### Fight!

#### Grab Punch

Simultaneously press Burst and Pass.

#### Uppercut

Simultaneously press Shoot and Pass.

### Defense

#### Cross Check

Simultaneously press Burst and Pass.

#### Trip

Simultaneously press Burst, Shoot, and Pass.

#### Diving Block

Simultaneously press Shoot and Pass.

## Secrets

### Gameplay Secrets

#### Brick Wall Goalie

If the goalie makes five saves in a row, he turns into a brick wall.

#### Flaming Puck

If you score with a power shot (simultaneously press Burst and Shoot) from the midline, you'll ignite the net.

#### Bench Ball on the Ice

This occurs only if there is a score difference greater than three and 45 seconds is left on the clock.

*Note: This trick works only after the machine has logged 300 hours.*

#### Tron Ice Rink

Enter the initials TRN and the birthdate February 31.

*Note: This trick work only after the machine has logged 500 hours.*

#### Hat

Player gets a "hat rack" in the last 15 seconds of a period.

#### Swiss Cheese Goalie

Goalie is scored on by three successive shots.

#### Million-Mile-an-Hour Puck

Press and hold Power Shot for exactly five seconds.

*Note: The shot must be taken from a very low-scoring-potential spot on the ice.*

### Game Modes

Enter the following codes at the Challenge screen.

#### Arcade Mode

Press and hold Left for two seconds.

#### Pro-Simulation Mode

Press and hold Right for two seconds.

#### Professional Mode

The A.L. doesn't catch up. Press and hold Up for two seconds and press Shoot.

#### Simulation Mode

Press and hold Down for two seconds.

#### Two-on-Two Mode

All players should press and hold Up, and press Pass.

*Note: This code works only in Head-to-Head matches.*

"Carnage runs rampant..."

★★★★

—Next Generation

"[Kain's] plot is complex — and gory — enough to satisfy even the most die-hard RPG player."

—Electronic Gaming Monthly

"Kain is a powerful, persuasive and exciting new character..."

—Game Informer

"the gaming equivalent of Braveheart."

—Next Generation

# KEEP THIS GAME OUT OF THE REACH OF CHILDREN

—P.S.3

## GORY COMBAT ACTION

Brimming with 170 terrifying enemies and 21 demonic spells — each with a unique bloody graphic.



**ACTIVISION**

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## VAMPIRE BLOODFEAST

Drink the blood of your victims, then morph into one of four sinister forms to avenge — vampire, wolf, bat or mist.

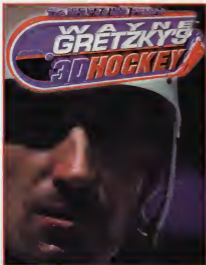


## EPIC PRODUCTION

A staggering 100,000 plus screens and 120 hours of blood-soaking adventure enhanced with 25 grizzly minutes of full-motion, 3-D animation.



Explore the carnage at [www.activision.com](http://www.activision.com) or [www.crytald.com](http://www.crytald.com)



## Cool Cheats

### Silly Heads

Enter the following codes at the Challenge screen.

*Note: Press and hold Pass and Shoot while entering the following cheats.*

#### Puck Head

Press and hold Burst and press Left, Right, Left, Left, Right.

*Note: This cheat works only after the machine has logged 700 hours.*

#### Big Heads

Press Up, Down, Up, Down.

#### Top Hat

Press Left, Left, Right, Right.

#### Wizard Hat

Press Right, Right, Left, Left.

#### Smiley Face

Press Down, Down, Up, Up.

*Note: This cheat works only after the machine has logged 100 hours.*

#### Frank Head

Press Left, Right, Right, Left.

*Note: This cheat works only after the machine has logged 200 hours.*

#### Punker Head

Press Right, Left, Right, Left.

*Note: This cheat works only after the machine has logged 400 hours.*

#### Diablo

Press Left, Right, Left, Right.

*Note: This cheat works only after the machine has logged 600 hours.*

### Secret Players

Enter the following initials, birthdates, and numbers.

*Note: These players aren't kicked out of a game if they get into a fight.*

NAME	INITIAL	DATE	NUMBER
Mike Albaugh	MEA	7-5	30
Mike Alexander	MMM	12-28	14
Jesse Balderrama	JSE	6-23	44
Mark Beaumont	MSB	11-8	2
Steve Bennets	SJB	1-28	1
Robert Birmingham	RMB	2-5	33
Doug Brandon	DWB	7-25	17
Ramona Castro	RBC	8-11	11
Steve Correll	RSC	9-16	7
Jerry Cruz	JPC	9-24	24
Rob Daly	RVD	12-3	4
Derryl DePriest	DDD	3-22	22
Brent England	BJE	6-28	98
Jose Erazo	JE	10-7	65
Terry Farnham	TLF	7-28	92
Jon Hey	JWH	9-20	88
Bill Hindorf	WEH	7-29	57
Mark Hoendervoogt	MDH	11-17	69
Bob Ingold	BAI	9-22	1
Tom Keil	TLK	12-25	29
Howard Lehr	HRL	12-28	11
Trenton Lewis	TLL	1-23	3
Ed Logg	ED	9-11	48
Jeremy Mattson	JIM	6-22	68
Richard McGovern	RPM	5-29	42
Ace Miles	ACE	1-13	65
Patrice Morarity	PMC	2-8	44
Minh Nguyen	MVN	2-20	79
David Ortiz	DJD	5-29	0
Tod Papy	PAP	4-19	69
John Paul	JFP	2-11	57
Mark Pierce	MSP	8-20	69
Rob Reninger	RJR	8-5	17
Bruce Rodgers	BER	3-7	00
David Sheppard	DMS	5-21	17
Elaine Shirley	ETS	7-20	25
Mike Taylor	MCT	5-11	10
Steven Thomas	SWT	8-10	68
Chuck Tollman	CTT	12-22	12
Dan Van Elderen	DNV	3-1	1
Jason Woznicki	JSN	1-21	43



# IT'S THE THOUGHT THAT KILLS!

"The next great  
PlayStation fighting  
game has arrived."

- GameFan



...very different from anything you've ever  
played before." - *1Up.com*



...very innovative projectile weapons. PS  
background graphics." - *Next Issue!*



One of Zentaro's best sword-fucks ever.  
- *GameFan*



TAITO

## PSYCHIC FORCE

Mind Blowing Mid-Air 3-D Fighting

AKKlaim

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# Madden Money Plays

Here are some of the best tricks and plays the GamePros use to defeat their opponents in the most celebrated football game of the year

By Johnny Ballgame

## Pass Plays

Most people pick up a football game and instantly want to start heaving the ball downfield as quickly as possible. But in Madden, the defense can get tricky if you don't call the right pass patterns. Fortunately for football fans, there are a few plays that you can use to score big yardage almost every time.

The best pass play in the game is the Shotgun/Normal/Double Flag.



Drop straight back in the pocket and wait about three seconds as your two far-end receivers sprint up and cut toward the middle of the field. If you throw the ball to either wideout, he'll turn back toward the sideline to make the catch.



Once he has the ball, run all the way to the sideline, then turn up-field for a huge gain. The best way to prevent the defense from stopping you is to alternate your throws from the left wide receiver to the right wide receiver. When you have this play down, use the

hurry-up offense and continually run the play all the way down-field for the best success.

Try these other pass plays to maximize your offensive output.

1. Pro/3 Wide/Quick Post
2. Pro/Normal/All Streak
3. Single/4wide/HB Circle
4. Near/TE MTN/Deep Post
5. Shotgun/4wide/Double Slot

## Run Plays

Running the ball successfully is one of the keys to winning at Madden '97. By racking up yardage on the ground, you maintain control of the ball while also raining the clock. You can literally keep the ball out of your opponent's hands and limit their offensive opportunities with a successful ground game.



The best running plays are those designed to go up the middle, but you then take to the outside and

run up the sideline. A perfect example of this is the Singleback/4 Wide/HB Dive Left. Instead of diving over the middle, start forward then run backwards a few yards as you dart toward the sideline. If you can avoid the fast defender, you'll be off to the races.

When the defense keys in on that play, use these as a change of pace.

1. I/2 TE/HB Wham
2. Near/Normal/HB Toss
3. I/Normal/Power Weak
4. I/Normal/Power Strong
5. I/2 TE/HB Draw

## Block That Kick

Sometimes football comes down to a last-second field goal or an extra point to win or to tie the game. Here's a play that will help you reject any hopes your opponent has of kicking the game winner.



Call the 3-4/52 Angle Man 3 and take control of the Nose Tackle.



When the ball is snapped, rush in between the center and the guard, and jump at the ball. If done correctly, you'll have a clear path to hit the ball right back into the kicker's face.

## Hidden Teams



At the User Records screen, type in **TIBURON**. Then press  $\square$  to return to the team-select screen.



Shuffle through the teams and you'll notice eight hidden teams, including the All '50s and '60s, All '70s, All '80s, Madden All Time, the NFC Pro Bowl team, the AFC Pro Bowlers, an EA Sports team, and the Tiburon development team.

# MADDEN 97

TNN  
2000  
MOTOR  
SPORTS

# HARDCORE 4X4

# YOU'LL NEED TOUGH STUDS AND BIG BOLTS...

Get bent over six  
radical terrains:

Get wrenching multiple  
views with hard-rocking  
adrenalin-pumping music.

Whirl knuckle  
driving and extreme  
weather conditions.

Rampage your rig  
with actual four wheel  
independent suspension  
and real  
vehicle motive.

Maxx out your truck  
crunch the fenders  
and kiss your competition  
but don't drive it  
into the ground.

head games



<http://www.esogames.com>



...CAUSE THIS AINT NO SUNRAY DRIVE



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# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## PlayStation

### Tomb Raider

#### Get All Weapons



Start a game and press **Select** to enter the Inventory screen. At the Inventory screen, press **L1**, **△**, **R2**, **L2**, **L2**, **R2**, **○**, **L1**. Then press **Down** to go into the Option menu. Press **Up** to go back into the Inventory menu, and you'll have all the weapons, including the machine gun and shotgun.



## PlayStation

### Twisted Metal 2

#### Play as Minion and Play on Secret Tracks



**Play as Minion:** At the Select Car screen, press **L1**, **Up**, **Down**, **Left**. You'll hear a gunshot. Cycle through the cars, and you'll find Minion between Shadow and Hammerhead. Minion is maxed out in everything except speed.

#### Secret Tracks



*Note: The following tricks work only in a two-player Challenge Match.*

**Cyburbia:** At the Choose Battleground screen, press **Down**, **Up**, **L1**, **R1**. You'll hear a gunshot. When the match starts, you'll be in the Cyburbia stage from the first Twisted Metal game.

**Jet Moto:** At the Choose Battleground screen, press **Up**, **Down**, **Right**, **R1**. You'll hear a gunshot. When the match starts, you'll be in a stage from the racing game Jet Moto.

**Rooftops:** At the Choose Battleground screen, press **Down**, **Left**, **R1**, **Down**. You'll hear a gunshot. When the match starts, you'll be in the Rooftops stage from Twisted Metal.

**Steve White**  
**Anchorage, AK**



## Saturn

### Tomb Raider

#### Level Skip



Pause the game and go into the last page of the passport. Once there, press **Z**, **Y**, **Z**, **Y**, **X**, **X**, **X**, **X**, **Start**. Then press **C** and you'll skip to the next level.

## PlayStation

**Twisted Metal 2****Passwords for Each Vehicle**

Here are all the passwords for each car in the game.

Note: A \_ designates a blank space.

**Axel**

Moscow: xΔx x \_  
 Paris: ○□□\_Δ\_  
 Amazonia: ΔΔ□□○\_  
 New York: \_Δ□□x\_  
 Antarctica: x x Δ□Δ○  
 Holland: ○x○Δ○  
 Hong Kong: Δx○x x ○  
 Dark Tooth: Δ□Δ□\_□

**Grasshopper**

Moscow: Δx○\_  
 Paris: xΔ□□□  
 Amazonia: \_x○□Δ○  
 New York: ○Δx○\_□  
 Antarctica: x□□○\_Δ  
 Holland: ΔΔx□□Δ  
 Hong Kong: ○□□□Δx  
 Dark Tooth: x\_x□□\_

**Hammerhead**

Moscow: \_Δx x x \_  
 Paris: \_xΔ□xΔ  
 Amazonia: Δ\_ \_ \_○

New York: ΔΔxΔx x  
 Antarctica: ΔxΔ○x□  
 Holland: Δ□□x□\_  
 Hong Kong: ○Δ○□□Δ  
 Dark Tooth: ○○○\_Δx

**Mr. Grimm**

Moscow: ΔΔx x○\_  
 Paris: ○xΔ○Δx  
 Amazonia: x□□ΔΔΔ  
 New York: Δ\_ \_○x○  
 Antarctica: ○ΔxΔx\_  
 Holland: x x Δ\_○x  
 Hong Kong: \_x○□□□  
 Dark Tooth: \_□Δ○□Δ

**Mr. Slamm**

Moscow: x x Δ□x\_  
 Paris: x\_ \_○x□  
 Amazonia: ○Δ□\_□x  
 New York: Δx○□□○  
 Antarctica: Δ\_Δ○□Δ  
 Holland: \_○\_ \_○\_

Hong Kong: □\_ \_Δ\_Δ  
 Dark Tooth: □\_□Δ○x

**Outlaw 2**

Moscow: \_x○\_Δ\_  
 Paris: ΔΔx○Δ\_  
 Amazonia: Δ□□□Δ\_  
 New York: ○xΔΔΔ\_  
 Antarctica: xΔ○□Δ\_  
 Holland: x□□\_Δ\_  
 Hong Kong: \_Δx□x x  
 Dark Tooth: \_○x\_Δ\_

**Roadkill**

Moscow: ○xΔ□□\_  
 Paris: Δ\_Δ\_ \_○  
 Amazonia: x x Δ○□Δ  
 New York: ○\_ \_x\_ x  
 Antarctica: \_Δ□x○\_  
 Holland: x\_ \_Δ\_□  
 Hong Kong: ΔΔ□□○Δ  
 Dark Tooth: Δ○xΔ□x

**Shadow**

Moscow: □\_ \_ΔΔ\_  
 Paris: x x ○\_Δx  
 Amazonia: xΔx○□Δ  
 New York: x\_ \_x○□  
 Antarctica: ○x○□x○  
 Holland: ○Δ□Δ□\_  
 Hong Kong: ○\_Δ\_□x  
 Dark Tooth: ○Δ\_Δ○\_

**Spectre**

Moscow: ○Δx x Δ\_  
 Paris: \_Δ□□○x

Amazonia: ○xΔ□Δx  
 New York: \_x○x x Δ  
 Antarctica: x\_ \_ \_○Δ  
 Holland: Δ\_ \_□x□  
 Hong Kong: xΔxΔ○□  
 Dark Tooth: x○○○\_Δ

**Thumper**

Moscow: ○\_ \_Δx\_  
 Paris: x□□○○Δ  
 Amazonia: Δx○\_□\_  
 New York: x x ΔΔxΔ  
 Antarctica: ΔΔ□\_ \_ \_  
 Holland: xΔx\_□Δ  
 Hong Kong: Δ\_ \_□Δ\_  
 Dark Tooth: Δ\_□□x○

**Twister**

Moscow: x\_ \_Δ○\_  
 Paris: Δx○□xΔ  
 Amazonia: \_Δ□x□○  
 New York: xΔx○x\_  
 Antarctica: ○\_ \_x□Δ  
 Holland: \_x x\_ \_○  
 Hong Kong: x x Δx□\_  
 Dark Tooth: x□\_□Δ○

**Warthog**

Moscow: Δ\_ \_Δ□\_  
 Paris: Δ□□□x□  
 Amazonia: ○□□○x x  
 New York: x□□\_ x○  
 Antarctica: \_x○Δ\_□  
 Holland: ΔxΔ□\_x  
 Hong Kong: ○xΔ○\_○  
 Dark Tooth: ○□\_○○□



## PlayStation

### Twisted Metal 2

#### Advanced Attacks



Press any of the following buttons any time during gameplay.

**Freeze Blast:** Press Left, Right, Up.

**Jump:** Press Up, Up, Right.

**Land mines:** Press Right, Left, Down.

**Napalm:** Press Right, Left, Up.

**Rear Attack:** Press Left, Right, Down.

**Shield:** Press Up, Up, Right.

**Temporary invisibility:** Press Right, Down, Left, Up.

**Tyler Owens**  
via Internet

## PlayStation

### Machine Head

#### Infinite Ammunition, Energy, and Level Select



At the title screen, enter any of the following button presses. The cheat will scroll by after the buttons are entered.

**Infinite ammunition:** Press  $\square$ ,  $\circ$ ,  $\circ$ ,  $\circ$ ,  $\circ$ , L1,  $\circ$ , L1, L1,  $\circ$ , L1, L1,  $\circ$ , L1, L1, L1, L1, L1, L1, L1.

**Infinite energy:** Press  $\square$ , L1, L1, L1,  $\circ$ , L1,  $\circ$ ,  $\circ$ ,  $\circ$ , L1,  $\circ$ ,  $\circ$ ,  $\circ$ , L1, L1, L1, L1, L1,  $\circ$ ,  $\circ$ , L1.

**Level select:** Press L1,  $\circ$ , L1, L1, L1,  $\circ$ ,  $\circ$ ,  $\circ$ ,  $\circ$ , L1, L1,  $\circ$ ,  $\circ$ , L1,  $\circ$ , L1,  $\circ$ ,  $\circ$ ,  $\circ$ . Then press R1 or R2 to select a level.

## PlayStation

### Wipeout XL

#### Machine Gun



Start a game and pause it. While the game is paused, press  $\square$ ,  $\circ$ ,  $\times$ ,  $\square$ ,  $\circ$ ,  $\times$ ,  $\Delta$ . Unpause the game and you're now armed with a deadly machine gun instead of special weapons. Note: Using this cheat may lock up the game.

**Christian Pappas**  
Northfield, IL



## Nintendo 64

### Cruis'n USA

#### Hidden Cars



At the Choose Car screen, press and hold Up, Left, and Down on the yellow buttons. While holding these buttons, put the cursor on any of the cars except the Ferrari on the far right. The cars on the jacks will change into different cars, including a jeep and a school bus.

**JUPITER, 2070.** | NOT A PLACE FOR THE FIGHT-OR-FEAR, NOR THE WEAK-OF-MIND. MECHANIZED ARMIES RUN AMOK, AND YOU MUST DEVELOP THE STRATEGIES AND ALLIANCES TO QUELL THE CHAOS. GO FROM BLUEPRINT TO BATTLEFIELD AS YOU DESIGN, BUILD, PROGRAM AND LAUNCH YOUR MECHANIZED WARRIORS INTO CONFLICT IN THE FIRST IN-DEPTH STRATEGY GAME FOR YOUR PLAYSTATION GAME CONSOLES.

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- Fuel 350 cc

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 -100 YEARS  
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- Durable Parts of
- Fuel 10000 cc

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- Fuel 350 cc
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- Cores 200
- Miraculous 65 8 (over)
- Fuel 400 cc

## ROBOT

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- Fuel 25000

# Carnage Heart

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The information has been listed about the disc system.

## Nintendo 64

### Mortal Kombat Trilogy

#### More Kombat Menu



At the story line screen where the words scroll from the bottom to the top, press Run, Block, Run, High Punch, Low Punch. You'll hear Shao Kahn say "Outstanding." Press Start, and at the screen with the different game modes, press and hold Up, and press Start. Cycle through the various options until you reach the dark blue "7" and press A. This is a More Kombat menu that enables you to play as Kameleon and Human Smoke.

Kare Capistrano  
Union City, CA

## PlayStation

### Project Overkill

#### Ammo, Shield, and Health



To enter any of the following cheats, pause the game, highlight Music Volume, and enter any of the following button presses.

**Ammo:** Press and hold O, press □, release O, press and hold Δ, press ×, release Δ, press and hold O, press ×, release O, press and hold ×, press □, release ×. Unpause the game and the word "Cheater!" will appear at the top of the screen, but you'll have all the weapons and ammo.

**Shield:** Press and hold Right, press O, □, Δ, release Right, press and hold Left, press □, O, ×, release Left. Unpause the game and the word "Cheater!" will appear at the top of the screen, but you'll have a temporary body shield.

**Health:** Press and hold O, press O, ×, Δ, release □, press and hold O, press □, ×, Δ, release O. Unpause the game and the word "Cheater!" will appear at the top of the screen, but your health will be maxed out.

## PlayStation

### Wipeout XL

#### Funky Vehicles



Press and hold L1, R2, Start, and Select, and turn on the PlayStation. Hold the buttons until the Wipeout XL copyright screen. The moment the copyright screen appears, release the buttons. When the game starts, all the ships will be replaced by funky characters. If you use the cheat for the Piranha ship (see "SWATPro," January) with this code, you race as a shark.

## PlayStation

### Tokyo Highway Battle

#### Lots of Money



Start the game, and when the Jaleco logo appears, press and hold L1, L2, R1, Down, and Start on Controller Two. Hold the buttons until the title screen appears. Then, when you buy parts for your car, your money will be maxed out.



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## PlayStation

## Final Doom

## Passwords



## The Master Levels

Level 2	Virgil	R B F 9 D 3 9 5 8 Q
Level 3	Canyon	1 L 3 C I F 7 X 0 2
Level 4	Combine	H L L Z T P 0 K K K
Level 5	Catwalk	6 J 1 N W H F R 6 4
Level 6	Fistula	8 W W R S S H M 7 9
Level 7	Geyron	D 9 S 0 W V F J P C
Level 8	Minos	H S 9 Y W 3 H M F C
Level 9	Nessus	0 S S H C W F V Y W
Level 10	Paradox	H T I O V L X L D B
Level 11	Subspace	J 7 7 V Y T H D C F
Level 12	Subterra	6 X D K R W 2 5 1 8
Level 13	Vesperas	C 3 3 W 2 Y 0 G H K

## TNT Evolution

Level 14	System Control	F P 6 2 Z M S W J Q
Level 15	Human Barbecue	D 5 5 1 0 Q K R K H
Level 16	Wormhole	Z V B K T 1 0 6 9 I
Level 17	Crater	1 C C T V 9 Q Q 1 9
Level 18	Nukage Processing	T M 4 0 L J Z 2 K J
Level 19	Deepest Reaches	H Y Y 4 G Q 9 G S Q
Level 20	Processing Area	1 5 H R 4 W 7 C 2 0
Level 21	Lunar Mining Project	1 F F G V Z 1 7 7 7
Level 22	Quarry	S N 5 Y O R K I G H
Level 23	Ballistyx	Z B B S T 6 R 8 9 I
Level 24	Heck	G K 2 5 J L V 3 L L

## The Plutonia Experiment

Level 25	Congo	G 2 2 4 S G Y S N L
Level 26	Aztec	T R 8 W X J V N B D
Level 27	Ghost Town	X B B R T 6 7 N 8 I
Level 28	Saron's Lair	H G Z 9 H T C M H P
Level 29	The Death Domain	0 G G K 0 6 W 5 4 6
Level 30	Onslaught	9 9 8 D 4 0 F Y V W

## PlayStation

## International Track &amp; Field

## New Bathing Suits



To put the swimmers in bikinis for the 100m Free Style, at the Game Select screen, highlight 100m Free Style. Then press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **O**, **X**. Then press Start to begin the race. When the race starts, all the swimmers will be wearing bikinis.

## Saturn

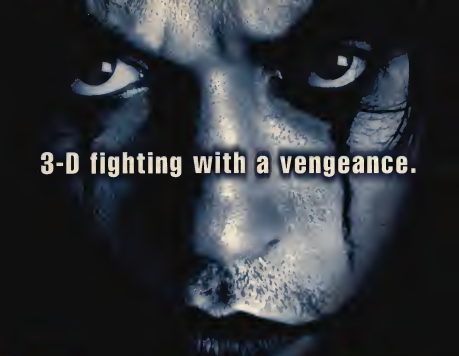
## Worms

## More Weapons



At the title screen, enter Worm Options. From here, select Weapons. At the Weapons Options menu, move the cursor off the options, including Exit, and **simultaneously** press **Z** and **C** ten times. This adds new weapons, including Banana Bombs, sheep, and miniguns to the weapons options.

Shane Hauge  
Internet



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city of angels



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## PC Cheats

### Duke Nukem 3D

Enter the following codes during the game, not while the game is paused:

- Show your position on the map: **dncoords**
- Shows all the map: **dnshowmap**
- Gives all items: **dninventory**
- Gives all keys: **dnkeys**
- Gives all weapons and ammo only: **dnweapons**
- Opens all doors on the present level: **dnunlock**
- No Clipping mode: **dnclip**
- Kill all monsters on present level -v1.1 & 1.3 only: **dnmonsters**
- Infinite jet-pack fuel (must have jet pack to work): **dnmajor**
- Receive all weapons, full ammunition, and items: **dnstuff**
- God mode: **dnkroz**
- Receive all key cards: **dnitems**
- Game/level warp (# = game# and level#): **dnscotty##**
- Receive Steroids: **dnhyper**
- Game frame rate (25+ is great): **dnrate**
- View from behind Duke: **dnview**
- Change skill level to #: **dnskill#**
- Shows lots of debugging info: **dndebug**
- Throw money when space bar is depressed: **dncashman**
- Displays "Buy Major Stryker" message: **dnallen**
- Displays "Pirates Suck" message: **dnbeta**
- Displays "Register Cosmo" message: **dncosmo**

### Quake

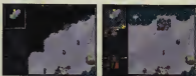


Start a game and pause it. Then enter Options. In Options, go to Console Mode, and type in any of the following at the cursor:

- God mode toggled on or off: **GOD**
- Flying time: **FLY**
- All weapons and ammunition: **IMPULSE 9**
- Get a Rune: **IMPULSE 11**
- Quadruple damage: **IMPULSE 255**
- Walk/run through walls: **NOCLIP**
- Monsters won't attack you unless provoked: **NOTARGET**
- Level warp (E=episode, M=map): **MAP E##M##**
- Gives you # shells: **GIVE S #**
- Gives you # nails: **GIVE N #**

- Gives you # rockets: **GIVE R #**
- Gives you # cells: **GIVE C #**
- Ups your health #: **1-999 GIVE H #**
- Gives you weapon # (8 is the lightning gun, and so on): **GIVE #**
- Dnscreen crosshair: **CROSSHAIR 1**
- Removes shadows: **R\_FULLBRIGHT 1**

### Warcraft II



- To enable these cheats, press Enter anytime during the game and type in any of the following:
- Adds gold and lumber to your resources: **Glittering Prizes**
- All buildings, units, and upgrades are built at an accelerated rate: **Make it so**
- Instant victory: **unite the clans**
- Dramatically increase lumber-harvesting speed: **hatchet, axe, or saw**
- Instant defeat: **you pitiful worm**
- Removes victory sequence and lets you continue playing: **never a winner**
- All your units are invulnerable, except to a direct catapult hit, and will inflict 255 points of damage on each enemy they hit: **It is a good day to die**
- Displays the entire map area: **showpath**
- Displays "Go Bruins" on the screen: **ucla**
- Disable magical traps: **noglues**
- Adds 5000 oil to your resources: **valdez**
- Upgrades your magic users with all spells: **every little thing she does**
- Jump to finale movie: **there can be only one**
- Upgrades all technologies immediately: **deck me out**
- Makes Warcraft II demo fight scenes between games pop up faster: **Fastdemo**
- Displays REF on the screen: **day**
- Gives oil: **Spycob**
- Makes a laser show in the background: **Netprof**
- Allows you to surrender during multiplayer games: **Allowsync**
- Enable or disable cheat codes during multiplayer games: **Title**

## PlayStation

### Star Gladiator

#### Play as Bilstein, Kappah, and Blood, and Get the Dark Mode

Play as Bilstein: Start a game in Arcade mode. Then, at the character-select screen, press and hold Select, put the cursor on Gore, and press



X, O, X, O, □, □, □, △, △, △, and simultaneously press X and O. Bilstein appears. Move the cursor to the right of Gore, and you can play as Bilstein.

Play as Kappah: You must first enter the code to play as Bilstein. Start a game in Arcade mode. Then, at the character-select screen, press and hold Select, put the cursor on Hayato, and press O, □, △, □, X, □, △, □, O, □, and simultaneously press X and △. Kappah appears. Move the cursor to the left of Hayato, and you can play as Kappah.



Play as Blood: You must first enter the codes to play as Bilstein and Kappa. Start a game in Arcade mode. Then, at the character-select screen, press and hold Select. Put the cursor on Bilstein and press X, □, X, □, X, □. Then move the cursor on Kappah and press O, △, O, △, O, △, and simultaneously press L1 and R1. Now you can play as the boss character Blood.



Dark Mode: At the Vs screen, press and hold L2, R2, and Down until the fight starts.

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## PlayStation

### Time Commando

#### Fight Computer Opponent



To fight a computer-controlled doppelganger, enter the password **COMMANDO**. You'll start in a wrestling ring for a little one-on-one fighting.

Random Salim  
via Internet

## Saturn

### Battle Arena Toshinden URA

#### Play as Wolf and Repli, Two-Button Overdrive Moves, Play as Sho and Vermilion, and URA Option 2



At the title screen with the words "Press Start Button" flashing, press any of the following quickly:

*Note: You must enter the cheats in the following order.*

Play as Wolf and Repli: Press A, B, Z, X, Y, C. The 1P Game option should turn yellow. The boss characters Wolf and Repli have been added to the lineup of playable fighters.

Two-button overdrive moves: Press A, Z, C, X, B, Y. The 1P Game option should turn blue. Now you can execute overdrive moves by simultaneously pressing Z and C.

Play as Sho and Vermilion: Press A, Y, C, X, B, Z. The 1P Game option should turn red. The hidden characters Sho and Vermilion have now been added to the lineup of playable fighters.

URA Option 2: Press A, X, Y, Z, C, B. Then, at the next screen, go to Options. Press and hold R, and press A. Now there are several new options, including no ring-outs and other cheats.

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## PlayStation




## Gameboy

101	25	18	22	38	45	47	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00
101	25	18	22	38	45	47	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	97	98	99	00

## Saturn

## Game Boy

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2 Crash Bandicoot is a  
3 The Kingdom of... must be protected to Beyond the Beyond  
4 Tanks Ratter because  
Crut

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BLOCKBUSTER  
VIDEO

## February HOT RENTALS

### PlayStation

- Twisted Metal 2
- NFL GameDay '97
- NBA Live '97
- Destruction Derby 2
- NBA In the Zone 2
- Re-Loaded
- Pandemonium
- Blood Omen: Legacy of Kain
- NHL Open Ice
- Area 51

### Saturn

- Senki JD Blast
- Virus Cop 2
- Daytona USA Championship Circuit Edition
- NFL '97
- Madden NFL '97
- Nights
- Die Hard Trilogy
- Fighting Vipers
- Ultimate Mortal Kombat 3
- VF Kids

### Genesis

- Senki 3D Blast
- Madden NFL '97
- NBA Live '97
- Victorinan 2
- Ultimate Mortal Kombat 3
- NHL '97
- NBA Hangtime
- Base Minors Classic Pro Edition
- College Football USA '97
- Road Rash 3

### Super NES

- Donkey Kong Country 3
- Ultimate Mortal Kombat 3
- Madden NFL '97
- Mau Mallard
- Street Fighter Alpha 2
- NBA Hangtime
- NHL '97
- Marvel Super Heroes
- Kirby Superstar
- Samurai 2000

Scary Larry's  
Can't Miss  
List

- NFL GameDay '97  
PlayStation
- Blood Omen: Legacy of Kain  
PlayStation
- Fighting Vipers  
Saturn
- Victorinan 2  
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Super NES
- Destruction Derby  
PlayStation
- Virus Cop 2  
Saturn
- Die Hard Trilogy  
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## Mystery Word Grid

	H								MYSTERY WORD
		E							
	P	I	N	C	H		W		
		R							
	S								

### WORD LIST and LETTER CODE chart

PINCH .....W PRESS.....K BLAST.....A WRECK.....D  
 BREAK.....Z PUNCH.....S SPRAY.....C TURBO.....V  
 STOMP.....T STUND.....R PRESS.....E DREAM.....O  
 CRUSH.....I SCORE.....H SLANT.....L CHASE.....P

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