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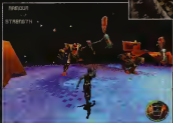
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Yesh's Island! 64! Page 40.



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HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

What do presidential politics have to do with video game ads? Negativity doesn't work in either. Last November, the Republican presidential candidate and numerous Congressional candidates from both parties tried to revivify their losing campaigns with mudslinging attacks at their opponents. It didn't work. In several post-election polls, the voting public said negative ads that attacked candidates instead of addressing real issues were a real turnoff.

The same is true in the video game arena as well. Every so often Sega, Sony, or Nintendo will launch a new campaign that mocks the other companies and their systems. Does the image of a PlayStation being dropped out a window ring a bell? How

WHEN GOOD COMMERCIALS GO BAD

about the words "Hey, plumber boy!"? These were among the sights and sounds of the negative pre-holiday commercials that readers complained about in their letters to us. Virtually every reader who wrote about these commercials, including Jeffrey Laporte in the letter shown at right, was offended by them. Why, the letters all asked, can't companies just point out the advantages of their own systems without insulting people who've bought other systems?

That's a good question. We can't answer it, but we can let all the companies know that you're wondering about it. We do know that the primary goal for these companies is to get you to buy their systems. The secondary goal is to at least get you to notice them, and by getting us all to talk about their commercials, they've already succeeded.

By the way, Jeffrey's claim that Nintendo has risen above such negative advertising is only partly true. Maybe Nintendo didn't roll around in the mud this past Christmas, but it has in the past. Remember the vicious SNES vs. Genesis wars of 1994? Check *GamePro* back issues such as May and October '94 for Nintendo's controversial ads that ripped the Genesis and its games. Often, it seems, when the competition gets tough, the tough get mean.

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



SYSTEM WARS

I've had it with all the slanderous video game commercials on TV. Sega and Sony constantly insult Nintendo (and each other). My hat's off to Nintendo, which never seems to slam its competitors and just lets its system and games do the talking.

Jeffrey Laporte
Internet

Bro Buzz replies:

You're addressing an issue that bothers many of our readers. Jeffrey. Read our adjacent "Letter from the GamePros" for a complete response.

What's happening with the Virtual Boy? Right after I bought one I saw that it dropped in price by \$50! And there are only about six games for it. Has this system flopped big-time?

Paul Slater
Sebastopol, CA

Bonehead replies:

A sales disappointment from the moment it was released in August 1995, the Virtual Boy never did take off like Nintendo hoped. You're right about the small number of games—actually, we counted 14 (see "ProNews," February). Nintendo has no plans to make any more.

GAMES 'N' GEAR

Is T•HQ planning on making Time Killers for the PlayStation? It's sad seeing this awesome arcade game totally bomb on the Genesis.

John Salo
Kingsford, MI

Couch Kyle replies:

A T•HQ spokesperson told us all future *Time Killers* games have been killed. If you read the review, you'll know why (see *ProReview*, July '96). *Time Killers* for the Genesis was one of the most vilified games of the year.



With a 2.8 rating for Fun Factor, *Time Killers* was a time waster for fighting fans.

I've been playing Super Mario 64 on the Nintendo 64. The graphics are outstanding compared with anything I've ever seen before, but I notice the same old classical Mario-style music hasn't improved much. I think game companies are focusing too much on the advanced graphics and are getting lazy with the music. After all, nobody would ever go see a Bruce Willis movie with happy polka music playing as he blew someone away.

"JC"
Internet

Air Hendrix replies:

Nice imagery, JC. You're right, music often gets shunted to the background in favor of bolder graphics. However, we didn't think that was the case with Super Mario 64: The lush orchestrated music was perfectly appropriate for the game play, which was why we gave the sound a 5.0 (see *ProReview*, October '96).

I'm a huge fan of Myst. Are Robyn and Rand Miller, Myst's creators, working on Myst 2?

Kirk White
Suttons Bay, MI

The Feature Creature replies:

For over two years, the Miller brothers have been secretly working on *Riven*, a PC game that picks up *Myst's* story line. One of the most ambitious games in history (the production budget is five times what it was for *Myst*), *Riven* is due out from Broderbund this summer.

READER REPORT

Elsewhere in this issue (and on GamePro Online on AOL at keyword: GAMEPRO and on the Web at <http://www.gamepro.com>) is our ballot for the Readers' Choice Awards, which gives you the chance to vote on the best and worst video games of 1996. But first, your Reader Reporter wants to know what are your best and worst games of all time. Think of all the games you've played, then write down one nominee each as your best and worst games ever. Be sure to name the systems they're for. We'll give you the results in an upcoming Reader Report.

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BUYERS BEWARE



By The Watch Dog

They say March comes in like a lion and goes out like... a slightly warmer lion. Anyway, spring is in the air, so it's time for me to resolve a little of the March Madness that has plagued some unlucky consumers.

Q: I read on the Internet that it's dangerous to leave your PlayStation plugged in. Is this true? What happens if I leave it plugged in overnight by accident?

Anonymous, Lenexa, KS

A: A Sony Customer Service rep says: "The PlayStation draws a minimal amount of power anytime it's plugged in, even when the

system is turned off. Prolonged heating isn't dangerous, but it will affect the longevity of the PlayStation's components, so we recommend that you unplug the PlayStation each night. While you're playing you should turn it off every few hours to give it a rest. If you leave the PlayStation

on for extended periods, make sure it's not sitting on any heat-generating source such as a TV or VCR. We don't recommend keeping your system cool by pointing an electric fan at it, because the fan can blow dust and debris inside it."



The heat is on.

Q: I purchased Mortal Kombat 3 for the SNES, and the game locks up every time I reset it. I have to turn the game off and on several times when this happens. Has this been known to happen with other copies as well?

"Waga64" via Internet



MK3 without the freeze, please.

A: A Williams Customer Service rep says: "The game shouldn't freeze up like that. We haven't had any complaints about problems resetting MK3, so it sounds like you have a defective cartridge, which sometimes happens. We suggest you take it and your receipt back to the store where you bought it and hope that it's not too late to get a new game (that game's warranty expires after three months)."

E-mail us your product complaints through America Online or at this Internet address:
buyers_beware.gamepro@gamepro.com

Q: I recently bought Power Move Wrestling for the PlayStation. The sound skips and sometimes locks up as soon as I turn on my system. I had to exchange the game four times before I got one that worked. What's wrong?

Tommy Sortijas via Internet

A: An Activision Customer Support rep says:

"We haven't had any reports of sound problems with that game. If you're loading the game while there's a memory card inserted in the system, it's possible that an incorrectly saved game on your memory card may be corrupting Power Move. We've heard of that happening."

"The other possibility is that the motor in your PlayStation is locking up. Try running the game briefly with the PlayStation on its side to take the weight off the motor (we don't advise doing this for a long time). We had another game that wasn't loading at all, but it worked fine on a sideways PlayStation, so we knew the motor wasn't able to support a CD and spin correctly at the same time. We kept the game and exchanged our PlayStation."



All the Power Moves, but none of the sounds.

Q: I bought Populous for the Genesis, and when I turned it on all I got was a blank screen. I returned it to the store where I bought it and got my money back. A month later I bought the game again, and I still got a blank screen, so again I got a refund. Is there someone I can call for a working copy of this game?

Robert Tudisco



Popular Populous

A: An Electronic Arts Customer Service rep replies:

"If you have a 32X attachment on top of your Genesis cartridge slot. If you're still having problems finding a good copy of this game, try ordering it from Electronic Arts' Direct Sales Department at 800/245-4525."

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PRO NEWS

March 1997

Congress Attacks Video Game Violence Again

Just when you thought it was safe to play a video game, two Congressmen have decided that the video game ratings system isn't working. In December, Senators Joe Lieberman (D-Connecticut) and Herb Kohl (D-Wisconsin) released findings of a new study by the National Institute on Media and the Family. The study began by praising the Entertainment Software Ratings Board (ESRB) ratings that now go on video



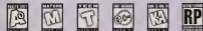
Senators Lieberman (left) and Kohl are renewing the fight against video game violence.

games (thousands of video games now sport ESRB ratings such as Kids to Adults, Teen, and Mature). However, the study then roundly criticized video game retailers for their lax enforcement

of those ratings. Random interviews conducted around the country indicate that many retail clerks don't know how the ratings work, nor do they restrict under-age kids from buying or renting games with Teen, Mature, or Adults Only ratings. Currently about 25 percent of all video games carry a Teen, Mature, or Adult Only rating.

The two senators didn't stop with home games. Companies that make arcade games were severely chastised for not rating their games at all. The study pointed out that ratings are especially important because violent fighting or shooting games are the biggest arcade hits, and few arcades have any policy in place that would restrict children from playing any game.

The American Amusement Machine Association (AAMA) admitted that most arcade games have no warning about their explicit content, but it also said that the majority of its games don't need any such warnings and are suitable for players of any age. *GamePro* will keep an eye on this issue to see what develops next.



Two senators are claiming that these ESRB ratings are being used ineffectively by retail clerks.

Supreme Court to Rule on Internet Censorship

Paralleling the renewed interest in video game violence is the renewed interest in Internet censorship. Last summer, Philadelphia's Federal District Court struck down the Communications Decency Act (CDA) as being unconstitutional. Had the CDA gone into effect, the government

would have been empowered to dictate what can and cannot be posted on the Internet (see "ProNews," September '96).

However, just before Christmas the U.S. Supreme Court decided it would review the case and rule on whether the government can censor Internet materials it deems inappropriate for children. The case will be argued before the nation's highest court in March, and a decision is expected by July.

Legal eagles are calling this one of the most important First Amendment cases for the next century because it will determine freedom of speech on the Internet once and for all. President Clinton has already come down on the side of the CDA as a legitimate way for the government to protect children from the pornography that is widely disseminated on the Internet.

Companies Trying to Nail Video Game Pirates

The video game industry's ongoing war against piracy escalated to another level in December when three major software companies—Sega,

Inside Scoop

• Despite all the holiday hoopla about sales of the hard-to-find Nintendo 64, Sony wants everyone to remember exactly which next-gen system is number one in total sales. Late in 1996, the 15-month-old PlayStation hit the 10 million units sold plateau in global sales (over 3.5 million units in the U.S.).

Trying to generate some good news of its own, Sega claimed that its holiday "Three Pack," a free bundling of Virtua Cop, Daytona USA, and Virtua Fighter 2 with the \$199 Saturn, generated a sudden 400 to 500 percent increase in November and December sales, bringing the 20-month-old system's total worldwide sales to over 5 million and U.S. sales to around 1.5 million. The five-month-old N64, meanwhile, hit the 1.5 million mark in North America over Christmas and is closing in on having 2 million U.S. units sold by the end of March (over 3.5 million worldwide).



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Welcome back, Mega Man!

Welcome back, Mega Man!

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Sony, and Koel—teamed up to fight distributors and retailers of counterfeit software in Hong Kong. The companies jointly filed court documents naming 43 software-piracy companies and seeking compensation from them for trademark and copyright violations.

According to lawyers for Sega, a syndicate of software pirates is responsible for about 90 percent of all games sold in Hong Kong. While Hong Kong is known as a center for software piracy, the syndicate's connections spread throughout Asia and into parts of South America.

Counterfeit games are usually sold for a fraction of the manufacturer's suggested retail price, but their quality is lower than a legitimate game's. They also aren't covered under a warranty and usually have no manual. Sales of counterfeit games adversely affect the whole industry by driving up retail prices, since software companies must compensate for their lost sales and must also cover the cost of investigating pirates and fighting them in court.

Data East Goes South?

Yet another long-time maker of video games has waved good-bye to the home market. Data East, the California-based company that made some three dozen sports and action titles, evidently closed up shop before last Christmas. At least that was the recorded message left behind by marketing manager Jay Malpas; repeated calls to Data East's offices have yielded no response ever since. Insiders suggest that the company may eventually re-emerge in Seattle as a maker of coin-op games.



No more data for a while from the company whose games spanned Joe & Mac for the SNES...



...and Creature Shock for the PlayStation.

It's heyday Data East was known for its wide variety of games for the arcades and for nearly every home system, including handhelds. The company's history goes back to the NES days of the Robocop games, Battle Chess, Al Unser Jr. Turbo Racing, and Bo Jackson Baseball. Its top 16-bit titles included Minnesota Fats, Captain America & the Avengers, the Joe & Mac games, Dragon's Lair, the RPG Shadowrun, and the head-to-head fighting game Fighter's History. The company's final 1996 offerings were the differently received Defcon 5 and Creature Shock for the 32-bit systems.

Data East's demise adds one more tombstone to the growing graveyard of defunct software companies. It's been a rough year for the industry, as updated in "ProNews" seemingly every month. Among the companies that have vanished from the video game scene, laid off a significant number of employees, or radically changed direction are Absolute, Acclaim, American Laser Games, Crystal Dynamics, JVC, Mindscape, and The 3DO Company. **E**

AOL

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.gamepro.com>.

WEB

News Bits

- Good news and bad news for upcoming Nintendo 64 games: The good news is that film director Steven Spielberg is considering developing an N64 game. As late that's what Nintendo of America Chairman Howard Lincoln announced at a business meeting in December. The bad news is that more N64 games are being delayed: Robotech: Crystal Dreams, GameTek's good-looking space shooter based on the 1980s cartoon series, was originally planned for a December '96 release, but insiders say that a late spring '97 release seems more likely.

- What's going to be the hottest new PlayStation game of early '97? Now that Resident Evil 2 has been bumped to late summer (see "ProNews," February), Final Fantasy VII may be the spring's most eagerly awaited game.



Based on early pre-orders, FFVII for the PlayStation should be one of the year's biggest hits.

- Quake fans should have some new sci-fi action numbing across their PCs soon. Activision has announced that it will publish two new Quake Mission Packs for the hit first-person shooting game. The two Mission Packs are being developed by Hipnotic Interactive and Rogue Entertainment under the watchful eye of Quake creator id Software, which is serving as executive producer. Due imminently, the Mission Packs will bring 30 new levels, new weapons (such as laser rails), and new enemies (including a giant scorpion) to the Quake experience.

- Sega continues to find new uses for the Saturn. Having already developed the NetLink as a way to get on the Internet through the Saturn, now comes word from Japan that Sejo and Nippon Telegraph and Telephone are working together on a Saturn videophone. The new device, an adapter with a microphone and a camera, will hook up with the Saturn, a TV, and a phone line so that users can watch each other on TV while they're talking on the phone. It should come out in Japan this summer with a \$265 price tag.

- Hot on the heels of last month's announcement from Nintendo, Sega has also decided to bring new product to convenience stores in Japan. Whereas Nintendo is planning to retail new downloading machines that will put games onto blank cartridges, Sega is going to develop new Saturn software that will be sold exclusively in the Japanese equivalent of America's 7-11s. The first CD, which will be called Digital Dance Mix, offers 3D animations as accompaniment to hit songs by Japanese pop star Namie Amuro.

- If you liked last year's Ghost in the Shell video, you might want to check out Manga Video's latest offering, Street Fighter II V. It was originally released in Japan as a weekly TV series, but now three episodes have been compiled into one 70-minute VHS tape. SF II V Volume 1 should hit stores in late February with two price tags: \$20 for a dubbed version, \$25 for subtitles.



SF II V Volume 1 reunites the familiar SFV brawlers.

Get Twisted



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NETPRO



The ABCs of gaming on Mplayer, a new online gaming service for all ages.

By The Net Nut

Good news for online PC gamers: There's been a sudden rise in the number of online gaming services. TEN, Engage, and E-On are among the new services that offer multiplayer Internet gaming (for an overview of the top online gaming services, see "NetPro," January). Of all the new services, Mplayer (<http://www.mplayer.com>) may be the one that best serves both the novice and the hardcore gamer. There's so much to do, it could be called "Allplayer." Here's a rundown of what Mplayer has to offer.

fine for hardcore gamers who are over 18. Conversely, Mplayer welcomes gamers of all ages, which is why the chat rooms are monitored to limit profanity (unlike TEN's chat rooms). Appealing to adults and kids, Mplayer's Web site features a radio-like gadget with buttons to push. Think *The Jetsons*. Think a Web site for the masses.

Mgames and Mmore

Mplayer's game lineup has something for all tastes, from fast-n-furious shooters like *Quake* to family board games like *Battleship*. Add in strategy games like *Star General* and driving games like *Big Red Racing*, and

you have a site for the whole family.

Besides games, Mplayer has a huge gaming community to explore. In addition to special events like all-night game-a-thons and contests, Mplayer offers bulletin boards, game previews, and links to game-related sites. Then



Each game has a lobby where gamers can hang out and chat before play begins.

there is the "Mercenary of the Month," a member-nominated gamer who's a cut above the rest. Two Mplayer exclusives add to the fun: Scribbletalk, a shared drawing board that enables gamers to diagram strategies for each other; and voice chat, which enables players to actually talk to each other (providing they have microphones). The Mplayer community communicates.

Joining the Ranks

Becoming an Mplayer yourself is easy. Hit the join button at the Web site's home page, download the Mplayer software (a process that takes under an hour), create an account using a credit card number, and then fill in your computer info. Mplayer offers four pricing plans, ranging from hourly fees of \$1.95 to discounted annual fees of almost \$300 for unlimited gameplay (see sidebar "Let's Make a Deal").

Once you're signed up, you select a portrait for yourself. The hun-



WoWWarrior 2 puts you inside a razz-dazzling battle-arena for some much-to-much combat.

Mmmm Mmmm Good!

From its headquarters in California's Silicon Valley, Mpath Interactive launched Mplayer on the World Wide Web last summer so PC gamers across the country could square off in a variety of games. Mpath does not create games for its Mplayer service; rather, it's an intermediary that gives gamers arenas to play in, info to share, and new ways to communicate. Players either download games to play, or, as in the cases of *Deadlock* and *Command & Conquer*, they must have their own PC versions of the games. Log on to Mplayer, download software called game enablers, and, for a fee, you can play other gamers.

Mplayer tries to stand apart from the crowd of online gaming services. For one thing, it's friendlier than some other services. TEN (<http://www.ten.net>) has an edgy look and an attitude to match, which is



One of the hottest new Mplayer games is *Command & Conquer: Red Alert*. This combat strategy game matches you against Stalin's Soviet empire.

shred the learning curve

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JAN TO EIGHT ZIPPERIN' CD SOUNDTRACKS AND TWO DIFFERENT PLAYING PERSPECTIVES



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dreds of images include great pictures of monsters, fantasy characters, soldiers, animals, and even food products.

As a member, you can then access the Green Room, the main pregame area where news, member lists, and Web links are posted. Also look for access to the Red Room for bulletin boards and, more importantly, the game select screen.

Lose Your Latency

The game select screen enables gamers to jump into game rooms where other players are ready and waiting. However, if your modem speed isn't fast enough, you'll get into only those rooms appropriate for your connection's latency.

Latency is the hot topic among online gaming services. Latency is the time it takes for your computer to send and receive Internet information. Low latency is vital to shooting games like Quake, where any delay between the time you shoot and the moment of impact impedes the fun. Slower, turn-based games like Scrabble tolerate high-latency connections. Mplayer has already taken steps to eliminate many latency problems: With 204 servers across the country for instant access and with ultra-quick proprietary software, they're among the fastest of all the online gaming services.



Scrabbletite enables people in the game to draw pictures, maps, or write messages to each other.

If Mplayer tells you your latency isn't sufficient for the game room you want to enter, you can always create your own room. As room creator, you define who can play ("for experts only," perhaps), and you determine variables such as the difficulty level and team colors. Once you



Quake is the popular shooter that inspired Mplayer to create the Selecta Ballon of Quake events.



The Green Room posts events and Mplayer news.

The Green Room posts events and Mplayer news. For gamers, that "M" in Mplayer just might stand for mah-velous. **A**

establish a room, only players with latencies similar to yours will be admitted.

M-azing Mplayer

Friendly, fun, and family-oriented, Mplayer is at the forefront of the online gaming revolution.

Mplayer's future is just as bright as its present: Having merged with Caput (makers of the X-Band modem) last year, all kinds of new gaming possibilities are being discussed, as are shooting games that will accommodate 32 players simultaneously (16 is the limit right now). For gamers, that "M" in Mplayer just might stand for mah-velous. **A**

Let's Make a Deal

Mplayer's four pricing plans.

- **Welcome:** \$9.95/month plus \$1.95/hour after the first five free hours
- **Moderator:** \$19.95/month in addition to \$1.25/hour after the first 15 free hours
- **Value:** \$29.95/month for unlimited use
- **Super Value:** \$299.95 for 12 months of unlimited use

System Requirements

Mplayer requires you to have a PC that's up to these standards:

- Windows 95
- Pentium processor
- 8 MB of RAM (16 MB recommended)
- 16-bit sound card supported by Windows 95
- Minimum 14.4 kbps modem (or a direct Internet connection)
- Internet service provider account (AOL, Compuserve, and Prodigy are not yet eligible)

Log On



1. Hit Join on the purple globe at the top, and you'll reach this screen where you can access...



2. ...billing information.



3. From there you create an account...



7. Once you're a member, write a description of yourself and illustrate it with a portrait selected from hundreds of drawings.



4. ...providing your personal info and credit card number...



5. ...and creating your own private password.



6. Be sure to read the service agreement, especially where it says gamers under 18 need a parent's permission to sign up.



8. While you're playing, you can check the profiles of other gamers.

E-mail us your comments through America Online or at this Internet address:
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By The Lab Rat

It's been a while since I've squeaked your way, faithful GamePro readers. The reason: I've been hard at work weeding out the bad peripherals from the good ones. Some stank like Limburger, but others, like the ones featured here, were as tasty as cheddar. We put the best to the test for you!



Sony Goes Psycho

A new programmable pad has hit the market for the PlayStation, and it's just a little psychotic. **The Psychopad Jr.** by Act Labs is a 10-move programmable

pad that lets you set up buttons as macros, enabling you to tear off complex, multi-hit combos with a single press. The pad's ergonomic button setup follows the PSX standard, with the exception of a secondary directional pad (used as a macro switch to store even more moves). Programming the pad is more work than playing the game, so players unfamiliar with macro technology might just want to learn combos the old-fashioned way.

SPECIAL REPORT

Get It On! Bang! A Gun

So you're blastin' away aliens in Area 51 or gunnin' down a few bad guys in Virtua Cop 2, and you notice that a few are gettin' away. We can't have that now, can we? Blast with authority and precision using a pair of new guns.



The first plastic pistol, named **Gunz**, is only the second licensed gun peripheral for the PlayStation. Its coolest feature is that it automatically reloads ammo (after 5, 10, or 15 shots are fired), which saves precious time and does not disrupt your aim. Manufactured by **Act Labs**, it's also available for the Saturn.



The second gun is the **Predator** by **Logic 3**. It comes packed with auto-fire, auto-reload, and an LED readout (for those who like to handle their pistol in the dark, like the Gun Nut). Its dual-end cable means you can use it with both the Saturn and the PlayStation.

Whole Lotta Shakin' Goin' On



This one's cute, gimmicky—and actually kind of fun. When Atomic Dawg went to the Shoshinkai Show, he brought back a report of an N64 controller cartridge by Nintendo that shakes and vibrates in response to gameplay. It's called the **Jaiting Pack** and apparently it makes you feel every barmskeerkin', car-crashing, bullet-thrashing effect in the game you're playing. It slides into the slot underneath the N64 controller (where the memory cartridge goes). The Dawg gives it the seal of approval for fun.

The Alps Adventure



It looks like a Bataring, but fear not, hardy PlayStation gamers. **The Gamepad by Alps Interactive** is anything but sinister. The cool, sleek design is actually very functional, with extra-long, rubber-coated handles for a sure grip and a responsive, thumb-friendly directional pad rather than the four buttons as on the stock PSX controller.

Some downsides are the closely spaced teardrop-shaped action buttons and the triggers, which seem more spread out than on the standard controller. Still, the Gamepad is ready to help gamers kick some butt—even if it's not in Gotham City.

200,000,000 years after the last dinosaur died...



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100

"It's gonna kick some serious butt."
-Next Generation



100

"The arsenal of shooting devices could supply an armored division!"
-Nintendo Power



100




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-IGN



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-Ultra Game Players



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-GameFan



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Best 32-Bit or 64-Bit Game

Best Action/Adventure Game

- Blood Dmen: Legacy of Cain (PlayStation)
- Captain Quazar (3DO)
- Crash Bandicoot (PlayStation)
- Fade to Black (PlayStation)
- Nights (Saturn)
- Re-Loaded (PlayStation)
- Resident Evil (PlayStation)
- Star Wars: Shadows of the Empire (3DO)
- Super Meno 64 (N64)
- Tomb Raider (PlayStation)

Best Fighting Game

- Fighting Vipers (Saturn)
- Killer Instinct Gold (3DO)
- Mortal Kombat Trilogy (3DO)
- Night Warriors: Darkstalkers' Revenge (Saturn)
- Primal Rage (PlayStation)
- Star Gladiator (PlayStation)
- Street Fighter Alpha 2 (PlayStation)
- Street Fighter Alpha 2 (Saturn)
- Tekken 2 (PlayStation)
- Virtua Fighter 2 (Saturn)
- Virtual On (Saturn)

Best First-Person Shooter

- Alien Trilogy (PlayStation)
- Area 51 (Saturn)
- Die Hard Trilogy (PlayStation)
- Demolitor (PlayStation)
- Final Doom (PlayStation)
- Jumping Flash 2 (PlayStation)
- PO'ed (PlayStation)
- Powerslave (Saturn)
- Project Horred Owl (PlayStation)
- Virtua Cop 2 (Saturn)

Best Racing Game

- Andretti Racing (PlayStation)
- Cias'n USA (3DO)
- Daytona USA (Saturn)
- Destruction Derby 2 (PlayStation)
- Formula 1 (PlayStation)
- The Need for Speed (Saturn)
- Ridge Racer Revolution (PlayStation)
- Sega Rally Championship (Saturn)
- Wave Race 64 (3DO)
- Wipeout XL (PlayStation)

GAMEPRO Readers' CHOICE Awards '97

It's that time again. What time?

Time to WIN a free game!

It's the readers' turn to pick the best home games of 1996! The editors have selected nominees in 12 video game categories. **Vote for ONE game in each category.** You may also write in your own selections, but remember that only games that were released in 1996 are eligible. Then **mail your ballot to the address below by April 1, 1997.** Include your name, address, and phone number on the envelope. You can also fax your ballot to us (415/349-8347), or vote on GamePro Online on the Web at <http://www.gamepro.com> or on AOL at keyword: **gamepro**. (Vote only once, please, or you're disqualified.)

We'll announce the results in our July issue. From all the ballots we receive, we'll randomly select one winner of any current home game for any current video game system. We'll also draw 10 names that will

Readers' Choice Awards
GamePro Magazine
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receive free **GamePro**
T-shirts. Ready?
Set? Vote!

Best Sports Game

- FIFA Soccer '97 (PlayStation)
- International Track & Field (PlayStation)
- Madden NFL '97 (PlayStation)
- NBA Hang Time (3DO)
- NBA Live '97 (PlayStation)
- NBA Shoot Out (PlayStation)
- NFL GameDay '97 (PlayStation)
- NHL Faceoff '97 (PlayStation)
- NHL Powerplay '96 (Saturn)
- Triple Play '97 (PlayStation)
- Wayne Gretzky's 3D Hockey (3DO)
- World Series Baseball III (Saturn)

Best Vehicle Shooter (Flying or Driving)

- Black Dawn (PlayStation)
- Darius Golden (Saturn)
- Descent (PlayStation)
- Gun Griffon (Saturn)
- Parzer Dragon Zwei II (Saturn)
- Return Fire (PlayStation)
- Shockwave Assault (PlayStation)
- Shockwave 2 (3DO)
- Sport Strike (PlayStation)
- Twisted Metal 2 (PlayStation)

Best 16-Bit Games

Best Action/Adventure Game

- Boogerman (3DO)
- Donkey Kong Country 3 (3DO)
- Gargoyles (Genesis)
- Kirby Superstar (3DO)
- Maxi Mallard (3DO)
- Sonic 3D Blast (Genesis)
- Tetris Attack (3DO)
- Toy Story (3DO)
- Vectorman 2 (Genesis)
- VR Troopers (Genesis)

Best Sports Game

- College Football USA '97 (Genesis)
- FIFA Soccer '97 Gold Edition (Genesis)
- International Superstar Soccer Deluxe (3DO)
- Ken Griffey Jr.'s Winning Run (3DO)
- Madden NFL '97 (Genesis)
- NFL Quarterback Club '96 (Genesis)
- NBA Live '97 (Genesis)
- NHL '97 (Genesis)
- Triple Play Gold Edition (Genesis)
- World Series Baseball '96 (Genesis)



Vote & Win

On Any System

Best Role-Playing Game

- Beyond the Beyond (PlayStation)
- Iron Storm (Saturn)
- King's Field III (PlayStation)
- Legend of Gass (Saturn)
- Lufia II (3DO)
- Mystaria (Saturn)
- Revelations: Persona (PlayStation)
- Suikoden (PlayStation)
- Super Mario RPG (3DO)
- Tecmo's Deception (PlayStation)

Worst Game!

- Aashli! Real Monsters (3DO)
- Battle Arena Toshinden URA (Saturn)
- Battle Monsters (Saturn)
- Cutoff Island (Genesis)
- Dragon: The Bruce Lee Story (3DO)
- The Hive (PlayStation)
- Iron & Blood (PlayStation)
- Lobo (Genesis)
- Revolution X (Genesis/3DO)
- Time Killers (Genesis)
- WWF Arcade (3DO)
- X-Perts (Genesis)

Best System

- Genesis
- Nintendo 64
- PlayStation
- Saturn
- Super NES

Systems Killed in 1996

Which Death Angered You Most?

- Jaguar/Jag CD
- NeoGeo CD
- Sega CD
- Sega 32X/32X CD
- 3DO
- Virtual Boy

1997

The Year of the '64?

The Nintendo 64 was a major success story last Christmas. Now everybody wants to know what's next.

By Undercover Lover

Okay, you're one of the lucky ones who scored a Nintendo 64. But if you've gathered all 120 Stars in Super Mario 64 and found all the Challenge Points in Star Wars, what do you do now?

In January Nintendo of America proudly announced that 1.6 million Nintendo 64s had been sold in America with another 700,000 units ready for shipment between January and March 1997. But as of January only eight games were available for hot and hungry N64 gamers. Here's a look at what's coming up for the Nintendo 64, this year and into the future.



Mr. Lincoln,

N64 Games in the U.S. (1996-97)

Here's a calendar checklist of N64 games, including a list of games in development.

Scheduled release/Title (Publisher)	Type of game
9/96 Super Mario 64 (Nintendo)	Action
9/96 Pinballz 64 (Nintendo)	Flight/simulation
10/96 Mortal Kombat Trilogy (Midway)	Fighting
10/96 Wave Race 64 (Nintendo)	Jet ski racing
11/96 Killer Instinct Gold (Nintendo)	Fighting
11/96 Wayne Gretzky's 30 Hockey (Midway)	Hockey
12/96 Crus'n USA (Nintendo)	Racing
12/96 Star Wars: Shadows of the Empire (LucasArts)	Action/Adventure
1/97 NBA Hang Time (Midway)	Basketball
2/97 Mario Kart 64 (Nintendo)	Racing
3/97 GoldenEye 007 (Nintendo)	Action/Adventure
3/97 Doom 64 (Midway)	Shooter
3/97 Turbo Dinosaur Hunter (Acclaim)	Shooter
3/97 FIFA Soccer 64 (EA Sports)	Soccer
3/97 Frank Ray (Higer)	Action/Adventure
4/97 Mission: Impossible (Jovan)	Action/Adventure
4/97 Best Corps (Nintendo)	Action
4/97 Major League Baseball Featuring Ken Griffey, Jr. (Nintendo)	Baseball
5/97 Kirby's Air Ride (Nintendo)	Action
5/97 Dayfighter Extreme (Jovan)	Fighting
5/97 Relictor X (Midway)	Action/Strategy
6/97 Star Fox 64 (Nintendo)	Action/Adventure
6/97 Relictor: Crystal Dreams (Jovan)	Action/Adventure

N64 Games in Development

Title (Publisher)	Type of game
Early Harvest (Nintendo)	Action/Adventure
Rugby Scope (Nintendo)	Vehcle combat
Cray Cars (Thut)	Racing
Crash (Nintendo)	Platform & adventure
Dark Hill (Mc Toke)	Fighting
Deadly Honor (Ticcoap)	Not available
Duke Nukem 3D (GT Interactive)	Shooter
F-Zero (Nintendo)	Racing
HE2 (Ukr Soft)	Action/Adventure
Hexx 64 (GT Interactive)	Action

Lampbrush 64 (Thut)	Racing
Legend of Zelda 64 (Nintendo)	Action/Adventure
Lode Runner 64 (Jovan)	Action/puzzle
San Francisco (Nintendo)	RPG
Quake 64 (GT Interactive)	Shooter
Rev Limit (Jovan)	Racing
Ruler Quaker (Strategic)	Not available
San Francisco Rush (Jovan Game)	Racing
Sam Wings Assault (Vladimir)	Jet combat
St. Andrew Golf (Jovan)	Golf
Super Mario 64 - 2 (Nintendo)	Action/Adventure
Tales of Phantasia (Banam)	RPG
Telegrapher (Nintendo)	Puzzle
Top Gear Rally (Jovan)	Racing
Ultra Combat 64 (Jovan)	Helicopter combat
War Gods 64 (Midway)	Fighting
WOW Wrestling (Vid)	Wrestling
Yoda's Island 64 (Nintendo)	Action/Adventure

Games in Development in Japan

Here are some N64 games scheduled for release in Japan that just might be converted for American systems, too. Note that some Japanese games will be N64 before their American counterparts.

Scheduled release/Title (Publisher)	Type of game
12/96 Mario Kart 64 (Nintendo)	Racing
12/96 Blade and Barrel (Nintendo System)	Helicopter combat
12/96 Grand Prix (Hovers)	Racing
1/97 Wild Choppers (Siro)	Helicopter combat
2/97 Rev Limit (Siro)	Racing
2/97 Virtual Pro Wrestling (Aruki)	Wrestling
3/97 Star Fox 64 (Nintendo)	Vehicle combat
3/97 Blastozor (Midway)	Vehicle action
5/97 S.O.F. Mercs (Tomy)	Jet combat

Also Due in '97

Title (Publisher)	Type of game
Bombotron 64 (Hektor)	Strategy
Street Sports (Hektor)	Wrestling
Chameleon Kid (Wilson Supply System)	Action/Adventure
Dual Heroes (Hektor)	Fighting
J-League Perfect Striker (Kosumi)	Soccer
Mythical Ninja Gaiden 64 (Jovan)	Action/Adventure
Powerful Pro Baseball 64 (Kosumi)	Baseball

At Nintendo's Shoshinkai Show in Japan, Howard Lincoln, chairman of Nintendo of America, was optimistic about the Nintendo 64's future. Here are some of his comments.

GamePro: The Nintendo 64 launch is a *bona fide* success. What is Nintendo's challenge right now?

Howard Lincoln: The biggest challenge is to maintain the quality of the system by continuing to create great games. Our biggest concern is that consumers understand that Nintendo is serious about the issue of quality games, even if that means there will be less Nintendo 64 games this coming year.

GP: How many Nintendo 64 games will be out in 1997?

HL: There are more than 50 games in development, but I don't think all those games will see the light of day. We shipped eight in the fourth quarter [of 1996]. The number of Nintendo 64 games is certain to be less than 50 for all of 1997. It could be considerably less.

The 64DD Gets Real

Nintendo continues to push video game technology. How far can it go?

By The Wizard



At the '96 Shoshinkai Show in Japan, Nintendo revealed a little more information about the 64DD compact-disc peripheral with read/write capability that it announced last year. Of course, what Nintendo didn't reveal was exactly when the 64DD would make its debut, how much it would cost, and exactly what games would be available for it. However, the 64DD will open up intriguing possibilities for advanced gaming.

Power Drive

The 64DD ("DD" simply stands for "disk drive") supports a removable CD cartridge that houses a custom-made 3.75-inch high-density magnetic disc, which is slightly larger than the standard 3.5-inch disc used by personal computers and other game consoles. According to Nintendo, the 64DD punches in a data transfer rate of .79 megabytes (MB) per second, which makes it equivalent to a 5.5X PC CD-ROM drive.

The drive connects to the "mystery" slot underneath the N64, so that the system unit seamlessly piggybacks it. The DD will draw all its power from the console, so there will (thankfully) be no separate power supply or power cord.

One 64DD disc provides about 64 MB of data storage space (roughly equivalent to 45 PC floppy disks). Of that, 32 MB is rewritable. A standard CD-ROM for PCs, PlayStations, or Satsums can store up to 650 MB of data, but PlayStations and Satsums can't record and save data directly to the CD.

64DD Features

Price: Not available at press time
Availability: Not available at press time, but we speculate fourth quarter '97
Disk Drive: 3.75-inch CD-ROM
Data Storage: 64 MB (32MB rewritable)
RAM Expansion: 2 MB cartridge using Rambus DRAM
Data Transfer Rate: 980 kilobytes/second
Disk Drive Seek Time: 75 milliseconds

In addition to the CD drive, 64DD will add expandable memory to the N64. A 2 MB memory cartridge, which uses the same super-quick Rambus DRAM as the N64's main memory, will come bundled with the 64DD. The cart will plug into the slot located on the top front of the N64 to extend the N64's existing 4MB of system RAM.

Advanced Gaming

The 64DD will enable N64 gamers to create and store a hefty load of game data exactly like they would with a personal

computer. Since the CD storage is removable, the 64DD can make game info available in an intriguing variety of ways: via cartridge, CD, and a combination of the two. For example, N64 sports gamers could purchase updated league data and adventure gamers could purchase new levels and scenarios rather than purchasing brand-new game carts every year.

Nintendo certainly leapfrogged the competition with the 64-bit N64. The 64DD could extend the distance. ■

What's Next?

GP: Given that there will be a great demand for N64 games, why is a time-tested winner like *Super Mario Kart 64* coming out in Japan in December and not in the U.S. until February? Why the wait?

HL: *Mano Kart* is a much more critical game for the Japanese market where there are fewer Nintendo 64 games available. Nintendo [of Japan] wanted to make sure the game was ready for December, the key selling season here. There are plenty of games available for the system in the U.S. It takes about a month or so to do the conversion.

GP: What kind of impact will 64DD games have on the Nintendo 64, and will there be communications capability in that peripheral?

HL: We haven't announced 64DD games, but we have developers around the world working on software for that system. The 64DD will come out in Japan and the U.S. sometime in 1997, but I can't be more specific right now. There has been discussion of a modem in 64DD here at Shoshinkai, and all I can say is that that will be a big attribute of 64DD.

Zelda 64DD



It's far too early to pin down 64DD games, but at the Shoshinkai Show two years ago, Nintendo President Hiroshi Yamauchi announced that *Zelda 64* would support the 64DD. In fact, at Shoshinkai last November an early version of *Zelda* was present by way of a self-running video-tape (demo). Although this project is above top-secret at Nintendo, the look was quite impressive.

Link looks and moves very much like Mario in *Mario 64*, although he wields a sword and a shield. The gameplay evoked similar adventure and strategy challenges, too, with what appeared to be multiple selectable camera views of the action. There should be (has to be!) familiar Zelda scenes and scenarios, and the demo displayed a brief encounter with the Triforce.

Other Games Reportedly Headed to 64DD Status:

Earthbound 64 *Mimo* RPG 64 *Super Mario 64* — 2

◀ Nintendo 64 Previews! ▶

It looks like Mario's ready to ride another winner for a Nintendo 64 checkered flag. Mario Kart 64's just taking the first turn in the U.S., but game-started Japanese gamers have been Kart racing since December.

The Japanese version came bundled with a controller, but you'd better score two more because Kart counts a cool four-player mode among its many new features. Additionally, you get 20 tracks, 16 in the Mario Grand Prix and 4 in Battle Mode. Beautifully rendered 3D graphics bring the wacky raceways to life as you weave in between looming big rigs and buses or slide across icy plains. Also, the N64 controller once again takes center stage. You



steer with the thumbstick and you fire off power-up items via the Z trigger.

Mario Kart 64 looks like a hit just waiting to happen. Next issue, the GamePros put Kart through its paces.



Mario Kart 64 looks like a winner just waiting for the green light.



Mario joins Bowser and Donkey Kong as one of the heavy racers who likes to bang bumpers against Mario, Luigi, Princess Toadstool, Toad, and Yoshi.



Mario Kart veterans will also like the hot 150 CC 64K level.

The go-kart racing visuals receive a great N64 upgrade.

New Levels



The Mario Grand Prix features 16 great-looking tracks set in four areas. There's an ice track set in a scene from Super Mario 64 that features belly-sliding pegs among its obstacles. You'll also race through space on a narrow-band track that's suspended in the cosmos.

Developed and published by Nintendo
Available February

90% COMPLETE

Four Player Action



Four-player action is the best! A four-way split-screen view enables a Karting quartet to race each other in the Grand Prix mode or battle each other in the arena. The N64 has no problem displaying all competitors in real-time in all four windows, too.

◀ Nintendo 64 Previews! ▶



Goldeneye 007

James Bond returns! Goldeneye 007 is hot on Mario Kart's tailpipes as the next N64 game due out. It will be a cross between Turok, Dinosaur Hunter and Star Wars. Shadows of the Empire. Like Star Wars, Goldeneye's based on a popular film series, so it shows cinematic flair with scenes that should be familiar to moviegoers, like the classic through-the-gunbarrel opening sequence from the Bond films. As in Turok, you engage in some intense first-person-perspective gunfighting with a healthy arsenal that includes automatic rifles, machine guns, and, of course, Bond's famous Walther PPK pistol.

007 will jump into seven danger-filled locales to complete a variety of missions in order to stop a destructive satellite. Keep your eyes peeled for Goldeneye this month.



Developed by Rare
Published by Nintendo
Available March

Blast Corps

Blast Corps, which was knocked off the late 1996 N64 release list, is on track again. This game asks the question: Is destroying everything in sight fun?

Here's your opportunity to become a one-man demolition team. A heavy loader packed with nuclear devices is undergoing meltdown. Set on autopilot, it's headed right into a major metropolitan area. As a member of the Blast Corps, you must prevent atomic destruction on a massive scale by clearing out every building or structure in the path of the loader...by any means necessary!

You control 12 vehicles, including a bulldozer, 4 muscle cars, and 3 mech-walkers. The destruction derby takes place



across 50 levels, but even if you conduct the nuclear stuff to safety, your world-saving duties aren't over. You next must seek out six hidden scientists who can safely detonate the nuclear waste.

Blast Corps looks like it could be...that's right, a blast!

Developed by Rare
Published by Nintendo
Available April



More Nintendo 64 Previews!

Turok: Dinosaur Hunter



Is it Turok time yet? The Dinosaur Hunter looked like it had the chops to stand gun-totun with Doom 64 as a first-rate, first-person-perspective shooter when it was due out last fall (see "Nintendo 64: What's Next?", November 1996). This game's an N64 winner regardless of when it finally makes its debut.

*Developed by Iguasa Entertainment
Published by Acclaim
Available March*

Star Fox 64



Wow! This revamped outer-space shooter was a major-league hit at Nintendo's Sho-shinkai Show last November. Gameplay and story line follow along the lines of the 16-bit version, but the rendered 3D graphics are outta this world! Four-player Versus mode is something to behold.

*Developed by Rare
Published by Nintendo
Available June*

Mission: Impossible



Is it possible that Mission: Impossible will debut next month? This cart's been on the books for a while (see "ProNews," February), but it appears ready to surface. The action/adventure game will be loosely based on the big-budget Tom Cruise movie. You'll be a member of a crack spy team, but can you all be trusted?

*Developed and published by Ocean
Available April*

Kirby's Air Ride



Whatever Kirby is, his ...er, its games are weird but fun, and the first N64 Kirby cart is coming out this summer. This goofy action/strategy game turns Kirby into a sort of living golf ball that rides a flying skateboard. The intricate 3D landscape makes Air Ride tougher than it looks.

*Developed by HAL Labs
Published by Nintendo
Available June*

Ultra Combat 64



Here's the first N64 air-combat cart. You'll fly a high-tech helicopter into air-to-air and air-to-ground battles. The chopper will carry a lethal load of destructive firepower, with multiple views of the combat. The Japanese version's called Blade and Barrel. GTI's readying it for an April or May landing on American N64s.

*Developed by Kemco
Published by GT Interactive
Available Second Quarter '97*

Yoshi's Island 64



Everyone's waiting for a good old-fashioned 2D action/platformer game for the N64. Nintendo plans to make Yoshi's Island 64! Island will use dazzling rendered animation, but the action will take place in familiar 2D gameplay. You'll guide Yoshi through puzzles and traps in a deep world with 50-plus levels.

*Developed and published by Nintendo
Availability date not yet released*

Nintendo 64: An Expert's View

Shigeru Miyamoto, Nintendo's games master and the man who created Super Mario 64, Wave Race 64, The Legend of Zelda, and other classic games, shares his views on the Nintendo 64 in this exclusive *GamePro* interview.

By Ken Ogasawara

GamePro: Mario 64 and Wave Race 64 are games you designed. What other Nintendo 64 games have you been involved with?

Shigeru Miyamoto: I've been involved in all of Nintendo's N64 games so far, but if you're talking about heavy involvement, there is Star Fox 64, Zelda 64, and also F-Zero 64. Mario Kart 64 and Yoshi's Island 64 would represent the next tier of my involvement.

GP: Does designing a game for the N64 present a particular creative challenge?

SM: I have lots of things I want to do, but there are just not enough programmers to make them happen. Creating games is not something that I would call a challenge. It's fun!

GP: What's your evaluation of this first generation of games for the N64?

SM: Actually there's something here in Japan called the Super Mario Club that rates games. Nintendo 64 games so far have received an average rating of 80+ out of 100.



GP: How do third-party N64 games compare to games developed by Nintendo?

SM: I can only say that we pray that they will be as good as our games (laughs). I can't officially rate them, but Konami's soccer game may be better than our games. It looks really good. Sega's golf game [St. Andrews Golf] utilizes the analog stick very well, and they have really made an effort to create a game that can be done only on the N64.

GP: What is the most advanced N64 game to date?

SM: Wave Race. It probably taps about 80 percent of the N64's power.

GP: When will RPGs appear for the N64?

SM: Probably after the end of the year. By that time, there

should be a large user base, and we are trying to make the 64DD so that it can be bought for a low price. Earthbound and Mario RPG are the RPG titles currently in development for N64. Oh, and Zelda 64, but I can't talk about that.

GP: What would you do differently with Mario 64, if you could do it again?

SM: I am actually doing something so I can't really say (laughs). I am changing the gameplay system, adding more enemies, and retooling the display and graphics. This time around, I only designed for a cartridge, but next time I will take advantage of the potential of the 64DD.

GP: Will the 64DD be required to play the new Mario 64?

SM: Maaaayyyyyybbbbbeeee sooooo... (long pause). That's a hard one to answer. If you have the 64DD, you will enjoy the new Mario 64 even more. I plan to utilize the 64DD's read and write functions to create a new type of game.

GP: What future gameplay innovations are in store for N64 games?

SM: It would be fun to have four people make one robot walk. Each player would be in charge of one limb, so that the timing of all the players must be in sync in order to, say,

make the robot jump. The N64 is certainly capable of that type of gameplay.

GP: What type of experience would you like N64 gamers to have? What would please you the most?

SM: I would like the experience of playing N64 games to create a place in people's minds where they can go to feel relaxed and comfortable. I realize that's a reality that exists only within a game cartridge, but I want gamers to feel nostalgic for the world in that cartridge and to want to return to it.

GP: Like the world you created in The Legend of Zelda.

SM: Thank you, but for me it is the Beatles' "Abbey Road." □





HYDROFOIL MODE

Approx. height above ocean surface: 10'



SURFACE WEAPONS

2.75" Strike home missiles

2.75" Stinger beam rockets

2.75" 4.5" electric railguns

1cm multi-heterodyne pulse laser

3" KEX Disruptor sonic torpedo

SUB-SURFACE WEAPONS

1cm multi-heterodyne pulse laser

3" KEX Disruptor sonic torpedo

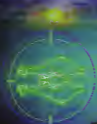
6" Piranha heavy swarm torpedo

6" Mark-60 Hunter torpedo

6" Mark-65 Blocker torpedo

6" Mark-66 Barrage homing torpedo

A killer submarine. A deadly hydrofoil.



OPERATIONAL DEPTH

Ball pressure resistance to 1,500 meters



2060 A.D. The Red menace has resurfaced.

The sea boils with submarines and battlecruisers, blood and oil.

The skies are dark with enemy birds.

Tigershark has been deployed.

A fully-loaded subfoil prototype.

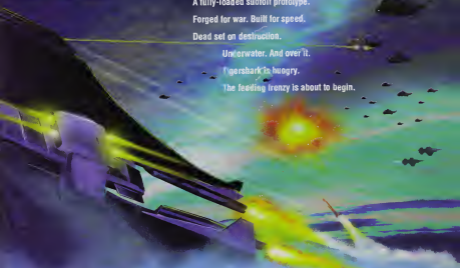
Forged for war. Built for speed.

Dead set on destruction.

Underwater. And over it.

Tigershark is hungry.

The feeding frenzy is about to begin.



The ultimate war machine...
COME HELL AND HIGH WATER



TIGERSHARK™

THE PERFORMANCE OF THIS PRODUCT HAS BEEN OPTIMIZED FOR USE WITH INTEL'S MMX™ TECHNOLOGY

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DOOM

COVER FEATURE

Nothing Can Save You!

The armies of hell are about to be unleashed on the Nintendo 64, bringing you a Doom unlike any you've experienced before! **By Major Mike**



Some levels enshroud monsters in a sheet of mist. This makes transitional monsters, like the *Building Demons* and *Imps*, especially hard to see.

Special thanks to Andrew Hooper, Michael Alford, Brian Johnson, Aaron Swain, Steve Shiner, Audrey Hodges, and Drake Aerial.

Now and Improved Imps



These translucent purple Imps move faster and deliver more damage than their more visible counterparts.

From a Distance...



As two *Arachnotrons* and a *Baron of Hell* battle it out in the distance, you're ready to greet the winner with the BFG-9000.

Features

Your face is history, no is the status bar at the bottom of the screen. Simple, non-obtrusive numerical displays of health and ammo replace them.

The new map mode features a multicolored blueprint that charts your progress. Although Doom 64 has several skill settings, the 30-plus levels promise to be more challenging than those of other Doom titles. In addition to the hidden areas and treasure traps, the levels also harbor hidden areas stocked with weapons and other items. Rumor has it there's even a new weapon to be found!



Graphics & Sounds

Doom 64's audio and visual effects have been constructed from scratch to provide a new bone-chilling Doom experience. Gone are the somewhat flat, 2.5-D structures and dreary surroundings of other Doom versions. Doom 64's buildings are filled



with creepy gothic stone carvings—such as gargoyles and lurking monster faces—along with other atmospheric decorations that heighten the feeling of an unwelcome guest in a hostile land. Light-sourcing effects have also been pumped up to include bright illumination reflecting off the weapons and blazing skies that seem to stretch into infinity. On a smaller scale, fireballs and other deadly projectiles illuminate nearby surroundings as they speed through the air. Monsters also have more detailed faces and actions: Imps wind up and chuck fireballs at you, and broken chairs dangle from the Cacodemons' stacked arms. The weapons are completely redesigned; some have new, perfectly matched sound effects. For example, electrically crackles when you switch to the Plasma Rifle, and the screw states to a manic jackhammer sound when you open up with the chainsaw.

Other audio effects include almost CD-quality sounds. Creepy music and a plethora of sound effects go hand-in-hand to create a chilling atmosphere. Explosive weapon discharges, chilling inhuman shrieks, and the frightening thunder from the hooves of the *Witch* Cyberdemon should keep you on the edge of your seat.



What's New about Doom?

Doom veterans looking for the same old stuff should be prepared to re-eval. Although the story line hadn't been finalized at press time, this Doom will be a Nintendo 64 exclusive with new levels and monsters.

Of course, you won't have to go through basic training since the Doom 64 game engine is essentially the same design as in other Doom versions. Classic Doom gameplay—running, shooting, strating, and pushing walls to find secret passageways—is in force. There will be no new abilities, such as jumping or looking up and down. The engine, however, is encased in new graphics and sounds.

The field of corridor shooters for the Nintendo 64 is wide open with *Turok: Dinosaur Hunter*, *Goldeneye 007*, and to a certain extent *Star Wars: Shadows of the Empire*. *Star Wars: Jedi Knight: Will Death 64* hit the bull's-eye? In an upcoming issue, *GamePro* will reveal the score.



New Look, Same Punch



The *SPG* sends a *Marvo* back to where it came from as green flames outside the castle walls blaze on.

Your Worst Nightmare



The *Cyberdemon* is half-demon, half-machine. This high-tech fiend has a rocket launcher mounted on his arm; he also doesn't like you.

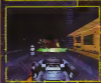
Open Wide!



Even up close, enemies and objects in *Doom 64* never distort or pixelate. Additionally, the weapons and monsters have a completely new look. *Slave*, *Building Demons* are introduced in the new double chapters!



Gameplay & Fun Factor



This N64 game gives you a choice of controls: You can use either the analog joystick or the directional pad. Unless you're accustomed to *Mario 64* or *Wave Race 64*, the analog stick takes a bit of training. Those accustomed to the PlayStation versions of *Doom*, however, should immediately master the pad and the button layout. Gameplay is fast, with smooth scrolling as you run down hallways, blasting monsters—without a trace of slowdown.

Pixel-perfect or pixel-plagued?

How other versions of *Doom* stack up against *Doom 64*.

These screens illustrate the jump *Doom* takes when it goes 64-bit.

On the PC...



Doom 1.9 Mod on Earth, 1994

...PlayStation



Final Doom, 1996

...and Nintendo 64



Doom 64, 1997

Developed and published by
Midway Home Entertainment
Available March

80% COMPLETE



War Gods

PlayStation

The gods are coming! War Gods, a one-on-one 3D fighting game, makes the jump from the arcades to the home. Each fight takes place in a limited arena, and combatants can avoid incoming attacks by using a 3D button (not unlike the sidestep move in Battle Arena Toshinden). Ten gods from Anubus to Vallah gather to see who is the mightiest in this violent slugfest. Each character has their own unique set of special moves, including finishing fatalities. In one fatality, Tak pounds an opponent into the ground up to their neck, then punts the head! Another Mortal Kombat? We'll see.—*Major Mike*

Developed by Iremcom
Published by Midway Home
Entertainment
Available Second Quarter '97

40% COMPLETE



Crypt Killer

PlayStation

Konami is ready to bring out its first 32-bit gun game, Crypt Killer, on the PlayStation. In this creepy shoot-'em-up, you raid tombs and blast supernatural forces like skeletons, water monsters, giant spiders, and mummies. The game is nonlinear, so it's impossible to see everything in one play-through. In the preview version, the monsters showed big pixels when up close, but with all the action going on, you'll hardly notice. Although this version isn't complete, it's fun, intense, and works well with the Justifier lightgun. Lock and load!—*The Gun Nut*

Developed and published by
Konami of America
Available February

80% COMPLETE





Barb Wire

PlayStation Saturn Win 95 DOS Mac

Immerse yourself in the comic-book, movie-based world of Barb Wire, a Resident-Evil-meets-Doom-style action game featuring nine levels of patent-leather pugnacity. Play solo or compete in a two-player mode that enables one player to be Barb and another to play as an evil boss. Included as well is a death match with a specially designed multiplayer level. This game might have the right stuff to wire you to your game chair.—*The Rookie*



Developed by Crys
Published by GT Interactive
Available First Quarter '97

30% COMPLETE



Propaganda

PlayStation

In this mission-based racing game set in the 1950s, you play as Jack Heller, a former soldier rebelling against a corrupt, oppressive government. Propaganda is very early in development, so the story is far from final. You burn rubber down the poster-filled roads, exploring the game's huge city street-based levels and smashing enemies. These early pics show that the game captures the oppressive



Developed by Bunt
Published by Virgin Interactive
Available Second Quarter '97

30% COMPLETE



Sentient

PlayStation

A detailed tapestry of intriguing subplots slowly unfolds in Sentient, a sci-fi strategy game that uses RPG-like interactions with other characters to help solve a complex mystery. You play as a medical technician aboard a space station where radiation sickness has reached epidemic proportions and the threat of assassination lingers in the air. Dream sequences throughout the game provide the clues you need in your search for knowledge. While the game is slow-moving, the



Developed and published by
Pygmalion
Available March

90% COMPLETE



Swagman

PlayStation Saturn

The action/adventure game Swagman takes a few cues from Nights (two kids caught in a dream world are on a quest to prevent nightmares) and throws in some slick rendered effects. Smoothly moving characters dance across brightly colored backgrounds; the 3/4-overhead view on this 60 percent version, however, seemed a little archaic by PlayStation standards. Ten magical 3D worlds and the ability to morph into DreamBeasts may add some much-needed excitement to this young-looking game.—*Scary Larry*



Developed by Core Design
Published by Eidos
Available April

60% COMPLETE



Need for Speed II

PlayStation **Win 95**

Dwarfing the exotic cars that made *Need for Speed* so alluring, *Need II*'s gunning its engines with an eye-popping lineup of million-dollar supercars. Drivers can refine their engines at speeds over 230 mph in beauties like the McLaren F1, Italdesign Coda, Lotus Esprit, Lotus Elite GT, and Isdera Commendatore. The action goes down on eight circuits across the world, and all the courses sport much more 3D interaction, such as cutting corners down mountain switchbacks. Topping it all off, a major graphical facelift gives the cars and tracks much greater detail and realism. *Need II*'s already lookin' awesome....—Air Hendrix



Developed and published by
Electronic Arts
Available March

50% COMPLETE



Thunder Truck Rally

PlayStation

Psygnosis is rollin' out some monster-truck mayhem with *Thunder Truck Rally*. From behind the wheel of nine jacked-up big wheelers that range from pickups to VW vans, racers rumble through six tracks or head to the arena for a car-crushing frenzy. The courses are lined with so many wild bumps and jumps that you almost spend more time careening through the air, so the game's about beating the course as much as beating the pack. The trucks move with impressive realism, bouncing and rolling on their suspension in response to the challenging terrain.

With some fine-tuning, this promising title could shape up into a rowdy ride for PlayStation racers.—Air Hendrix



Developed by Reflections
Published by Psygnosis
Available March

80% COMPLETE

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Nightmare Creatures

PlayStation

Nightmare Creatures is slithering toward your PlayStation, and if the game lives up to its initial promise, it should engross Resident Evil fans in a heartbeat. NC delivers Resident Evil-style exploration and puzzle-solving, but it focuses more on the combat side, so you'll be bustin' skulls much more often. Excellent!

NC's story line drops you into 19th-century London, where a devious plot by an evil brotherhood has overrun the city with monsters. Playing as one of two heroes, Ignatius or Shirley, you trot through 15 real-life city districts, locking monster butt and completing missions that gradually unveil the secret behind their presence. In addition to Ignatius's staff and Shirley's sword, each character fights with power-ups that include guns and monster-dispelling charms. To complete this intriguing package, impressive 3D graphics imbue the game with an eerie atmosphere.

—Air Hendrix



Developed by Kallisto Entertainment
Published by Mindscape
Available April

60% COMPLETE



Wing Commander IV

PlayStation

As the smash PC hit continues on the PlayStation, the epic war between the Terrans and Kilrathi has concluded, but unrest is springing up on Confederation worlds. Colonel Blair returns to help rescue the waning Confederation, but finds that internal corruption is causing all the trouble. From there, WCIV takes off with the series' usual blend of Hollywood-quality live-video storytelling, which stars well-known actors like Mark Hamill and Malcolm McDowell, and real-time outer-space combat from the cockpit of your fighter.

—Air Hendrix



Developed and published by Origin
Available March

60% COMPLETE



Crow: City of Angels

PlayStation

The Crow has been fitting around quite a bit on Acclaim's roster. This 70 percent version finally came to roost, and Acclaim could have something to crow about. Although the game needs a lot of refinements, dark, gory graphics and eerie backgrounds may turn it around. The multi-adversary, 3D combat, however, left a lot to be desired. Crow could fly or get shot down, depending on what happens in the last 30 percent.—*Scary Larry*



Developed by Gray Matter
Published by Acclaim
Available February

70% COMPLETE



Independence Day: The Game

PlayStation

Saturn

PC CD

Developed by Radical Entertainment
Published by Fox Interactive
Available First Quarter '97

20% COMPLETE



Aliens are invading Earth—through your home console systems! Independence Day is almost ready to touch down on the Saturn, PlayStation, and PC, and as these three early screens show, it could fire up alien-mania all over again.

This arcade-type game sets you in motion against alien ships over Las Vegas, London, Tokyo, and other cities as you dogfight in F-15s, FA-18s, and Mig 31s. ID4 is sending some galactic fun your way!—*Scary Larry*



The Incredible Hulk

PlayStation

Saturn

The Hulk is getting ready to barrel through stages, destroying boxes, crates, walls, and enemies as the mean green machine runs, jumps, smashes, and even lifts objects.

Beautifully rendered cut scenes show promise, but there were a host of problems with this early version of the game—from jerky sprite movements and dull explosions to weak and dull graphical detail. These must be dealt with before this hero



earns his "super" status. If these flaws are addressed, the Hulk may get the green light from gamers.—*Scary Larry*



Developed by ATD
Published by Eidos
Available now

80% COMPLETE



Brahma Force: The Assault on Beltlogger 9

PlayStation

With a title that long, you expect a lot. Well, this sequel to Epidemic (which would make this game Kileak 3) delivers with solid mech-mayhem, gunplay on different levels, multiple weapons, and more. The videotape demo promised even better action than Epidemic and much smarter enemies, along with the ability to customize your mech with scanners, night vision, and armor plating. With all this and better graphics, we're bullish on Brahma.—*Scary Larry*



Developed by Creak
Published by Jaleco
Available First Quarter '97

70% COMPLETE

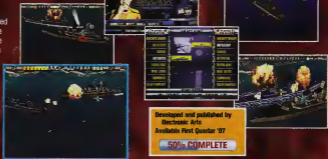




Battlestations

PlayStation

Electronic Arts just announced a two-player 3D action game for gamers who want to take their Strike fetish to the high seas. In *Battlestations*, huge ships go bow-to-bow in explosive naval gun battles. Extensive, detailed spec sheets on each vessel enable you to assemble a fleet according to your strategy. *Battlestations* looks great so far—we'll report on the playable version soon. —Scary Larry



Developed and published by
Electronic Arts
Available First Quarter '97

50% COMPLETE



Soviet Strike

Saturn

Soviet Strike for the Saturn is ready to launch, with new weapons to make it more interesting. The anti-armor missile takes out any heavily armored unit with ease, along with most buildings. The auto-cannon is a brutal high-caliber chaingun which is most effective against ground units (like stray soldiers).

There are also better explosions—if you blast a tower, it bursts into flames then crumbles to the ground. These enhancements, along with

support for the Sega Analog Mission Stick, will make the Saturn version of this hot chopper a chart topper.

—Scary Larry

Developed by Tharon
Published by Electronic Arts
Available February

80% COMPLETE



Rebel Moon Rising

PlayStation

It's the year 2069, and people are still acting like jerks. Moon colonists have declared their independence from Earth, and they're signing up to join the LDF (Lunar Defense Force) against an evil enemy. Surprise! It's the United Nations Committee on World Peace, which has its eyes on the lunar prize. Hopefully, the gameplay from *Rebel Moon Rising* will match the great graphics from these early preview screens. GT Interactive, which has *Barb Wire*, *Hexen*, and *Duke Nukem* on its hits list, should rise to the occasion. —Scary Larry



Developed by Ferals Wolf
Published by GT Interactive
Available Spring '97

50% COMPLETE

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The Ultimate Game Strategy
by Anthony Russo, Editor

Intensified by the fact that the
warriors can fight with a huge
arsenal of intimidating weapons.

Not to mention glowing
motion blurs, an

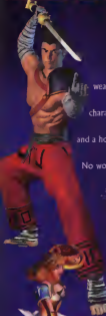
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REVIEW

May 95

By Steve Klott
Editor
PC Games



title were high. Not to worry, Diablo lives up to its roots, and RPGs may never be the same.

Dark Days

As Diablo opens, the town of Tristram has fallen victim to an evil most foul. Most of the town's denizens have been murdered, and those left alive are slaves to the dark lord that holds the town under its power. Diablo challenges you to travel into the darkest depths of the labyrinth beneath the town, slay this evil being, and free Tristram from its spell.



PRO TIP: Fight in doorways whenever you can—that way, you have to take on only one enemy at a time.



PRO TIP: Keep the fighting at a distance with the sorcerer, especially early on.

Diablo by Blizzard Entertainment

Graphics	Sound	Control	Play Value

OS: Available with
BPG
16 levels

Minimum System Specifications

- Win 95
- Pentium 50
- 8 MB RAM (16 MB for multi-layer games)
- 16-bit color
- Challenge Adjustable
- Real-time High
- 2MB sound
- Not for work
- 256K graphics
- Double speed
- CD-ROM drive

Diablo's heritage guaranteed that this long-anticipated RPG would receive lots of hype while it was in production—the developer, Blizzard Entertainment, also created the classic Warcraft series, so expectations for its next

DIABLO



PRO TIP: The Firewall spell is a handy way to clear out rooms filled with bad guys—before you enter!



PRO TIP: Check the map often to make sure you haven't missed any rooms or doors.

Getting All There's In

Before you can begin your hunt, though, you must decide whether you'll play as a warrior, rogue, or sorcerer. Each has its own strengths and weaknesses. The warrior, for example, is a tough fighter who can duke it out with the best of 'em. He is, however, a little on the dumb side and can't learn as many powerful spells as his counterparts.

Diablo's action is spectacular to behold. There are more than 200 types of beasts to fight in the dungeons; countless spells to find, learn, and cast; and 16 levels to explore—all rendered in stunning SVGA. The haunting musical score enhances the drama, as do the grunts, groans, roars, and screams of battle.

But best of all, Diablo is different every time you play. The dungeons are randomly generated each time you start a new game, and they're filled with different demons to fight, as well as new spells and magical items to find.

Back to Work

The mouse-driven control couldn't be easier. You just click on a spot on the screen to move there, and right-click to cast a spell.

Diablo's definitely not your typical dungeon hackfest: There's really been nothing like it before on the PC. In fact, its closest rivals are games like Gauntlet or Loaded on the PlayStation, but they really don't compare. Diablo is beautiful, action-packed, simple to play but not to win, and backed with a superb story. Blizzard's done it again. **A**



PRO TIP: The deeper into the dungeons you go, the tougher the opposition gets. Clear all enemies out of the early levels to build up your character as much as possible.



PRO TIP: Use the environment to your advantage whenever possible.

[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 :
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CONTAGIOUS]**

Rx :

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

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NEXT GENERATION
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Blood

DBS

From the creators of Duke Nukem 3D comes their latest corridor shooter, *Blood*. A forgotten god is trying to wipe out the human race, and guess what? You're the only person who can stop it. Armed with weapons like a pitchfork, a voodoo doll, flare guns, and an aerosol can with a lighter, you battle hell hounds, zombies, and gargoyles—just to name some of the evil you'll face. *Blood* looks full of gore—you can even play soccer with decapitated heads. 3D Realms is out to top Duke, and these screen shots look like it's succeeding. —Major Mike

By GT Interactive
Available Summer '97



Shadow Warrior

DBS

The 3D Realms mayhem continues with yet another corridor shooter, *Shadow Warrior*. As a former Navy SEAL (and skilled ninja), you must rescue astronauts held hostage on a defense laser satellite. Not for the faint of heart, *Shadow* will let you rip hearts from your opponents' chests, and some of your enemies, when defeated, put their guns in their mouths and pull the trigger. You can also drive tanks, forklifts, and boats. In addition to the usual strafing, running, and shooting routine, you can fly and belly-crawl. Stay tuned for more on this awesome title. —Major Mike

By GT Interactive
Available Summer '97



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EXTERMINATOR**





Ecstática 2

Win 95

Mixing role-playing with fast action, *Ecstática 2* looks like a very intriguing title. Playing as a young warrior, you return to your castle only to find it overrun with demons. The game's most innovative feature is "ellipsoid" graphics, which gives polygonal objects smooth edges rather than blocky, sharp ones. *Ecstática 2* also uses pre-rendered areas (like *Resident Evil*) with multiple camera angles. The early version we played looked excellent and had very responsive controls. Hopefully, the final version will live up to this hot prospect's early promise.—Major Mike

By Psygnosis
Available March



Rebellion

Win 95

LucasArts is giving you a shot at running the battle between the Rebels and the Empire in this two-player real-time strategy game that lets you play either side. Set after the destruction of the first Death Star, *Rebellion* involves two modes of play: strategic, where you grow resources, design missions, and the like; and tactical, where space warfare goes down in real-time 3D. To win, you must achieve goals like killing Skywalker or Darth Vader, but you must also gain control of the galaxy.

—Air Hendrix

By LucasArts
Available Spring '97



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fight cyber rats, mantises and wasps. Needless to say, you're not an itty bitty spider.



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HOT AT THE ARCADES



The follow-up to *Cruis'n USA* goes worldwide with more tracks, more cars, and more secrets. Here are some hidden goodies that'll keep you *Cruis'n* at the arcades for hours!

By *Bradford Lee*

Cruis'n World is much more than a sequel to last year's hit, *Cruis'n USA*. Not only does *Cruis'n World* have new cars, it has new gameplay mechanics that enable players to perform stunts and avoid nasty head-on collisions. New courses offer hidden paths and interesting shortcuts that keep the action fast-paced and challenging. These strategies and tricks will steer you straight into the winner's circle.

Pre-Race Tricks

These pre-race options open a whole new World of racing possibilities.

Hidden Track Menu



At the track menu, press and hold View 3 to select the hidden tracks.



In the hidden track menu, you can select four separate tracks that aren't available in a normal race.

Hidden Cars



When choosing your vehicle, you can select from two separate classes of hidden cars and a multitude of car colors.



To access the first class of hidden cars, press and hold View 1. You'll get a new set of cars.



To access the second class, press and hold View 2 when selecting your vehicle. You can change the color of the vehicles by tapping View 3 as you press and hold View 1 or View 2.

Racing Stunts and Tricks

In *Cruis'n World*, each vehicle can perform several new stunts to keep the action from running out of gas.

Two-Wheel Action



The first basic skill to learn is how to make your car pop a wheelie. This yields two benefits in a race: It gives you a quick burst of speed and it enables you to jump over oncoming cars.

Banking



To bank your car up on two wheels, tap the gas pedal once and quickly turn the wheel to the left or right. This is a great way to get your vehicle around sharp turns.



HOT AT THE ARCADES



Hidden Paths and Course Shortcuts

Not every track in the game has a secret path, but the ones that do can take time off your laps and help you overtake other racers.

Wheelies



When you see an oncoming vehicle, give your car plenty of room to pop the wheelie. This is recommended only if you can't maneuver your vehicle away from oncoming cars.

Flips



Look for ramps and pitched slopes to use to send your car airborne. You can make your car do a midair flip by popping a wheelie (tap the gas twice) when on a ramp.

Spins



To execute a midair horizontal spin, sharply spin the wheel left or right as soon as your car hits the ramp.

Rolls



To do a midair barrel roll, pump the gas pedal once and spin the wheel to the left or right when you're on the ramp.

China



China has two hidden paths, both on the Great Wall of China. They always appear on the left side as small breaks in the wall.

Hawaii



About 30 seconds into the Hawaiian race, you'll come upon a sharp left turn that has several signs telling you to turn left. Drive straight through the signs and onto a hidden path.

Mexico



After the first two checkpoints in Mexico, you'll see a large temple on the right side of the track. Drive off the track and through the bushes at the end of the temple to find the hidden path.

Australia



Shortly after the first checkpoint in Australia, you'll come upon a small dirt path to the left of the course with tire tracks on it. Drive your vehicle onto the dirt path, and it'll run into the hidden shortcut.

SAMURAI SHODOWN IV AMAKUSI'S REVENGE

By The Union Buster

Going for a fourth round of hack-n-slash fighting, SNK pulls out all the stops with Samurai Shodown IV, an excellent entry to the series and the best since SSiI. Its combos may not have the depth of Street Fighter Alpha 2 or Soul Edge, but for easy-to-pick-up gameplay and great visuals, Shodown IV is worth a match or two.

Shodown IV brings back Charlotte, Jubei, and Tam Tam, while introducing two new fighters. The two additions have some interesting moves, but they pale in comparison to stout veterans like Hachmaru and Neikoruru.

Even though the combo system is limited, there are still some devastating super moves that can kill an opponent outright when executed under certain conditions. Fans of earlier Shodown entries will definitely not be disappointed with this Shodown.



Sound

The music ranges from 4.5 the beautifully hypnotic melody for Neikoruru to the absence and grating guitar riffs for Genjuro. The voices are intelligible, and the weapons resound with effective clashing and slashing effects.



Fun Factor

Shodown IV is a refreshing entry to the series. You don't have to be a fighting master to enjoy it, and the returning skilled characters from the first and second games make it worthwhile.



Graphics

The fighters have superb animations; several fighting stages are outright beautiful; and the special moves look awesome. The images distort, however, when the camera quickly zooms in and out.



Control

Special moves are easy to execute, and there are some limited combos. The various two-button-simultaneous techniques, like sidestepping, are an added plus.



A lineup of 17 fighters



The boss from SSiI, Zankou, is your final challenge...or is he?



PRO TIP: When you lock weapons with an opponent, tap any button as fast as you can; the first player to reach 21 on the counter will disarm their opponent.



PRO TIP: Akimaru's Floating Iceberg is a great way to stop opponents who jump often.



PRO TIP: Tam Tam's Flaming Demon is one of the most effective special moves; even when blocked it drains your life meter.



Fighters who didn't make the cut for Shodown III—Charlotte, Jubei, and Tam Tam—make a welcome return.



PRO TIP: When the POW meter is maxed out, avoid performing a meter-draining super move; your regular special moves do more damage.

Street Fighter III



No, it's not a mistake—the long-awaited sequel to Street Fighter II does exist! Called Street Fighter III: Next Generation, the game is still 2D, but it has all-new animations and characters. No release date yet, but we'll have more on this sure-fire hit as it develops, so these screens will have to do for now.



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Soul Blade

(By Masoco)

By Johnny Zoligawa

Price not available
Available now

Fighting
2 players



Fun Factor

S O Namco's tradition of top-rated fighting games continues with *Soul Blade*, a title that combines the familiar feel and gameplay of *Tekken* with its own touches of superior graphics, fantastic features, and a deadly arsenal of weapons. *Soul Blade* heads the early list for best fighting game of the year.

Graphics

S O *Soul Blade* offers stunning 3D characters, amazing light-screening where you actually see day turn to night during a match, and beautifully detailed backgrounds that are as clear to both the eyes and the soul.

Control

S O Demos, jukes, throws, dodges, counters, and weapon lock-ups heighten the championship-caliber control. If you block too much, your weapon shatters and you're forced to fight the rest of the round with your bare hands.

Sound

S O Memorizing music and realistic-sounding sword-clinking provides your ears with magic, but the announcer's voice at the end of each match becomes annoying.

Soul Blade blazes into the fighting game arena with a unique combination of barbaric brawls, wicked weapons, and head-knocking gameplay. It features the best-looking 3D characters to date, superstar special effects that include glowing weapon trails, and a devastating list of moves, combos, and options that dominates every fighting game on the market today—including *Tekken 2*.

Where's the Body?

The game takes place in the 15th century where war is rampant and rumors of the



PRO TIP: When in close, press (WA B) to do special moves on your opponent.



PRO TIP: The Critical Edge super moves are performed by pressing (WA WA K).



PRO TIP: Do Cervantes's Charging Roundhouse by tapping →, (→ K).

world's most powerful sword, the Soul Blade, have drawn 10 raging warriors into battle for the mysterious weapon. Each combatant represents a unique style of fighting and uses weaponry particular to their native land, such as Taki, a knives expert from Japan who's eager to slit your throat, and Li Long, a Chinese assassin who's a nunchaku master.

Soul Blade offers Arcade, Versus, and Survival battles, but it's the Edge Master mode



PRO TIP: Tap WA, WA, WA to smash your enemy with Siegfried's Brain Masher.



PRO TIP: Taki's Silent Storm is executed by tapping WA, WA, WA, K.

VOLDO



PRO TIP: Attack with Voldo using his Rat Chase & Kick by tapping (← NA), NA, NA, K.

HWANG



PRO TIP: To execute Hwang's Triple Kick, tap →, (→) K, K, K.

LI LONG



PRO TIP: Li Long's Last Breath devastates enemies whose backs are turned. Tap (G NA) when behind your opponent.

SEUNG MINA



PRO TIP: Seung Mina's Orion Express is performed by tapping (NA VA), (← NA).

PRO TIP: To do Sophia's Tricky Tangle, tap NA, NA, ↓, K.

ROCK



PRO TIP: Rock's Demolition Strike is a powerful attack. Tap (→ NA), NA, VA.

SOPHITA



that pushes the game ahead of its competition. This mode allows you to take one character through a series of fights and collect new weapons unique to that fighter upon victory. For example, after defeating her first opponent, Tali has the option to trade in her knife for a bladed fan that does more damage but is slower to strike. So depending on whether you prefer to fight with speed or power, you now

have the option to use the weapon that best suits you, adding an entirely new level to your fighting strategy. You can then store the weapons on a memory card and use them in any mode you chose, including the two-player Versus mode.

Talk This, and That

Savage moves enable you to beat, stab, slice, and dice opponents with vicious violence that is sure to excite fight fans to unbelievable heights. Bow down to the new king of fighters, and the first gotta-play-it game of the year. ■

MITSURUGI



PRO TIP: Tear into opponents with Mitsurugi's Triangle Cutter by tapping VA, VA, NA.



Controller Legend

NA = Horizontal Attack

VA = Vertical Attack

G = Guard

K = Kick

() = Execute commands in parentheses simultaneously.

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



Spider (By 1992)

By Scary Larry

Price not available
Available now

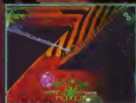
Action/adventure
1 player



PRO TIP: Many items are hidden in areas you can't see onscreen. Always crawl on every surface, like these deadly furnaces, to switch the viewing perspective.



PRO TIP: To beat the first boss, watch the pattern of his movements. After he slams the ground, slash him or use a rocket attack. When he spins slowly, jump over his arm.



PRO TIP: Some weapons work better than others against certain enemies. The Electro is ineffective against the black widows, but very effective against the rats.

Creepy, crawly, and deadly, Spider offers slithery gameplay that should catch gamers in its web, enthralling them for hours.

Arach Attack

The premise: A scientist is accidentally turned into a spider by terrorists of a rival techno-corporation. The now eight-legged scientist must fight through various obstacles to regain his geeky body.

The levels are diverse, such as a warehouse, a lab, or a city sewer, and involve leaping



PRO TIP: Since you can't use every enemy, use the missile's targeting system to follow you of enemies lurking around corners or above you on ledges.



PRO TIP: Check for hidden areas behind danger spots, like this fan. That striped wall panel is a hallway to the two alternative exits to this level (Factory Machine Room).

from area to area while avoiding wasps, rats, scorpions, and black widows. You gather cyber-legs to power up your arachnid ass-kicker and give him weapons like a flame-thrower, missiles, and smart Bombs. You can also hang and swing from a web.

You'll need all your Spider powers for this game, which can be frustrating (especially when precise leaping is required), but in the end you'll find it's worth it. Spider will lure you in a web of fun. **B**



PRO TIP: A weapon you pick up replaces whatever is in the active slot, so if you have an active weapon that you like, switch to another slot.



PRO TIP: In the sewers, walk on the walls instead of hopping from box to box. It's easier to spot dangerous dripping slime this way.

Graphics

4.5 The levels are sparse but functional, with rendered obstacles like falling beakers and lab walls. The cinematics are superb. You sometimes lose sight of the spider in tunnels, though.

Sound

4.5 The constant beeping during the boss stages, but does little else. Unobtrusive music is just what a game like Spider needs.

Control

4.5 Learning the spider's moves makes thinking like a spider, which soon becomes second nature. You easily pick up crawling around ledges and out of tight spaces.

Fun Factor

4.5 Smooth gameplay makes Spider fun, while long stages, multiple cuts, and hidden items give Spider high replay value. Still, gamers looking for fast, arcade action should stay away.

OPEN

ALL NIGHT



NO QUARTERS NEEDED.



MIDWAY

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Tigershark
(By GT Interactive)
By Air Hendrix

\$54.99 1 player
Available 8 levels
March 3 views
Sea combat



TIGERSHARK



Tigershark splashes down on the PlayStation with some engaging twists on the combat-at-sea tale. Piloting a slick craft that both plunges below the waves like a sub and rockets across them like a speedboat, you set out to prevent an eruption in an underwater geothermal installation. You're well-armed with bullets, a vast array of missiles, and defensive countermeasures.

The missions pose predictable tasks like destroying sonar sites and defending friendly subs, but enemy hordes hound you all the way. The need for stealth against such superior numbers makes for enjoyable strategy, but the action's more about finishing missions than bustin' chops.

Tigershark's gameplay isn't quite as riveting as that in Black Dawn, its closest competitor. But the thrill of piloting such a cool craft, the steep challenge level, and the fairly gripping combat make Tigershark a fight that shouldn't be passed up. **C**



PRO TIP: If you see a missile hot on your tail, jukes wildly and deploy countermeasures (ECM) right away.



PRO TIP: When you complete mission objectives or defeat big targets, keep an eye out for these replenishing power-ups—you'll never finish the missions without them.



Sound

The sounds make a solid but uneventful showing. Cool weapon sounds and realistic underwater noises are matched with bland music and annoying warning klaxons.



Control

Getting up to speed on the basics of this sweet ship is no trouble. Navigating the fully 3D undersea areas is tricky, but it gets easier the more you play.



PRO TIP: Taking out enemy sonar sites should be your top priority as they're responsible for flooding your position with enemy craft.



PRO TIP: Use unguided missiles, like SAMs, to take out stationary targets.



PRO TIP: To free the submarine Yashio from these mines, shoot those surrounding the front of the ship, and then it will glide out on its own.



PRO TIP: Use sonar pings only after you've been detected by the enemy—they reveal your position instantly.



Fun Factor

Ziping around above and below the waves is fun—but exhilarating! The action focuses too much on completing objectives, but there's still plenty of intrinsic combat. Tigershark's a solid shooter.



PRO TIP: If you're getting bored, head for the surface. There are usually fewer enemies there, and you can travel much faster.



Graphics

Tigershark's visuals shine with sleek, animated vehicles and excellent visual effects like the screen-racking whirlpools. But the static water and problems with blocking and redraw mar the show.

*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 upon their faces and will 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
witchmaker. Your past is a blur but
your future is set. Lord Gordian, 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.
- Impressive ray traced graphics add incredible levels of beauty.
- Intriguing puzzles that will challenge your skills as a wizard.
- Video sequences seamlessly blend into the world, with every player step into the story.

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**Codename: Tenka**

(By PlayStation)

By Atomic Dawg

\$59.99

Available
MarchFirst-person
shooter
1 player

Sharp rendered cinemas reveal that you're the victim of a corporate scheme to turn social outcasts into bio-weapons.



PRO TIP: Since aiming up and down can take time, heed radar warnings and set up shots ahead of time. Press L1 and L2 to guess the height of your enemies before you face them.

PRO TIP: Explosions from your own missiles, grenades, and mines can damage you.

**Fun Factor**

4.0

Aggressive enemies, cool-looking firepower, impressively detailed 3D settings, and 31 levels make Tenka a gunfight worth lighting.

**Sound**

4.5

Tenka's sounds are fun. The voices effectively move the story along, especially your own anguished drivel as you talk to yourself between levels. The techno funk pumps up your adrenaline.

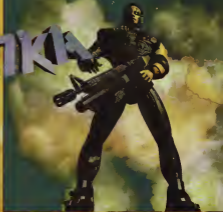


PRO TIP: Lasers or missiles are best for destroying automated defense systems.

**Graphics**

4.0

Tenka's dark laboratory-like interiors are first-rate, the creepy creatures (like the spiders with human faces) are terrific, and the jerky animation as your gun jumps rigid fire is sweet.



Codename:
TENKA

You're trapped in a desolate space colony, mutants and robots hunting you, a brain-splitting voice in your head...and your name is Tenka. What you need is a powerful gun!

Codename: Tenka arms you nicely for a first-person shoot-out that's solidly in line with Doom, Disruptor, and Alien Trilogy. Set in a violent future, Tenka's 31 levels pit workman-

like gunplay against aggressive enemies. Blasting monsters and figuring out which devices to shut down to escape the levels eventually arms you with three weapons that power up into nine selectable forms of firepower.

The controls are stressful at first. Learning to aim up and down using L1



PRO TIP: The auto-targeting gunsight reveals objects that need shooting, even if they don't look like it.

PRO TIP: When radar reveals a tough enemy lurking around a corner, aim at the wall or structure. The auto-targeting gunsight may enable you to shoot through it.

and L2 can be frustrating; you'll take more hits and waste more ammo than you should.

But just when you feel like swearing, some ugly mutant charges you, and the ensuing adrenaline rush reminds you why you play video games. Tenka is trigger-happy fun. **D**



That voice in your head is Tenka's, a microchip implant that also discloses visual clues as you progress through the game.



PRO TIP: Control panels are not apparent. When the Object Detection alarm sounds, look for a switch and press R1.



PRO TIP: When an area's infested with vicious little Blonks, keep your weapon aimed toward the floor as you move.

THE OFFICIAL SPORT DRINK OF THE PROFESSIONAL UNDERGROUND LEAGUE OF PAIN.

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No referees. No rules. In this league, it's
percent or be promoted, bust or be busted.
Your challenge is to guide a new team from
through a gauntlet of 15 international
teams to practice, league or cup play.



The first tennis game you can to deliver
after realistic open play with full sports
management capabilities. Crush the life
out of your opponent from multiple camera
angles with full multi-angler capability.



Torment your opponent and bring
while experiencing real-time fight scoring
and the highest resolution available for
PlayStation.



www.psygnosis.com



Rendered cinematics show the story of your quest.

Hexen features a unique blend of Doom-like first-person corridor shooting and role-playing elements, but loose controls and choppy graphics hex the game.

Placed in a medieval sword-and-sorcery setting, you choose from one of three warriors—a



cleric, a warrior, or a mage—each with different attributes. The three fighters lend variety as each is equipped with spells and weapons that get more powerful during the game.

The visuals and audio are a mixed lot. Graphically, there are some arresting elements like fiery skies and blowing leaves. Moving through the surroundings, however, is a slow, choppy affair with heavy pixelization on the enemy monsters. The music is innocuous, but the sound effects provide a variety of screams, grunts, and groans.



PRO TIP: Avoid using magic attacks on the civilians; they can use their shields and deflect your spells right back at you.

Hexen

(By ST Interactive)

By Major Mike



PRO TIP: Be careful whenever you near the water; sea serpents may be lurking underwater, waiting to attack.

The controls are pretty responsive but you sometimes slide while running and while jumping from narrow platforms—causing you to lose a life very easily.

Hexen is worth a rental, but in the court of other corridor shooters like Doom, Powerslave, and Disruptor, it's a pauper's offering.



PRO TIP: The cleric is the best character because he has an excellent balance of magic and brute strength.



From not available Available now Corridor shooter 1 player Challenge: moderate Play style: Medium ESRB rating: Mature

PLAYSTATION



Carnage Heart

(By Psygnosis)

By Captain Cameron

Strategy fanatics may enjoy the slow, turn-based Carnage Heart. As a designer, you create new mechs for lunar battles by placing 40 behavioral chips on circuits. Which chips you select, and where you place them, determines every aspect of your mech's performance. After studying maps, you send your mechs into battle and watch them fight.

The intimidating controls are more detailed than they are for most strategy games. The 40-page manual, 40-page strategy guide, and tutorial CD are helpful, but be prepared for intensive studying. Once mastered, the controls are effective, enabling you to predetermine your mech's moves. However, the inability to spontaneously control your mech in battle is frustrating.

CARNAGE HEART



PRO TIP: Patrol mechs should be quick. Don't burden them with heavy firepower or engines that need large fuel tanks.



PRO TIP: Invest heavily in your suppliers' ISG, and they'll reveal new information.



PRO TIP: Don't "overprogram" your mechs; if they're too sensitive to incoming shots, they'll jump from every projectile, even those not aimed at them.

The workmanlike graphics show off detailed circuitry and equipment but uninviting battle scenes. The sounds are average, needing voices and better sound effects.

If you've ever considered a programming career, Carnage Heart is a demanding test of your desire.



PRO TIP: Always run new mechs through test battles to see how they withstand damage. If they sustain too much, boost the armor or speed.

Carnage Heart by Psygnosis

Graphics	Sound	Control	Play Factor
3.0	3.0	4.0	3.0

540-960
Available now
Battle strategy
2 players
3 scenarios
Behind the scenes view
Memory card required

Also compatible with
Comes with tutorial CD
Challenge: Advanced
Play style: High
ESRB rating: Kids 10+ Adults

Puzzle Fighter II Turbo



By Major Mike

Combining characters from Street Fighter and Darkstalkers with a Tetris-ish puzzle game, Puzzle Fighter II Turbo provides hours of addictive fun.

The object: Keep your side as clear as possible. There is a combo system in place that depends on how many groups of blocks you clear with a single drop.

The graphics feature cute super-deformed versions of the fighters. However, the sound effects can be annoying, with mco-



PRO TIP: Stack same-colored gems to form huge gems. Shuffle the gems to send pieces to your opponent's side.

herent chatter from the characters.

For puzzle action, Puzzle Fighter has the goods—especially in the two-player mode. Fans of puzzlers and SF alike should check it out. **B**



PRO TIP: Avoid big-hitting combos against Akuma; he can quickly bury your pieces, so keep your side clear.

Super Puzzle Fighter II Turbo
By Capcom

Developer	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5

Price not available
Available now
Players: 2 players
Site view

Challenge: Adjustable
Replay value: High
ESRB rating: Kids
16 Adults

PLAYSTATION



By Major Mike

Amid the drought of PlayStation shooters,

Nanotek Warriors is a thunderstorm: It's an intense blaster with challenging stages and awesome bosses.

Shrunk down to microscopic size, you race down twisting tubes and surfaces, blasting enemies and dodging obstacles.

The colorful stages have big explosions and other cool visual effects.

The sound effects provide a plethora of laser blasts, and the techno-music works well with the fast-paced action. The game also has excellent controls—essential with all the dodging and strafing you must do.

Those looking for a straight shooter will be well-served to rev up with this Warrior. **B**



PRO TIP: Some missions, like the blue diamonds in Stage 7, have shields that send your shots back at you.

Nanotek Warrior by Virgin Interactive

Developer	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5

Price not available
Available now
Shooter
1 player
2 levels

Action: The only win
Challenge: Adjustable
Replay value: Medium
ESRB rating: Kids
16 Adults

Nanotek Warrior



PRO TIP: The blue rings are a speed zone. Cross the blue line and you accelerate rapidly, so be ready.



PRO TIP: The blue rings are a speed zone. Cross the blue line and you accelerate rapidly, so be ready.

BATMAN FOREVER



By Gibson

Batman Forever is a faithful translation of the arcade game. Unfortunately, what may be enticing in an arcade becomes repetitive and dull on a small screen.

Play solo or team up with a friend as either Batman or Robin in eight levels based on *Batman Forever*. You face standard punch-kick action against waves of cloned enemies with a boss at the end of each level. The graphics, although sharp, are hindered by stiff animation, and lackluster sound



PRO TIP: Use gadgets, such as the grappling hook, to take out multiple enemies at a time.

effects deter from the overall appeal. Gameplay offers little beyond limited fight moves and power-ups; the most fun comes from two-player action. Save your loose change to play *Batman Forever* in the arcades. **D**



PRO TIP: Cover your back by forcing your enemies to one side.

Batman Forever by Acclaim

Developer	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Price not available
Available now
Action
1 levels

Site-scrolling
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids
16 Adults



By Dr. Zombie

Space Jam fails to live up to its movie origins.

It features an ordinary basketball game with sublevel games tied into the movie story line. Although all the Looney Tunes characters are faithfully rendered, nothing about the



PRO TIP: Don't lose your player in ocean court pile-ups. Take clean shots from the sidelanes.

Space Jam by Acclaim

Developer	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

Price not available
Available now
2 players
Basketball/shooter
2 sublevels

Site-scrolling
Challenge: Adjustable
Replay value: Low
ESRB rating: Kids
16 Adults

SPACE JAM



PRO TIP: In the Space Race, forget about shooting lasers. Stay on top of your opponent's spaceship, mimicking its every twist and turn.

graphics and gameplay takes advantage of its 32-bit engine. This could just as easily have been a 16-bit game. Gameplay is simplistic and becomes repetitive, making this an entertaining diversion for only the youngest gamers. The biggest drawback is the frustrating access time between every game element, thus taking all the air out of its appeal. **D**



PRO TIP: Whenever you get control of a tank, use it to clear out everything in the area so the Silencer can just stroll right on through.

Crusader: No Remorse lines up its sights on the PlayStation, igniting that same captivating action that drove the PC version to the top of the charts. There's plenty of room to improve the graphics and sounds, but Crusader delivers what matters the most: top-notch addictive gameplay.

Playing as a renegade soldier called the Silencer, you join the rebel forces in order to stave off the evil machinations of the world government. Accomplishing that involves stealing secret data, detonating key installations, and so on. The Silencer's up for the job, too, as he fights with a lethal arsenal and sweet moves like ducking and rolling, strafing, and more. Complicated at the start, the controls work smoothly with practice.

On the graphics side, engaging touches like the cool explosions make up for the other wise generic look. The solid but uninspired sounds stick to the middle of the road as well.

Crusader's like Project Overkill with more brains, achieving a sweet combo of intense combat and tough, well-varied mission objectives. If killer gameplay is all you care about, Crusader ranks among the PlayStation's best. **A**

Crusader: No Remorse

(By Greg)

By Air Houndz



PRO TIP: If you can't find the key or passcode to open a door, a grenade often does the trick just fine.



With potent weapons like the grenade launcher, the Silencer sets enemies ablaze.

Crusader: No Remorse



PRO TIP: Watch for hidden switches or those that seem to have no purpose—they often open up secret areas elsewhere in the level.

Crusader: No Remorse by Origin

Emphasis	Sound	Control	Fun Factor
2.8	3.0	3.0	3.0

\$40.00 Available now
Action/adventure
1 player
75 levels

1½ overhead view
In-game cam
Challenge: Adjustable
Replay value: High
ESRB rating: Teen

PLAYSTATION



Command & Conquer

(By Westwood Studios)

By Major Mike

COMMAND & CONQUER



PRO TIP: To explore unfamiliar territory, send a foot soldier off to any of the far corners to reveal enemy positions.



PRO TIP: Versus the laser towers, listen for their telltale charging hum. When you hear it, retreat immediately—failure to do so could cost you valuable troops or vehicles.

Awesome cinemas provide some eye-candy between battles.



PRO TIP: Enemy foot soldiers are sometimes hard to hit. If one opens up sniper fire on a vehicle, just run over him.

Another popular PC title goes 32-bit! Command & Conquer provides hours of gripping combat strategy on the PlayStation.

In C&C, you take command of one of two armies, the GDI or the Brotherhood of Nod, then deploy troops and armored divisions as well as build training areas.

Gameplay is aided by outstanding sounds, with troops marching to a driving rock beat and hitting the trenches amid loud explosions and blood-chilling screams. While the battlefield graphics are just average, the superbly rendered cinemas provide a real eye-fel. The controls are the weakest element, especially since the game isn't mouse-compatible. The control pad lacks pinpoint accuracy, causing you to select the wrong objects—something especially bothersome when you're in a jam and seconds count.

Controls aside, the more you play C&C, the more you'll want to command and conquer it. Strategy fans should definitely enlist in this war. **A**



Command & Conquer
By Westwood Studios

Emphasis	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

\$50.00 Available now
Strategy/action
1 player
40 missions
Challenge: Adjustable
Replay value: Excellent
ESRB rating: Teen

Arcade vets, rejoice! Namco Museum Volume 3 for the PlayStation continues the retro trend with classic coin-crunchers like Pole Position II, Dig Dug, Galaxian, Ms. Pac-Man, Phozon, and The Tower of Druaga. This lineup presents an excellent mix of arcade fun that will satisfy itchy trigger fingers of all ages and skill levels.

As in previous volumes, Namco faithfully reproduces every sprite and pixel of these arcade hits—from the startup test pattern to the sound of credits plunking in the machine. Although simple by today's standards, this compilation scores high in graphics and sound because of its authenticity. Gameplay is also true to form, and now you can also access game options like extra lives and button configurations. The PlayStation controller, however, doesn't perfectly replicate the gaming experience of Ms. Pac-Man or Pole Position II, where a joystick and steering wheel would be better. It doesn't drastically deter from overall game enjoyment, though.

Namco Museum Volume 3 is must-have arcade fun that will provide hours of classic gaming until Namco preps Volume 4. Thanks for the memories, Namco! □



PRO TIP: In *Dig Dug*, burrow continuously up into a boulder as you wait for enemies to close in on you. Then move aside to let the boulder crush them all.

Namco Museum Volume 3

(By Namco)

By Dr. Zambie



PRO TIP: In *Ms. Pac-Man*, to lose the pursuing ghosts, skip out a side exit and reappear elsewhere.

Namco Museum Volume 3



PRO TIP: In *Pole Position II*, forget the brakes. Just use the High and Low gears to slow down around corners.



PRO TIP: Always aim for the close targets in *Galaxian* since you can only shoot one bullet onscreen at a time.

Namco Museum Volume 3 by Namco

Graphics	Sound	Control	Fun Factor

From old favorites
Available February
1 player
Classic arcade games
4 games

Multiple views
Challenge: Adjustable
Display: vert. / high
ESRB rating: KIDS
10+ Multi

PLAYSTATION



Williams Arcade's Greatest Hits: The Atari Collection 1

(By Williams)

By Dr. Zambie

Williams Arcade's Greatest Hits: The Atari Collection 1 is a sweet lineup of some of the best arcade hits: Missile Command, Super Breakout, Centipede, Battlezone, Asteroids, and Tempest. Although each game is faithfully re-created, something's lost in the transition from arcade to PlayStation.

The main drawback is that the arcade versions featured unique controls such as trackballs or 360-degree dials. The PlayStation joystick isn't the perfect substitute for these modes of gameplay, where quick, full-motion reflexes are essential. Another drawback is the poor sound quality—most of the simple, mono sound effects are scratchy and blown out.



PRO TIP: In *Battlezone*, back away and reapproach enemies from another angle. Avoid head-on attacks.



PRO TIP: Timing your shots is the key to shooting enemy crawlers on the perimeter. In *Tempest*, wait for them to approach you.



PRO TIP: Use classic *Centipede* strategy: Always keep the bottom third of the screen clear of mushrooms for mobility against the centipede and spider.



Even though the authentic graphics and gameplay rate high, the limitations in control and sound bring down the overall enjoyment.

Still, this arcade compilation is worth renting for old time's sake. Unfortunately, it just doesn't rate as a must-buy, though. □

PRO TIP: In *Asteroids*, keep centered in the screen when shooting large asteroids, and move with the flow of smaller pieces.



Williams Arcade's Greatest Hits: The Atari Collection 1 by Williams

Graphics	Sound	Control	Fun Factor

From old favorites
Available now
1 player
Classic arcade games
4 games

Multiple views
Challenge: Adjustable
Display: vert. / Medium
ESRB rating: KIDS
10+ Adults






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Black Dawn

(By Virgin Interactive)

By Air Hordix

Price not available
1 player
7 levels
Available now
30 missions
Helicopter shooter
4 views



BLACK DAWN



PRO TIP: The triple-shot gun has a very slow rate of fire, so aim its point forward continuously.



PRO TIP: Never hover in a crowded hallway. If you keep moving and keep firing, no one can get a lock on you.

Fun Factor

4.5 A steep challenge and riveting combat make *Black Dawn* one of the more addictive, entertaining titles on the Saturn. Good variety in the missions and a solid strategic element keep the thrills from fading too quickly.

Sound

4.5 *Black Dawn's* audio heightens your adrenaline with strong effects like the clatter of weapons fire and thumpier explosions. Military-themed mission briefings and commentary complete the experience.

Control

4.0 You can't just pick up *Black Dawn* and play, but your chopper handles well with time. The controller configurations on the Saturn version aren't nearly as natural as the PlayStation's, though.



PRO TIP: Rely on your guns to take out minor ground targets, and save missiles for tougher enemies.

Graphics

3.5 Although the action erupts with eye-popping explosions and well-detailed vehicles, a grainy, slightly choppy look pervades the graphics. Excessive fog does little to disguise these flaws.



PRO TIP: Move slowly when you're collecting low-lying objectives like these black boxes; it's very easy to collide with nearby structures.



PRO TIP: Before you take on an objective such as these radar units, clear out the nearby enemies so they don't smoke you while you're busy.



PRO TIP: Watch for shadows of enemy craft—you will often see a shadow appear before the actual bogey does.



PRO TIP: If you're running low on armor or fuel, blow up the nearest, easiest target. You'll get the power-up you need almost every time.



COMING MARCH 15, 1997.

**NBA SHOOT
OUT '97**
ONLY ON PLAYSTATION



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PRO TIP: Use the troop carriers whenever you can—your troops will be given much-needed extra protection.



PRO TIP: Avoid attacking key enemy structures until you have amassed a huge army.

COMMAND & CONQUER

Retaining the strategic action, strong graphics, and excellent sound of the PlayStation version, Command & Conquer is almost all present and accounted for on the Saturn. It's a solid combat offering—even if the control hampers the action.

Commanding one of two armies, you try to outfox your enemy using combat tactics, troop deployments, and armaments. You start by building training camps and weapon factories. You can then overrun an enemy's base and use their weapons against them.

Command enlists effective graphics and rich sounds. There are huge, colorful battlefields and detailed soldier sprites. Well-acted full-motion video and rendered sequences provide an entertaining break. The sound features thundering rock music and a barrage of clear audio effects like screams, explosions, and gunshots.

The control is the weakest link. Cursor movement is slow and inaccurate, especially when you're pinpointing individual items. You may fight the controls more than your enemy.

If you played Iron Storm and are looking for another worthy battle, Command & Conquer is a war worth waging. **C**

Command & Conquer

(By Westwood Studios)

By Major Mike



PRO TIP: Send an engineer into your enemy's barracks early in the battle. When he takes over the building, you can produce more troops and open a second attack front.

SATURN

PREVIEW



Hexen

(By GT Interactive)

By Scary Larry

Except for the stellar Powerslave, Saturn corridor shooters had a thin lineup last year. Now Hexen is here, and although it doesn't live up to Powerslave's standards, it's still decent fun.

Basically, you're playing Doom with an RPG twist. You play as a cleric, a mage, or a knight, each with unique abilities, weapons, and spells. You need all that the eldritch gods offer because you're bombarded by goblins, gremlins, and fire-breathing bats!

The graphics are nowhere near as good as Powerslave's. Enemies and backgrounds pixelate horribly when you're down close. Some effects are downright cheesy (like the stuttering animation when enemies choke on the toxic



PRO TIP: When in this room, use the front right square when necessary. It's a warp—the others are death traps.

clouds), but the death scenes are nice and gory.

The sound is the game's bright spot. With the exception of the doglike yelping of wounded enemies, the effects and the atmospheric music are well done.

The control is medieval, at times requiring cumbersome button combinations when you're trying to avoid tough enemies.

Hexen's great fun if you're a novice at corridor shooters and like sword and sorcery. But Doom fans will know that Hexen doesn't live up to its hallowed halls. **B**



PRO TIP: The shield-carrying minotaurs reflect your projectiles back at you.

PRO TIP: When you're the cleric, use the Fiochette in a doorway, then stand nearby. As enemies rush the door, they'll be choked to death in the crowded portal.



Rendered sequences provide some R&B between battles.

Command & Conquer
By Westwood Studios

Graphics	Sound	Control	Fun Factor

Price not available
Available now
Strategy
1 player

40+ missions
Challenge: High
Display video: Medium
GBM rating: Teen



PRO TIP: Most enemies, like these enemies behind the gates, can be killed from a comfortable distance.

Hexen by GT Interactive

Graphics	Sound	Control	Fun Factor

Price not available
Available Primary
Control: simple
1 player

Challenge: Inexpensive
Display video: Medium
GBM rating: Not yet rated

VR BASEBALL TIP

3

AVOID NICKNAMES LIKE "MEAT" AND "BUS BOY" BY TAKING A FEW PRACTICE TOSSES IN THE BULLPEN BEFORE THE GAME.

INTRODUCING VR BASEBALL™ '97

It's just a game like the Green Monster is just an outfield fence. Because VR Baseball™ '97 is a real-time 360° 3-D Major

League Baseball® world that only the pros have experienced. Until now.

Feel the adrenaline as you face Greg Maddux's

heat. Make split second decisions as you tag up, steal, execute a squeeze play, or stretch out a double. But you better know your stuff. Because here the players run, hit, slide and throw based on their actual MLB™ stats. There's even an endurance meter which gauges when players get tired. (Better make sure there's a reliever in the bullpen.) From the first pitch to the last out, it's baseball at it's best. VR Baseball™ '97.

Now this is a game you can get into.



You may want to rest up after a while. Virtual Field Fever tells you play is real-time from any camera perspective.

COMING AT YOU
SPRING '97!



THE DIFFERENCE IS REAL.™

Updated rosters, stats, uniform designs and team logos for 1997.

Check out VR Baseball™ '97 at www.vrsports.com for free tips and a demo.



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THE 16-BIT GAMER'S SURVIVAL GUIDE

MAUI MALLARD in Cold Shadow

Maui Mallard in Cold Shadow

(By Disney Interactive)

By Bonehead



\$59.99

16 reeps

Action/Adventure

1 player

8 levels

Third-person view



SNES NES

ProReview



PRO TIP: In *MudDrake Mayhem*, use your *ninja gus* to swing to higher platforms, but use your *directrix gun* to nail enemies from a distance.

Disney's ducky detective makes a spectacular splash on the Super NES. *Maui Mallard* is well-crafted entertainment for novice and veteran gamers who are looking for great run-n-gun action.

Maui's gameplay is paradise. While exploring nine long levels of island scenery in search of gems, you must continuously morph back and forth between your gun-toting detective persona and a staff-swinging ninja. Ninja mode is especially fun because of all the wild swinging and wall-crawling you're able to do. Throughout the game, you encounter varied styles of gameplay (including lava rides and a crazy vine level), imaginative enemies (such as a giant tongue-flick-



PRO TIP: Move the sliding statues in the *Ninja Training Grounds* by bouncing repeatedly on nearby gold stones.

ing frog boss), and humorous background details (as in Disney's *Aladdin*, the statues often provide comic relief). Add in its marvelous music, and this duck's all it's quacked up to be. **C**



PRO TIP: When hanging from the *Test of Duckhood* vine, pick up spin from the cyclone below, then bounce up to knock out the natives.



PRO TIP: In *Test of Duckhood*, jump from your *ninja* swing immediately into a *Wedge* move to work your way up the bamboo.



PRO TIP: When you knock out one of the *ninja* bosses of the *Ninja Training Grounds*, stand back because the other *ninja* will often throw fire at you.



PRO TIP: In *MudDrake Madness*, jump over the masks without running through them to keep natives from escaping.



PRO TIP: At the beginning of each lava ride, make sure you're perfectly positioned over the moving platform or you'll lose a life.



Graphics

5.8 The tropical scenery changes throughout, taking you from treetops to under a volcano with colorful backgrounds and humorous details. Characters are sharp, with easy a trace of siewdows.



Sound

4.5 Music is themed for each level with a range of calypso and big-band tunes. The sound effects add cartoony fun. All that's missing are voices and roars from enemies.



Fun Factor

4.5 Nothing low about this Disney delight that challenges DKC3 as the year's top SNES game. Players of all skill levels should go duck hunting at their nearest toy store.



Control

4.8 The controls are very good, but not flawless. The platform jumping and swimming can be imprecise, and the gun isn't always accurate, especially if you're running and shooting at flying enemies.

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SEGA SATURN™



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THE 16-BIT GAMER'S SURVIVAL GUIDE



March may bring a few new 16-bit titles to store shelves, but the pickin's are gettin' slim. Nintendo says it has a couple of third-party games coming sometime this spring, perhaps as early as April: a still-untilted farming sim by Natsume, and Timon and Pumba by THQ. These are welcome additions to the Super NES library, but they can hardly be

games—The Legend of Zelda and a new cartridge packed with both Donkey Kong Country 2: Diddy's Kong Quest and Super Mario World 2: Yoshi's Island. These acclaimed games join February's two stellar reissues, Super Empire Strikes Back and Super Return of the Jedi. Here's how we rated all these recent reissues when we first reviewed 'em:

Super Mario World 2: Yoshi's Island by Nintendo
(reviewed November '96)

Graphics	Sound	Control	Fun Factor	Challenge
				INT.

Donkey Kong Country 2: Diddy's Kong Quest by Nintendo
(reviewed December '96)

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ.

Super Empire Strikes Back by JVC
(reviewed November '93)

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ.

Super Return of the Jedi by JVC
(reviewed December '94)

Graphics	Sound	Control	Fun Factor	Challenge
				ADJ.

The Legend of Zelda by Nintendo
(reviewed August '92)

Graphics	Sound	Control	Fun Factor	Challenge
				ADV.



Look who's back this month—it's Dixie and Diddy in Donkey Kong 2.

considered as high-profile titles in the order of Donkey Kong Country 3.

This month the SNES will get two more reissues of classic

On the other hand, Genesis fans don't have much to look forward to—at least not until summer. A Sega spokesperson maintains that 1997 will have the same number of new Genesis games that 1996 had, which would be about ten. Unfortunately, except for a few sports titles—Madden NFL '98, NBA Live '98, and NHL '98—Sega isn't ready to identify the specific titles its own developers are working on. Expect the bulk of the new Genesis games to show up in November or December.

16-BIT HALL OF FAME

Last Halloween, we asked you to vote for the scariest, most monstrous 16-bit games of all time. The frightening part of this whole thing was the one vote we got for Barney's Hide & Seek Game for the Genesis! The rest of our readers spread their votes out over a range of classic titles. Here are the top half-dozen in order, leading off with the champ:

1. **Doom** (SNES)
2. **Spalterhouse 3** (Genesis)
3. **Super Ghouls 'N Ghosts** (SNES)
4. **Warlock** (Genesis)
5. **TIE: Zombies Ate My Neighbors** (SNES)
5. **TIE: Alien 3** (SNES)
6. **Bram Stoker's Dracula** (SNES)



Doom ranks as the readers' scariest 16-bit game ever.



Sharp graphics and exciting gameplay made Mansell a 16-bit champ.

Our next Hall of Fame category comes from a letter written by Travis Amnden of Debs, Minnesota. Travis asked us who made the 16-bit Nigel Mansell World Championship

Racing game a few years back, and how we rated them.

Nigel Mansell's World Championship Racing by GameTek
(SNES review August '93)

Graphics	Sound	Control	Fun Factor	Challenge
				INT.

(Genesis review October '93)

Graphics	Sound	Control	Fun Factor	Challenge
				INT.

This question got us thinking about some of the other great racing games in 16-bit history. Here's a partial list:

- **ESPN Speed World** (SNES/Genesis)
- **Formula One** (Genesis)
- **F1 ROC** (SNES)
- **Lotus Turbo Challenge** (Genesis)
- **Newman Haas Indy Car** (SNES/Genesis)
- **Street Racers** (SNES)
- **Super Mario Kart** (SNES)

So now we turn the voting over to you. What's the best 16-bit racing game ever? Choose one of the aforementioned games, or write in your own nominee (don't forget to name the system it's for), and mail your selection to this address:

Hall of Fame: Racing
GamePro Magazine
P.O. Box 5828
San Mateo, CA 94402

You can also e-mail us at comments.gamepro@gamapro.com. We'll post the winning games in an upcoming issue.



Games with cars, boats, or motorcycles (such as GP-1 Part II from Atlas) are all eligible for the next Hall of Fame, just as long as racing is the main goal.

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60+ Hours of Gameplay!

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And Swords Curved Laws Of Blood,
Eight Warlords Forgotten To Time
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SPORTS PAGES

NHL '98 Training for a Breakaway

By Air Hendrix

In its 16-bit heyday, EA Sports' NHL series was the uncontested hockey champion. Now that 32-bit systems have arrived, top-notch rivals like Sony's NHL Faceoff and Virgin's NHL Powerplay have carved out their own strongholds on the ice. With that in mind, the developers at EA's Vancouver office kicked off the drive for NHL '98, which is due out this fall, by holding a fascinating skull session with one of the NHL's top coaches.

Gearing Up the Gameplay

"Our stated priority this year is gameplay," said Ken Saylor, associate producer of NHL '98. "We recognize that NHL's gameplay and A.I. have served their purpose to date, so we're focusing on building the ultimate gameplay experience."

To help pull that off, EA turned to Marc Crawford, who coached the Avalanche to last year's Stanley Cup. An avid gamer himself, Crawford drew on his immense hockey expertise and his passion for hockey video games to lend some real nuts-and-bolts advice to the EA Sports team.

"What you do when you don't have the puck is as important as what you do with the puck," Crawford said, "and NHL '98 could really benefit from that kind of strategic control." From his post in front of a white board, Crawford sketched out a long list of offensive and defensive plays, covering topics like cycling the puck around the ice, forechecking, using the open ice behind the net, and handling powerplay and penalty-killing situations.

"Changing on the fly's a big part of strategy, and that's not in the



On the PlayStation, NHL '97 scored high marks for its impressive polygonal outing. In the next edition, EA's hoping to raise the bar again.



NHL '97 raked in trophies on the PC for its landmark graphics. EA's set its sights on achieving that same quality in the PlayStation NHL '98.

HOT ON THE BLADES OF NHL '97, EA SPORTS IS ALREADY WARMING UP NHL '98 WITH THE HELP OF STANLEY CUP-WINNING COACH MARC CRAWFORD.

GamePro Exclusive

game yet either," Crawford added. "There's even strategy to fighting. When your team's down, a smart player senses the need for a shift—that can be a fight or just a huge hit." He also discussed how factors like injuries, momentum of the game, crowd response, road-trip fatigue, and player skills affect a game, then suggested ways that they could help make NHL '98 a deeper gameplay experience.

As diehard hockey gamers know, the NHL series earned a loyal following with its high-octane action, but the games never incorporated these realistic, strategic sides of hockey. Responding enthusiastically to Crawford's input, Saylor's team is concentrating on updating the game's features, gameplay, and A.I. How will all that pro advice appear in NHL '98? It was too early in the process for Saylor to get specific, but given EA's early discussions, gamers can probably expect much tighter, more realistic gameplay and A.I.; play calling and coaching strategies; and revamped line changes. Other tentative possibilities include historical trends like those found in Madden and EA's own take on Faceoff's icon passing.



Avalanche coach Marc Crawford talks strategy in EA Sports' Vancouver office.

Graphical Goals

EA's other priority for NHL '98 is revamping the graphics. "There's a learning curve with 32-bit technology," said Saylor, "and you'll really see the fruits of 32-bit game design in the coming years." EA's working to make NHL '98's graphics as exciting as those in some of its other visually impressive titles (NBA Live '97 on the PlayStation and NHL '97 on the PC) by striving for a much higher level of realism in the players and their movements.

With months yet to go in this year's season, most gamers are probably still gaming for their own '97 Stanley Cup. But if EA delivers the goods this fall, NHL '98 could stage up to be one of the can't-miss hockey titles of the new season. **G**

NHL Open Ice

By The Rookie

PlayStation

"The coolest game on earth" is checking its way into your house with NHL Open Ice's two-on-two scoring mayhem. Tape up your sticks and sharpen your skates for some excellent NBA Jam action—hockey style!

Puttin' the Biscuit in the Basket

Open Ice comes correct with smokin' gameplay and an avalanche of features. Choose from all 26 teams and some of today's hottest stars, such as Jagr, Sakic, and Messier, then throw your weight around with hard checks and blistering slap shots. As in the NBA Jam series, players perform incredibly raucous moves, such as somersault wristers,

flash shots, and double 360-degree spins.

If you fill up the Hot meter through assists, goals, checks, and steals, you can set the net on fire with unlimited turbo power. Also included are Jam-style features such as Big Head mode, hidden players, and more.



PRO TIP: Get the goalie to commit to the corner, then one-time the puck for an easy score.

Open Ice shoots and scores at every level. The graphics jump right out of the arcade with only a few minor frames of animation left out. The control is flawless, and the sharp sounds feature cool color commentary that never misses a beat by Chicago Blackhawks legendary announcer Pat Foley.

Goals Galore

If you love hockey and are fond of double-digit scoring and nonskip action, Open Ice is a definite must-buy. All others should drop this puck as a weekend rental. You won't get deked. **C**

NHL Open Ice			
By Midway Home Entertainment			
Implosion	Sound	Control	Fun Factor
4.0	4.0	3.0	4.0
Price not available		Challenge: Moderate	Rating value: High
Available now		ESRB rating: Kids 10+ Adults	
PlayStation only		4 players (with adapter)	

Open Ice Tips



PRO TIP: Crisscross your players in front of the opposite net, then do a one-timer to the open man.



PRO TIP: Keep your Hot meter rising without the puck by checking the opposition into next week.



NBA Hang Time

By The Rookie

Super NES

Hang on for non-rocking action in NBA Hang Time!

Gamers can choose their favorite NBA team and battle the computer or deliver a facial to a friend. Hang Time's fast-paced action lets you add flair to your art with alley-oops and double dunks. Hit a hot streak to knock down threes and shot blocks at will.

Graphically the game lacks detail, and the colors appear faded; the sound falls short with a tinny soundtrack and game announcer. Still, the controls allow for fluid

movement on the court, and the gameplay is addictive.

So if you're hankerin' for a hunk of dunks, go hoooon' with Hang Time. **B**



PRO TIP: Use the spin move to get out of tight coverage.



PRO TIP: Increase your chances of winning with good rebounding.

NBA Hang Time			
By Midway Home Entertainment			
Implosion	Sound	Control	Fun Factor
2.0	2.0	4.0	4.0
Price not available		Challenge: Moderate	Rating value: High
Available now		ESRB rating: Kids 10+ Adults	
4 players		16 Adults	
SNES only			



NBA Jam Extreme

By The Rookie

PlayStation

An updated version of the sham-infested hoops classic is back in NBA Jam Extreme.

Hit the hardwood with a roster of five players, which includes some of today's hottest stars and high-impact rookies. All the classic Jam features are here, including a new polygonal look and an Extreme button that enables your players to dive for the ball or perform even crazier dunks. The controls fall on the tricky side, though.

The graphics are clear and colorful, while the annoying crowd chants drag down Marv Albert's



PRO TIP: Follow the CPU character while he clears the lane, then break "an off-sensible."



PRO TIP: To get a clear shot, draw the double-team, then kick it to the open man.

NBA Jam Extreme by Acclaim			
Implosion	Sound	Control	Fun Factor
4.0	3.0	3.0	4.0
Price not available		Challenge: Adjustable	Rating value: High
Available now		ESRB rating: Kids 10+ Adults	
PlayStation only		4 players	
SNES only			

cool commentary.

While not as fun as NBA Hang Time, Extreme still delivers the rock with enough authority to earn a spot in the playoffs. **B**



Cool Boarders

By The Rookie

PlayStation

Racing down the slopes at breakneck speed comes Cool Boarders, a PlayStation snowboarding thrasherfest.

Boarders select from three tracks and six boards, then glide their thrasher toward designated checkpoints while pulling serious aerial maneuvers in an attempt to beat the best times and trick scores. Once these feats have been accomplished, you're rewarded with access to more boards and more tracks to race on.

Cool Boarders by Sony			
Graphics	Sound	Control	Fun Factor
3.0	2.0	4.0	4.0
Price not available	Challenge Adjustable	Easy to learn	High
Available now	ESRB rating: Kids to Adults	Download only	2 players

The controls allow for tight handling and make performing tricks a breeze. Although the graphics show minor breakage, they're still well animated in the popular polygonal style. The music fits perfectly; however, the announcer never stops making mundane comments.

If you can't go big on the mountain, do some shreddin' at home with Cool Boarders. It's a fun ride. **B**



PRO TIP: If your boarder starts to slide, let up on the directional pad and they'll straighten out without slowing down.



PRO TIP: To pull off the best tricks, start your jump just before you reach the edge of the cliff.



VR Soccer '97

By Dr. Zombie

Saturn

VR Soccer '97 launches onto the Saturn with powerhouses such as FIFA Soccer '97 and Sega Worldwide Soccer '97.

Unfortunately, VR Soccer's graphics and gameplay only warrant a tryout, and they fail to measure up as starter material.

Although 32-bit-powered, VR's graphics are coarse and blocky, making it hard to discern individual players or the ball when players clump together. The multiple camera angles



don't provide an all-encompassing overview of the field, which prevents you from setting up plays as you move downfield—an overhead radar would've helped the situation. Even worse, the controls are sluggish, and the sound effects are only adequate.

VR Soccer '97 has a multitude of features and options, but its graphic and gameplay limitations hinder the overall experience. Keep this one on the bench. **C**



PRO TIP: If you're surrounded when attacking the goal, pass back to a teammate with a clearer shot.



PRO TIP: Trust your goalie and avoiding getting in his way by trying to kick a shot.

VR Soccer '97 by VR Sports			
Graphics	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0
ESRB rating: Kids to Adults	Challenge Adjustable	Easy to learn	High
Available now	ESRB rating: Kids to Adults	Download only	2 players
Multiple users			



VR Golf '97

By Air Hunter

Saturn

Following its strong PlayStation debut, VR Golf '97 tees off on the Saturn in an excellent effort that edges out console gaming's traditionally top-notch links, PGA Tour '97.

VR Golf may lack a real-life license, stranding you on two make-believe courses with fantasy players, but it has what PGA '97 doesn't have: fast, clean action and spectacular course graphics. VR does run a bit choppier than its PlayStation counterpart, but it makes the Saturn PGA '97 look like it's moving at 100 mph.

VR Golf '97 by VR Sports			
Graphics	Sound	Control	Fun Factor
4.0	4.0	4.0	4.0
ESRB rating: Kids to Adults	Challenge Adjustable	Easy to learn	High
Available now	ESRB rating: Kids to Adults	Download only	2 players
Multiple users			



PRO TIP: Use the free-floating cameras to get a side view on your shot arc, which lets you precisely place your shot in any terrain.



And even without the licenses, VR delivers plenty of engaging golf gameplay and challenge. Comfortable, responsive controls and solid sounds complete the package. While VR Golf '97 has plenty of room to improve, it ranks at the top of this year's Saturn leaderboard. **A**

PRO TIP: On a par 5, overpower your first two shots to get on the green in two and go for an eagle on your third stroke.



Saturn

PGA Tour '97

By Air Hendrix

Despite the series' tradition of excellence, PGA Tour '97 dribbles off the Saturn tee. Persistent golfers can unearth some quality gameplay, but PGA's flaws will discourage most from trying.

At first glance, PGA '97 has all the right answers: 14 PGA pros; 2 PGA courses; responsive, detailed controls; and a full set of modes and features. But the long load times and sluggish frame rate require more patience than an afternoon of fishing. Even worse, the disappointing course graphics



PRO TIP: When chipping, leave plenty of room for the ball to roll on the green.



PRO TIP: Always add on plenty of extra distance when putting uphill.

look almost 16-bit, though the player animations are excellent. Solid sounds lead a helping hand.

If you don't mind long load times, PGA delivers a fun round of golf. As far as Saturn golfing goes, though, the grass is much greener on VR Golf '97's fairways. **C**

PGA Tour '97 by EA Sports			
Available	Sound	Control	Play Factor
2.5	4.5	4.5	2.5
100%	Challenge	Adjustable	Poppy video; High
Available now	ESRB rating: Kids	ESRB rating: Kids	14 Adults
4 players	2 courses		



College Football USA '97

By Johnny Ballgame

Super NES

With its fumbling combination of atrocious gameplay and cheapy graphics, College Football '97 wins the title of "Worst Sports Game of the Year."

The only strong point here is the selection of 111 teams, including everyone from Florida to Fresno State. Other than that, the game's a complete gridiron debacle. Players fly around the field—except for the man with the ball, whose movements slow down and become jerky. The frame rate and animation are poor (the players look armless), and the sound features the most obnoxious whistle in sports gaming history.

With a game this bad, it's no wonder Bill Walsh took his name off this series and went back to advising the pros. **D**



PRO TIP: The key to running the Washbone is a fast QB.



PRO TIP: Play as the middle line-backer for defensive flexibility.

College Football USA '97 by T+M2			
Available	Sound	Control	Play Factor
1.5	2.0	2.0	0.5
100%	Overhead view	Challenge	Adjustable
18 teams	Available now	ESRB rating: Kids	14 Adults
College football	7 players		

SPORTS INSIDER PREVIEWS



Grand Slam

PlayStation

Grand Slam steps up to the plate with a unique style of gameplay and all your favorite major leaguers, but this game still needs some spring training work before it's ready for the majors. Instead of the normal pitching and batting method that has gamers merely aim a cursor to swing or throw, Grand Slam provides meters—like those usually seen in golf games—that determine both speed and accuracy. Although this setup works well with pitching, the batting meters are somewhat off, making life at the plate frustrating. Grand Slam has a chance to be a big-time player, but it definitely needs fine-tuning before this game can compete with Triple Play. —Johnny Ballgame

Developed by Best
Published by Virgin
Available April

80% COMPLETE





Rally Cross

PlayStation

Sony's getting into the racing game with Rally Cross, a four-player speedfest that drops you behind the wheel of 12 rally cars and 4 trucks. The rubber starts burnin' on 18 tracks in fantasy locations like the lost mines, royal gardens, and the jungle, and each course involves on-road and off-road action. Multiple pathways through the tracks challenge you to find the best path to the finish, and track conditions like snow, gravel, mud, and water affect your car's response. Up to four players can smash fenders...all at once in a split-screen divided into quarters.—*Air Hender*



Developed and published
by Sony
Available February

70% COMPLETE



NCAA Basketball: Final Four '97

PlayStation

PC CD

NCAA Basketball: Final Four '97 dribbles its way onto the PlayStation just in time for March Madness, allowing fans to not only watch the tournament but play it themselves. Sixty-four teams are selectable, including top challengers for '97 like Wake Forest and Kentucky, as well as past greats like the Michigan Fab Five. An all-star list of options features on-the-fly play calling, over 50 dunk animations, and customizable play assignments, while motion-captured player movements and a 3D environment promise added hoops realism. It's too early, though, to tell if the gameplay will make it a champion or a disappointing first-round elimination.—*Johnny Ballgame*



Developed and published
by Mindscape
Available March

50% COMPLETE



ROLE-PLAYER'S REALM

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



By Art Angel

DARK SAVIOR

A hit in Japan, Dark Savior arrives on U.S. shores with plenty of hype about its unique gameplay and great graphics. Although there are some pleasant surprises, Dark Savior's easy challenge and relatively

captured criminals to fight for you, which increases your chances of survival and adds novelty to the gameplay. Dark Savior also has a battle mode reminiscent of earlier 2D fighting games, and multiple endings, making this a game with good replay value.

The drawbacks are in the limited size of Dark Savior's world and in the simple controls. The linear story line lacks the complex subplots found in the best RPGs. This is a game for novices, not experts. The controls



PRO TIP: Force criminals under your control to fight for you when your health is low.

simple story line keep it from living up to all the expectations.

RPG Lite

The story starts with lots of promise. As a bounty hunter, you escort the vicious criminal Bilan to Jailer's Island. You soon find yourself in the middle of a conspiracy when Bilan unexpectedly escapes aboard the transport ship, leaving a bloody trail of dead bodies in his wake. Adding intrigue is Bilan's escape route—he heads for the very prison where you were taking him.

There's nice variety in the gameplay as you try to recapture your nemesis before he destroys everything around him. Some of the action involves entertaining platform-jumping and maze-solving from a diagonal 3D view. As you progress, you even use



PRO TIP: In the second-level cargo bay of Seabardis, push the box in the lower portion of the room to find a faster path to the captain's cabin.



PRO TIP: Try to capture False Bilan in the captain's cabin. Although he's not the real McCoy, he's strong enough to wear down any of your opponents.

Turn to this issue's "PC GamePro" for a review of Diablo, the hottest RPG in PC gaming.



PRO TIP: Take Warden Kurt's diary from the second building overlooking the docks on Jailer's Island. Study it to figure out what this tyrant is up to.



PRO TIP: When fighting, continually press Away on the directional pad to block. Your opponent will do little or no damage, and you can still attack.

are also too rudimentary, especially in the fighting sequences where your character has limited moves (only two basic attacks and one special attack).

Light and Dark

Graphically, the game contains solid 3D backgrounds, though occasionally the lack of shading makes everything look 2D. The big anime-style characters are very expressive and well animated.

The sound is the game's biggest disappointment—the music gets real dry, real fast. The special effects are nothing special at all. Overall, the audio is pretty average.



PRO TIP: When fighting as Garian, always look to capture your enemy instead of vanquishing him.



PRO TIP: If you're stuck in a room, don't backtrack. Instead, look for cracks in the foundation, knock down anything hanging overhead, and climb structures within the room.

Savory Savior

Dark Savior is a good buy for novices because of its simple plot and the varied gameplay that combines entertaining platform action, 2D fighting, and RPG elements. But hardcore RPG players, beware! Dark Savior is for squires to indulge in, not for valiant knights. **D**

Dark Savior by Sega			
Graphics	Sound	Control	Fun Factor
Focus not on visuals	Available only on PC	1 player	Compatible with analog controller
Applied overcast now	Challenge: No player	Playful value: High	ESRB rating: Kids to Adults



By Art Angel

P.T.O. II (Pacific Theater of Operations II)

Think you have the strategic savvy to execute a surprise attack like Pearl Harbor? Strap on your helmet and find out with P.T.O. II.

War Games

The game's features command respect. There are ten short scenarios, three major campaigns, biographies of all the major Japanese and Allied military players, and detailed specs of weapons. Once armed and

organized, you coordinate air strikes with naval attacks and ground maneuvers to overtake enemy forces in the Pacific of the 1940s. The details and options are many, while the controls and intricate menus efficiently execute your most detailed decision.

Graphically, the game's sharp full-motion video (FMV) and animation convey a sense of history and fantasy. Mission debriefings feature FMV of actual WWII footage. The animation works well, especially during battles. The sound is also good, though the music occasionally drowns out voice-overs and special effects.



PRO TIP: Before deploying your ground troops, bring in an air strike to clean out the troop's landing area.

P.T.O. II (Pacific Theater of Operations II) by Sahara			
Graphics	Sound	Control	Fun Factor
4.0	3.0	3.0	4.0
Price not available	Challenge: Intermediate	Available now	Replay value: High
We strategy	ESRB rating: Kids to Adults	1 player	



PRO TIP: Play short scenarios often, because they act as war games for the larger campaigns.

and animation convey a sense of history and fantasy. Mission debriefings feature FMV of actual WWII footage. The animation works well, especially during battles. The sound is also good, though the music occasionally drowns out voice-overs and special effects.

Bombs Away

While games such as Iron Storm are slightly faster paced, P.T.O. II still delivers an enjoyable WWII strategy experience. If you're a fan of strategy games, march down to your local retailers for this title. **B**



PRO TIP: After your plan and move phases are complete, press Button Z during your battle phase to customize your fights and maximize your resources.



PRO TIP: If you're just starting out, leave on the Advice option so you'll be familiar with special tactics for different situations.



By Art Angel

CHRONICLES OF THE SWORD

Chronicles of the Sword is a point-and-click game that's so slow it should have been a simple animated movie.

CHRONICLES OF THE BORED

As young Gawain of the Round Table, you are sent by the wizard Merlin to dispose of Morgana, King Arthur's evil

half-sister. It's a long, tough mission that takes you to over 100 locations.

Unfortunately, Gawain's movements are so slow that you'll lose interest long before the plot thickens. Furthermore, the controls are so bad that you need to be accurate down to the pixel to execute com-



PRO TIP: Grab the lantern in the Throne room. Gawain won't go into dark places without it.



PRO TIP: Press the eye of the sea horse on the bas relief with your sword. The secret door leads to Merlin.

mands. You get little help along the way, leaving you stranded with unanswered questions.

Chronicles has above-average graphics. The cinematics are clean, but slow, and build suspense when they kick into gear. Even better is the audio, which uses great vocal talents to play the characters.

GAWAIN ALL THE WAY
Chronicles of the Sword is Psygnosis's attempt to expand



PRO TIP: To get rid of the porter at Morgana's chamber door, entice him with some ale from the blacksmith's private reserve.

into the arena of medieval RPGs. Until it gets a better understanding of what makes an RPG interesting and playable, however, it should stick to its more famous racing games for now. This Sword is dull. **D**



PRO TIP: Anytime you're stuck, ask Wll the stable boy for help.

Chronicles of the Sword by Psygnosis			
Graphics	Sound	Control	Fun Factor
2.0	4.0	1.0	2.0
Price not available	Challenge: None	Available now	Replay value: Low
Graphic: adventure	ESRB rating: Kids to Adults	1 player	Mouse-compatible

Star Wars: Shadows of the Empire

We excise Xizor, pound Palpatine, and vex Vader in this walkthrough of all 10 levels of Shadows of the Empire.

By Scary Skywalker

We show you how to collect all the **Challenge Points**, which allows you to uncover the game's four secrets. Collect all the **Challenge Points** on the Easy setting and you'll receive the **Leabo Scan**, which gives you an overhead view of the level and shows hidden areas. On Medium, you can turn the Outrider into a TIE Fighter or X-Wing fighter during the Skyhook stage. On Hard, you receive a full weapon recharge and 30 seconds of invincibility at any time, and on Jedi, the Wampas turn friendly and follow you around, wiping out Stormtroopers in their wake. Good luck!

Part 1 The Battle of Hoth

STAGE 1 Battle of Hoth



Your first objective is to shoot down the black Probe Droids. These spider-like robots put up little resistance, although in the Hard and Jedi modes, they're faster and they return fire.



Next mission—and the stakes are slightly raised. Shoot down Probe

Droids, then attack the two AT-STs. To down these chiden-walking Imperial assis, shoot them from behind, then fly away. To avoid being hit, vary your speed and altitude constantly so they can't get a fix on you.



If death is imminent with one more direct hit (the ship indicator in the lower left corner has turned red), then fly directly into the least damaged AT-ST. This kamikaze tactic destroys it immediately.



The next objective is the toughest: Destroy the Probe Droids, then concentrate on the AT-STs. But you also have to contend with the elephantine AT-ATs.

To destroy the walkers, you



The Snowspeeder is the Rebellion's best short-range fighter in ice environments. When battling on Hoth, use a behind-the-ship view for maximum efficiency. Remember that hitting the ground or enemy vessels will damage your 'speeder.



Deciphering the radar blips keeps you alive. The pale blue indicator is your ship's front end. Line up pale blue with dark blue segments to get a lock on your enemy.



When any segment of the radar flashes, an enemy's locked on you. Immediately pull up or down and give yourself a speed burst to avoid the fire.

must release the tow cables near their feet. Get a fix when you're near the ankles of these machines, then pull the trigger. Remember—you can continue to shoot the tow cable if you don't connect immediately, so keep squeezing the trigger.

You get a **Challenge Point** for every AT-AT downed with the tow cable. You can also try shooting them, but that takes forever.

STAGE 2 Escape From Echo Base



First things first. In the Doom-style levels, use the first-person perspective. You can target enemies farther offscreen than in any other view.

You start Echo Base near a few Rebel Snowspeeders. Proceed forward, then turn at the first opening on the left. You'll see the Millennium Falcon taking off.



In the room just vacated by the Falcon are four Stormtroopers. Don't run into the room, because there are two more Stormtroopers to the right in a hallway. Press and hold the trigger while shooting to lock on more accurately.

After eliminating the four Stormtroopers in the main room,

creep around the corner and shoot to the right. Take out the two Stormtroopers and move down the hall.



The next obstacle is this door. Two Stormtroopers are behind it.



In the room behind the door and to the left is a small side-room. Go into this room and activate the panel on the wall. A Challenge Point and a full-health icon are in there. Leave the full health until you really need it.



Go into the next room and take the door to the left. There's a Stormtrooper lurking near the door. Blast it and proceed down the hall. Stop when you see a door on the left side of the corridor.



Behind the door are a Stormtrooper and three Wampa monsters in confinement. Blast the Stormtrooper and hit the switch to open the Wampas' cages.



Quickly leave the room and listen for the Wampas' roars. They're fighting each other, which is good for you because they're hard to kill. When the melee dies down, open the door again.

If any of the Wampas are still alive, draw them into the corridor and shoot them. It takes several shots, so you want to give yourself plenty of room to retreat. Wampas can destroy you in two hits.



Go back into the room when you're done and grab the box from the middle cage. Seeker missiles are your prize!



Return to the corridor and continue your search. To the right are a few crates shielding a Wampa monster. Down the hall is a Stormtrooper and an autogun. Blast both of these, then take on the Wampa.



You now have the choice of blasting the Wampa or taking it out with Seeker missiles, which do more damage. A Challenge Point and two health packs are behind the Wampa.



Go back down the corridor, which splits into two paths. Take the hall to the left first. Blast the two crates, and stop when you get to the door on the right side of the hall.



Again, a Stormtrooper and three imprisoned Wampas inhabit this room. Follow the stairs from the last encounter, then proceed back to the fork in the path. Now take it to the right.



At the end of the hall is a bridge. Shoot the autogun, then go after the two Probe Droids beneath the bridge. Now shoot the Stormtrooper across the chasm. Before you take the bridge, turn to your right. There's a small ledge with a Challenge Point on it.



Now cross the bridge and go to your left. Enter the tunnel, blast any remaining Stormtroopers, then exit the tunnel and target enemies on the ledges in front of you. An autogun and a Stormtrooper are on that distant murky ledge.



After exiting the tunnel and wasting the enemies, go to the right and collect the Challenge Point at the edge of the path. In order to navigate the tricky ledges, use the overhead view. Now travel to the ledge where the autogun is perched. Enter the hallway, proceed to the elevator and viola—stage complete!



Cruise down the hall and destroy the first red crate—but beware of the Stormtrooper lurking behind it. Proceed down the hall and you see stairs in front of you. Stay in the hall and blast the Stormtrooper and Probe Droid, then stop. Another Stormtrooper will mosey along, so take care of him, too. Go to the stairs, quickly look up, and shoot the Probe Droid.



See those two gant barrel-like compartments on either side of the stairs? Proceed into the one on the right for a Challenge Point and some health. The one on the left has a health pack.



Walk up the stairs and blast the Probe Droid. The walkway now

goes left and right, with a small room visible straight ahead. Blast the Stormtroopers to the left and right, then jump into the room, which contains a **Challenge Point**



Jump back on the walkway and proceed to the right. Follow the walkway, blast the Probe Droid around the first corner, then continue. Stop when you see a door on your right. Turn left and blast the Stormtrooper, then walk to where the Stormtrooper was. On the right and left are two compartments. Jump into the one on the left for an extra life, **Challenge Point**, health pack, and Seeker missiles. Jump into the one on the right for another extra life, **Challenge Point**, and health pack.



Go back to the elevator, ride to the top, and shoot the two Stormtroopers in the next room. Proceed carefully around the generators and eliminate the other Stormtroopers. Activate all switches in the room, then leave.



Run down the hall, and gun down the Stormtrooper and autopan. Open the next door as the floor starts to crack and grab the **Challenge Point** that materializes in the wall in front of you. There's also an extra life on the right side of the room. Jump back to the left, then

run toward the exit.

Switch to your Seekers to eliminate the two Stormtroopers guarding the exit. Take the elevator, navigate the hallways, and face



... the boss! This is one easy boss, though. The best way to eliminate it is to run between its legs, then get behind it, aim up, and fire. It takes a while to whittle it down (if you use Seekers it takes less time, but you may want to save the Seekers for later). Continue to run behind the walker to destroy it.



Collect all the power-ups in the room, then go to the exit. Shoot the crates at the end of the hall to reveal a room with a Wampa. Kill the Wampa, then search the room for a **Challenge Point** (it's on a ledge to the right). Leave the room, go down the hall, blast all the Stormtroopers guarding the Outrider, and take off.

STAGE 3 Asteroid Chase



Basically, the Asteroid Field is a large shooting range. You have to destroy two types of ships—TIE Bombers and TIE Fighters. Bombers hover to a point in front of your ship and wait for their bombs to de-

note. Fighters aggressively fly in and nudge your hull with laser blasts.



TIE Bombers can be destroyed with laser blasts or missiles. A good tactic is to lock on the middle Bomber



The cockpit of an atmospheric vessel, based loosely on the Millennium Falcon's engine, it's a good battleship. You take the helm of the Outrider twice—in the Asteroid Field and during the Skyhook Battle.



The cockpit view is the easiest to use for intense fighting. Arrows flash to the right or left to indicate enemies offscreen, and it's easier to target them than it is from the behind-the-ship view...



Use TIE Bombers' weapons against them. You can shoot bombs that TIE Bombers are ready for launch (they'll look like pale green lights).

in a group and fire the missile. The resulting explosion takes out up to two other Bombers.



Don't forget to shoot red asteroids. They yield valuable **Challenge Points**. Also, don't worry about using up the missiles. Although they take a while to load, you have an infinite supply.

Part II In Search of Boba Fett

STAGE 1 Ord Mantell Junkyard



Ord Mantell is basically a timing stage. Carefully timed jumps make all the difference in the world. You're on a timer of sorts, since you have to make the jump to the last hover train before it speeds away. Remember Leedo's advice—never jump when the train is on a turn.



Try the behind-the-Dash view for optimum performance. There's a **Challenge Point** right at the beginning of the stage. Jump to get it.



The next **Challenge Point** is on top of the first barrier. Stay to the left of the screen, then jump over the barrier and snag it.



Go to the right of the screen and wait for the next **Challenge Point**, which is above the fifth barrier.



Move to the left of the screen. Just before the seventh barrier is an extra life. Crouch to get it.



Dogbots are annoying flying enemies, but they're fairly harmless. Shoot them, but never sacrifice making a jump (which does more damage) to blast a Dogbot.



Ride the train until you see a track to the right that merges with your track. Jump onto that train and

grab the extra life. Wait until you pass a switching station (a large mechanical barricade blocks the train on your left), then jump back onto your original train.



You'll see some orange-colored barriers along the track. Shoot them, then continue to shoot into the distance. Another train pulls up alongside yours with an Assassin Droid on it. Dispose with it.



Now be on the lookout for a boxcar, which pulls alongside your train. Shoot the Assassin Droid inside, then jump to the boxcar and grab the **Challenge Point**. Quickly jump back to your train.



The next hover train that pulls alongside has an Assassin Droid and an extra life. Shoot first, grab the life, and jump back on your train.



Before you enter this tunnel, get the **Challenge Point** in the air. You don't see it until it's too late, so jump before the car goes into the tunnel.



Travel on, and you see a multibar train pulling up on your left. Shoot the train guard on the caboose of the train, then jump into the caboose and get the full-health icon. Shoot another train guard and grab the **Challenge Point**.



The next car also has a floating **Challenge Point** in the back. Climb on top of the car, then switch to an overhead view to help you maintain your balance. Grab the **Challenge Point** and move on.



On top of the next car is an extra life. Grab it, go into the car, then jump to the next train in front of you. You can try to make the jump from the top of the car, but make sure the train isn't on a curve (you'll hear the brakes moaning).



Jump to the next car, eliminate the train guard, turn the corner, and eliminate the next guard. Jump up onto the partition and grab the **Challenge Point**. Then jump to the

next car and shoot the train guards from a distance. Shoot all flying enemies before collecting the full-health pack. Jump to the next train and grab the extra life.



Now jump to the next train and go to the right. Grab the **Challenge Point** and health pack, then go back and to the left of the train you're on. Jump to the next train, shoot the guard, then hop onto the front while Lobo applies the brakes. Now it's on to...



the next boss's level. IG-88 is a lot easier than he looks, but don't attack him yet. Go to the ledges above the junk pile to find Seekers and a **Challenge Point**. Then go to the far end of the level toward the circular drums. Fall into them and grab a **Challenge Point** from each drum. You'll also find an extra life and a full-health icon.



Now stand toe-to-toe with IG-88 and blast away. Make sure the Seekers hit dead center. Twenty Seekers should do in the big man.

STAGE 2

Gall Spaceport 2



You end up at the Gall Spaceport, where you meet Boba Fett. Before you leave the Outrider, pick up the pack of Seeker missiles onboard. Go outside and switch to the overhead camera. Jump on the rocks to the right of the gangplank, then hop onto the ship. Grab the **Challenge Point** at the front of the ship.



Go down the valley to this chasm (are you in the right viewing mode?), turn the corner, and immediately destroy the Probe Droid. Jump to the left of the screen, walk a little farther, turn right, and knock off that errant Stormtrooper. Go a little farther still and shoot the Probe Droid rising from the chasm.



Send a Seeker missile into the gloom and destroy the autogun turret on the far ledge. Move a bit farther and send another Seeker to take out the turret next to it.



Walk along the right ledge and nail the barely visible Stormtrooper on the ledge in front of you. There's a Probe Droid around the corner to your right, and one more just before the bridge.



Cross the bridge, and prepare yourself for an Imperial Commando. They go down as easy as Stormtroopers, but their shots are more damaging. Look up and shoot the Probe Droid above you.



Follow the narrow ledge until you come to a Probe Droid hovering at the distance. You can destroy it by aiming up (slightly) and shooting. It won't return fire because you're out of range. There's another Probe Droid below and to the left of this one. Shoot that one also.



Keep following the ledge until you see a cave in the rock above. Stop, aim up, and shoot the Imperial Commando (you may have to wait for him to appear).



Proceed forward, and shoot the two Probe Droids. Jump the gap, then turn left and shoot one last Probe Droid. Turn right, walk carefully to the edge of the cliff, and shoot at the cliff in the distance. You should hit a Stormtrooper on that ledge.



Turn around and go back to the other edge of the rock you're standing on. Turn right and jump the small gap.



Look for another cave in the wall on your left. If you jump into it, you'll find two health packs. Grab them if you need to, and head back out the way you came in.



Walk along the ledge and look for the two Stormtroopers. Shoot them and continue walking. There should be another cave to your left, which in this case contains a Wampa? If the Wampa's in the cave, leave it be; if it's out strolling, kill it. There's a health pack in the cave.



Just past the cave is a small bridge that leads to the right. At the end of this bridge are a **Challenge Point**, a full-health icon, and Seeker missiles. But in order to get there, you must be very careful. First, switch to the overhead camera (which makes navigating the ledge much easier).



Proceed along the bridge and into the stone tunnel. Keep going until you see a slightly discolored patch on the ground. Stand there, turn around, and face the tunnel.



Switch to the first-person view again. See the stairs to the right of the tunnel? Jump to them, climb up, and grab the **Challenge Point** and Seekers. Now switch to the overhead view again and walk off the top of the cliff onto the ledge. Proceed to the end of the cliff for a full-health icon. Now turn around and go back to the ledge you started from.



Walk along the edge until you see the heavily armored doors of the Empire fortress. There are three Im-

panel. Commandos along the ledges and two Stormtroopers guarding the door. Blast them and activate the door.



Go into the fort and blast the three floor guns. Grab the two health packs, then turn to the right, and catch the elevator. When in the elevator, aim up and shoot one of the two Stormtroopers at the top.



When you exit the elevator, shoot the other Stormtrooper, then move into the next room and shoot the next two Stormtroopers. Two more lurk around the corner. Shoot them, too.



Walk cautiously onto the ledge. Turn to the right and blast the Sentry Droid. Grab the health pack if you need it. Turn around and continue walking the ledge. Blast the Stormtrooper around the corner.



To the left of you are the main doors. To the right is a ledge with a switch for the main doors. Blast the two

Stormtroopers from where you're standing, then grab the moving platform that takes you to where they are. Activate the switch, take the platform back, and enter the main doors. The doors are timed, so you can't dawdle. Don't worry about falling off the ledge—there are health power-ups and an elevator on the ledge below you.



Inside the main doors are a Stormtrooper and Sentry Droid. Shoot them both, proceed to the corner, and find the elevator. Take the elevator up, shoot the Stormtrooper, and go into the next room. Around the corner is more trouble. Shoot the Stormtrooper in front of you (crouch when you turn the corner to minimize damage), then shoot the Sentry Droid to the right. Go up and to the right, shoot the Stormtroopers off the walkway above you, then gun down the one in the doorway in front of you. Take the elevator up, aim up, and shoot the Stormtrooper off the ledge. In the next room across the walkway are two health packs. Grab 'em if you need 'em. While on the walkway, you may have noticed a **Challenge Point**. You can only get it once you've acquired the jetpack.



Take the elevator that's to the right of the room with the two health packs. At the top of the elevator is a Probe Droid. Blast it, go to the lower on the right, grab another elevator, and blast the Imperial Commando at the top. Activate the switch, turn, and grab the jetpack.



Take the jetpack to the top of the tower. You'll score a **Challenge Point** and power-ups.



Now backtrack to the inaccessible **Challenge Point** that was near the walkway. Head back out to the tower and take a flying leap off the edge. Activate the jetpack, and float to the nearest cliff.



Look up, and in the distance you'll see a tiny flicker. It's a **Challenge Point**. You may run out of gas, so use the overhead view and try to land on a ledge.

Land on the cliff and let the jetpack recharge. Switch to Seekers, jet to the cliff nearest the one you're standing on, and blast the autogun with one Seeker. Repeat until you've leapt across the canyon. When you see the door that's set into the cliff wall, blast the Stormtrooper on the ledge and enter. Stage complete!



Go through the next door and jet to the top. An Imperial Commando's

up there, so stay alert! Go into the next room and call a sail barge. Pick up the pulse ammo, too.



Hop on the sail barge. When you come to this cliff, jump off the barge and jet to the top. A **Challenge Point**, flamethrower ammo, and pulse ammo await you. Now turn toward the cliff that the sail barge emerged from. Jet into the cave and set yourself down on solid ground to refill your jetpack.



Above you is the landing that you started from—but below you is a hidden cave with a **Challenge Point** and full-health icon. Float down, then jet back to the landing, and call the sail barge again. This time, take the barge until it stops.



To your right is a distant ledge, barely discernible in the gloom. Jet over to it and pick up a **Challenge Point** and power-ups. Jet back to the barge and go left.



It's your old friend, the AT-ST! Follow the tips from Echo Base to

defeat it. When you do beat it, a switch carousel opens, revealing another **Challenge Point**. Fly to it. Each switch represents one of the vents on the wall. The far door contains a full-health icon. Grab it if you need it. The third door is where you want to go. But behind the switch carousel are three Stormtroopers who appear when the AT-ST is destroyed. Shoot them, and get the Seekers in the room they were in. Now head for the third vent.



The corridors are filled with Sentry Droids and Stormtroopers, so be careful when winding your way around the dark hallways. You soon come upon this room with the rotating fans. Jump carefully past the deadly blades.



When you see this well (which also contains deadly blades), drop down, then look up when you hit the bottom. There's a **Challenge Point** in here. Continue through the corridors until you reach the chasm.



You need to shoot right off the bat, because three Seeker Droids open fire. Float into the cavern, grab the **Challenge Point** and any health packs you need. When you're done collecting, back up to the opening you jumped from and look up. If you see any Imperial Commandos above you, shoot them—there are

three of 'em, if you wait long enough, you'll see them fall to the ground.



Float up to where the Imperial Commandos were (if you didn't kill them, send Seekers after them when you float up) and walk down until you see another sail barge. Jump in and stay on until it stops. Grab the **Challenge Point** during the ride.



The barge will stop near the docking bay. Jump out and target the Imperial Commando and Stormtroopers on the right side of the room. Float up to the next level and blast the Stormtroopers on the left side of the room. Run down the walkway and activate the door switch. Fly to the right and go through the door. Cruise down the halls and catch the elevator. In the elevator, face forward and blast the Imperial Commando at the top.



Follow the hall to the next docking bay that has an Imperial Shuttle in it. Shoot the Imperial Commando across the way, then go into the shuttle. Blast another Imperial Commando, and pick up a health pack and some Seekers. On top of the shuttle is another health pack and a **Challenge Point**. Go up to the second level on the left side of the room, blast yet another Imperial Commando, and activate the door. Turn right at the switch and fly through the door.



Saurter down the hall (you come across four Stormtroopers), pick up pulse ammo and health packs, then catch the lift.



You're now in Boba country. But before you fight, float to the ledge below the platform (Boba won't chase you) and collect the **Challenge Point**. Walk to the edge of the cliff and look down. On the platform below is another **Challenge Point**. Now you must fight Fett.



Fett's one of the toughest bosses in the game, and you soon find out why. Before you start on him, fly to the top of the docking bay and grab some power-ups, including an extra life, Seeker, and pulse ammo.



The most effective attack is a close-range one (Seekers can't target him) with the pulse ammo. Try to hide under the platforms until he lands near you, then let him have it. You may lose a life bringing him down.



It's not over yet—now you have to fight Slave 7, Boba Fett's ship. Try to get under the ship and shoot it from behind. Seekers work well if your aim is good.

Part III Hunting the Assassins



The swoop is a hard vehicle to control because it responds quickly to any joystick movement. That's why it's not essential to barrel through Mos Eisley and advisable to go at a speed that you can handle.



It's easier to ram henchmen when using the on-the-blue view. You have to wait for only the front spoiler of the enemy's swoop to appear, then ram left or right.

STAGE 1 Mos Eisley & Beggar's Canyon



The most important point of this stage is to finish your mission objective (destroy the Swoop Gang), then return to Mos Eisley and collect the **Challenge Points**.



The first **Challenge Point** is to the right of the first ramp you come to. Jump off the ramp and pull to the right. Try not to hit the wall. The ledge you land on has a **Challenge Point**. Jump from the ledge to the extra life.



Go left when you see this large structure and grab the **Challenge Point** around the corner.



The next ramp you come to has a **Challenge Point** in the air and another on the ledge to the right. Jump off the ramp, turn right, grab

the **Challenge Point**, then jump back to the **Challenge Point** above the ramp.



See the building on the right? Go into both alleys and grab two **Challenge Points**.



Keep moving through the level until you see this huge rusting hunk. Turn left to find another **Challenge Point**.



You'll pass where the Imperial Shuttle took off earlier. There's another building like the one with the alleys from earlier. Check the alley for another **Challenge Point**.



Now head out of town and as soon as you pass the last archway out of town, turn around. You'll see an alley to the right. Go in it, and you'll receive a **Challenge Point** in the shape of Max from Sam and Max (another Lucas game).



The next two **Challenge Points** are above the two Serlacc pits. Back up, then gun the Swoop over the pits and grab the **Challenge Points**.



The last **Challenge Point** is on the second stone archway in Beggar's Canyon. Ride up the side of the arch, grab it, and head for the end of the level.

STAGE 2 Imperial Freighter Suprosa



Your job on the IFS is to find the supercomputer and disarm it. When you start the level, go to the first door on the right. There are two Stormtroopers behind it, so be ready.



Go to the left of the door and get the **Challenge Point**. In the large space in front of the **Challenge Point** is a Stormtrooper. Blast it and move to the room to the right of the entrance. Two more Stormtroopers are lurking near that door. Blast them.



Open the door and get ready for fire from the right side. You're in the troop quarters. Check the wall lockers in each compartment for power-ups. In the locker that's in the last burner on the left is an invincibility icon. Grab it.



Proceed to the next room and turn right. Destroy the autogun, grab the **Challenge Point** behind it, then turn around and take the elevator downstairs.



You end up on the Suprosa's deck. Blast the three Stormtroopers, and grab the full-health icon on the left of the ramp. Activate the door, go down the ramp, and be ready to blast three annoying Sentry Droids. Stage complete!



Enter the next door and you meet as a deadly new enemy: wall-mounted cannons. Blast the two on the right and left of this switch. Activate the switch and wait for the door to open.



Don't rush it—there are four wall-mounted cannons in this corridor! Enter slowly, wait for their shields to rise, then step back outside. With careful aiming and shooting, you can blast these suckers from a safe distance.



Head to the next two switches. Activate the one on the left, which raises the door slightly. Then crouch and shoot the Sentry Droid in the foyer. Activate the switch to the right and enter the room. Destroy the wall-mounted cannons and proceed through the next door.



The next room has two annoying Sentry Droids. Blast them, and be sure to blast the other droid visible through the gap in the right wall. Now carefully proceed through these whirring generators. Grab the **Challenge Point** on the left in the second generator.



There's a second set of generators. Run the gauntlet once more (grab the extra life on the left in the sec-

ond generator compartment) and be sure to leap at the end to grab the **Challenge Point** on the ledge. Pull back when you get it, though—you don't want to end up on the wrong side of the wall and run through the generators again. Take the elevator down.



More machinery? Oh, well. Jump onto the revolving platform, then try to jump on the machinery behind the revolving platform. There's a **Challenge Point** on each piece of machinery. When you're done, jump on the second platform to the left of the entrance and try to get to the elevator on the ledge.



When the elevator stops, prepare to meet four Stormtroopers. Blast them, and collect the four health packs in this room. Proceed to the next room and blast the two Stormtroopers by the elevator. Take the elevator up, and prepare to blast four Sentry Droids. When done, proceed down the hall and take the elevator. Stage complete!



You'll find yourself in this large cargo hold. Along the wall are switches which activate the doors. Your goal is to get two doors to open simultaneously—the middle door of the middle level on the left side of the entrance and the door right above that and to the

left. There's a starway in the first room that leads up to the second room, which allows you to travel along the top level.



Along the top level are three doors, most of which have Stormtroopers behind them. The first door has only two, but the middle door has five, so be ready, and go in only with a full life bar. There's a **Challenge Point** in the room with the five Stormtroopers. There are also two more **Challenge Points** hidden in crates in the cargo hold. To the left of the last door is a small passage-way that leads to a couple of Imperial Commandos who are watching the command deck. Get them down, then take the elevator to...



...the boss! It's a fairly dumb boss that runs a specific pattern. If you have anything stronger than your Blaster (excluding the flamethrower, because you don't want to get too close), use it. Run in front of the droid and have it chase you around the level. It makes a grinding metallic sound when its arms try to catch you—that's your cue to turn around, aim for its tiny head, and hit it with everything you have. Stay a fair distance away; if it catches you, it can kill you quickly. When you're done, go toward the supercomputer, grab the **Challenge Point**, then back up to the command room and activate the switch.

Part IV Lair of the Dark Prince

STAGE 1 Sewers of Imperial City



You start on a long winding path-way down into the sewers. But since you can use your jetpack, just eliminate the two pesky Seeker Droids and float to the bottom



Follow the first tunnel deep into the sewer system. The deadly Coruscant Guards are here. Shoot into the gloom whenever you can't see too far. You'll easily pinpoint these redshirts.



At the end of the tunnel is a platform with a health pack—however, the platform is a trap door! Spring the trap, but watch out for the Seeker Droids on each level as you descend. There's a box of Seeker missiles on the bottom of the trap chute.



Use the behind-the-Dash view to navigate the two revolving sewer grates, and be prepared for more wall-mounted cannons just beyond the first revolving sewer grate.



Shoot the first cannon, then immediately turn and shoot the second one behind you (it probably shot you first). Jump into the alcove where the second one was, and press the hidden wall panel. Be prepared to blast a Coruscant Guard, then grab the **Challenge Point**.



Jump down, navigate the second grate, and listen for the Dianogas. These bloodthirsty sewer monsters attack even if you're not in the water. From the platform on the water gets deep, so shoot from here to kill the three Dianogas in this area. You know the monsters are dead when they stop following. Beneath the first platform on the left side of the entrance to this area is a **Challenge Point**, and underneath the far platform is pulse ammo.



Fly to the open sewer to the right of

the platform that houses the main sewer doors. Walk through until you come to this large cylindrical pump station. There are goodies in alcoves in the pump, along with two switches underwater.



Activate both switches and an underwater door will open, revealing an extra life and **Challenge Point**. Now fly above the muck and exit the room using the alcove above and to the right.



Follow the sewer to a small anteroom with ledges in it. Slowly fly as far up as you can and you'll see another opening in the wall. Fly into the opening, and get the **Challenge Point**. Grab it and go back.



Slowly descend and you see another opening in the wall. Follow this vent and you'll come into another room with ledges. Stand on the edge of the opening and shoot down to hit the wall cannon. Drop down there, go into the tunnel, and grab the **Challenge Point**.



Exit the tunnel and fly straight up

Be prepared. At the top are two Coruscant Guards and a wall-mounted cannon. Use Seeker missiles if you have 'em; otherwise just advance slowly and pick off the guards one by one. Travel down the hall until you come to another chute with ledges. Fly down slowly (two Seeker Droids and an autogun are down there) and take the tunnel at the end. The tunnel dead-ends into a Coruscant Guard—and the main gate key. Grab the key and go back to the first large body of water where you fought the Dianogas. It's not a long trip—the sewer grate opened on the right side of tunnel you just came through.



Another large body of water—and another Dianoga. Shoot it from the platform, then jump in and swim to the left of the room. There's a **Challenge Point** in the muck there. Now swim to the right and through the underwater tunnel. Watch your air!



You surface near the giant sewage treatment machine. In this room are a Coruscant Guard and a Seeker Droid. Shoot the Coruscant Guard immediately, or you're chunky sewer matter. Check the rafters above the large carbine in the room for another **Challenge Point**.



Go out through the tunnel the Coruscant Guard was guarding. There's

a large pump cylinder identical to the last one. This time, though, the switches are above water. Underneath the pump station is a **Challenge Point** and a Disruptor—the most powerful weapon in the game. Grab both, then hit the switches. A compartment opens that contains the Force Field Deactivator. Grab it, fly to the top of the area, and exit through the revolving walkway.



Shoot through the gap in the revolving walkway to open the door. Enter the room, then shoot the gun mounted on the left wall. Deactivate the force field. Be prepared to deal with the three Coruscant Guards behind the last force-field door.



You enter a room with a strange set of doorways. Take the circular doorway above the exit, and activate the switch in the room. Exit the room and fly straight up into another circular entry on the ceiling. Beware—there are two fast-shooting Coruscant Guards in here. Use Seekers if you must. Activate the switch when you're done, exit the room, go down to the triangular doorway, and race past the turbines. Gun down the two Coruscant Guards in the hallway.



Activate the door, then run to the right. Look up, snag the **Challenge Point** in the small alcove, and open the last door to...

The Giant Dianoga



...the Giant Dianoga! This is a very strong sewer monster with tentacles—they die easily, but always regenerate. Instead, look for the Dianoga Eye, a reddish tentacle with a huge eye at the end. This is the "heart" of the beast, and once destroyed, it kills the entire Dianoga.

The tentacles get in the way, however, and just two hits drain your life bar. There's also a strong current that pushes you toward the base of the monster. Hang back, aim up, keep Seekers and pulse ammo ready, and blast the Eye at every opportunity.

STAGE 2
Xizor's Palace

Xizor, overlord of the Black Sun crime syndicate, has one helluva palace! But it's pretty gloomy, so you must rely on your Blaster to pick enemies out of the murk.



Shoot the two Coruscant Guards in the lobby, then turn and proceed to another open area. Although you can't see them, there are two Imperial Commandos and a Coruscant Guard near the staircase. Take the staircase (shoot one more Coruscant Guard lurking there), then enter a muffled, multi-enemy arena



Don't enter the room all the way. Instead, shoot the Seeker Droids on the second tier first, then shoot the Assassin Droid. There are two wall cannons on the right side of the room near the exit. They're next. Finally, as you rush to get the Disruptor, turn to your left and shoot the Coruscant Guard on the second tier. Go up there and grab the health packs and Seeker missiles.



The switch for the exit is behind the post on the far end of the room. When you activate the switch, a panel with a Challenge Point in it opens up behind you. Grab it.



Proceed out and reactivate the door switch. It's a timed switch, so you must jump off the tier and run for the door. Change to Seekers so you can take out the droid in the hallway. There's another Assassin Droid behind him, too. At the top of the stairs, watch for an Interrogator Droid and an Imperial Commando.



The next door you see opens onto a courtyard with at least five droids. Use Seekers to take them out the

minutes you step into the room. Turn right at the doorway and fire a Seeker to take out the wall cannon. Grab the elevator on the right side of the room.



When you take the elevator up, keep your Blaster pointed up and take out the Coruscant Guard at the top. There's another Coruscant Guard to the right of the elevator.



Go back into the elevator, hit the jeypack, then activate the switch twice. The elevator will go down one extra floor and reveal a Challenge Point. Go back to the top and follow the corridor to the right (eliminate the various droids and guards) until you reach the switch at the end, which activates the bridge.



Cross the bridge with Seekers at the ready. There are two droids on the bridge (or one on the bridge and one around the corner). An Interrogator Droid's around the corner.



The next hallway has a dead-end to the left. Shoot the Coruscant Guard

in the dead-end hallway, then proceed back to the main hallway and shoot the Coruscant Guard and wall cannon in the hallway straight ahead. Proceed straight.



The hall will turn right. Follow the hall to the elevator, ride the elevator, then follow the hall to the left, and immediately blast the Interrogator Droid guarding the wall switch. Activate the switch, then go back to the dead-end hallway below and cross the bridge.



Jump off the bridge and land softly by tapping your jeypack. Shoot the Interrogator Droid, grab the health pack, then follow the bridge from underneath until it hits the wall. Turn right and you'll end up in this corridor. Jolt up, turn on the Seekers, and blast the Coruscant Guard in this hidden alcove. Grab the Challenge Point, ammo, and health packs in this room. Go back to the bridge and complete the stage.



Grab the elevator in the next room, and prepare for two droids. Shoot both, grab the health pack and Stunner ammo, then activate the wall switch. In the elevator shaft two new passages have opened. One is at the top of the shaft, the other is near the elevator entrance. Go to the top passage and grab a Challenge Point and Disruptor.



Go back to the elevator. Fly into the passage just above it, curve a few times (watching out for wall cannons) and you come to another shaft. Drop down and turn left. Shoot the Assassin Droid from a distance, then carefully weave your way to the slow cog.



Jump down into the slow cog and grab the **Challenge Point** to the right. Now search the above and activate the secret door. This leads to a tunnel which opens on another **Challenge Point**. Return to the hall above the slow cog.



Beware of the wall cannon and Coruscant Guard in the next hall. When you see the giant cog turning, go to the edge of your platform and look down. See that wall cannon? Blast it from your position by aiming down



Now jump into the gap to the right and you'll fall into a small niche with a **Challenge Point** and power-ups. Nail the Coruscant Guard, fly up, and gun down the Assassin Droid.



Fly up into the doorway at the end of the hall and wind your way to where the pulse bombs lie to be set. Shoot the two Seeker Droids (you have to aim down, then jump to the platform, and aim up). Wait for another Seeker Droid to rise from below, then destroy it.



The easiest way to knock off the Coruscant Guards in this level is to aim up or down when you're near the edge of the platform. Be patient and you can knock them off (there are three altogether—one above the entrance platform and two below) and activate the three switches. There's also a **Challenge Point** in the main shaft. Fly up from the bottom to find it.



Go to the second level and search the recesses for a hidden panel with a **Challenge Point** behind it.



Now you must escape while the bombs go off. A door has opened on the entrance platform. Go through it, wind your way through the corridor (picking up Seeker

missiles and nailing a Coruscant Guard), and shoot the two Interrogator Droids in this chasm. Then send a couple of Seeker missiles to rid yourself of the Assassin Droid and Coruscant Guard on the bridge. Fly to the bridge, walk to the left, open the hidden panel, and grab the **Challenge Point**. Exit the stage, and it's time to face...



...the Gladiator Droid! This boss makes Boba Fett look like a Power Ranger. The first part is easy enough—much like your battle against the AT-ST, you must run behind him and shoot up. You'll gradually deplete him in no time.



But wait...he's not dead! His upper torso comes flying at you while the floor breaks apart. A good rule of thumb is to run around and try to find a spot where his torso will become wedged so you can shoot him but he can't get you.



After you tear the torso to tatters, the head decides it wants in on the action, and it remorselessly pursues you around the stage. There's no stopping this compact killing machine. Go toe-to-toe with your Seekers, pulse ammo, and whatever else you have. You should also have four Disruptors by now. If you hit it dead-center with the Disruptor, you'll do major damage.

STAGE 3 Skyhook Battle



Skyhook starts off with a brisk dogfight. You have to down about 60 Star Vipers, which are a little tougher than TIE Fighters, but if you follow the same regimen that you used against the Asteroid Field, you should be okay.



After that battle, you must destroy the four gun turrets guarding Skyhook. Again, shoot them from long distance, don't let them lock on you, and vary your speed to avoid getting hit. You can also use your missiles on the turrets.



The final objective is to destroy the core. This means flying into the station (enter where you've destroyed a gun turret), avoiding the walls and half-opened doors (which sometimes leaves you with a very small space to maneuver), and then shooting or sending missiles into the core. A good trick is to fly in with the brakes fully applied so you'll travel much slower. Then shoot the core, wait until the damage registers (about 25 percent a pass), and fly out and do it three more times. Once you're done, Skyhook is history!

THE KING OF FIGHTERS '95

By Major Mike

The Teams for 1995

ART OF FIGHTING



Ryo Sakazaki

Tiger Flame Punch

Motion → ↓ → P

Lightning-Legs Knockout Kick

Charge ← two seconds, tap →, K

Koho

Motion → ↓ ↓ P

Haoh Sho Koh Ken

Motion → ← ← ↓ ↓ → P

Zanretsu-Ken

Motion → ↓ ↓ ↓ ← P

Flying Tiger Flame Punch

During jump, motion ↓ ↓ → P

Kyoku Gen Punch

When in close, motion ← ← ↓ ↓ → P

POW: Ryuko Ranbu



Motion ↓ ↓ → ↓ ↓ ← ← SP



Robert Garcia

Dragon Blast Punch

Motion ↓ ↓ → P

Lightning-Legs Knockout Kick

Charge ← two seconds, tap →, K

Ruga

Motion → ↓ ↓ P

Haoh Sho Koh Ken

Motion → ← ← ↓ ↓ → P

Genei-kyaku

Motion → ↓ ↓ ↓ ← ← K

Flying Dragon Kick

During jump, motion ↓ ↓ ← ← K

Kyoku Gen Kick Dance

When in close, motion ← ← ↓ ↓ → → K

POW: Ryuko Ranbu



Motion ↓ ↓ → ↓ ↓ ← ← SP

Controller Legend



- K = Any Kick button
- P = Any Punch button
- SK = Strong Kick
- SP = Strong Punch
- WK = Weak Kick
- WP = Weak Punch

Motion = Move the joystick in one smooth continuous motion

[] = Execute commands in parentheses simultaneously

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

Note: POW designates a move that can be done only when the POW bar at the bottom of it is at or when the life bar is flashing red.

Other Techniques

To manually charge up the POW meter: Press and hold (WP WK SP)

To extend attacks: Tap (WP WK)

Strong attack: Tap (SP SK)

Dash forward: Tap →, →

Dash back: Tap ←, ←

To taunt an opponent: Tap (WK SP)



Takuma Sakazaki

Tiger Flame Punch

Motion ↓ ↓ → P

Lightning-Legs Knockout Kick

Charge ← two seconds, tap →, K

Shoran Kyaku

When in close, motion → ↓ ↓ ← ← WK

Shoran Kyaku Attack

Motion → ↓ ↓ ← ← SK

Zanretsu-Ken

Motion → ↓ ↓ ↓ ← ← P

Haoh Sho Koh Ken

Motion → ← ← ↓ ↓ → → P

POW: Ryuko Ranbu



Motion ↓ ↓ → → ← ← [WP SP]

FATAL FURY



Terry Bogard

Burning Knuckle

Motion ↓ ↓ ← ← P

Power Wave

Motion ↓ ↓ → → P

Rising Tackle

Charge ↓ two seconds, tap ↑, P

Crack Shot

Motion ↓ ↓ ← ← K

Power Dunk

Motion → ↓ ↓ ↓ K

POW: Power Geyser



Motion ↓ ← ← ← → [WK SP]



Andy Bogard

Sho Ryu Dan
Motion → ↓ ↘ P

Zan Ei Ken
Charge ↙ two seconds, tap →, P

Hisho Ken
Motion ↓ ↘ + P

Sonic Split
Tap ↘, ↗, K

Dam Breaker Punch
Motion ↓ ↘ K three times

POW: Super Sonic Swirl



Charge ↙ two seconds, motion ↘ → (NK SK)



Joe Higashi

Hurricane Upper
Motion ↘ ↙ ↘ ↘ P

Slash Kick
Charge ↙ two seconds, tap →, K

Tiger Kick
Motion ↓ ↘ ↗ ↗ K

TNT Punch
Tap P rapidly

TNT Finish
During TNT Punch, motion ↓ ↘ → P

Golden Heel Hurter
Motion ↓ ↘ + K

POW: Screw Upper



Motion → ↘ ↙ ↘ (NK SP)

THE GENIUSES OF FISTICUFFS



Kyo Kusanagi

Fireball
Motion ↓ ↘ → P

Dark Thrust
Motion → ↓ ↘ P

Spinning Kick
Motion ↘ ↙ K

Crescent Slash
Motion → ↘ ↓ ↘ + K

New Wave Slash
Motion ↓ ↘ → ↓ ↘ → K

POW: Serpent Wave



Motion ↓ ↘ ↘ ↘ ↘ → SP



Goro Daimon

Minelayer
Motion → ↓ ↘ P

Super Ukemi
Motion ↓ ↘ + K

Super Obsotogari
When in close, motion → ↘ ↓ ↘ SP

Grand Slam
When in close, motion → ↘ ↓ ↘ + → SP

Cloud Tossor
Motion ↘ ↘ ↓ ↘ → WP

Stump Throw
Motion ↘ ↘ ↓ ↘ → SP

POW: Heaven to Hell Drop



When in close, motion → ↘ ↓ ↘ + → ↘ ↓ ↘ + SP

Benimaru Nikado



Lightning Fist
Motion → ↓ ↘ P

Shinku Katatagama
Motion → ↘ ↓ ↘ + K

Iaido Kick
Motion ↓ ↘ → K

Triple Resist Kick
When in close, tap ↓, ↑, K

Super Lightning Kick
Tap ↓, ↑, K

POW: Heaven Blast Flash



Motion ↓ ↘ → ↓ ↘ SP

THE KOREAN TEAM



Kim Kaphwan

Crescent Moon Slash
Motion ↓ ↘ + K

Flying Slice
Charge ↙ two seconds, tap ↑, K

Flying Kick
During jump, motion ↓ ↘ → K

Comet Cruncher
Charge ↙ two seconds, tap →, K

POW: Phoenix Flattener



Motion ↓ ↘ ↘ + (NK SK)



Chang Koehan

Spinning Iron Ball
Tap P rapidly

Breaking Iron Ball
Charge ↙ two seconds, tap →, P

Flying Ball Breaker
Charge ↙ two seconds, tap ↑, K

POW: Wild Ball Attack



Motion ↓ ↘ → ↘ ↓ ↘ + SP



Choi Bounge

Hisho Kuretsuzan
Charge + two seconds, tap ↑, K
Hurricane Cutter
Charge + two seconds, tap ↑, P
Kaiten Hienzan
Charge + two seconds, tap →, P
Soaring Kick
During jump, motion ↓ ↘ → K

Flying Monkey Slice
Charge + two seconds, tap →, K
PoW: Tornado Ripper



Charge + two seconds, tap ↓, ↑, (WK SP)

THE NEW TEAM



Iori Yagami

Fireball
Motion ↓ ↘ → P
Dark Thrust
Motion → ↓ ↘ P
Deadly Flower
Motion ↓ ↘ + P three times
Dark Crescent Slice
Motion → ↘ ↓ ↘ + K
PoW: Maiden Masher

Mist Slash
Motion ↓ ↘ + P
Charging Slash
Motion → ↘ ↓ ↘ ↓ + K
Fire Blade
Motion ↓ ↘ → ↘ ↓ ↘ ↓ + P
Shadow Attack
Motion ↓ ↘ → K
PoW: Mantis Punch



Motion ← ↘ ↓ ↘ → ↘ ↓ WK



Billy Kane

Club Twist
Tap P rapidly
Sparrow Drop
Motion ↓ ↘ + ↘ P
Club Blow
Motion ← ↘ ↓ ↘ → P
Super Power Club
Motion ← ↘ ↘ → K
PoW: Flaming Hurricane



Motion ↓ ↘ → ↘ ↓ ↘ ↓ + (WP SP)



Eiji Kisang

Spirit Blast
Motion ↓ ↘ → P
Shadow Slicer
Motion ← ↘ ↓ ↘ → P
Stallion Kick
Motion ↓ ↘ + ↘ K

THE PRINCESSES OF PUNCH



Yuri Sakazaki

Tiger Flame Punch

Motion ↓ ↘ → P

Saiha

Motion ↓ ↘ + P

Raj Koh Ken

Motion ↓ ↘ → K

Hundred Blows

When in close, motion → ↘ ↓ ↘ ↓ + WP

Super Hundred Blows

Motion → ↘ ↓ ↘ + SP

Yuri Super Upper

Motion → ↓ ↘ P

Hooh Sho Koh Ken

Motion → ↘ ↓ ↘ → P

PoW: Flying Phoenix Kick



Motion → ↘ → ↘ ↓ ↘ ↓ + (WK SP)



King

Venom Strike

Motion ↓ ↘ → K

Tornado Kick

Motion → ↘ ↓ ↘ + K

Trap Shot

Motion → ↓ ↘ K

Double Strike

Motion → ↘ → ↓ ↘ K



Mai Shiranui

Kacho Sen

Motion ↓ ↘ → P

Ryu En Bu

Motion ↓ ↘ + P

Deadly Ninja Bees

Motion ← ↘ ↓ ↘ → K

Flying Squirrel Dance

Tap ↑, hold ↓, tap P, or during jump, motion ↓ ↘ + P

Note: This move can also be done in the air.

Flying Dragon Blast

Motion → ↓ ↘ K

PoW: Super Deadly Ninja Bees



Motion → ↘ → (WK SP)

Surprise Rose

Motion ↓ ↘ + ↘ K

PoW: Illusion Dance



Motion → ↘ → ↓ ↘ ↓ + (WK SP)

THE PSYCHIC FIGHTERS



Athena
Asamiya

Psycho Ball
Motion ↓ ↘ → P

Psycho Reflector
Motion ← ↙ ↓ ↘ → P

Phoenix Arrow
During jump, motion ↓ ↙ + P

Psycho Sword
Motion → ↓ ↘ P

POW: Shining Crystal Bit



Motion ← → ↘ ↓ ↙ ↘ ↙ (RK SP)
Crystal Shot
During Shining Crystal Bit, motion
↓ ↙ ↘ P



Chin Genzai

Gourd Attack
Motion ↓ ↙ ↘ P

Burning Sake Belch
Motion → ↓ ↘ P

Rolling Punch
Motion ← ↙ ↓ ↘ ↘ K



Sie
Kensou

Super Bullet Attack
Motion ↓ ↙ ↘ P

Dragon Uppercut
Motion ← ↓ ↙ K

Dragon's Fang
Motion ← ↙ ↓ ↘ → P

Dragon Talon Tear
During jump, motion ↓ ↙ ↘ P

POW: Dragon God Drubbing



Motion ↓ ↘ → ↘ SK



Chin Genzai

POW: Thunder Blast



Motion ↓ ↘ → ↓ ↘ SP

RAGING SOLDIERS



Jedem

Moon Slasher
Charge ↓ two seconds, tap ↑, P

Cross Cutter
Charge ← two seconds, tap →, P

Neck Roller
Charge → two seconds, tap ↑, K

Storm Bringer
When in close, motion → ↘ ↓ ↙
← SP

POW: Final Bringer



Charge ← two seconds, tap ↓, ↑,
(RK SP)



Ralph

Vulcan Punch
Tap P rapidly

Gatling Attack
Charge ← two seconds, tap →, P

**Super Argentine
Back Breaker**
When in close, motion ← ↙ ↓ ↘
→ SK

Blitzkrieg Punch
Charge ↓ two seconds, tap ↑, P
POW: Super Vulcan Punch



Charge ↙ two seconds, tap ←,
→, SP



Clark

Vulcan Punch
Tap A or C rapidly

Gatling Attack
Charge ← two seconds, tap →, P

**Super Argentine
Back Breaker**
When in close, motion ← ↙ ↓ ↘
→ SK

**Super Arabian
Burglary Back Breaker**
Motion ← ↙ ↓ ↘ → SP

**POW: Ultra Argentine
Back Breaker**



When in close, motion → ↘ ↓ ↙ ↘
→ ↘ ↓ ↙ ↘ SP

GAME ENHANCERS

Saturn (game shark)

Alien Trilogy

F6000914	C305	Master code
B6002800	0000	Auto-mapper
1606CE26	00E4	Shotgun shells
1606CE32	002B	Shotgun
1605AAFE	003C	Infinite batteries
1606CE42	0001	Infinite charges
1606CE40	0002	Acid vest
1606CE2A	0064	Pulse rifle
1605AR02	0001	Pulse rifle ammo
1606CE38	0040	Infinite grenades
1606CE38	0005	

Impact Racing

F6000914	C305	Master code
B6002800	0000	Infinite mines
160DC19E	0063	Quad laser
160DC1B6	6404	Lasers never overheat
10245712	0000	Missile launcher
160DC18C	0100	Infinite missiles
160DC196	0063	

Star Fighter

F6000914	C305	Master code
B6002800	0000	Infinite ATG missiles
160BF4EE	03E7	Infinite ATA missiles
160BF4F2	03E7	Infinite mega-bombs
160BF4F6	03E7	Infinite beam lasers
160BF4FA	03E7	Infinite multissiles
160BF4FE	03E7	Infinite mines
160BF502	03E7	Infinite armor
1608330A	0040	

Virtua Fighter Kids

F6000914	C305	Master code
B6002800	0000	Player One has infinite health
16045974	00A0	Player Two has infinite health
16045A74	00A0	

World Series Baseball 2

F6000914	C305	Master code
B6002800	0000	Home team wins
160F419A	0032	Away team wins
160F41BA	0032	

PlayStation (Game Shark)

Bogey: Dead 6

8008C6840064	Infinite sidewinders
8008C68A0064	Infinite mavericks
8008C68D0064	Infinite AMRAM missiles
801C29C20005	Infinite credits
1800817122F61	Infinite fuel

Gunship

800A429603e7	Infinite ammo
800A429A03e7	Infinite fuel
800A42AA0064	

The Hive

8006B5DCL1612	Infinite shield
8006B5PC0096	Infinite thrust

NFL Quarterback Club '97

800DL4C60000	Home scores 0
800DSACA0000	Away scores 0

Star Fighter

80166B7C000A	Infinite ATG missiles
1B0166B80000A	Infinite ATA missiles
801051DC0080	Infinite armor
80166B8C0009	Infinite multissiles
80166B8803E7	Infinite beam lasers
80166B9003E7	Infinite mines
80166B8403E7	Infinite mega-bombs

Tekken 2

800A3664006E	
800D09EA006E	Player One has infinite health
800A3674006E	
800D1BF2006E	Player Two has infinite health

Tokyo Highway Battle

8006DEBCFFFF	Infinite funds
--------------	----------------

Top Gun

801CF8CA0064	Infinite standard missiles
801CF9CC0064	Infinite AGM missiles
801E3FC00064	Infinite MIRV missiles
801CF9EC0064	Infinite sunshades
801CF9EE0064	Infinite U23Bs

Worms

8014A54C0064	Player One (Worm One) has infinite health
8014A5780064	Player One (Worm Two) has infinite health
8014A7500064	Player One (Worm Three) has infinite health
8014A6A40064	Player One (Worm Four) has infinite health
8014A77FC0064	Player Two (Worm One) has infinite health
8014A8A80064	Player Two (Worm Two) has infinite health



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Nintendo 64

Mortal Kombat Trilogy

Kombat Cheats, Secret Endurance Ladders, and Play as Motaro and Shao Kahn



You'll hear a thud and the screen will shake. Start a one-player game, and at the "Choose Your Destiny" screen, each of the towers has several endurance ladders.

Remy Christopher Dayspring
Prince George, VA



Play as Motaro: At the fighter-select screen, put the cursor on Sonya, then **press and hold Up and press Start**. The screen will shake. Select any fighter, then choose to fight at either the Wastelands, Jade's Desert, or Motaro's Lair. Pick the stage, then **simultaneously press and hold Left, High Kick, and Low Kick** until the match starts. When the fight begins, your fighter explodes into the boss Motaro.



Play as Shao Kahn: At the fighter-select screen, put the cursor on Sonya, then **press and hold Up and press Start**. The screen will shake. Select any fighter, then choose to fight at either Pit 3, Kahn's Cave, or the Rooftop. Pick the stage, then **simultaneously press and hold Down, High Punch, and Low Punch** until the match starts. When the fight begins, your fighter explodes into the boss Shao Kahn.

Kombat Cheats: At the screen where the words "For nine generations Mortal Kombat..." scroll up the screen, quickly **press left C, top C, right C, bottom C, A, B, B, A, A**. You'll hear a confirming sound if you did the trick correctly. Start a game and choose Options. Highlight the red "X" box and a Kombat Cheats menu appears, which includes unlimited fatality time and one-round matches.

Shalom G. Calvo Richmond
Santa Ana, CA



Secret Endurance Ladders: At the fighter-select screen, put the cursor over Kano, then **press and hold Down and press Start**.



Nintendo 64

Killer Instinct Gold

Play as Gargos and Get New Colors for Fighters



Play as Gargos: Go to the title screen, and let the game run until the fighter-profile screens appear. Then press Z, A, R, Z, A, B. You'll hear a laugh. When you start a game, the boss character Gargos is in the lineup of selectable fighters.

Benny Sin
Alhambra, CA



New Colors for Fighters: Go to the title screen, and let the game run until the fighter-profile screens appear. Then press Z, B, A, Z, A, L. You'll hear a laugh. Go to the fighter-select screen, highlight any fighter, and press Up. There are now new colors: white, gold, and even a "shadow" color.



PlayStation

Pandemonium!

Super Password



Enter the following password to open all the levels in the game ALHABHOL.

George Meyer
Bangor, ME

PlayStation

Dark Forces

Ultimate Password



At the title screen, select the Restore Game option and enter the following password: X7P!65QX39. When you start the game, you can go to any mission in the game.

Nintendo 64

Wayne Gretzky's 3D Hockey

View Logos, and Get Head Scale, Body Scale, Y Scale, and Super Teams



View Logos: At the Setup screen, **press Z** to watch the company logos scroll by.

Head Scale: In the Options menu, **simultaneously press R and bottom C**. When the game starts, all the players will have big bodies.

Body Scale: In the Options menu, **simultaneously press R and left C**. When the game starts, all the players will have small bodies.

Y Scale: In the Options menu, **simultaneously press R and top C**. When the game starts, all the players will be skewed horizontally.

Super Teams: In the Options menu, **press and hold L**, then **press right C, left C, left C, right C, left C, left C, right C, left C, left C**. Four new teams will appear at the Team Select screen.

PlayStation

Robo Pit

Stage Select

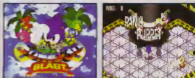


At the Menu screen, **simultaneously press and hold L1, L2, R1, R2, and press Select**. A "00" will appear in the upper-right corner. **Press Left or Right** and you can start at any stage.

Saturn

Sonic 3D Blast

Stage Skips



At the title screen, when the words "Press Start" are flashing, **press and hold C**, then **press Start**. **Press Start** again at the next screen with the silver bar and the word "Start" on it. When the game begins, **press Start** to pause. A map screen appears. At the map screen, do any of the following:

Jump to Next Level: **Press B**.

Jump to Last Boss: **Press C**.

See the End Cinema: At the last boss stage, pause the game and **press A**.

Steven Murphy
Owosso, MI



Saturn

Loaded

Level Skip, Extra Lives, and Boost Ammo and Power

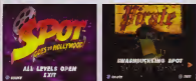


Start a game and pause it. Highlight BGM Volume, then **press and hold L, Z, B, X, C, R**. If you did the trick correctly, a cheat menu will appear that lets you skip to the next level, get extra lives, and boost your ammo and power.

PlayStation

Spot Goes to Hollywood

Level Select, 50 Lives, and Watch All Cinemas



Level Select: At the Start/Options screen, press Δ , Up, Right, Down, Left, Δ , Left, Down, Right, Up, Δ . A new option, Cool, will appear. Highlight Cool and press \times . This takes you to a screen with the words "Open Levels." Press \times and the words change to "All Levels Open." Exit the screen and start the game. At the screen where you choose New Game or Continue, select Continue, and accept the password at the following screen. Then, at the Pirate level screen with the words "Swashbuckling Spot," you'll see an arrow to the right. Press Right, and you can cycle through all the levels in the game.



Fifty Lives: After activating the level select, pause the game. While the game is paused, press and hold \square and unpause the game. Spot now has 50 lives.



Watch All Cinemas: After activating the level select, at the Pirate level screen with the "Swashbuckling Spot," press and hold \square , and press Start. Now you can watch all the cinemas.

PlayStation

The King of Fighters '95

Play as Kunsanagi and Omega Dural



At the Game Select screen, pick Team Play. Pick Team Edit at the next screen. At the fighter-select screen, press and hold Start, then press Up and \circ simultaneously, Right and \square simultaneously, Left and \times simultaneously, Down and Δ simultaneously. Two new playable boss characters, Kunsanagi and Omega Dural, will appear.

PlayStation

NHL Open Ice Challenge

Big-Headed Players, Baby-Headed Players, Big-Headed Goalie, and Big Puck



Enter the codes at the Tonight's Game screen just before the faceoff.

Big-Headed Players: Simultaneously press Up, Pass, and Turbo.

Baby-Headed Players: Press Turbo, Turbo, Up, Shoot, Shoot, Up.

Big-Headed Goalie: Press Pass, Pass, Turbo, Shoot, Pass.

Big Puck: Press Up, Up, Down, Down, Turbo.

PlayStation

Black Dawn

Two-Player Mode



Plug in two controllers and at the title screen, **simultaneously press and hold R2 and Select on both controllers**. A new option, Two Player Vs. appears under Options. Now you and a friend can try and shoot each other down via an overhead view.



Saturn

Daytona USA Championship Circuit Edition

Mirror Mode



Begin a game, and at the track-select screen, **simultaneously press and hold X, Y, and Z**. While holding these buttons, pick any track. The words "Mirror Mode" will appear. Now you'll race the selected track backwards.

Eddie Velazquez
Torrance, CA

Saturn

Virtual On

Play as Jaguarandi



At the title screen when the words "Press Start Button" are flashing, **simultaneously press and hold Down, L, and R**. While holding these buttons, press Start. Start a game in Versus or Arcade mode, and at the fighter-select screen, keep pressing Right until you reach the hidden fighter, Jaguarandi.

Eddie Velazquez
Torrance, CA

PlayStation

Star Gladiator

Big and Small Heads



Big Heads: Start a game and at the Character Select screen, pick a fighter and then immediately **simultaneously press and hold Right, Start, O, and X** until the match starts. When the match begins, your character will have a big head.



Small Heads: Start a game and at the Character Select screen, pick a fighter and then immediately **simultaneously press and hold Left, Start, O, and X** until the match starts. When the match begins, your character will have a small head.

PlayStation/ Saturn

Area 51

Kronomorph Mode



Don't shoot anything except the first three STARR Team members. When you do, a quick briefing screen appears, and when the game continues, you'll see the rest of the game in infrared vision as you assume the role of an alien hunter.

PlayStation

Machine Head

Passwords



Level 1.2.....	8QDEP05TJNJ
Level 1.3.....	HYM7GODECM
Level 1.4.....	EPPGH0XVDQ
Level 2.1.....	I54PH0D5BF
Level 2.2.....	E94FH0LLEJ
Level 2.3.....	MBLPH0D7CM
Level 2.4.....	ALLPH0XGPFU
Level 2.5.....	B0NJH0LLPFU
Level 3.1.....	58BGH0XIKJ
Level 3.2.....	E9QGH0J1QH
Level 3.3.....	9F0JG0LZJD
Level 3.4.....	SKAGH09P40
Level 4.1.....	JJ0BRN9PCM
Level 4.2.....	EYWBOP7BF
Level 4.3.....	JQM7HOT7BF
Level 4.4.....	7G9DA0M0CE
End Sequence.....	6H9DA0QJ2F



Saturn

Spot Goes to Hollywood*

Level Select



At the Start/Options screen, press **Z**, **Up**, **Right**, **Down**, **Left**, **Z**, **Left**, **Down**, **Right**, **Up**, **Z**. A new option, Cool, appears. Highlight Cool, and press **A**. A screen with the words "Open Levels" appears. Press **A**, and the words change to "All Levels Open." Exit that screen and start the game. At the screen where you choose New Game or Continue, select Continue, and press **A** at the next screen. Then, at the Plane level screen with the words "Swashbuckling Spot," you'll see an arrow to the right. Press **Right**, and you can cycle through all the levels in the game.

Note: This cheat worked on an early version of the game and may be changed in the final version.

PlayStation

Bogey: Dead 6

Access All Missions and Planes



Access All Missions: At the mission-select screen, press **Up**, **Down**, **Right**, **Left**, **Down**, **Up**, **Δ**. If you did the trick correctly, you'll hear a shout and you can now start any of the missions.

Access All Planes: At the plane-select screen, press **Left**, **Left**, **Right**, **Down**, **Up**, **Down**, **Right**, and **Select**. If you did the trick correctly, you'll hear a shout and you can now select any of the planes.

Genesis

NBA Hang Time

Cheats and Hidden Courts



Enter the following PIN numbers at the Tonight's Matchup screen.

Fast Pass.....	127
Hyper Speed.....	552
Maximum Blocking.....	616
Maximum Power.....	802
Maximum Speed.....	284
No Goal Tending.....	937



Enter the following cheats at the Tonight's Matchup screen.

Hawaii Court: **Press B, A, Right, Right, A, C, Up, Down, A.**

No Tag Arrow: **Press Left, Left, C, A.**

No Drift: **Press Down, Down, B, A.**

No Assistance: **Press and hold Right and press C, C.**

PlayStation

NCAA GameBreaker

Loose Cover, Fast Clock, Slow Clock, Jack T, Slow CPU, and Cruel CPU



At the options screen with Exhibition and Roster, **press L1, R1, L2, R2.** This takes you to an Easter Egg screen with two new options. Add Entry and Remove Entry. Select Add Entry and enter any of the following cheats exactly as shown (use capital letters where indicated):

Cruel CPU	Fast Clock
Jack T	Loose Cover
Slow Clock	Slow CPU

Super NES

NBA Hang Time

Cheats, Hidden Court, and Team Photo



Enter the following PIN numbers at the Tonight's Matchup screen.

Tournament Mode.....	111
Fast-Paced.....	120
Stealth Turbo.....	273
Maximum Speed.....	284
No Pushing.....	390
Unlimited Turbo.....	461
Hyper Speed.....	552
Maximum Block.....	616
Quick Hands.....	709
Maximum Power.....	802
Goal Tending.....	937



Enter the following cheats at the Tonight's Matchup screen.

No Tag Arrow: **Press Left, Left, B, R.**

No Computer Assistance: **Press Right, Right and B simultaneously, Right, Right and B simultaneously.**

Rooftop Nighttime Court: **Press Left, Left and Y simultaneously, Left, Left and Y simultaneously.**

City Daytime Court: **Press Down and B simultaneously, Down, Down and A simultaneously, Down, Down and X simultaneously, Down, Down and Y simultaneously, Down.**

Jungle Court: **Press L, R, Select, Start, Up, Down, A, B, Y, X.**

Grand Champion: **Press Start, Y, Right, A, B, Up, Start, Up, Down, Down, Start, L, A, Down, Down.**

Unlimited Turbo, Hyper Speed, Maximum Block, Maximum Speed, and Fast Pass: **Press Up, Right, Down, Left, Start, A, B, Y, X, Select.**

Team Photo: Start a game, and select the Enter Name option. Enter the name **FUMCOE** and the PIN number **1993.** At the next screen, you'll see a picture of the development team.

Saturn

Johnny Bazookatone



Enter these passwords at the password menu:

Level 2: Hotel	WALKER
Level 3: Kitchen	OVERTIME
Level 4: Hospital	VILLA
Level 5: Penthouse	ENDBOSS



3DO

Johnny Bazookatone

Passwords

Level 1: Prison	SOFTCELL
Level 2: Hotel	LOVESHAK
Level 3: Kitchen	STIRITUP
Level 4: Hospital	LIVEAID
Level 5: Penthouse	ELECTRUM



PlayStation

V-Tennis

Play as Aversa and Mattox



Play as Aversa

At the Mode Select screen, pick Match Mode. Then, at the Player Select screen, highlight any player and **press and hold L1, R2, Up, and □**. With these buttons held, **press X**. The player you highlighted will be selected, but you'll hear a meowing sound. When the match starts, you'll play as a hidden character named Aversa.

Play as Mattox

At the Mode Select screen, pick Match Mode. Then, at the Player Select screen, highlight any player and **press L2, L2, R1, R1, R1, Down, Δ, Δ, Δ, Δ, X**. The player you highlighted will be selected, but you'll hear a yell. When the match starts, you'll play as a hidden character named Mattox.

PlayStation

The Need for Speed

Lunar Springs Track



Start a new game, and at the Game Mode screen, select One Player. Then, at the Race Type screen, select Tournament, and enter the following password: **МОККСС**, and **press Start**. At the Race Location screen, **press □**. This takes you back to the Race Type screen. At this screen, select Single Race. At the Race Location screen, highlight the Rusty Springs track and **simultaneously press and hold L1, R1, and Δ**. A hidden track, Lunar Springs, appears.

Christian Papana
Internet

3DO

Cyberdillo

Lee Mode, Jump to Level, Location, Frame Rate, and Smart Bomb



To do any of the codes, start a game and **simultaneously press the Stop and L buttons**. Then press B, Up, B, B, A. The cheats will appear in the lower left corner of the screen. To enable any of the modes, **press the Start/Pause button**.

Lee mode: Makes you invincible.

Jump to level: Go to any stage of any level (press L or R to pick a level).

Location: Shows grid location (for programming).

Frame rate: Shows the number of frames (displayed each second.)

Smart bomb: Destroys everything onscreen.

3DO

AD&D: Deathkeep

Freeze Time, Unlimited Spells, Get Keys, and See All Full-Motion Video Sequences



To enable the first three cheats, **press Stop** to go into the backpack. While in the backpack, **press and hold L and R**, and enter any of the following:

Freeze time: Press Play/Pause, C, Stop, Play/Pause

Unlimited spells: Press A, B, A, C, A.

Note: This cheat only works with a mage or fighter/mage.

Get keys: Press Stop, C, A, Play/Pause.

See all full-motion video sequences: Select a character, and at the Choose Difficulty Level screen, **press and hold L and R** and **press Play/Pause, A, C, Stop**. To cycle through each sequence, **press Stop**.

PlayStation

Johnny Bazookatone

Passwords



Enter these passwords at the password menu:

Level 2: Hotel	AFLEAPIT
Level 3: Kitchen	TEASPOON
Level 4: Hospital	SEDATION
Level 5: Penthouse	VERYNICE
Invincibility:	PILCHARD
Level Select:	KRISTIAN



Nintendo 64

NBA Hang Time

Cheats



Enter the codes at the Tonight's Matchup screen.

Baby Mode:	025	No Music:	048
Fast Passing:	120	No Pushing:	390
Goal Tending:	937	Quick Hands:	709
Hyper Speed:	552	Stealth Turbo:	273
Maximum Power:	802	Unlimited Turbo:	461
Maximum Speed:	284		



Enter the button presses at the Tonight's Matchup screen
 Rooftop Court: Press and hold Left and press Turbo, Turbo
 Shot Percentage: Rotate the joypad once 360 degrees.



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Nintendo 64

NBA Hang Time

Secret Characters



Start a game and at the Choose Option screen, choose the Enter Name option. Input any of the following names and PIN numbers:

Ahrdwy.... 0000	Marty..... 1010
Amrich.... 2020	Mednik.... 6000
Bardo.... 6000	Miller.... 0000
Carlos.... 1010	Minife.... 6000
Cliffrr.... 0000	Morrie.... 6000
Daniel.... 0604	Mortal.... 0004
Danr.... 0000	Motumb.... 0000
Davidr.... 0000	Munday.... 5432
Divita.... 0201	Marsan.... 0000
Dream.... 0000	MXV..... 1014
Eddie.... 6213	Nick..... 7000
Elliot.... 0000	Nfunk.... 0101
Eugene.... 6767	Patf..... 2000
Ewing.... 0000	Perry.... 3500
Ghill.... 0000	Pippen.... 0000
Glennr.... 0000	Quin.... 0330
Hgrant.... 0000	Rice.... 0000
Janie.... 1000	Rodman.... 0000
Japple.... 6660	Root.... 6000
Jason.... 0729	Shawm.... 0123
JC..... 0000	Smits.... 0000
Jfer.... 0503	Sno..... 0103
Jonhey.... 6000	Stackh.... 0000
Johnen.... 0000	Starks.... 0000
Kemp.... 0000	Turnel.... 0322
Kidd.... 0000	Webb.... 0000
Kombat.... 0004	Webber.... 0000
Malone.... 0000	

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San Francisco, CA (1 min. 4 sec.)

Andrew Cousin
Los Angeles, CA (1 min. 16 sec.)

Scott Stanbridge
Rochester, NY (1 min. 44 sec.)

Anthony Hamilton
Wichita, Kansas (5 min. 28 sec.)

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THANK YOU

