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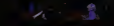


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## THIS IS WHO THEY MADE THE N64

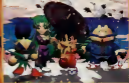
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# HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

**E**volution has always been the driving force behind the video game industry. Old systems die out, big companies swallow up smaller companies, and on store shelves, it's survival of the coolest. "Sweetwater" wrote the Letter to the right that asks about the Philips CD-i. He must've missed our "Hot News" item posted last June on GamePro Online's Website (<http://www.gamepro.com>), which announced that Philips stopped making games of its beleaguered system. We've also had letters about the Neo-Geo system which was announced with much fanfare (see "Neo-Geo CD: The New Kid in Town," October 1995) but it is also going the way of other failed systems that never

## **SURVIVAL OF THE COOLEST**

caught on with the public. Here are the systems that have officially expired since 1995: the Atari Jaguar and Jag CD, the Sega CD, the Sega 32X and 32X CD, the Sega Neptune (never released), the 3DO Multiplayer, and the Virtual Boy. Systems still on life support but dangerously close to extinction are the Game Gear, the Super NES, and the Genesis. Don't look for big announcements when these systems officially disappear because companies would much rather have you focus on tomorrow's possibilities.

Fortunately, tomorrow does offer lots of possibilities. Evolution doesn't just mean early death for certain systems; it also means renewed hope that better games and systems are just up ahead. Despite seeing some of its hardware plans go up in smoke in the last two years, Sega is loudly announcing a big merger with Bandai that could change the fortunes of these two wobbling companies (see "ProNews," this Issue). Perhaps the Next Big Thing will be M2, or digital video disc (DVD), or Nintendo's 64DD, or a new PlayStation. GamePro has written about all of these subjects lately, both in the magazine and in GamePro Online's "Hot News" area on the Web (<http://www.gamepro.com>) and ADL (keyword: GamePro). And with the Electronic Entertainment Expo coming June 19-21 in Atlanta, Georgia, there's undoubtedly much more news to come. Keep checking with us to see which old systems are struggling and likely to die, and which new systems look like survivors. In today's expensive video games wars, doing your homework really does pay off. It's survival of the smartest.

**The GamePros**  
comments\_gamepro@gamepro.com  
San Mateo, CA



## **VANISHING SYSTEMS**

**Y**ou haven't reviewed a CD-i game since 1995. Why hasn't there been anything else about CD-i games? I've been looking for more. "Sweetwater" via Internet

### **Captain Squideo replies:**

We get the same question from angry owners of the 32X, Jaguar, and other defunct systems. See the adjacent editorial for a discussion of vanishing systems.

## **THE MAGAZINE BIZ**

**I** really like Resident Evil for the PlayStation. Are there any plans for a movie based on this game?

**Matt Dean**  
Byron, GA

### **The Feature Creature replies:**

A European company, Constantine Films, has bought the rights from Capcom, who made the game, and has hired Alan McElroy to write the screenplay (he wrote the screenplay for the upcoming film based on The Spawn comic book). The RE flick starts shooting this summer in hopes of a release sometime between winter '97 and spring '98.

## **GAMES 'N' GEAR**

**M**y friend Luke and I were playing Twisted Metal 2 for the PlayStation. During a challenge match in New York, Luke blew up the Statue of Liberty with napalm and the statue turned into a

girl wearing a bikini. Soon afterwards she grew very fat and blew up. Has anyone else written to you about this?

**Aaron and Luke**  
Athens, GA



### **The Net Nut replies:**

Nicely done, but there's no trick to this (other than just keeping enemies at bay so you can fire at the Statue of Liberty). After you light the statue's torch with your gunfire, she does indeed turn into a bikini-clad girl.

## **ADDRESS CENTRAL**

**I** want to ask Squaresoft why Final Fantasy VII is coming out for the PlayStation and not for any other systems. What's their address?

**Dana Liles**  
Miami, FL

### **Art Angel replies:**

Squaresoft's U.S. office has moved around in the last year, but it's finally settled in California's Orange County. Here's a phone number for taped information (not live counselors):

714/540-8822. Call Monday-Friday, 8 a.m.-5 p.m. PST.

### **Here's Square's address:**

Squaresoft Customer Service  
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Costa Mesa, CA 92626

## READER REPORT

In February, your faithful Reader Reporter asked you to suggest names for our new ratings guy. Here are some of the entries that came to us, most via the internet (the nominator is identified in parentheses):

Captain Ratings ("Yearle")  
Frank Expressions ("nuffar")  
GameHead ("Robert")  
GameKiller ("diazducc")  
GamePro Jr. ("Kevin")  
Geno the Gamenaut ("Rhoover4")  
G.P. Think (Zac Cook)  
Jack (Zachary Bader)  
Jojo the Rating Champ ("Daze412")  
Joy (Jarrod "Ninja Master" Williams)  
Lenny ("U\_895275703\_19\_A")  
Monsi the Ratings Pro ("Pasc107")  
Mr. Gaming Judge (Sebastian Torres)  
Ralph the Ratings Guy ("Tiger136")  
The Rating Dude (Christopher Niets)  
Rob Rater (Robert Preziose)  
Rudy the Rater (Zachariah Harban)  
Zak ("Cranky45")

## CELEBRITY CIRCLE

Joey Reinertz is a Winning Run fan who wants to write to Ken Griffey, Jr. Reach Griffey the Kid through his agent:

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## Art Attack

### Pick of the Month



Kris Mizell, Meridian, MS

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Adrian Meyer, Foothill, FL

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# BUYERS BEWARE



## By The Watch Dog

April showers bring May flowers, right? Big deal! Keep the showers and flowers, just bring on summer! While I start planning my three months of chasing sticks at the beach, here are answers for some confused consumers.

**Q:** Catapult ran an offer for a free XBand modem on page 119 of your September '96 issue. I sent in my coupon, but I never received my modem, nor did any of my friends who sent in the same offer. "DCCooper7" via Internet

**A:** Lynn Heublein, vice president of business development at Catapult (makers of the XBand modems), explains: "Catapult was deluged with thousands and thousands of the forms we ran in *GamePro* announcing the offer for a free XBand modem. As it clearly says on that page, it was a first-come, first-serve offer valid while supplies lasted. We shipped out about 600 free modems, which exhausted our inventory."

**Q:** An ad for Tomb Raider for various systems appears on page 152 of your November '96 issue. The ad prominently shows a grenade, and the text even mentions you'll use a grenade, but I've never found grenades in the PlayStation version. Are they there or not? Justin, Denver, CO

**A:** Susan Boshkoff, product manager at Eidos Interactive, replies:

"As a product is developed, certain features are added and others are deleted. Grenades were included in Tomb Raider's original specifications, but they weren't included in the final version. To meet magazine deadlines, the ad was created way before the weaponry for the game was finalized. It's possible that grenades will be included in Tomb Raider 2, which should be out by this fall."



No grenades in Tomb Raider, though they're possible for Tomb Raider 2.

E-mail us your product complaints through *Amnesia Online* or at this Internet address:

[buyers\\_beware.gamepro@gamepro.com](mailto:buyers_beware.gamepro@gamepro.com)

**Q:** The manual for NHL '97 for the PlayStation describes all the fighting moves you can use, but no matter how hard I try I can't get my guys into a fight. I've been illegally checking all over the place, but all I get is a roughing penalty. Is the manual wrong to mention fighting?

"Gester07" via Internet

**A:** The Watch Dog replies: First, make sure you haven't accidentally turned off fighting at the main start-up screen. Then, aggressively go after the other team (not everybody will get in fights—Gretzky won't, for instance). Fights will occur randomly, usually at least once per game.



Roughie! It with NHL '97.

**Q:** I'm pleased with my Nintendo 64, but I can't understand something about two of the games. Super Mario 64 and Wave Race 64 have options for headphones. I've looked all over my system, and I can't find a headphone jack. Is this false advertising, or is there something I'm missing?

"Ace," Jackson, MS

**A:** A Nintendo gameplay counselor explains: "It's not false advertising. Using the stereo A/V cable that comes with the system, you can hook up your N64's white and red connections to a stereo system's audio inputs, while still hooking up the yellow video connection to your TV. Then you can listen to your game through your stereo's headphones for a richer, more natural sound."



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# PRO NEWS

May 1997

## Sony Slashes PlayStation Price to \$149

Launching a pre-emptive strike in the U.S. system wars, in March Sony surprised the video game world by suddenly cutting the price of the PlayStation to \$149. Representing a 25 percent price cut from the previous price of \$199, the new \$149 price took effect immediately throughout North America. This follows Nintendo Co. Ltd.'s slashing of the Nintendo 64's price tag in Japan to \$140 U.S., although at press time Nintendo of America had no plans to reduce the \$199 price of its N64 units.

In addition to knocking \$50 off the hardware, Sony also took about \$10 off the software by announcing a new standard price of \$49.95 for all new PlayStation CDs. These games typically are listed as high as \$59 but usually get discounted to under \$50. Sony said that discounts will now take the price of some games below \$40.

What's more, Sony announced that a "Greatest Hits" series of games will be available at \$24.99 per game. To qualify as a greatest hit, games must have sold over 150,000 copies and been on store shelves for at least a year. As of March the games that qualified were the original NFL GameDay, Twisted Metal, NHL Faceoff, Warhawk, and Battle Arena Toshinden.

Announced price cuts like these were expected this year, but not before the Electronic Entertainment Expo (E3) to be held in June. By dropping the price so dramatically so soon after Christmas, Sony got the jump in the U.S. on its two main rivals, Nintendo and Sega, both

of which have systems priced at \$199 (Sega's Saturn includes three free games). Industry insiders expect both Nintendo and Sega to eventually follow Sony's lead and cut the prices of their systems.

According to Sony, PlayStation sales topped 3.4 million systems in the U.S. and over 11 million sold globally as of February. In response to questions, Sony executives dismissed any talk of a PlayStation 2 as pure speculation, and they also said that there are no immediate plans for an Internet add-on to the Saturn Net Link.



## Sega to Merge With Bandai



Two wobbly companies have merged to form... one really big wobbly company? That's what some financial analysts are saying after Sega and Bandai got together in February and morphed into a huge new company to be called Sega Bandai. The deal, worth over \$1 billion, should be finalized October 1.

The merger comes at a time when both companies are struggling for an identity in the video games market. Both Sega and Bandai have taken serious financial hits in recent years after finding success earlier in the decade. Sega, locked in third place in the system wars behind Nintendo and Sony, had already announced that it would lose an in-

credible \$200 million in the fiscal year that ended March 31. Bandai, best known for creating the Mighty Morphin' Power Rangers, has seen that license take a nosedive since 1995. What's more, the Apple Pippin, the game system for kids that Bandai sunk \$130 million into, has been a disaster, according to most analysts.

The new Sega Bandai regime will be headed by familiar names. The chairman will be Sega's current chairman, Iso Okawa. Bandai's president Makoto Yamashina will assume the role of Sega Bandai's president. They'll oversee a company with over \$6 billion in revenue and about 400 U.S. employees working in northern California.

Their mission will be to successfully meld Sega's video game potential, its coin-op titles, and its arcade holdings in Japan and the U.S. with Bandai's toy products. High on Bandai's hot list of products right now is the latest toy addition in Japan, a key ring with an electronic egg. Called a *sansagorochi*, the gadget features an electronic chick that grows to adulthood if properly nourished.

Sega's long-time rival responded to the news with a big yawn. Nintendo spokespersons said they had "no worries" about the new Sega Bandai, flush with its remarkable Nintendo 64 success in the U.S. Nintendo is plenty busy these days trying to ramp up production of N64s to meet the worldwide demand. The company hopes to ship a

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million N64s around the world every month (up from 700,000 a month) just as the system is about to launch in Europe.

## Parade of Popular PC and Arcade Titles Coming to Home Systems This Winter

Less than two months before formal announcements are made at the Electronic Entertainment Expo (E3) in June in Atlanta, game companies are firming up their plans for the winter. The biggest news so far concerns some hot arcade and PC games that will soon be making the jump to the home console systems.

Leading off the parade of ports is *Darkstalkers: Jedah's Damnation*, the newest addition to **Capcom's** hit series of fighting games. After the arcade version hits U.S. shores this fall, a home version will reach store shelves at Christmas. Capcom still won't specify which system the game will be for until it makes an announcement at E3; the original *Darkstalkers* game came out for the PlayStation in March 1996, while the sequel, *Night Warriors: Darkstalkers' Revenge*, was released on the Saturn two months later.

Saturn owners worried about their system's future can worry a little less, thanks to one arcade hit and four hugely popular PC games. The arcade game is *Maxx T T Superbike*, a motorcycle racing game that'll utilize the Saturn's analog controller. Additionally, Sega has allied with **GT Interactive** to bring two of the biggest PC sellers ever—*Duke Nukem 3D* and *Quake*—to the Saturn this summer. The announcement is a coup for Sega, because this will be the first time that *Quake* has appeared on a console system. Some new features will be added to make the games different from their PC versions, and *Duke* will have a multiplayer option using the Net Link, according to a Sega spokesperson. Also coming to the Saturn (and the PlayStation as well) are two PC strategy games from **Blizzard Entertainment**—*Diablo* and *Warcraft II*—both due at the end of the year.

One of the biggest surprises is the announcement from **Westwood Studios** that it's developing the PC strategy classic *Command & Conquer* for the new DVD (digital video disc) systems that debuted last Christmas (see "ProNews," October 1996). The first game made for DVD, *Command & Conquer* should be out by summer. Expect more DVD games from Westwood, according to **Brett Sperry**, the company's president and CEO. "The commitment we are making to DVD is significant," he says. "Very few game companies have announced plans to support DVD, but we know that this is a next-generation technology that we must help nurture." In additional DVD news, computer systems from **Compaq**, **Hewlett-Packard**, **Packard Bell**, and **Gateway 2000** with pre-installed DVD drives should be available soon. Other companies working on their own DVD players are **Toshiba**, **Philips**, and **Sony**.

Not all the news is good regarding upcoming games. **GameTek** has cancelled **Jimmy Johnson NFL '97**, its long-awaited football title for the PlayStation. After lengthy negotiations collapsed over the sale

of publishing rights to **Konami**, **GameTek** decided to skip the '97 version and concentrate on a '98 version that's already in the works and tentatively scheduled to be released during the upcoming football season. **GameTek** also announced that **Robotech: Crystal Dreams** for the N64 has been delayed yet again and now looks like it'll come out for Christmas, a year behind the original schedule. Finally, **Capcom** has also cancelled two games that would've been out in 1997—*Major Damage* and *Werewolf: The Apocalypse*, both of which would've appeared on the PlayStation and the Saturn. **E**

## Inside Scoop

- **Sony** has revised its U.S. release plans for *Final Fantasy VII*. The eagerly awaited RPG will be released as a three-disc set on September 7. A pre-sell program will run in July and August to ensure that FF fans have a chance to reserve a copy in advance. Such a program is necessary in light of what happened in Japan: When the game was released there in January, it sold 2 million copies in the first week-end, instantly making it one of the most popular games in history.



- **Acclaim** has lassoed two more big-name athletes for upcoming video games. **Frank Thomas** will get star billing in *All-Star Baseball '97* featuring **Frank Thomas**, a PlayStation and Saturn

### Now playing for Acclaim...

game that also features ESPN announcer **Jon Miller**. Meanwhile, **Super Bowl** hero **Brett Favre** will be the chief spokesperson for **NFL Quarterback Club '98**, a PlayStation and Saturn game scheduled for a fall release.

- **Fox Interactive** has signed on to publish a couple of new products for late '97. Coming to the PlayStation, Saturn, and Windows 95 CD-ROM is *Alien Resurrection* (developed by **Argonaut Software**), and coming to Windows and Mac CD-ROM is *X-Files Data Files* (developed by **Byron Preiss Multimedia**). Little is known about these titles so far, so stay tuned for more details.

- **Spectrum HobbyByte** has filed a lawsuit against **Acclaim** over *Magic: The Gathering: BattleMage*. **Spectrum** claims that **Acclaim** violated an agreement the two companies made last November which established a release schedule for *Magic*, which both companies were releasing for different platforms. **Spectrum** filed its suit when **Acclaim** released its PC version in January ahead of schedule. **Spectrum** also reported record sales and profits for the past holiday season. Its net revenue for the October-November 1996 sales period jumped to almost \$36 million, a 168 percent increase over the same period in 1995.

- When **SWIV 3D** comes out for the PlayStation, it'll come out as an interplay game. **Interplay** has bought the U.S. publishing rights for this overhead-view shooter from **Sales Curve** and will bring it out in June, a month after its expected arrival on the PC.

- You'd better hurry if you want to take advantage of **Sega's** "Buy 2 Get 1 Free" promotion for Saturn games. Ending mid-April, the deal enables gamers to get one free game if they buy any two games from this list: *Amok*, *Bug Tool*, *Dark Savior*, *Daytona USA CCE*, *Fighting Vipers*, *NFL '97*, *Scorcher*, *Sonic 3D Blast*, *Soviet Strike*, *Tomb Raider*, *Virtual Cop 2*, and *World Series Baseball 2*. The free games available are *Nights*, *Sega Rally Championship*, *Sega Worldwide Soccer '97*, and *Virtual On*.

AOL

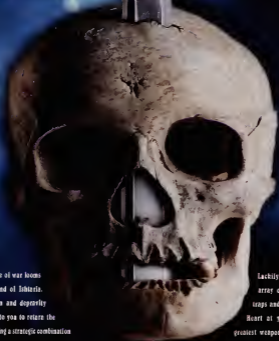
### Hot News from GamePro Online

America Online users can now get daily game news updates. Use the keyword **GAMEPRO** to access **GamePro Online**, then head straight to the Net 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



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# DESCENT™ MAXIMUM™

# Tips & Tricks on the Net

Searching for a way to beat your favorite game? Search the Internet.

By Bono

With the thousands of video games out there, no magazine could possibly offer gameplaying info for them all. Fortunately, gamers have a ready resource—the Internet!

The Net is packed with tips, tricks, cheats, and strategies for video games, and it connects video game communities, too. Here's how to do Internet searches so you can get the most out of your games.

## Start Your Search Engines!

Search engines are the keys to navigating the tangled lines of the Internet. The main search engines—AltaVista, Excite, Infoseek, Lycos, WebCrawler, and Yahoo!—all basically do the same thing. You type in a term, and they list documents on the Internet that use that term. Not only that, but search engines prioritize the results they find, listing first the documents you're most likely to use, and they provide colored hypertext links that will automatically transport you to the pertinent sites. Sounds easy, right?

Unfortunately, search engines do their jobs too well. They'll find literally every Internet use of the words you give them, which means you get thousands of documents you don't want. For example, conduct an Excite search for **quake**, and you'll get 52,000 results, some of them pertaining to earthquakes, not id Software's hot shooter.

## Zero in on Your Search

To shorten the list of possible results, you can make your search terms more precise. For starters, always type game titles with the first letter capitalized, especially if it's a multi-word title. That way, the search engine treats the group of words as a proper noun, and it will find only the documents that use the entire title. Otherwise, if you type a multi-word title in all lowercase letters, like **super mario 64**, the search engine will locate all documents containing the word **super**, all documents with **mario**, and all documents with the number **64** (on Infoseek, that's an overwhelming 675,000 documents).

You should also place quotation marks around multi-word search terms to force the engine to treat all the words as a single term. By adding quotation marks around **"Super Mario 64,"** an Infoseek search pares that lot of 675,000 sites down to a more manageable 675.



Yahoo divides Web sites into big categories, one of them is Video Games, with over a dozen subcategories like *Gamebooks*, *Reviews*, and *Cheats and Mods* ([http://www.yahoo.com/Recreation/Games/Video\\_Games/](http://www.yahoo.com/Recreation/Games/Video_Games/)).

## Narrowing Your Search

Include these terms in your search for game info to shorten the list of results. Join terms with a plus sign to find only documents that use both terms:

- Game name
- Company name (id Software, Midway, and so on)
- Game enhancer you have (Game Genie, Game Shark, and so on)
- Name of a move or weapon
- Name of a character
- If there's a movie of your game (such as *Independence Day* or *Mortal Kombat*), limit your search to just the game by including in your search terms a minus sign and the word **movie**.
- If there are versions of your game for different platforms, include in your search terms a minus sign and the name of the platforms you don't want results for (each platform gets its own minus sign).

## Do the Math, Part One

Depending on the search engine, you can narrow your search even more by adding words to your search terms, all joined together by either a plus sign (+) or the word **AND** in all capital letters. Don't put spaces around + or **AND**, just link all the words together.

Here's an example of how to use a plus sign. An Excite search for **tomb raider** generates 51,000 documents, including many that discuss Egyptian tombs.

**Tomb Raider** narrows the list to 2400; **Tomb Raider+Playstation** cuts the list to 800; **Tomb Raider+PlayStation+cheats** yields 200 documents; and **Tomb Raider+PlayStation+cheats+level** brings 99



Instead of plus and minus signs, WebCrawler recognizes the words **AND** and **NOT** (both capitalized). Consult *My Search Tips* page for detailed examples (<http://www.webcrawler.com/WebCrawler/SearchTips.html>).

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full throttle). And for the ultimate visceral experience: 4 different points of view. So when you kick out the ass-end of your 250 and pop it through the hole-shot, you can practically taste exhaust. Trick out your ride with moves like the table-top and the knack-knack, and your competition can taste humility. So hit the dirt. 'Cause once you rev up VMX, it's sure as hell gonna hit you.



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InfoSeek (<http://www.infoseek.com/>) uses plus and minus signs to narrow searches. Click on Tips next to the Search bar for more info.

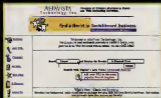
possibilities, with the level-select cheat listed right at the top. Now that's smart searching.

## Using Usenet

Usenet is another way to get game information. The term stands for "USER NETWORK" and represents a wide collection of ongoing conversations being conducted around the world on almost any topic. These conversations are grouped together as newsgroups based on common themes; there are over 10,000 newsgroups on Usenet.

Using a newsgroup is like sending e-mail to thousands of people at once who can all reply to you or add comments to your message. These aren't chat rooms, where the conversations happen in real time. Instead, newsgroups offer threads of posted messages from different readers over time. Newsgroups also offer lengthy files (such as strategy guides) and images to download. You need newsreader software to access newsgroups, but every major browser (such as Netscape Navigator and Internet Explorer) has a newsreader.

Newsgroups like *net.games.nintendo* are more than groups of files; they represent the work of gamers who are enthusiastic about a



In the AltaVista (<http://www.altavista.com/>) and the Infoseek (<http://www.infoseek.com/>) search engines, click on the word Search above the Submit bar to switch your search between the Web and Usenet.

## Common Search Engines

These search engines are listed according to their search speed (fastest to slowest), though faster searches may not necessarily be the best ones, because the slower search may yield more info. Check each site for specific help with refining your searches.

AltaVista: <http://www.altavista.digital.com>

Excite: <http://www.excite.com>

Infoseek: <http://www.infoseek.com>

Webcrawler: <http://www.webcrawler.com>

Yahoo: <http://www.yahoo.com>

Lycos: <http://www.lycos.com>

## GamePro Online

Head to GamePro Online for these areas full of game cheats.

**The Web Site** (<http://www.gamepro.com>)

- **Back Issues:** A year's worth of back issues filled with tips, tricks, and strategy
- **Special Interest Groups:** Strategies for sports, PC, and fighting games, plus an archive of SWATPro cheats
- **What's New and Current Issue:** Tips, tricks, and strategy from the latest issue of *GamePro*
- **NetPro:** Links to game-related Web sites

**On AOL** (keyword: GamePro)

- **File Vault:** Hundreds of downloadable tips, tricks, and strategy files created by readers
- **SWAT Tips:** Cheats from the *GamePro* edition for hundreds of console and arcade games
- **GamePro Archive:** Two years' worth of back issues filled with tips, tricks, and strategies



All the search engines provide tips to help you refine your searches. Enter's search info is at <http://www.eric.com/info/searching.html>

particular game or type of game. You won't find fancy graphics or flawless text, and some of the sites come and go.

## Do the Math, Part Two

To find a newsgroup with files you want to download or messages you want to reply to, use the same search techniques described above for documents or Web sites. You can also use minus signs to help narrow your search, though. On AltaVista, "Mortal Kombat" generates about 3000 Usenet sites. "Mortal Kombat"+ "Super Nintendo"-Genesis means that you'll find only Mortal Kombat sites concerning the SNES game (about 700 sites). Do the reverse to see the difference: "Mortal Kombat"+Genesis-"Super Nintendo" yields only 22 results.

## Searchin' Like a NetPro

If you're not using search engines to look for game-related info, you're not learning everything you can about your games. And if you're not accessing your favorite game's newsgroup, you're not sharing in all the activities created by the community of gamers. Remember: There's so much information on the Internet that doing the math can help you search for only those documents and Web sites that you really want. **E**

E-mail us your comments through America Online or at this Internet address:  
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**NETPRO**  
The Ultimate Guide to Internet Entertainment

# FINAL FANTASY VII

The first 32-bit Final Fantasy game released in Japan to record sales, but does the game maintain Final Fantasy's tradition of excellence? Find out in this ProReview of the Japanese version.

By Nob Ogasawara

The announcement that Final Fantasy VII would appear for the PlayStation sent shock waves rippling through the Japanese video game community. It marked the end of Square's long-time association with Nintendo and the beginning of a new era with Sony. Upon release, the three-CD RPG shook Japan again by registering sales of over 2 million games in just three days. So does Final Fantasy VII live up to the hype? In a word: Yes!

## An Epic Fantasy

The story focuses on Cloud, a former soldier, and his compatriots in a terrorist organization which is fighting the Shinra Company, a monopolistic power company that's draining the very soul of Cloud's planet. Romance, adventure, terror, inspiration, humor, and just about anything else you can think of is woven into the vast story line. FFI's probably the most well-defined tale of the Final Fantasy series, thanks to the three-CD-ROM format. The spacious storage media enabled Final Fantasy's designers to flesh out the supporting cast in ways that weren't possible in the past.

## New Gameplay

The basic gameplay design remains true to the FF series' tradition. The big change is in the casting of magic spells, which now require the use of specific Materia crystals that must be fitted in slots on weapons and armor. Otherwise, the game should be easy to get into, especially if you're familiar with preceding FF titles. When necessary, tutorial-like lessons are

provided for special sequences such as a 3D chase scene and a hide-and-seek section.

## Fantastic Graphics and Sound

It's rumored Square spent close to \$30 million developing FFVII. It certainly shows. For the most part,



Shinra blows up the pillar supporting the floating city over Shinra #7 to place blame on the ecology-minded terrorists.



Chocobo and Magikarp summon a spell. Boom!





This view of Shiva headquarters represents one of the many awesome computer-generated scenes in Final Fantasy VII.



PRO TIP: If you're stuck in the rail junkyard, look for trains that don't quite fit.



PRO TIP: Find the missing pieces of the city model to obtain a floor key.

the 3D graphics use gorgeous computer-generated images as backgrounds and polygons for characters. The combination looks a bit odd, but it's surprisingly effective—especially during events in which characters convey subtle emotions with lifelike body language. Battles occur entirely in the blocky polygonal style, but extravagant special effects and freely moving camera angles help keep the action fast and furious.

FFVII's equally fabulous sonic atmosphere resounds with superbly crafted sound effects and a stirring soundtrack by composer Nobuo Uematsu.

## Fantasy Come True

Final Fantasy VII doesn't just live up to the expectations of gamers, it surpasses them. This RPG towers over the competition in terms of graphics, sounds, story, and playability. This game defines an entirely new standard—perhaps an insurmountable level of excellence—against which all RPGs must be measured.

Final Fantasy VII by Square of Japan			
Developer	Sound	Control	Fun Factor
0.0	0.0	0.5	0.0

Available now in Japan; available in the U.S. in September

Melissa Virus, Challenge Interwoven  
 Reply via: Metablr  
 E200 rating: Not yet rated



PRO TIP: Hundred Gunner and Hell Gunner attack the escaping party in an elevator. It's impossible to do physical attacks, so use magic and items. But look! They're mechanical! Zap them!



PRO TIP: Enemies usually have specific weaknesses. For example, the first boss, Guard Scorpion, is a mechanical unit. Therefore, it's weak against Thunder spells.

## Final Fantasy VII: Made in the U.S.A.

The American version of Final Fantasy VII is currently in the hands of translators. Sony has the U.S. debut slated for September. The American version will feature the same gameplay as in the Japanese original.



PRO TIP: The sewer boss is weak against fire.



PRO TIP: In the train, you must dash to the next car before the countdown stops, or the security system detects you.



PRO TIP: Cloud must dress in drag to rescue Tifa from the lecherous Don Corneo. Get the tailor to make you the dress, and obtain a wig from the guys at the gym.

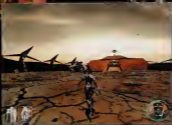


PRO TIP: In the 3D bike-escape sequence, you can wipe out enemies by forcing them into the wall.



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

— PC GAMER



*"The ability to zoom in from a mile away within the sniper mode is remarkable."*

— ELECTRONIC GAMING MONTHLY

# THE WORLD WILL END IN 1999. THE

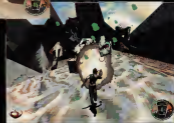
*"One of the most innovative games ever created."*

— GAMEFAN



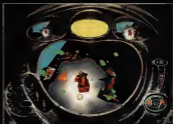
*"...we could be looking at a 1997 Playstation game of the year..."*

— GAMEFAN



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Your planet is being bulldozed by the ton. Alien controlled mobile mining cities are strip-mining the earth's surface overrunning and crushing anything in their path... Unless you can stop them.

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- Fully 3-D rendered graphics unlike anything you have ever before seen.
- Over 60 arenas spread out over 6 cities.
- Never before seen "sniper mode" that allows you to zoom in on the enemy and pick it off with astounding accuracy.
- The most sophisticated enemy artificial intelligence ever created. Fully reactive "smart enemies" think, listen, and communicate in a calculated assault on your life.
- An arsenal of totally innovative weapons

and equipment including:

- A helmet-mounted sniper rifle that targets enemies from over two miles away.
- A living polymer suit that protects from piercing projectiles.
- A high-tech reusable parachute.
- Bombs... decoys... homing sniper grenades... and many more.
- Two styles of adrenaline-pumping game dynamics featuring first and third person point of view.



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# GAMEWORKS

READY FOR GAMEPLAY

## A behind-the-scenes look at the new GameWorks arcades

By Bone

Last year, three entertainment powerhouses—Sega, Universal Studios, and DreamWorks SKG—announced that they were teaming up to design GameWorks, a series of state-of-the-art location-based entertainment centers (see “ProNews,” January 1996). A year later, the first GameWorks sites are here.

### The Revolution Is Here

The GameWorks team hopes to reinvent arcades, starting with the Seattle, Washington, location and then a targeted expansion of another 100 centers by the year 2002. Typical of future centers, GameWorks Seattle offers top arcade attractions set in an atmosphere that the whole family can enjoy. They've even thought of a new way to pay: Instead of quarters, you'll carry a “smart card” that slides into the games like an ATM card.

To keep each GameWorks entertainment center different from the others, future sites will feature an attraction that is unique to that location. For instance, GameWorks Las Vegas will house a world-record 75-foot

climbing wall with cameras posted to snap photos of you while you climb.

To appeal to all family members, every GameWorks will be divided into areas geared toward different interests. The Loft will feature classic arcade games and computers with Internet access for multiplayer gaming or Web cruising. For cutting-edge players, the Loading Dock will present hot new arcade games for immediate testing. There will also be two separate lounges, one where adults can gather and another where teens can socialize.

### GameWorks' Gameplay

In the Seattle GameWorks, the center's main gamesite is the



One hundred artists and engineers have joined forces to reinvent arcades with GameWorks.



The GameWorks offices are located at Universal Studios in southern California. Inspirational art and concept drawings cover the walls.

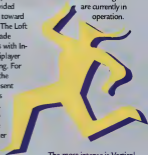


The 50,000-square-foot Las Vegas site will feature a climbing wall (in the center of this model) and the Arena in the foreground.



This model of Vertical Reality shows the four chairs ascending. The villains appear in the windows in front of the chairs.

Arena. This stadium-like setting is home to games that were created with input from Steven Spielberg, one of DreamWorks' founders. Three games are currently in operation.



The most intense is Vertical Reality, in which four players sit in chairs that ascend while they shoot bad guys appearing in the windows of a building in front of them. The seats rise 24 feet, then plummet downward so fast you might actually reach zero Gs and float from your seat.

Descent fans will enjoy the eight-player arcade version of that inside-the-earth vehicle shooter. Special mini-cams will display the faces of your opponents so you can watch their squirm.

If you're into the dino creeps, there's also an eerie, dark game in the vein of Jurassic Park. You'll sit behind the wheel of a jeep-like vehicle, wearing night-vision goggles. The gameplay relies on sound as much as sight while you try to avoid marauding dinosaurs.

### In the Works

Having debuted in Seattle, GameWorks hits the Las Vegas Strip in May and then Ontario, California, this summer. These three towns are just the first stops in a wave of GameWorks fun centers that hopes to revolutionize arcades and show America a new way to play. ☐

Check Out GameWorks Online!

<http://www.gameworks.com>

<http://www.sega.com/world/gameworks>

# Mortal Kombat Annihilation!

This summer the *Mortal Kombat* movie sequel is coming to a theater near you!

By Bone

There's no telling when or if *Mortal Kombat 4* will hit the arcades, but *Mortal Kombat Annihilation*, the second movie based on the *Mortal Kombat* games, is definitely punching its way into theaters this August.

Producer Lawrence Kasanoff is trying to make *Mortal Kombat Annihilation* even more spectacular than the first movie, which earned a healthy \$73 million in the U.S. "Annihilation is three times more ambitious than *MK*," says Kasanoff. "Our theme for the sequel is to shoot for more—more fights, more special effects, more Outworld, more everything." More exotic international locations, too, which is why the film was shot in Israel, Thailand, Jordan, and London.



Gyrox

From left: Smoke, Liu Kang, and Kitana. Says Robin Shou (Liu Kang): "As in the first movie, Liu Kang continues to look for his destiny. He has to go through a series of trials to find himself, sort of like Luke in *The Empire Strikes Back*."



Rayden (James Remar) gives the boot to a Raptor.



Characters assemble on the Royal Road in the Outworld.

## The Kombat Continues

*MKA*'s story continues where the first movie left off, making the two movies one long adventure. "Annihilation" refers to Shao Khan's new attempt to destroy the world with one final strike, but at press time plot details were scarce. "Expect surprises," says Robin Shou, who plays Liu Kang in both movies. "I think fans always expect something new from a sequel, and they definitely get it in *MKA*. For one

thing, they'll learn more about the characters."

Besides Shou, a few other familiar *MK* names are back for *MKA*. Talisa Soto returns as Kitana, and John Laonet, the director of photography for *MK*, steps up as director of *MKA*.

Other roles have changed. Gone are Christopher Lambert (the original Rayden), Bridgette Wilson (Sonya), and Linden Ashby (Johnny Cage). All are replaced by new cast members, such as James Remar (the villain in *48 Hours*) and Lynn Foot (from *Indian in the Cupboard*).

The fighting, of course, is a hot topic for a movie with "Kombat" in the title. Thanks to fan requests, *MKA* contains a fight between Sub-Zero and Scorpion. Also new to *MKA* is a fight between an actor and a



Raptors in the Outworld

digital image. "In *MK*," explains Kasanoff, "we showed a fight between a digital Johnny Cage and a digital Goro, but in *MKA* we'll show a real character going up against a digital Motaro." All the fights, he promises, are going to be "bigger and longer."

## Immortal Status?

What's next? Well, Shou's original *MK* contract was a three-picture deal. If *MKA* is a hit, Hollywood could possibly catch sequelitis once again. *MK 3*, anyone?

## The Kombat Kast

Sub-Zero (left; played by <i>MKA</i> newcomer Keith Cooke Hirasuyashi) backs up Liu Kang (Robin Shou).	Sandra Hess as Sonya
Talisa Soto reprises her role as Princess Kitana.	Jax (Lynn "Red" Williams) takes on Gyrox. Robin Shou choreographed the fights for all the characters in <i>MKA</i> .

# OVERSEAS PROSPECTS

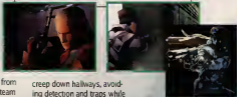
An International  
View on Video Games

Konami's readying two big releases for the PlayStation and Nintendo 64.

By Ken Dugasawara



## TACTICAL ESPIONAGE ACTION METAL GEAR



Metal Gear Solid comes from the same development team that produced Policenauts and Snatcher (the latter title was released in the U.S. on the Sega CD). In MG Solid, you play as Snake, a secret agent on an espionage mission. You

creep down hallways, avoiding detection and traps while gathering information. There is some shooting involved, but this game is more focused on strategy than on twitch-style arcade action.



Hey...



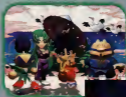
See the feature review of the Japanese version of **FINAL FANTASY VII** elsewhere in this issue!

### Metal Gear Solid (PlayStation)

Developed and published by Konami  
1 player  
Action/adventure  
Available Fourth Quarter '97 in Japan


### Gambare Goemon 5

Remember Legend of the Mystical Ninja for the Super NES? Now Goemon is going to the Nintendo 64 in Gambare Goemon 5. Instead of the 2D look of the 16-bit title, Gambare puts Goemon in a fully developed 3D world that's reminiscent of the one in Super Mario 64. You guide Goemon, along with three sidekicks, through a series of hop-n-bop item-hunting adventures set in medieval Japan. The jump to the Nintendo 64 adds some polished visual effects, such as detailed surroundings and 3D movements from the Goemon impactor robot. Could this episode of the Mystical Ninja be legendary?



### Gambare Goemon 5 (Nintendo 64)

Developed and published by Konami  
1 player  
Action/adventure  
Available Spring '97 in Japan

A high-angle photograph of a baseball game. The pitcher is in the middle of his windup on the pitcher's mound. A batter is in a ready stance at home plate. An infielder is visible in the foreground, and another player is on the grass. The stands are filled with spectators. A large orange text box is superimposed over the center of the field.

You can almost smell  
the freshly cut grass.

**The hot dogs.  
The pine tar.**



Exclusive **Pitching Meter** lets you control your wind-up and release like an ace reliever. Feel the pressure on the mound that it takes to throw big-league pitches.



Unique **Batting Meter** lets you keep your eye on the ball and control the power in your swing...everything it takes to find the sweet spot and "pork one."



On-the-fly 3-D environment and free-moving camera give you the action from field level in 28 authentic stadiums. Accelerated animation provides the smoothest, fastest graphics for the most realistic baseball action.



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Here are previews of both the PlayStation and Saturn versions of *The Lost World: Jurassic Park*, just in time for the movie's premiere! Check out these hot exclusive pics, appearing only in *GamePro!*

By Scary Larry: *Dinosaur Hunter*



PlayStation



### Rex Rocks



Incredible sound fills *The Lost World*. Using the film's score, the strong symphonic background music really puts you in the mood for dino huntin'. Other effects, like the squealing Compy and the thunderous approach of Brontosaurus, also lend sonic depth.

Developed and published by  
DreamWorks Interactive  
Available June

60% COMPLETE

A World  
Above the Rest



*The Lost World* has all the earmarks of success: a great movie tie-in, solid graphics, and interesting gameplay (it also doesn't hurt to have a few man-eating monsters thrown in). Look for the review in *GamePro* soon!



In this 60 percent beta version, *The Lost World* looks like it will be as big a hit as the movie!

### The Beast Is a Beauty



Graphically, *The Lost World* looks impressive! Lush 3D backgrounds accent the fluid, ultra-realistic movements of the characters in this mostly side-scrolling adventure. Cool effects, like reflective pools of water, add stunning touches to the game. Other scenes, such as the fire-ravaged forest level and the eerie underwater stages, make us part like a hungry Raptor for more!









Not to be outdone by the PlayStation, Sega also has plans to open up *Jurassic Park* to the Saturn-owning public. Here are some of the very first screens of *The Lost World* for the Saturn!



## Dino Might



Even though the PlayStation game is about three weeks ahead in development, these pics show how far Appaloosa Interactive (the team behind *Ecco the Dolphin* and *Three Dirty Dwarves*) has come with *The Lost World* for the Saturn. While it looks pretty much like a straight port of the PlayStation title, we anticipate that there may be some subtle changes in the gameplay.

## Mirror, Mirror



The Saturn's game engine does a great job of mimicking the PlayStation's advanced sprite movement. The backgrounds in the Sega version have a more hand-drawn look than the PlayStation version's. Although each game's graphics differ slightly, both versions will feature similar story lines that require you to progress through the levels playing as human characters as well as different species of dinosaurs.



Developed by Appaloosa Interactive  
Published by Sega  
Available June

40% COMPLETE

**EXCLUSIVE!**  
**The Lost World—The Arcade Game!**  
 We just got word from Sega that a coin-op version of *The Lost World* is in the works. The game, which is being developed for the GameWorks arcades (see "GameWorks: Ready for Gameplay," this issue) is extremely early in development. We'll update you as soon as we get more from Sega or DreamWorks.  
**EXCLUSIVE!**



## Duke Nukem 3D

Saturn

By Scary Larry

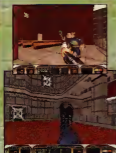


Get ready, Duke-heads! The Saturn version of Duke Nukem impressed the hard-to-impress crew at GamePro, making us wonder why all corridor shooters on this beleaguered system don't look this good! Check out these exclusive pics of Duke, available only in GamePro!

Developed by Lobotomy Software  
Published by Sega  
Available Summer '97

10% COMPLETE

### Team Works



The reason Duke looks this good this early is superlative programming. The game is being developed by Lobotomy Software, the awesome team behind PowerSlave (the best corridor shooter on the Saturn so far). They will definitely push the envelope on the Saturn.

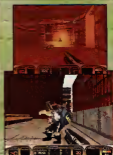
### A New Nukem



Although the game will contain the three original Duke Nukem PC episodes, there will also be some Saturn-specific levels. At press time, Sega was deciding whether some of the more risqué scenes (namely the strippers) will be cut. Another cause for joy—Duke Nukem will be Net Link-compatible! Get ready to rumble across the Net in death matches with this promising rev of Duke! Duke Nukem will definitely help Sega score major points with hardcore corridor gamers.



### A World of Hurt



Although only 10 percent complete, this version of Duke blew us away! Fast and accurate, the game shows immense promise. As we walked through the very clean, first level (set in a post-apocalyptic L.A.), the game moved well, experienced no slowdown, and suffered from absolutely no pixelization when enemies got up close and personal.

They have been born of fire —  
hopefully they won't melt.

# MAY FIGHTER 63 1/3



Developed and published by

*Interplay*

BY LINEAR FIRE CULTURE

[www.interplay.com](http://www.interplay.com)

ESRB RATED  
**RP**  
RATED PARENTS STRONGLY CAUTIONED

**NINTENDO**  
GAME CUBE

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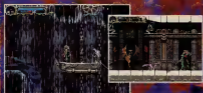


PlayStation 2

By Major Mike

# Castlevania X

## Gameplay to Wake the Dead



The early Japanese version of *Castlevania X* is a blast! As a non-linear game, it doesn't have levels, so the gameplay areas are massive. The game is overrun with monsters, but Alucard has slick vampiric tricks up his sleeve: He can turn into a bat, a wolf, or a cloud of mist. And a hefty inventory of weapons helps: Alucard can carry a weapon at each hand to use alone, or simultaneously for combo attacks!

## Graphics & Sounds With Bite



*Castlevania X* stays true to its stellar heritage, retaining the familiar 2D look that made it an 8-bit and 16-bit classic. The detailed backgrounds look particularly sharp, and the special effects are eye-popping. The dynamic soundtrack resounds with synthesized and orchestrated music.



*Drac's back for more bloodletting in Castlevania X, and this time his son, Alucard, is out to undo the undead!*

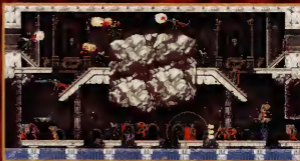
Developed and published by Konami  
Available Second Quarter '97

60% COMPLETE

## Fearless Vampire Hunting



The controls in the pre-rem were easy to learn and very responsive. Even awesome advanced attacks, such as fireballs that require complex sweeping motions on the control pad (reminiscent of the fireballs in *Street Fighter*), were easy to X-ecute.







A lot of people have a problem with the violence in video games.

We, for example,  
feel it hasn't been realistic enough.

## TENKA

An evil corporation is threatening to kill off humankind, and it's up to you as Tenka, a war-hardened resistance fighter, to stop them from putting man at the top of the extinction list. This is the real deal. This is the baddest-most-realistic-kill-or-be-killed-switching-to-fully-automatic-how-d-you-like-a-nuclear-rocket-up-your-butt?-did-i-just-feel-someone's-brain-splatter-on-my-face?-corridor-shooting game ever built.

**CODENAME: TENKA** gives you features you just can't get in *Dark Forces™* and *Final Doom™*:

- ▲ Fully 3D playfield and enemies in a smooth non-pixellating environment.
- ▲ Freedom of movement to look up & down, jump and crouch while moving.
- ▲ Laser sighting on your gun to target more effectively.

With terrific light sourcing, fluid controls, non-stop action and superb graphic quality, *Tenka* will blow you away.



"Makes the flat, pixellated characters in titles like *Doom* and *Alien Trilogy* pale by comparison." — *PSExtreme*

"...redefining the state of console shooters as we know them."  
— *Next Generation*

"This one kicks butt!" — *GamePro*



www.psygnosis.com



## Star Fox 64

Nintendo 64



Nintendo's warming up its classic 16-bit shooter for an N64 debut, and judging from these early screens, *Star Fox 64* will live up to its predecessor's stellar reputation. Playing once again as Fox McCloud, you and three wingmen (Falco, Peppy, and Slippy) face challenging space-combat missions from that familiar behind-the-ship perspective. The missions require teamwork with the wingmen, though—if one guy gets dusted, it's game over, man. A four-way split-screen mode also enables up to four pilots

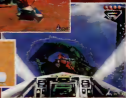
to dogfight in head-to-head combat.

McCloud and his crew do battle from the cockpit of an Arwing, a sleek fighter/bomber that can also morph into a tank, so you can kick butt on the ground as well as in the air. *Star Fox* will also support the Force Pak, a plug-in that will make the controller shudder and shake when you get hit or fire the big guns. —*Air Hendrix*



Developed and published  
by Nintendo  
Available June

50% COMPLETE



## Yoshi's Island 64

Nintendo 64

Details on this adventure are scarce, but Mario's sidekick is getting ready for the limelight again with a game that stays true to its Super NES roots. *Yoshi's Island 64* has 60-plus stages loaded with that age-old style of Yoshi platform gameplay. The 2D graphics are souped-up with pre-rendered levels and creatures that greatly resemble the look of *Donkey Kong Country*, according to Nintendo. Background animations also keep the visuals lively. —*Air Hendrix*



Developed and published  
by Nintendo  
Available Fall '97

50% COMPLETE







## Hexen

Nintendo 64

The sword-and-sorcery corridor-shooter Hexen joins Doom as another PC-to-N64 release. Instead of presenting new levels and monsters as Doom 64 does, Hexen casts the same 30 levels as the PC version, but with sharper graphics for the monsters and smoother gameplay. The addition of the four-way split-screen mode where a quartet of players can engage in a death match or in a cooperative game sweetens this Hexen. The preview version controlled adequately, but the frame rate tended to dip, especially during the four-player death match, resulting in choppy visuals. Hopefully, the game will overcome these hexes before it hits in June. —Major Mike



## Clayfighter 63 1/2

Nintendo 64

Clayfighter is about to bust onto the N64 with its latest stable of doughboy battlers. Veterans Blob, Taffy Man, and Bonker return to the fray, supplemented by new fighters like pick-and-flick star Boogerman. There are at least 18 claymation combatants, plus some hidden fighters. This time the game has 3D interactive backgrounds, so if you punch an opponent through a wall, you'll continue the fight outside! Can Clayfighter compete with Mortal Kombat Trilogy and Killer Instinct Gold? The clay hits the fan this summer. —Major Mike



Developed by Software Creations  
Published by GT Interactive  
Available June

70% COMPLETE

Developed and published  
by Interplay  
Available Second Quarter '97

50% COMPLETE



MDK

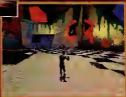
PlayStation

You've heard the hype in the pages of "PC GamePro" (see February; watch for the "PC GamePro" review in the June issue). Now PSX owners can also rejoice! MDK for the PlayStation is due in May!

MDK is probably the most innovative, funniest, and original PC port to entertain gamers in a long time. An action game played from multiple views, it combines accurate shooting, quick thinking, and thoughtful strategy. What you get for your trouble is a wild ride from the very creative mind of David Perry (of Earthworm Jim fame), who is overseeing the project with the dictum that if the PlayStation version of MDK isn't as good as the PC original, then heads will roll. Although the PlayStation game was less than two weeks into production at press time, these early screens show a work in progress that'll certainly come close.—Scary Larry

Developed by Shiny Entertainment  
Published by Playmates  
Interactive Entertainment  
Available May

10% COMPLETE



## Battle Arena Toshinden 3

PlayStation

Now that 32-bit fighting games have advanced to the point of near perfection (with stellar titles like Star Gladiator, Soul Blade, and Tekken 2), gamers often forget what the first wave of fighting games looked like. After all, Toshinden, one of those originals, is easily a forgettable game.

Not so with Toshinden 3. This weapons-based fighting game is smoother, with less graphical breakup and cleaner, more detailed fighters. It also features 30 characters, more explosive special moves, and screen-clearing super moves. The U.S. version includes options, such as tournament and practice modes, that aren't available in the Japanese version. Don't pass up this one on name alone.—Scary Larry



Developed by Takara  
Published by Playmates  
Interactive Entertainment  
Available April

90% COMPLETE



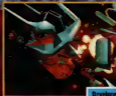


## Darklight Conflict

PlayStation Saturn 3DS Win 95

Jet jockeys will want to slip into the customized cockpits of *Darklight Conflict*. EA's sophisticated new space-combat game. Playing in 50 single-player missions or in Tag, Death Match, Cooperative (group vs. group), and Capture the Flag multiplayer modes, you must master an array of 15 weapons and cloaking devices as well as the language and customs of your alien wingmen. Graphically, EA's

promising impressive lighting effects such as multilight sources and lens-flare effects. We'll see. —By Bone



Developed by Rage Software Ltd.  
Published by Electronic Arts  
Available Winter '97

60% COMPLETE



## VMX Racing

PlayStation Saturn Win 95

Get ready to crank the throttle, *VMX* looks like it's revving up to take the checkered flag among motorcycle-racing games. You choose from four leather-clad bikers and hit the dirt against seven racers on 10 tracks, including stadium, desert, and beach courses. Multiple views (including first-person and over-



the-shoulder), realistic maneuvers (including wheelies, slides, and jumps), and two-player head-to-head competition put high octane in *VMX's* tank. —By Bone



Developed by Studio E  
Published by Playmates  
Interactive Entertainment  
Available April

90% COMPLETE



## Motor Mash

PlayStation

From the people who gave you *Micro Machines* comes *Motor Mash*, a cartoony racer that should appeal to younger drivers. A dozen armed characters, including a hippie in a bus and an astronaut in a remodeled space shuttle, race and shoot around themed courses, such as Atlantis, the Jungle,

and Nightmare. The 40-plus levels of racing are viewed from an overhead perspective, with texture-mapped terrain and detailed cars providing the graphical glitz. —By Bone



Developed by Matt Studios  
Published by Ocean  
Available Summer '97

80% COMPLETE

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Twice The **HUMOR...**  
Half The **INTELLIGENCE.**



Ever fire live rounds at mosquitoes and chickens?!

Ever use a crowbar to **whup** an old coot?

Ever hack down a bunch a good ol' boys with a power saw gone **haywire**?

Ever hit the broadside of a tornado-wrecked trailer park with a .454 Casull Pistol?

Ever launch TNT at pig-stealin' aliens and turd minions...

(yep, I said "turd minions") and watch 'em fry?!



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# THE PIG!



-  Gin-u-wine redneck dialogue and humor
-  14 levels of 3D SVGA graphics featuring mortuaries, trailer parks, chicken processing plants and tons more fighting locations
-  10 brutal weapons including crowbars, dynamite, double-barrel shotguns, ripsaws, and an alien arm gun (yank the tendon to fire!)
-  Gas up with pork rinds, whiskey, and beer a-plenty
-  8 player multi-player, death-match action and modem play
-  Rockabilly soundtrack featuring Mojo Nixon, The Beat Farmers, The Reverend Horton Heat, and Cement Pond

Download the  
Interactive Preview At:

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# REDNECK RAMPAGE

# PC GAMEPRO

# ECSTATICA II

## PC GamePro REVIEW

By **SG**  
By **Art's Angel**

While the appeal of the first Ecstatica faded too quickly, Psygnosis's latest entry may find a home in the brutally crowded PC gaming market. With much improved graphics, an expanded map, increased character movements, and a larger variety of enemies, Ecstatica II has surpassed its predecessor in almost every way.

### Our Hero

Since the original adventure, Ecstatica II's hero has fallen on hard times—the Archmage left his castle in ruins and kidnapped his fair lady. With the Elder Sign destroyed and scattered throughout the castle, the player must rescue the damsel-in-distress and retrieve all the pieces of the talisman to restore peace. However, many monsters and puzzles stand between you and victory.

Upon starting the game, the most notable improvement over the original is the beautifully rendered ellipsoid graphics, which are sharp and highly detailed. Everything from the castle to the surrounding flora is rich with substance and color.

While the sound isn't up to par with the graphics, it's still very good, especially the voice-overs. Often, however, there's a lot of dead air between action sequences.

### Only a Flesh Wound

But the biggest disappointment is the control, which really hasn't improved from the original. Although our hero has added new moves to his repertoire, it takes lots of practice to master them. Key configurations for movements



**PRO TIP:** A key's hanging from the mouth of a gargoyle at the stocks near the top of the Guard Tower. Approach it from the side and kick it to get the key that unlocks the main balconies.



**PRO TIP:** When executed consistently, 360-degree low sweeps are an effective attack, especially when many enemies surround you.



**PRO TIP:** After clearing an area of enemies, always look for crystal balls, which give you hints throughout the game.



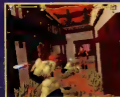
**PRO TIP:** In the ruins in the wilderness, exterminate a plant to get the third part of the Elder Sign.

and attacks are too complex or don't respond fast enough. For example, while waiting for our hero to decapitate an ogre, other ogres gang up behind him and use his head for betting practice.

As for the gameplay, patience and nimble fingers are the overall keys to surviving Ecstatica II's engaging mix of monster-bashing and puzzle-solving. Still, a kamikaze approach won't see you through the game's strategic elements. Replenishing health doesn't come easily, and Ecstatica II boasts a diverse lineup of enemies that behave and attack differently even when their appearance is the same.

### Robin Quest

Overall, Ecstatica II's a great concept with amazing graphics and a solid story line. While the complex controls kill some of its appeal, Psygnosis has still fashioned a solid RPG adventure. **D**



**PRO TIP:** Preserve your health meter by isolating enemies one-at-a-time. Back yourself into a corner or line them up in a corridor.



**PRO TIP:** Make sure you obtain the green shoes so you can get past the green slime in the prison cell.



**PRO TIP:** Killing the Necromancer yields the sixth part of the Elder Sign and opens up access to the ruins in the forest and the first area, the Bark Tower (bring a lantern).

Ecstatica II by Psygnosis

Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.0

Price not available  
Available April  
EPC/Adventure  
1 player  
Multiple views

Challenge: Intermediate  
Setup: Minimal  
EPA: Long (No)  
Control: Yes

Minimum System Specifications

- Win 95
- Pentium 60
- 8 MB RAM
- SVGA graphics
- Double speed CD-ROM drive

© 1995 by Sony Imagesoft

PC GamePro  
REVIEWDGC, Win 95  
By Major Mike

Star Command: Revolution hits the PC, surpassing other real-time strategy clones with some intriguing and addictive gameplay.

**In Command**

Star Command stands apart from the average Command & Conquer clone. First off, the game's nonlinear, so you can return to any previously conquered area, enabling you to escape from hopeless situations. There are also four alien races to choose from, each with different technologies and unique methods of attack. While the play mechanics are point-and-click, occasionally the game will focus more on exploration than on intense

STAR COMMAND  
REVOLUTION

**PRO TIP:** The switcher ship is one of the most valuable. Build several in each area.

head-to-head battles, which adds welcome depth.

Star Command sports solid graphics and sound. The visuals show fine details on the various spacecraft, along with explosions that fill the screen. The sound effects are rich with excellent voice digitization. The music works well, but sometimes it obscures important sound cues.

**All Hands Report In**  
Rawflex controls complement the action. While the maintenance aspects, such as keeping inventories and servicing damaged ships, are confusing at first, they're easily mastered the more you play.

If you're tired of Red Alert, chart a course for Star



**PRO TIP:** Use the switcher ship to move the mother ship near an enemy base. Then use the mother ship to build offensive weapons near your enemy.



**PRO TIP:** Build up an attack squad before assaulting a tough enemy. When you unleash your attack, surround your enemy rather than taking him head on.

Command. This is one galactic battle that kills hours as fast as you kill enemies. **D**

Star Command: Revolution  
By G3 Information

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

DGC 95

Available now  
Real-time strategy  
4 players

Download size

Challenge: Advanced  
Strategy value: High  
ESRP rating: K&H  
In Adults

Minimum System Specifications

- 300 S 0 or higher
- 48M RAM or higher
- 3 MB FREE
- 70 MB on hard drive
- VGA, 256 colors
- Sound blaster 16 and compatible
- CD-ROM drive



## Hexen II

Win 95

Hexen II continues the sword-and-sorcery adventure that started with Heretic. This game, however, uses the Quake engine and polygonal objects for an effect that's more 3D. Gamers can play as four characters: A necromancer, an assassin, a crusader, and a paladin. As usual, each has their own selection of weapons and spells. As the game progresses, characters

can also develop skills, such as immunity to poison and stealth capabilities, and their weapons and spells can also be upgraded. For multiplayer mayhem, Hexen II supports co-op and death-match modes. We'll have a hands-on preview of this promising title in an upcoming issue.—Major Mike

*By id Software and Activision*  
Availability date not yet released





## Meat Puppet

Win 95

Playmates is courting the Crusader: No Remorse crowd with *Meat Puppet*, an impressive 3D-overhead shragfest with a delightfully twisted feel. Playing as Lotos, Abstraction, a party girl forced to turn assassin, you set out to terminate the leaders of six diabolical corporations. An Aeon Flux look-alike, Lotos is decked out in slick body armor and blasts away with a killer gun that you aim by sweeping a cursor anywhere onscreen. MP's six huge 3D levels are packed with some of the creepiest enemies ever to grace a game—for instance, the level set in a genetics corporation features toddlers that hunt you down with clevvers. Beautifully detailed graphics bring all the eeriness to life.

MP's charm lies in its macabre yet humorous sensibility, but there's plenty of adrenaline-choked action to keep you fixatin' chops, too. If intense Crusader-style mayhem sounds like a recipe for fun, *Meat Puppet*'s

gonna hook you like a side of beef in the meat locker. —*Air Hendrix*

By Playmates Interactive  
Available June



## Redneck Rampage

DOS



Taking tongue-in-cheek aim at all things rural, *Redneck Rampage* is a 3D first-person shooter that uses the Duke Nukem engine. The game takes place in the bogus town of Hickston, Arkansas, where aliens have kidnapped the locals and replaced them with killer clones.

Several weapons, including bear traps, double-barreled shotguns, and dynamite, are available to help you battle these invaders. There are 14

levels to blast through, including Stank's Bar & 'n', a trailer park, and a mortuary. This humorous rampage gives new meaning to the phrase "Southern hospitality." —*Major Mike*

By Interplay  
Available April







## Comanche 3

Win 95

NovaLogic takes to the air for a third time with its latest attack chopper sim, *Comanche 3*. This *Comanche* is armed with the new Voxel Space 2 graphics engine, that uses impressive texture-mapped 3D polygons and may deliver unparalleled visual realism.

You grab the stick for 30 real-time missions that send you into some very unfriendly skies where you go head-to-head against Russian Hind choppers, T-80 assault tanks, and even a moving train. A multi-player option enables two to eight pilots to enlist, and you need only one copy of the game. With other promising flight sims

like *Viper* and *Falcon 4.0* crowding the PC tarmac this spring, it'll be interesting to see if *Comanche 3* can really get off the ground.

—Major Mike

By NovaLogic  
Available May



## X-COM: Apocalypse

DOS

Win 95

The third in the popular strategy/combat series, *X-COM: Apocalypse* opens as the aliens are once again on the march, this time taking over the bodies and minds of key citizens in the city of MegaPrime.

At the helm of the X-COM forces, you can choose either the turn-based tactical action of the previous X-COMs or a new, more intense real-time combat mode. Gameplay begins in an exploratory mode where you investigate possible alien incidents and research better technology to face the threat. As the invasion proceeds, gamers face tougher battles against larger alien forces, culminating in the invasion of the alien home world. MicroProse reports that its new randomization feature resets the game's parameters so that no two games are alike.

—Air Hendrix





## Quake Mission Pack #1: Scourge of Armagon

Win 95

For those of you who played the hell out of Quake, Activision's loading up a new shrapnel that serves up more missions, new weapons, and new monsters. Mission Pack piggybacks onto the existing Quake game with three new episodes: Fortress of the Dead, Dominion of Darkness, and The Rift. Quake nuts will find new weapons like a laser gun and lava rails, and new booby traps like razor-sharp pendulums. The game's a lot of fun to play, but it may be too difficult for Quake novices.

—Major Mike

By Activision  
Available now



## Riven: Sequel to Myst

Win 95

Mac

As anticipation builds for Myst's long-awaited sequel, Broderbund's keeping a tight lid on details about the game so as not to ruin the surprise. But we do know that Riven's set in the future after Myst, and begins as

Atrus returns to ask you for help in freeing his kidnapped wife. As expected, Riven will still be all about exploring a fascinating environment, and the development team's also focusing on enriching the game's interactive, storytelling, and visual sides.—Air Hendrix

By Broderbund Software  
Available Summer '97



## Extreme Assault

Win 95

995

Extreme Assault's whirling toward the PC with a healthy dose of arcade-style chopper action. This 3D shooter challenges you to fend off the advancing aliens that want to transform Earth's atmosphere into something that they can breathe—and we can't. Not for the flight-sim crowd, the combat-heavy missions task you with releasing imprisoned scientists and trashing atmospheric converters from the controls of a futuristic chopper and (occasionally) a tank. With MMX-tuned graphics, Extreme's headed for an impressive visual show.—Air Hendrix

By Blue Byte Software  
Available June








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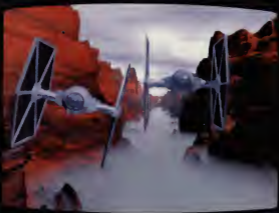


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# Hot at the Arcades

The bone-crunchin', quarter-munchin', intensity-laced fighting series returns to arcades looking to reclaim its number one spot.



By Johnny Ballgame

**T**ekken 3's jammed with all the mad maliciousness and fist-falling fun the series is known for. Judging by the 60 percent test version GamePro was able to play, Tekken 3 looks like it will join its predecessors on the list of all-time best arcade fighting games.

## Fierce and Fast Fists of Fury

Tekken 3 is the first game to utilize Namco's new System 12 technology, and the improvements are remarkable. The game runs 50 percent faster than Tekken 2, and the increased speed is visible in every move

from King's Suplex to Law's Backflip Kicks. System 12 also enables Namco to fill the backgrounds of each stage with more details, to depict each fighter's movements more realistically through motion-capture, and to add new moves and combos for every character.



An unorthodox fighter like Eddy can throw even the most poised fighters off their game.

## Long Live the King

Gameplay has always been the Tekken series' strongest selling point and Tekken 3 follows this trend with truly stellar beat-em-up action. The four-button control setup is identical to Tekken 2's, but it's even more responsive, making combos and special moves easier to pull off. Innovative new moves include Lei's Art of the Drunken Fighter, where he tries to rip off his opponent's head, and Xiaoyu's treacherous Crane technique, where her quick, low-to-the-ground strikes are difficult to defend against.



Heihachi's long reach and kicking strength are a truly fearsome combination.

## Rise of the Phoenix

What do you get when you combine the latest technology with traditionally topnotch gameplay? The hottest arcade game



Jin's strong moves and fast fists make him one of the favorites to win the tournament.

of the year! With its graphical improvements and the promise of sub-bosses that will become available on a time-release basis, Tekken 3 will be one of the most talked-about games in '97. Start saving your quarters now—the crowds to play should be the biggest to hit the arcades in quite some time.

Developed and published by  
Namco  
Available now

60% COMPLETE

## Eddy Gordo



This mystery man's athleticism is shown through his unique hand-spring attacks.

## SPECIAL MOVES

### Barbed Wire

Tap  $\nabla$ , LK

### Boomerang

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LK RK)

### Satellite Moon

Tap RK, LK

### Slippery Kick

Tap LK, RK

### Fruit Picker

Tap  $\nabla$ , (LK RK)

### Bushwacker

Tap  $\nabla$ , LK, LK

### Monkey Trick

Tap  $\rightarrow$ , RK

### Crying Needle

While crouching, tap (LP RP)

## Controller Legend



LP = Left Punch    RP = Right Punch  
LK = Left Kick    RK = Right Kick

**Motion** = Move the joystick in one smooth, continuous motion.

**Tap** = Tap the indicated buttons or directions in sequence.

**Charge** = Hold the direction or button indicated for the time indicated.

**||** = 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.

## Tekken 3 Move List

**Rewinder**

Tap (LP RP)

**Hot Plate Special**

During Rewinder, tap LK

**Twister**During Rewinder, tap  $\downarrow$ , RK**Jumping Jacks**During Rewinder, tap  $\uparrow$ , LK

Paul is the essence of bad-boy machismo, and his punches still pack a wallop. Fortunately, he's not quite as cheap as he was in Tekken 2.

**SPECIAL MOVES****Phoenix Smasher**Motion  $\downarrow \rightarrow$  RP**Bone Breaker**Tap  $\downarrow$ , RK, RP**Neutron Bomb**Tap  $\rightarrow$ ,  $\rightarrow$ , RK**Triple-Kick Combo**Tap  $\rightarrow$ , hold  $\rightarrow$ , tap LK, RK, RK**Hammer Punch to Power Punch**Tap  $\downarrow$ , LP, RP**Hangover**Tap  $\downarrow$ , LP, RK, RP**Gut Buster**Hold  $\downarrow$ , hold  $\searrow$ , tap RP, LP**Flash Elbow**Tap  $\rightarrow$ , hold  $\rightarrow$ , tap RP**Stone Breaker**Hold  $\downarrow$ , hold  $\searrow$ , tap RP, RP**Thruster**Motion  $\downarrow \searrow$  LP**Push Away**When standing close to an opponent, tap  $\rightarrow$ , hold  $\rightarrow$ , tap (LP RP)**Hammer of the Gods**Tap  $\rightarrow$ , (LP RP)**King**

King's all yoked out and ready to ramble with powerful new moves and throws.

**SPECIAL MOVES****Exploder**

Tap (LK RK)

**Konvict Kick**Tap  $\rightarrow$ ,  $\rightarrow$ , RK**Stagger Kick**Tap  $\downarrow$ , (LK RK), RK, RK**Head-Fire! Lunge**Tap  $\rightarrow$ ,  $\rightarrow$ , (LP RP)**Frankenstein**Tap  $\searrow$ , (LP RP)**Jaguar Lariat**Hold  $\rightarrow$ , tap (LP RP)**Elbow Drop**Tap  $\downarrow$ , (LP RP)**Disgraceful Kick**Hold  $\leftarrow$ , tap RK**Break Neck Speed**

During sidestep, tap (LK RK)

**Leg Breaker**Hold  $\downarrow$ , tap  $\searrow$ , LP**Head Spinner**

Tap (LP RP), LP

**Moonlip Body-Press**

Tap (LP RK)

**Lai**

Lai learned some new tricks between games, like the Art of the Drunken Fighter. He's definitely one of the coolest characters.

**SPECIAL MOVES****Play Dead**Hold  $\downarrow$ , tap (LK RK)**Spring Kick**

As you lie down, with your opponent standing near your head, tap (LK RK)

**Turn Around**Hold  $\leftarrow$ , tap (LK RK)**Flit-Flip-Flop**

With your back turned to your opponent, tap (LK RK), (LK RK), (LK RK)

**Rave Spin**Tap  $\leftarrow$ , LK, LK**Tornado Kick**

Tap LK, RK

**Beating Middle Kick**Hold  $\rightarrow$ , tap RK, RP, LP, RP, RK**Clean Sweep**

Tap RK, LK

**Cannonball**Hold  $\leftarrow$ , tap (LP RP)**Snakebites**Tap  $\leftarrow$ , (LP RK), RP, RP, RP**Kiss My Fist**Tap  $\rightarrow$ , (LK RK), LP**Staggering Slide**Tap  $\rightarrow$ , (LK RK), (LK RK)**Art of the Dragon**Tap  $\leftarrow$ , (LP RK), (LK LP)**Jin**

Jin's the son of Jun (from Tekken 2), but his style is more reminiscent of Kazuya, only with added flare and power.

**SPECIAL MOVES****Flash-Punch Combo**

Tap LP, LP, RP

**Devil's Scissors**

Tap RK, LK

**Winged Uppercut**Tap  $\rightarrow$ , pause, motion  $\downarrow \searrow$  LP**Spinning Demon**Tap  $\rightarrow$ , pause, tap  $\downarrow$ , hold  $\searrow$ , tap RK, RK**Lightning-Scream Uppercut**Tap  $\leftarrow$ , (LK RK)**Roundhouse to Triple-Spin Kick**Hold  $\rightarrow$ , tap RK, RK, RK, RK**Twist Lancer**Tap  $\searrow$ , LP, RP**Shoot the Works**

Tap LP, RP, LK, RK

**Tooth Fairy**

During a sidestep, tap RP

**Double Lift Kick**Hold  $\downarrow$ , tap (LK RK)**Devon's Pass**Tap  $\rightarrow$ ,  $\rightarrow$ , RP**Stonehead**When in close, tap  $\rightarrow$ , hold( $\rightarrow$  RP LP)

## Law



Law is the easiest to win with.

### SPECIAL MOVES

#### Catapult High Kick

Hold ↑, tap RK

#### Rave War Combo

Hold →, tap RP, RP, RP

#### Rainbow Kick

Hold ↓, hold ↑, tap (LK RK)

#### Slide Kick

While crouching, motion ↘ ↓, hold ↘, tap LK

#### Low Kick to Somersault

Tap ↓, RK, LK

#### Body Blow to Somersault

Tap ↓, RP, LK

#### Triple Head Kick to Somersault

Tap ↓, LK, LK, LK, LK, LK, RK

#### Back Flipper

Tap (LK RK), LK

#### Dragon's Tail

Tap ↖, RK

#### Junkyard Kick

Tap ↖, RP, LK, RK

#### Elbow Spring Kick

Tap ↖, RP, RK

#### Poison Arrow

Hold →, tap RP, LP



## Xiaoju



Xiaoju's crane technique is deadly.

### SPECIAL MOVES

#### Storming Flower

Tap ↖, LP

## Art of Phoenix

Tap ↓, (LP RP)

### Art of Phoenix to Firecracker

During Art of Phoenix, tap RK, LK

### Art of Phoenix to Flower Garden

During Art of Phoenix, tap ↘, RK, RK

### Flower Power

During Art of Phoenix, tap ↑, RK, RK

### Sunflower

While getting up, tap RP

### Nydrangeo

Tap ↑, (LP RP), RP

### Flapping Wings

Tap ↓, LP

### Flutcracker

Hold ↖, tap RK

### Raccoon Swing

Tap →, ↑, LK

### Fire Dancer

While crouching tap LK, RP, LP, RK

### Butter the Bread

Tap ↘, LP



## Hwoarang



Hwoarang can fight as either a lefty or a righty. His kicking combos and air juggles are reminiscent of Back.

### SPECIAL MOVES

#### Forward Flip Kick

Tap →, hold →, RK

#### Can Opener

Tap ↗, RK, LK, RK

#### Jail Crusher

Tap LP, RP, hold ↓, tap LK, RK

#### Double Explosion

Tap LP, RP, LP, RP, hold →, tap (LP RP)

#### Geyser Cannon Combo

Tap ↖, RK, LK

## Right Backhand Body Blow

Tap ↖, LP

## Assault Bomb

Tap ↘, LK, LP, RP, hold →, tap (LP RP)

## Twisted Mind

When opponent is down, tap ↓, (LK RK)

## Bad Habit

Tap →, hold →, tap LK

## Wipe the Floor

While crouching, hold ↘, tap RK

## Panther Claw

Tap →, hold →, tap RP

## Left Backhand Body Blow

Hold ↖, tap LP



Hwoarang can fight as either a lefty or a righty. His kicking combos and air juggles are reminiscent of Back.

### SPECIAL MOVES

#### Motion Switch

Tap (RK LK)

#### As a Righty

#### Machine-Gun Kick High

Tap LK, LK, LK, LK

#### Flying Eagle

Tap LK, RK

#### Power Blast

Hold →, tap LK, (LP RK)

#### Hunting Hawk

Tap ↗, LK, RK, LK

#### Bird Hunter

Tap ↓, RK, RK

#### Hot Feet

Tap RK, RK, RK, RK

#### As a Lefty

#### Chainsaw Kick

Tap RK, LK

#### Bad Dancer

Tap →, LK, RK

## Screw Kick

Tap →, hold →, tap RK, LK

## Yoshimitsu



Yoshimitsu's back to slicer opponents with his sword and take home the championship. His Harakiri move is still one of the craziest moves in the game.

### SPECIAL MOVES

#### Crouching Spin Kicks

Hold ↖, tap LK, LK, LK, LK, LK

#### Death Splash

Tap ↖, LP

#### Knee Cap

While crouching, hold ↘, LK

#### Slip-U-Silly

Hold ↖, tap RP, RP, RP, RP, RP, RP

#### Harakiri

Tap (↓ LP RK)

#### Savannah Cutler

While crouching, tap ↖, ↖, LP

#### Kangaroo Kick

Tap RK, LK

#### Shark-Attack Blow

Tap →, →, (LK RK), (LP RP), (LK RK)

#### Door Knocker

Hold ↘, tap LP, LP, LP, LP

#### Deathcap Trick

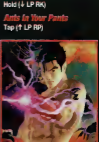
Hold (↗ LP RP), tap ↖

#### Indian Style

Hold (↓ LP RK)

#### Ants in Your Pants

Tap (↑ LP RP)





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# DARKSTALKERS

## JEDAH'S DAMNATION

Capcom counts to three twice—first with *Street Fighter* and now with its latest entry in the *Darkstalkers* series.

By Major Mike



Fifteen fighters take the stage in *Jedah's Damnation*—the most ever in a *Darkstalkers* game!

They're baaaaack! *Darkstalkers* goes a third round with *Darkstalkers: Jedah's Damnation*. The cast from *Night Warriors*, *Darkstalkers' Revenge* returns with a few omissions—Huitzil, Pyron, and Donovan, namely—but the "2" at the bottom of the fighter-select screen may mean they'll resurface as hidden characters. Joining the lineup are four new characters (see "The New Fighters") with some awesome powers of their own.

The game is still 2D, but one of the new features is the elimination of fighting rounds, which results in one long, uninterrupted battle. New combat stages add to the visual im-



Newcomer Jedah teaches Demitri the definition of pain.

port, and some of the old ones have been modified with new background elements.

### Ghastly Story

The story line takes place in the Darkrealm. All is chaotic there following the defeat of Huitzil and Pyron in the last tournament. Jedah, one of the ancient Three Lords of Darkrealm, has gathered the *Darkstalkers* fighters for another battle.

Stay tuned to *GamePro* for more on this fighter that's sure to curse arcades with long lines and big crowds. ☑

Developed and published by Capcom  
Available Summer '97



The Frankenstein monster, Victor, smashes Sasquatch on the head.

## The New Fighters



Despite her innocent looks, B.B. Hood's a beauty hunter who isn't afraid of the big bad wolf. She packs an *Del* machine gun and a rocket launcher.



This queen bee looks harmless, but she can deliver a nasty sting to opponents that makes them swell up. Here, she stings Haken-Ko in the face.



This young succubus looks a lot like Morrigan but has her own distinctive arsenal of attacks.



Jedah is the only new male character. In addition to some projectile attacks, he also uses a large Grim Reaperesque scythe.



B.B. Hood and Joe Taltair square off.



Q-Bee unleashes a nasty swarm on Felicia.

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(1 min. 16 sec.)

Peter Palestino  
Philadelphia, PA  
(1 min. 16 sec.)

John Stephens  
Garland, TX  
(1 min. 18 sec.)

Tony Chan  
Brooklyn, NY  
(1 min. 26 sec.)

Jeremy Bowman  
Washington, DC  
(1 min. 26 sec.)

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# SEGA SUPER GT

Sega sizzles the track with its latest high-performance racer.

By Johnny Galgame



Super GT's behind-the-wheel action really gets your blood pumping!



These classic high-octane cruisers feature both smooth looks and rides.



Pull into the fast lane of driving excitement with Sega Super GT, a road-roaring track burner that will overheat racing fans on sight.

## Fearsome Foursome

Super GT features four ferocious roadsters, ranging from a Porsche to a Viper, each with its own strengths and weaknesses in the areas of balance, control, speed, and cornering. Four crazy courses, including the mysterious Aztec ruins and a seaport city at night, test your skill. Controlling your vehicle is both fun and realistic: Super GT is easy to sit down and play, yet difficult to master due to the force-feedback steering system which reacts pretty radically to bumps and potholes in the road.

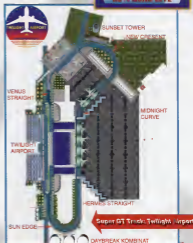
Processing polygons at the speed of 1 million per second, Sega's Model 3 board does the best job of capturing details of any arcade racer. At one point, you drive through an underwater tunnel that's surrounded by sharks and dolphins — the sight will knock your driving gloves off!

## Super Sega

Mind-blowing, lead-foot-convulsing graphics coupled with nitro-charged driving should speed Sega to the top of the arcade circuit. Racing fans of all ages, start your engines: Sega Super GT's the most fun you'll have racing without needing an airbag.

Developed by AM2  
Published by Sega  
Available now

80% COMPLETE



Super GT Track: Twilight Airport





# The Rampage Heard Around the World!

Look out, King of the Monsters! Rampage, the bash-and-smash title of yesteryear, gets a complete graphics facelift with this new version of the arcade classic.

**Revamped Rampage** Dubbed Rampage World Tour, the game allows you to pick from one of three former scientists who have mutated into gigantic monsters (see "The Terrible Trio"). Each monster is loaded with special abilities and attacks, like the groom attack, and can also perform secret moves.

The object is simple: Wreck cities and score big points before the air force shows up. If you're low on health, you can eat civilians for an energy

boost. Just watch what you munch because some items make you sick!

## Wreckin' Time!

The titanic beasts face 130 levels that each take place in



a major international city. There are also several hidden areas, including Area 69 and Hades, to trash for extra points. Not enough for your monster chops? Then find the four bonus levels where players are pitted against each other in a battle to the death!

Can the world survive? Can Rampage survive the test of time and be a hit again? Do you have enough quarters? Find out when Midway unleashes the World Tour this spring. —Monster Mike



## The Terrible Trio



George

A gigantic ape



Lizzy

A large leavin' lizard



Ralph

A whopper of a wolf

Developed by Sami Rothgrop  
Published by Midway  
Available Spring '07

90% COMPLETE

Bloodthirsty fighting fans have been craving the latest info on Mortal Kombat 4, but there just hasn't been any—until now! MK4 will be the series' first 3D fighting game, featuring the latest Midway hardware that promises a faster-playing game and characters composed of over 3000 polygons each. Both Rayden and Scorpion are set to return. MK4

## MORTAL KOMBAT 4



UPDATE

is seeking a decisively darker tone, eliminating both Babelities and Friendships. Check out GamePro Online (<http://www.gamepro.com>) for the latest facts, rumors, and pics and watch for more info in future issues of GamePro. —Johnny Ballgame



The wrath of Scorpion!

All the screens shown here seem to be taken from the game's Introduction.

Developed and published  
by Midway  
Available August

50% COMPLETE



Sub Zero, Liu Kang, and Sonya look ready to return to MK4.



Rayden's return!



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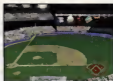
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Intendo 64



**Blast Corps**

(By Capcom)

By *Sio Mo*

\$99.95     Action/Strategy  
64 megs     1 player  
Available now     64+ levels

# BLAST CORPS

**A**re you the kid who constructs Lego buildings, then pulverizes them with Tonka trucks? Is dynamiting buildings into rubble your idea of "high art"? Any way you cut it, recruit—the Blast Corps wants YOU!

## Construction Destruction

Blast Corps is like Pilotwings with a kamikaze twist. It's a multifaceted game that melds a slick vehicle sim and a mind-thumping action/strategy challenge with massive destructive force.

The name of this game is to utterly destroy buildings so as to clear a path for a runaway truck that threatens to turn the world into a radio-active wreck. As you plow through the 60-plus levels, however, you undertake side missions to find six nuclear scientists and assemble a motley fleet of vehicles.

Eventually, you commandeer 12 vehicles, including a bulldozer, a dump truck, a motorcycle, and robots. You even guide a little man.

This mechanical melting pot deepens the multifaceted gameplay. Blast Corps wheels and deals as a vehicle sim, with each piece of equipment producing unique handling characteristics and unique ways of destruction. In some levels you run a lap-based road race against the clock; in others



*Every level is packed with a multitude of intricate tasks in a mad race against the clock. Here you drive the truck to the Ram Dazer by the crane. Run the little man to the Ram Dazer. Drive the Ram Dazer onto the platform. Then run the little man to the crane. Lift the Ram Dazer and swing it to the other side of the tracks. Then run the little man across a bridge to drive the Ram Dazer. That's only the start!*



*Note the two sets of skid marks. Dynamic, real-time graphics enable the game to retain the skids the car made on its first lap.*



*This crisis spans the globe.*



**Control**

**S.O.** Impressive precision enables you to do a great job of orchestrating the unique movements of a wide variety of machinery. Mastering maneuvers with the analog joystick requires driving lessons, but one that's free.

**Graphics**

**S.O.** The graphics are...well... explosive! The vehicles and the robots rock, and the fine animation seduces each one with a distinctive look and feel.

**Sound**

**S.O.** Boom! Blast! Kerrrrrrrr! If this is music to your ears, Blast Corps is positively symphonic. You'll probably tune down the madding masses.

**Fun Factor**

**S.O.** Clearing a path for the rolling A-bomb is a progressively tough challenge, but reeling all the hardware is such a kick that you'll have a good time anyway. Over 60 levels and hidden areas with hidden areas give you your master's worth, too.

you operate cranes and barges to overcome obstacles. The controls do a first-rate job. Blast will challenge average gamers to hone their technique.

## The Blast Picture Show

Blast Corps is a visual tour de force. Although it doesn't immediately blow you away,

many of its impressive details will just knock you out.

The vehicles, from the futuristic mechs to the bulldozer right down to the little running man, show excellent details. The awesome-looking explosions whip you into a build-

ing-smashing frenzy. Blowing up stuff never looked so sweet.

## Hard Corps

Maybe using a Wrist Rocket to launch Hot Wheels at your sister's Barbie Dreamhouse is more fun, but when it comes to video game destruction for brains and brawn, Blast is definitely the master. **B**



The J-Bomb mech busts a dive-bombing header. The Blast Corps explosion animations look spectacular.



**PRO TIP:** All the autos (even the van) have similar performance characteristics.



**PRO TIP:** The Ham Dozer pushes TNT crates the most efficiently.



The Thunderfist picks major wallop in its massive single arm.



**PRO TIP:** The Thunderfist mech covers territory more quickly if you press A, the attack button, to make him roll.



**PRO TIP:** You must learn to swing the rear end of the Backlash dump truck at targets.



Balista's the quick, missile-firing motorbike that pumps some explosive firepower.



**PRO TIP:** You don't need all the machinery to play through the game, but you must have them all to ultimately complete this epic blast-a-thon. Scour the bonus areas.



Blast Corps paints gorgeous graphics and primo animations.

**PRO TIP:** If a structure has absorbed enough blows, you can save time by destroying it with simple "nudging" as opposed to an all-out crash.



**PRO TIP:** Don't skip the cinema sequences that introduce each level. They reveal your path from beginning to end.



**PRO TIP:** To beat the clock during the race-car time trials, learn to power slide through the turns.



The Practice mode helps sharpen your driving skills.

**PRO TIP:** When you reach the end of a level and climb into the Eighteen Wheeler, be sure you don't park it in the mine truck's path. If they collide, you're toast, even if you've completed every challenge.



**PRO TIP:** The little man is slow, so give him plenty of time to run to vehicles and other machinery he needs to operate in order to complete the level.



The J-Bomb mech's the only flying machine, and it's waiting for you.

**PRO TIP:** The Side Swipe's side-mounted jackhammers require special Hammer Cartridges. Conserve them, or you'll never finish the level.



**PRO TIP:** It's tough to acquire the racing car in its bonus level. Find the translucent garage, then climb to the top of the cliff to find a hidden mine shaft.

# EVIL IS IN



Cold, 2016, unshakable even of your identity. A deadly virus courses through your veins.



A genetic glitch: the key to survival. As you unlock the mystery of your identity, more disturbing questions arise.

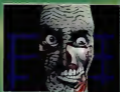


Change characters to master changing circumstances. Raz, the man of action. Milla, the mysterious woman who may be no stranger. And Pipo, the friendly robot.

# YOUR BLOOD



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A 3-D Sci-Fi Adventure



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## MechWarrior 2

(By Activision)

By Air Hendrix

Price not available  
Available now  
Mech combat  
1 player  
48 missions  
12 mechs  
In-the cockpit view



**PRO TIP:** It's often worth overheating and shutting down if you can tell that one more shot will finish off your opponent.



**PRO TIP:** Group your weapons tactically to pack the biggest wallop in different situations.

# MECHWARRIOR 2



## Graphics

**4.0** Mech 2 shines with clearly detailed mechs, sizzling weapons effects, and nicely textured landscapes. The worlds look a little too polygonal and sterile, but you'll spend most of your time staring down incoming fire anyway.

**PRO TIP:** If you're surrounded in a slow mech, back up into a mountain in order to cover your back while shooting.



## Sound

**3.0** The solid sounds perform just fine. The grating guitar tones wear thin, but the massive roar of the weapons and exploding mechs commands most of your attention.



## Fun Factor

**4.0** If mech combat's your thing, Mech 2 ranks as the PlayStation commander-in-chief. Even without two-player action, the bare combat, awesome weapons, and swarming missions offer plenty of fun for one.



## Control

**4.0** With practice, Mech 2's responsive controls enable you to wriggle through the battlefield with ease. Still, a third-person view would've been real handy in crowded combat, and the mech-maintenance screens are too brickly.



**PRO TIP:** If an enemy flies overhead, target a leg so they're immobile as soon as they land.



**PRO TIP:** If you're armed with long-range lasers or missiles, play it safe by stopping as soon as you're within range of an enemy (the cross hair will turn red) and firing away from a distance.



**PRO TIP:** Use light, speedy mechs to scout missions and plan a course of attack for the heavy-duty mechs.



**PRO TIP:** If you've crippled an enemy by blasting off their leg, circle behind them so they can't pivot and target you, then finish the job.

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# WCW VS. THE WORLD



**WCW vs The World**

(By T-10)

By **Johnny Ballgame**

\$49.99

Wrestling

Available

2 players

Age



Watch out! Hulk Hogan's runner will mow on the PlayStation.



**PRO TIP:** When your opponent is wobbly, go for the kill. Tap R1 to duck behind him, then tap O to strike him.



### Control

Whether you're leaping off the top turnbuckle with a Missile Dropkick or pouncing opponents with Powerbombs, WCW has the controls that make it easy to pulverize your opponents.



### Fun Factor

From pillar to post, WCW vs The World gives wrestling fans what they've been lacking: A game with real wrestlers and real wrestling holds. WCW's one of the best wrestling titles ever to "walk the aisle" into the arena. It plays Power Move in almost every respect.

**G**et ready to butt heads with the big boys of professional wrestling. Some of the WCW's most outrageous characters bring their way onto the PlayStation with the free-for-all fisticuffs and raucous, roughhouse style that's made them the most popular organization in the world of wrestling.

When it comes to options, WCW vs The World provides its competition through the mat. An unprecedented 52 wrestlers from around the world are featured, including 12 of the WCW's top stars,

such as Hulk Hogan and Sting. Combatants compete in League Challenges, Tournaments, Exhibition, and Elimination matches, but it's the detailed mat techniques, barbaric brouhahas, and countless signature wrestling holds (from Lex Luger's Torture Rack to the Ultimate Dragon's Asai Moonsault) that will ultimately crown WCW "Lord of the Rings."



**PRO TIP:** When playing with a high-flyer like the Ultimate Dragon, throw your opponent outside the ring and, while pouncing against the ropes, tap O to pounce on him with a special move.



**PRO TIP:** After whipping your opponent into the turnbuckle, tap O to hoist him up onto the ropes for a high-risk maneuver.



**PRO TIP:** Run at your opponent and tap X to deliver a fierce blow to the head.



**PRO TIP:** A head-butt where it counts is an effective way to injure your opponent.



**PRO TIP:** To perform a reversal, simultaneously tap X and O when your opponent is punching or kicking.



### Sound

Finish off an opponent in a submission hold and you'll hear the serene crack of his bones breaking! The lack of a ring-side commentator, though, is disappointing.



### Graphics

The polygonal wrestlers capture the authentic looks and attitudes of the real-life brawlers, while the hair-raising holds of havoc are performed with great detail.



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### By The Rookie

Load the main guns, man the torpedoes, and clear the flight decks—BattleStations invades the PlayStation with seafaring arcade action that has a strategic flair.

This battleship combat sim lets you square off against tyrannical dictators with a fleet of warships. You build a task force from eight types of devastating ships, including aircraft carriers, destroy-



**PRO TIP:** Send planes from the aircraft carrier on kamikaze runs to damage your opponent.

# BattleStations



**PRO TIP:** Use hit-and-run tactics to take out your opponent.

**PRO TIP:** In the Campaign mode, use the patrol boat to finish off any severely damaged aircraft carriers.



**PRO TIP:** Watch your ship's damage closely and send out the rescue helicopter at every opportunity.

ers, and even submarines. You can play head-to-head arcade-style against a friend or the computer, or complete strategic missions similar to those in Soviet Strike.

The graphics and sounds are superb. The ships show excellent detail that includes fighter squadrons taking off from the aircraft carrier. Equally well-done and realistic are the explosions and the near-misses that hit the water. The sonic concussions, confirmation from your subordinates, and the driving soundtrack create authentic audio.

Controlling your vessel is tricky until you learn the physics of each ship. The Arcade mode will help you hone your navigation skills, though.

BattleStations is a solid combat game. It's tough sailing, but it's worth at least a weekend to see if it floats your boat for intense sea action.

### BattleStations by Electronic Arts

Graphics	Sound	Control	Fun Factor
4.5	4.5	3.0	3.5

Ask to  
Available now  
BattleShip control  
2 players  
Overcast title

Challenge: Advanced  
Ready to see: High  
ESRB rating: R13  
to Adults

## PLAYSTATION



### By The Rookie

Fight fans, get ready for a pugilistic party! K-1: The Arena Fighters is an authentic kickboxing game that requires you to use more than your fists to win.

K-1 showcases eight real-life kickboxers from around the world in One Player, Versus, Tournament, and Team Battle modes. As in real kickboxing, your fighter tosses fists and feet, enabling you to string together wicked combos. This game is pure kickboxing, so don't look for fancy fireballs or projectiles. You must analyze your opponent's style, and then fight accordingly.

Each fighter exhibits lifelike movement via a well-defined, polygonal look, slick sounds, and excellent controls. A rotating camera brings the action right to you by displaying an awesome ringside panoramic view. The realistic punching and kicking audio effects are enhanced by the crowd chants and a flawless announcer. The ease of the controls enables you to orchestrate your fighter's every move with explosive precision.

Even though it's not a traditional boxing or martial arts sim, K-1 is the most realistic fighting game to date. Because of its limited array of fighters, though, you might want to rent it first to see if it deserves a permanent spot in your arena.



**PRO TIP:** Make your opponent swing and miss, then connect with a right cross.

# K-1 THE ARENA FIGHTERS



**PRO TIP:** Wear down your opponent by using constant jabs.



**PRO TIP:** When an opponent ducks, grab him by the head and give him a knee to the chops.



**PRO TIP:** For the best success, use a fighter like K. Changpook that's well balanced in both strength and speed.

### K-1: The Arena Fighters by I-MHO

Graphics	Sound	Control	Fun Factor
4.5	4.5	4.5	4.5

First not available  
Available now  
Fighting  
2 players  
Fighting view

Challenge: Adjustable  
Ready to see: Medium  
ESRB rating: Kids  
to Adults

# BRAHMA Force™

## The Assault on Beltlogger 9



# COMING SOON TO PLAYSTATION

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THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE WTO504C DESIGNATION.

**By Toxic Tommy**

Wing Commander IV: The Price of Freedom does a workmanlike job of converting the PC game for PlayStation duty, but it's not for impatient, twitch-o-centric space ace. As you might expect from a four-CD game, Wing's packed with entertaining but lengthy video sequences. Moreover, numerous data loads noticeably/break up the action.

There's a good assortment of missions, which include deploying space commandos, intercepting base ships, and flying spy missions—all the while engaging in good dogfights. It's a grand space epic, but unfortunately the actual combat's dry. The dogfights feature sweaty chase-and-be-chased intensity, but they're chaotic, even though enemy ships

**Wing's superb animations star.**

# Wing Commander IV: The Price of Freedom

**PRO TIP:** Speeds in the green of the Speed Indicator are the most effective in dogfights.**PRO TIP:** When facing two enemy fighters, attack one, but as soon as a red blaster bolts zip past your windshield, veer off.**PRO TIP:** Save your torpedoes. They're the only ordinance that can take out certain rebel ships.**Stars like Mark Hamill and Malcolm McDowell pump Wing Commander IV's appeal.**

are few. Bogeys are as tough to track as runaway meteors, and you rarely get a good look at them.

The graphics and sounds are a treat. The story cinemas and animated sequences are outstanding, but the gameplay visuals rely a little too much on radar blips. The macho dialogue drives energy into the voices, and with a ProLogic sound system, the Dolby Surround is very cool.

Wing Commander IV presents an engaging story. With more interesting enemy encounters, this game could have taken wing. ■

**Wing Commander IV: The Price of Freedom by Strike**

Engines	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

ESR  
4 C/D  
Available now  
Space combat: riv  
1 player

Requires working joystick  
Challenge: Advanced  
Replay value: Low  
ESRB rating: Teen

**PLAYSTATION****By Bonehead**

Sentient is a well-crafted, immersive sci-fi thriller. Fans of complex strategy will enjoy this thoughtful RPG-like adventure.

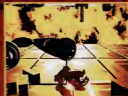
A careful search for information drives the gameplay. You're a medic who's crash-landed on

**PRO TIP:** Ask questions using various facial expressions (press L1 or L2 as you speak), and you'll sometimes get different responses.

# entient

a troubled space station that's not only on a collision course with the sun, but also has a murderer aboard. You conduct a first-person exploration of the station's six levels, interview the crew, and look for items so you can save everyone within 72 hours.

Easy-to-use menus facilitate your hunt for clues. With these effective controls, your character can form long, complete sentences and per-

**PRO TIP:** Engaging in conversations to learn about plot developments and traits of characters you'll soon meet.**PRO TIP:** In the mazes, use the lighted columns as markers and work your way toward the center until you reach the inner gate.**PRO TIP:** The intro isn't just for show—it gives you clues you can follow up later.

form a multitude of simple tasks in his search to uncover the info needed to save the station.

The sound is the game's weak link. There are few voices, and the music isn't always appropriate for the slowly building strategy. Conversely, the graphics are strong, especially the detailed rendered 3D environments. The crew's goofy faces, however, are a letdown.

In Sentient you encounter no monsters or mayhem—you use your mind, not your trigger finger. But the intricacy and suspense make the brainwork rewarding (and replayable, too, with six endings). ■

**Scored by PlayStation**

Engines	Sound	Control	Fun Factor
4.0	3.0	3.0	3.0

ESR  
ES  
Available now  
Adventure/RPG  
1 player  
2 endings

First-person view  
Challenge: Moderate  
Replay value: High  
ESRB rating: K-13  
In Adults

# Yesterday, you were a cocky 2-D arcade shooter. Today, you totally suck.

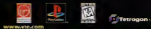


We hate to break the rude news, but you're about to be humbled. It's the 23rd century. Nano-robots are on the rampage. And you've gotta deep-six hundreds of vicious killing machines and eight virtually indestructible nano-bosses. The good news is you can run. The bad news is, in this 3-D world, you can forget about hiding in corners. At 30 FPS, it's a 32-bit firestorm of nonstop death and

destruction. Where the fighting is fast and furious enough to turn you into a certified junkie. With progressively difficult levels and an intense play environment, NanoTek Warrior offers awesome replay value. Which means just maybe, by the turn of the century, you'll be back to your same old cocky self.



## NanoTek Warrior





By Johnny  
Bailgame

League of Pain is a barely above-average cybersports title that combines elements of basket-brawl and hockey in a game full of goals, punches, and horrendous camera angles.

Your team competes in an arena divided into halves with a spherical goal hovering over midfield. The object is to charge the ball in your end of the sta-



**PRO TIP:** When you have an easy shot, take it—if you try to back up for more points, you're liable to lose possession.



dium and shoot it into the goal from distances that are assigned various point values.

Controlling your players is at times difficult, mainly because both the charge and pass options are executed with the same button, causing you to sometimes lose possession.

Graphically, the main problem is the lack of good camera an-

gles. Some of the views are too close, limiting your play perspective, while others are too far removed, making it difficult to see exactly what's going on.

FIFA-style crowd chants add excitement, but the announcers quickly become repetitive.

League of Pain is fun at times, especially with two players, but the camera angles and sometimes frustrating control doom it to strictly rental status. **D**



**PRO TIP:** If the ball is in an arena with a neutral color, go after power-ups rather than the ball.



**PRO TIP:** Your opponent can't score if he can't charge the ball. Block his charger at all costs.



**PRO TIP:** Use the forward slide to ram opponents and steal the ball.

League of Pain by PlayStation

PlayStation	Band	Control	Pos Factor
3.0	3.0	3.0	3.0

Price not available  
Available now  
Cyclone  
2 players  
Multiple views

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

## LAYSTATION



By Mister Guster

Marvel Comics' Incredible Hulk sulks onto the PlayStation with a mediocre effort. The Hulk has been captured by The Pantheon, and he must escape while assembling the missing pieces of



**PRO TIP:** Don't destroy the crates! Use them to reach high places.



**PRO TIP:** Cluster enemies together and execute the Floor Smash to take 'em out.

## THE INCREDIBLE HULK Pantheon Saga

a destructive bme machine. In 14 levels of mazes, enemies, and obstacles, Hulk goes green by punching, kicking, and using limited special moves.

All action is presented in a third-person perspective while you clunk through average-looking 3D environments that are hindered by an overuse of shading that hides details. With animation and sound effects that are as ragged as the Hulk's clothes, the whole incredible experience soon becomes repetitive. This one is a rental for diehard Hulk comics' fans only. **D**

The Incredible Hulk:  
The Pantheon Saga by Eden

PlayStation	Band	Control	Pos Factor
3.0	3.0	3.0	3.0

Price not available  
Available now  
1 player  
Third-person view  
5 stages

Passwords:  
Challenge: Adjustable  
Rating value: Low  
ESRB rating: Kids  
to Adults



By Gideon

Interplay effectively brings the pool hall

to your PlayStation with Virtual Pool. You can play solo or challenge a friend to 8-Ball, 9-Ball, Straight, and Rotation. A thorough options menu customizes everything from camera angles, stick handling, and shooting the cue ball.

Impressive 3D graphics create a real-time, 360-degree environment that lets you move around and view the table from any angle. The controls are exact and enable you to plan each shot



**PRO TIP:** Apply English by hitting the cue ball off-center and to the left for a left spin (or vice versa). This can also decrease ball speed.

## VIRTUAL POOL

using actual pool-table physics. Mixed tunes and good background sound effects complete the experience. Detailed instructions and a clear interface also make this pool game accessible to all skill levels. **B**



**PRO TIP:** Always keep in mind how your shot affects the 8-ball.

Virtual Pool by Interplay

PlayStation	Band	Control	Pos Factor
4.0	3.0	4.0	4.0

Price not available  
Available now  
Pool  
2 players  
Multiple views

4 games  
Challenge: Adjustable  
Rating value: High  
ESRB rating: Kids  
to Adults

# ALBERT ODYSSEY

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# SATURN

PREVIEW



## Herc's Adventures

(By LucasArts)

By Major Mike

Price not available  
Available now  
Action/adventure

2 players  
Overhead view



# HERC'S ADVENTURES



**PRO TIP:** *Admetta is the best character—her bow and arrow gives her excellent range when she attacks.*



**PRO TIP:** *Greek gods like Zeus make cameo appearances!*



**PRO TIP:** *Instead of hitting enemies like the skeletons, pick them up and throw them.*

**H**erc's Adventures is a 2D sprite game in a 3D polygonal arena, but so what? It's a blast to play, and a nice relief from the deluge of polygon-infested titles so commonplace for 32-bit systems these days.

You play as one of three heroes—Hercules, Jason, or Atlanta—on a quest to free



**PRO TIP:** *Be careful when hunting the evil Medusa; the ground disappears when the lightning bolts strike.*

an imprisoned goddess. You start with a simple weapon, but you can gather special weapons and other items and power-ups, such as Pandora's Box and inflatable cow decoys, during your adventure.

One of the best things about Herc's Adventures is its epic scope. You travel across a gigantic landscape filled with Roman soldiers, monsters, and hidden areas. Some of the hidden areas are difficult to find and make for many hours of fun exploring.

Another excellent aspect of the game is the fun you'll have spotting famous relics of Greek mythology. Herc's throws in

everything from the Hydra to the Minotaur, all done with excellent hand-drawn animation. There's also a clever twist when you die: You're sent to the underworld, and you must fight your way back to the surface. The more you die, the farther back in Hades you start.

Herc's adventures are definitely worth undertaking. This is one of the most enjoyable games to hit the Saturn yet, and that ain't no myth.



**PRO TIP:** *Be careful whenever you encounter Cassandra; her predictions often result in deadly results.*

## The Adventurers

### Hercules



*Attacks with his trusty club.*

### Jason



*Uses a short sword.*

### Atlanta



*Vanquishes enemies with her bow and arrow.*



### Graphics

**S B** Wonderful cartoon graphics provide an eye-ful, with huge bosses and superb animations. The cinematic interludes are also a plus.



### Sound

**S B** Whimsical music accompanies you every move. The sound effects really shine, from the wispy "oooh" of your character to the haunting chants of Hades.



### Control

**S B** Moving your character is a breeze, as is maintaining the inventories of special items. The jumps are the only tricky part, but these are easy to master with practice.



### Fun Factor

**S B** Challenging bosses, hilarious anecdotes, and colorful landscapes—Herc's has it all. The gaming gods should be pleased with this Saturn offering.



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By **Scary Larry**

The Lost Vikings: Norse by Norsewest rediscovers the puzzle-solving and teamwork of the Super NES hit, along with new characters and much funnier dialogue. Unfortunately, sparse graphics and brain-teasing gameplay are not hot-sellers.

**THE**

# LOST VIKINGS:

## Norse by Norsewest



**PRO TIP:** Always check overhead for hooks or other areas where Baloo can attach his mace and swing from it.

Vikings is tough, and the path to success is not always clear. Intellectually challenged gamers may give up in frustration early on. You can control either one of three characters or one of two characters, depending on the situation. You climb, swing, bash, and even fart your way through 31 challenging levels to solve puzzles and battle enemies. The otherwise solid controls have but one major hitch: transferring items between characters is a chore.

The graphics are tiny, detailed, and boring. At least the



**PRO TIP:** Olaf's stabsense will propel him across small gaps.



**PRO TIP:** Remember to utilize Olaf's shield as a platform.

challenging puzzles overcome the visual shortcomings.

The sounds, on the other hand, are excellent! Effects, like swords slicing the air, are crystal clear, and the nicely crafted vocals feature some of the funniest dialogue ever.

Lost Vikings will provide an entertaining evening of deep puzzles and fun gameplay. With better graphics, these Vikings might have found a permanent home with you. **B**



**PRO TIP:** Use Scaroh's fire to open some switches.

The Lost Vikings: Norse by Norsewest  
By **letterplay**



MSRP Available now 1 player Puzzle/Action 21 levels  
Challenge: Admire  
Replay value: Low  
ESRB rating: KIB  
to MATH

**S**ATURN  
**P**REVIEW



By **Scary Larry**

The Saturn puzzle adventure game isn't sometimes written off as too complex by the minute and, satirically, may make first timers as "too hard to play" initially, but even those not given to games like D or Myst should try it.

This slick, creepy game combines DS' eerie, latent sensuality with Myst's otherworldiness to create a challenging, captivating, movie-like mystery. You're seeking your stolen memories on a



**PRO TIP:** Visit the grocer's, then return to the flower shop for a flower to place on the grave. A man will approach you with some new info.

# LUNACY



**PRO TIP:** Picking up a key doesn't always automatically activate the key. If a door remains locked after you pick up a key, select the key from the menu and try it again.



**PRO TIP:** Lock near the red rope for the switches. Later, in the abandoned bog, reach over the counter and grab the lamp.



**PRO TIP:** You must try your price-calls before you get the key.

must through two gigantic worlds, the World of Dark and the World of Light. You investigate locations to gather clues, and interact with environmental objects—poking switches, picking up items, and solving puzzles. Lunacy moves at a blistering pace, but the story line really grabs you.

The clean graphics depict imaginative renderings of people and places, though some objects look fuzzy. The sounds are likewise impressive. The vocals are rich, though some voice-overs don't match lip movements.

Lunacy is a thoughtful game, but be prepared for deliberate pacing and tough problem-solving overall. This is a rich little trip to the asylum. **B**



Challenge: Admire  
Replay value: Low  
ESRB rating: KIB  
to MATH

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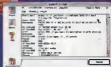


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### By The Gun Nut

Konami's Contra games have usually been a cut above other action titles, but this Contra fails to live up to the legacy.

The game is still run-n-gun action, but Legacy sports a new 3D look that hampers the action: Off-screen enemies shoot you before you even see them, and precision jumping is difficult. There are also



**PRO TIP:** Use homing weapons to find hidden areas containing weapon power-ups.

# CONTRA

## Legacy of War

cheap hits galore, and battles with bosses are more wars of attrition than tests of skill.

The graphics are seamless but bland, plagued by occasional slowdown when the action gets intense. Some arresting visuals, such as bosses so large they fill the screen and a cool rendered-cinematic opener, top off the graphics, but these highlights are minimal. The music consists of a few stirring overtures, with almost inaudible sound effects.



**PRO TIP:** When you drive the proton boat, use the radar to find the big bosses and water mines.



**PRO TIP:** Save your bombs to use against the bosses.

The simple jump-and-shoot control scheme is fairly responsive. The main rough spots are the loose jumps, which are especially annoying since one false move can cost you a life. At times, the game is more frustrating than fun.

Contra is worth a rental for the curious, but there are better offerings out there like Loaded and even Spot Goes to Hollywood. The Legacy of this Contra will be short-lived. **C**



**PRO TIP:** When you ride the raft, jump to shore whenever you have the chance; the sea serpent will drop hard-to-shoot baby snakes on the raft.

### Contra: Legacy of War by Konami

Graphics	Sound	Control	Fun Factor
2.5	2.5	3.5	2.5

Price not available  
Available now  
1 player  
7 levels  
Challenge: Advanced  
Play: Easy  
ESRB rating: Teen

### PREVIEW

## SATURN



### By Dr. Zombie

Tunnel Bl combines a high-speed driving sim with a difficult corridor shooter. From a first-person view, you pilot a ship through endless mazes of obstacles, enemies, and dead ends. The easy-to-



**PRO TIP:** Avoid harm to your ship by strafing, punching reverse, then re-engaging with another burst of gunfire.

### Tunnel Bl by Acclaim

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5

Price not available  
Available now  
1 player  
Complete shooter  
Play: Perfect view  
Challenge: Advanced  
Play: Easy  
ESRB rating: Kids to Adults

# tunnel Bl



**PRO TIP:** You need to trigger a light barrier only once to create a response somewhere within the level.

handle ship packs machine guns, and you can acquire power-ups like rockets and smart bombs. The overhead map of each level is your key to victory.

Detailed graphics and smooth, scaling create believable motion; however, the average sound effects grow repetitive. Although it doesn't feature groundbreaking gameplay, if you like flying and shooting, Tunnel Bl is captivating enough to be a good weekend rental. **B**

# DRAGONHEART



### By Gideon

Dragonheart: Fire and Steel brings last year's movie to 32-bit life. You're a knight who battles rogues and mercenaries while searching for evil dragons to slay. You wield a sword and bow, but you can also call upon a friendly dragon for fiery support.

Most of the game is side-scrolling action requiring timed movements against obstacles and hack-n-slash swordplay against enemies. An innovative frigate factor adds a wrinkle to

the combat by preventing you from attacking endlessly. Detailed backgrounds create a movie-like setting, but stiff character animation, average sounds, and a clumsy controller interface deter from Dragonheart's enjoyment. You're probably better off firing up the movie. **B**



**PRO TIP:** Avoid fatigue by making the enemy come to you.



**PRO TIP:** Barrrels have power-ups and bombs. Beware the ones that slow you!

### Dragonheart: Fire and Steel by Acclaim

Graphics	Sound	Control	Fun Factor
2.5	2.5	2.5	2.5

Price not available  
Available now  
1 player  
Action  
Multiple views  
Challenge: Advanced  
Play: Easy  
ESRB rating: Teen



By Para Hoid

Puzzle Fighter combines puzzle strategy with familiar Capcom fighting characters from Darkstalkers and Street Fighter Alpha 2.

You pick from eight characters, each with different puzzle skills, then try to match similarly colored gems to clear them out and drop 'em on your opponent. You can even perform combo moves by eliminating a series of blocks in succession. The one-player modes are entertaining, but the two-player head-



**PRO TIP:** The Super Gem can clear out huge sections and get you out of tight jams—use this valuable item wisely.



By Bonehead

Heir of Zendor features a deep story line, spartan graphics and sounds, and a strenuous mental challenge.

HOZ puts you in air battles using futuristic aircraft. You assess your ships' strengths, set formations, then watch the shots fly. Your ships have unique move-



# PUZZLE FIGHTER II TURBO



**PRO TIP:** Line the same-colored blocks in snake-like trails across the screen, then drop a Grab Gem on the bunch.

to-head mode is where you get intense puzzle action, providing hours of enjoyment.

Street Fighter and puzzle-game fans alike should definitely give this game a look. **B**

Super Puzzle Fighter II Turbo by Capcom

Graphics	Sound	Control	Fun Factor
4.0	4.0	3.0	4.0

Four hit available  
Available now  
Ports  
2 players  
Challenge: Adjustable  
Replay value: High  
ESRB rating: Kids  
MSRP:

# RETURN PRO REVIEW W



By Bonehead

Hardcore 4X4 is a slow, bouncy, one-player racing game. Racers should go elsewhere for fast, fun two-player action.

4X4 covers a nice range of tracks, non-licensed trucks, and climactic conditions. Unfortunately, the gameplay is slow. Without two-player action, you bounce endlessly with controls so squintily you can't hit the gas without running into something.

The sound effects are the highlight—you hear your truck's every squeak. Graph-



**PRO TIP:** Good suspension and superb traction make the Snow Spider the best truck for the Arctic Inferno.

ically, you can choose four wheels, but the tracks are too pixelated, the courses are undetailed, and the frame rate's slow.

Hardcore 4X4 is for desperate off-road fans; more demanding racers should steer clear. **C**



**PRO TIP:** Bump opponents into walls to get by them.

# TBN MOTOR SPORTS HARDCORE 4X4



Truck Motorsports: Hardcore 4X4  
By AGC Games

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	1.0

\$24.99  
Available now  
95-rated rating  
1 player  
8 tracks  
8 tracks  
4 stars  
Challenge: Adjustable  
Replay value: Medium  
ESRB rating: Kids  
18 Adults

# HEIR OF ZENDOR The Legend of The Land

ments and weapons features, and you have detailed control over their performances as you plan your combat strategy (though you have no control over the actual shooting).

The graphics scream 16-bit with low-res ships, identical-look-

ing backgrounds, and ordinary cut-screen animation. The music is fine, but the voices are hokey.

With better graphics, HOZ might have soared. It manages to fly, just not very high. **D**



**PRO TIP:** Be sure to test formations carefully—with the right one, your outnumbered ships can still win battles.



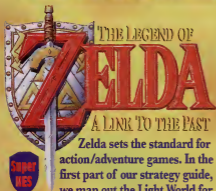
**PRO TIP:** Sometimes it's better to attack distant enemies first; they may be more dangerous.

Heir of Zendor: The Legend and the Land by Kent

Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0

\$24.99  
Available now  
Shining  
1 Player  
Multiple views  
Challenge: Adjustable  
Replay value: Medium  
ESRB rating: Kids  
18 Adults

# THE 16-BIT GAMER'S SURVIVAL GUIDE



Super NES

Zelda sets the standard for action/adventure games. In the first part of our strategy guide, we map out the Light World for first-time explorers. *By Bone*

The Legend of Zelda has been enthralling gamers since it made its Super NES debut in April 1992. It has recently been re-issued so that newcomers to 16-bit gaming can share the Zelda experience. One of the first games to receive perfect 5.0 ratings in *GamePro*, *Zelda* was also selected by Nintendo as one of its top-five SNES games of all time.

Known for its complexity, *Zelda's* gameplay is measured in months, not hours. The game's adventures cover two huge areas, the Light World, which is the home of the diminutive hero, Link, and the Dark World, where characters show the sinister side of their personalities. Here is a map of the Light World, which hides the key health icons and power-ups needed to reach the Dark World as you search for the kidnapped Princess Zelda. Next month we'll spotlight the Dark World and the items needed to defeat Ganon, the Prince of Darkness, who has brought evil to the land.

## The Lineage of Zelda

**July 1987:** *The Legend of Zelda* (NES)

**December 1988:** *Zelda II: The Adventures of Link* (NES)

**April 1992:** *The Legend of Zelda: A Link to the Past* (SNES)

**August 1993:** *The Legend of Zelda: Link's Awakening* (Game Boy)

**December 1997:** *The Legend of Zelda 64* (Nintendo 64)

## Legend for the Light World Map

### Locations in and around Hyrule Castle

1. Link's horse and the lamp
2. Famine Fountain
3. Hidden entrance
4. Fighter's sword and shield
5. Princess Zelda
6. Boomerang
7. Magic cap
8. Hidden entrance

### Locations in the Lost Woods

9. The Master Sword
10. Magic mushrooms
11. Den of Thieves
12. Warp tile
13. Hollow tree (hearts)
14. Cave to Death Mountain

### Locations in Kakariko Village

15. Bug-catching net
16. Book of Mudora
17. Thieves' treasure
18. Magic bottle
19. Well to hearts
20. Tempered sword
21. Magic bottle
22. Hut with weapons
23. Magic duck

### Locations in the Eastern Palace

24. Substrata's hideout and Pogasus Shoes
25. Famine Fountain
26. Warp tile
27. Witch's magic powder
28. Zora's flippers
29. Red boomerang
30. Bow and arrows
31. First pendant

### Locations in the Great Swamp

32. Burred tube
33. Warp tile
34. Swamp runs with hearts

### Locations in the Desert of Mystery

35. Famine Fountain
36. Warp tile
37. Hylian Moonolith
38. Palace entrance
39. Power glove and second pendant

### Locations in Lake Hylia

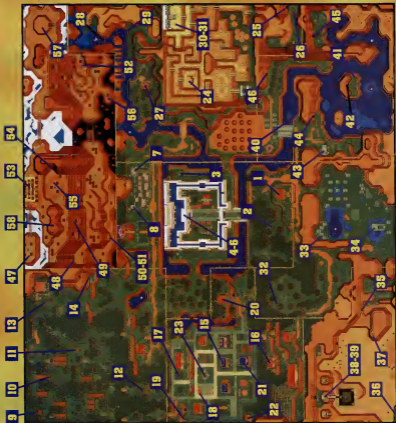
40. Magic bottle
41. Warp tile
42. Fountain of Happiness
43. Fortune teller
44. Shop with weapons and hearts
45. Ice rod
46. Famine cave

### Locations in Death Mountain

47. Hylian Moonolith and Ether Metallion
48. Tunnel to Kakariko Village
49. Hearts
50. Cave entrance
51. Magic mirror
52. Famine Fountain
53. Moon pearl
54. Third pendant
55. Warp tile
56. Warp tile
57. Warp tile
58. Spectacle Rock

## Areas Within the Light World

1. Hyrule Castle
2. The Lost Woods
3. Kakariko Village
4. Eastern Palace
5. Great Swamp
6. Desert of Mystery
7. Lake Hylia
8. Death Mountain



Map courtesy of Nintendo Power

## VR BASEBALL TIP

9

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# MAINTAIN CONTROL

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*After 3 years of internal development and a total commitment to quality, VR Sports delivers a winning roster for the '97 season:*

Virtual FieldVision™ technology creates an immersive, ultra-realistic, gaming environment that lets you play the game from any view or perspective. You can even play from the ball's view if you don't mind getting knocked around.

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Instant access to pitch selection, speed and control for unlimited plate locations without menus. Total bat control for power, contact, bunt and pull-hitting without tipping your hand to your opponent.

Super-fast Season Play mode with top 10 or full stats. Plus, mid-season All-Star voting and game.

**Plus,** a true physics model controls velocity, rotation, gravity and air friction for true flight, bounce and roll for varying surfaces like Astroturf, grass, dirt and fences.

### **VR Baseball '97**

Try it. It's new. It's different. You may never go back to your old game again.



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COMING SOON!

# SPORTS PAGES

## NBA Shootout '97 Sets the Court on Fire



### NBA Shootout '97

By Johnny Hoffmann

### SHOOTOUT

PlayStation

NBA Shootout '97 shakes up the basketball world, cooking the court with spectacular, slam-dunkin' gameplay and the most realistic live-on-five hoops action ever brought to the 32-bit arena.

### Zo Diggity, Zo Doubt

Sony Sports continues its commitment to excellence with Shootout '97, providing a dream team of features and play options. All 29 NBA teams are represented, along with three skill levels; Exhibition, Season, and Playoff modes; and the ability to create, trade, release, and sign players. B-ball fans have the option to play Simulation mode where players tire and the stats resemble real life, or Arcade mode where players jump higher and the game plays more like playground run-n-gun basketball.



**PRO TIP:** On a fast break, pass the ball up court to your quickest player, then go in for an uncontested jam.

You want simply by tapping the button that corresponds to the icon (△, □, ○, or ×) found directly over each player's head. You can call for a cutter, shoot fadeaway jumpers, throw alley-oops, use an array of special shake moves like the killer crossover, and call one of six authentic NBA plays like the Box or Hi-Lo Post.

### Knicks at Night

Graphically, Shootout scores with the smoothest, sharpest animations seen to date of players dribbling the ball behind their back and between their legs. Latrell Sprewell was motion-captured to bring his athletic style to the game, and his trademark tomahawk jams appear so lifelike, it's amazing.

The sound is the only bricklayer in Shootout. The announcer grows annoying fast with his over-the-top calls, and the music isn't up to the high standard of the rest of the game.

### The Price Is Right

If you already own Live '97, Shootout's still worth buying because it

offers you advanced controls like icon passing that aren't found in any other game. If you don't own a hoops game and you're looking to buy just one, you can't go wrong with either title, but Shootout's the top pick. **□**

**NBA Shootout '97 by Sony Sports**

Evolution	Sound	Control	Fun Factor

Price not realistic  
Available now  
Basketball  
4 players (with adapter)  
Multiple views

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



**PRO TIP:** Go back up strong with offensive boards by simultaneously pressing Shoot and Turbo for theasser dunk.

### Shootout '97 Tips



**PRO TIP:** On a crossover dribble, just above the three-point line to break free from your defender, then drive the lane for two.



**PRO TIP:** When entering lane position, double-tap the icon you're passing to in order to take a quick shot when your man gets the ball.



**PRO TIP:** Use the full-court pass to cause turnovers that can lead to easy dunks.



**PRO TIP:** Post up your center and jump-pass the ball inside. If a double-team occurs, pass the ball back to your guard for an easy jumper.

# Live '97 Knocks Down a Buzzer-Beater on the Saturn



## NBA Live '97

By The Rookie

### Saturn

Go coast-to-coast with NBA Live '97, the first solid offering of the Saturn season. With only NBA Action in its way, Live '97 is sure to break thumbs at the homes of Saturn owners even though it lacks the graphics superiority of the PlayStation version.

### Put Up or Shut Up

Live '97 brings all the action home in Exhibition, Season, and Playoff modes. Be prepared to get your shivers on with intense five-on-five play, choosing from all 29 NBA teams. Live '97 also features more than 300 real players—including Shaq. Customize your game by selecting either arcade or simulation play, while choosing your skill level and quarter duration. You can even construct your own dream team through trades!

Want strategy? Live '97 provides you with a combination of 52 offensive sets and quick plays as well as 10 defensive sets and quick plays. Go back door for two, or set the screen on a three-point bomb.

### From Way Downtown...Bang!

Better camera angles and better motion-captured moves, compliments of Mitch Richmond, separate this game from NBA Action. Although the graphics could have



**PRO TIP:** Watch for the cutter to the basket, then bust up a lob for an alley-oop.



Use the trade feature to bring the **Monster Mash** to Miami.

## Live '97 Tips



**TIPS:** Stay cool, steady by applying full-court pressure when your top is available.



**TIPS:** If you can't get a shot of the three-point shooters like **Legler** to rack up points.



**TIPS:** Drive to the basket, then kick into the open man on the side.



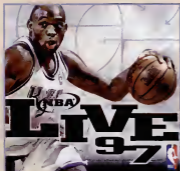
**TIPS:** Trade for a good center like **Mutombo** who can clean the boards effectively and follow up missed shots with a nut-buck.

been sharper with more vibrant colors and a less hazy appearance, Live is still graced with realistic-looking slams, alley-oops, and lay-ups—even jump saves while falling out of bounds. Even though the control is very responsive, players still tend to glide rather than run down the court. As with NBA Action, Live '97 also features a create-a-player option that enables you to tweak everything from attributes to overall appearance.

Live's sounds work nicely with swishes, rim-dinkers, and the slip of the rock on the hardwood, but there should have been more color commentary by the in-game announcer. Emat Johnson does, however, lend some superb vocals to pre- and post-game reports.

### In the Knick of Time

Live '97 is a definite must-buy for Saturn owners. The gameplay and style are identical to the PSX version, but the graphics aren't as impressive. You will find, however, that the addictive gameplay makes up for any lack of detail in Live '97's overall look. **B**



NBA Live '97 by EA Sports			
Graphics	Sound	Control	Fun Factor
2.5	3.0	4.5	4.5
900-20	Available now	Available now	Available now
8 players (with others)	16 Multi	12 Multi	16 Multi

# Solid as Always, FIFA Soccer 64 Into the N64



## FIFA Soccer 64

By Air Houdrix

### Nintendo 64

Competing with only arcade-style sports games on the N64, FIFA Soccer 64 immerses sports fans in a fine round of intense, realistic soccer. That said, it lacks the pizzazz and originality of a runaway N64 hit like Wave Race. FIFA's an undeniably strong title, but most gamers will expect more from the first U.S. N64 soccer game.

### Teams Galore

As always, FIFA dishes out the largest list of teams and players in soccer gaming. Play in international circles with a huge list of teams from countries that range from Argentina to Zambia, or hit the local circuits in England, the U.S., Italy, France, and Germany. With a great lineup of Exhibition and Tournament modes, as well as arcade- and sim-style action, FIFA packs in huge replayability.

Of course, you'll also find team strategy and formations, as well as two tackles, rambow kicks, bicycle kicks, headers, and the like. But these have been standard FIFA features on 32-bit platforms for a while now. Where are the innovations—cool new kicks and moves, a create-a-player option, indoor action, and so on—that would help it shine as 64-bit soccer?



**PRO TIP:** Whenever you have a corner kick, lob the ball into the crowd in front of the net and try for a high-percentage header or bicycle kick.



**PRO TIP:** Challenge your opponents fiercely if they move the ball into the far corners at your end. Otherwise, they'll lob it in for a shot that's tough to defend.



**PRO TIP:** Always angle your one-on-one shots; straight-on kicks rarely score.

### FIFA Soccer Tips



**PRO TIP:** When facing a penalty kick, it's best to change your formation to Sweeper and your strategy to All-Out Defense for maximum protection.



**PRO TIP:** Use long clearing kicks only when you're relatively close to your own net. From midfield, opponents will almost always recover such kicks.



**PRO TIP:** Team management provides that key edge in tight matches. Play an All-Out Offense or Attack until you can't hold, then use a strong defense to ensure victory.



**PRO TIP:** On breakaways, shoot just as you cross the first line in front of the net, but before the goalie advances on you too far.

Those questions aside, FIFA still puts on a solid match, offering gripping games and fun action.

### Rainbow Kick

On the control side, FIFA generally responds smoothly. Passing and shooting handle fine, though the quirky player switching can be frustrating as it occasionally leaves you out of the play.

Graphically, FIFA boots one in with gorgeous stadiums and fluid, realistic player movements. But the players are too small in the playable views, and the game speed is definitely sluggish at times. As for sounds, FIFA's trademark crowd chants and on-the-ball commentary keep the stadium rockin'. More lively onfield effects would've added a lot, though.

### Bottom Line

When the ref's whistle blows, FIFA ranks as a strong but unremarkable first effort with plenty of room to improve. If you're jonesin' for some hardcore soccer (or sports, for that matter) on your N64, snap it up. But if you want to work to be dazzled by 64-bit soccer, Konami's International Superstar Soccer (see review of Perfect Striker in "Sports Pages," this issue) has more promise. **B**

#### FIFA Soccer 64 by EA Sports

Graphics	Sound	Control	Fun Factor

MSRP: \$49.99  
 Available now  
 Soccer  
 4 players

3 users  
 Challenge Adjustable  
 Replay rates: High  
 ESRB rating: Kids  
 16 titles



# Swing into Spring with VR Baseball '97



## VR Baseball '97

By The Rookie

### PlayStation

Lending off the baseball season is VR Baseball '97, a game long on stats but rough around the graphical edges. The gameplay's pretty solid, but with offerings such as Triple Play '98 on the way, fans might want to do a preseason scouting report before they make their final decision.

### Opening Day

VR Baseball steps to the plate with Exhibition, Season, and Playoff modes; three skill levels; batting practice; and a Home Run Derby set up like the one used in the All-Star game. VRB keeps the rosters stacked with more than 700 real players and up-to-date trades for the new season.

When playing through your own season, VRB keeps accurate stats for each team in 20 categories. VRB also generates All-Star votes based on player performance, which are used to decide who plays in your mid-season classic. Standard options such as create-a-player and instant replay were unfortunately left out.

### Swing, Batter, Swing!

VRB features a nice polygonal look. The frame rate, however, is a bit slow, often stalling the action when you're at bat, which can throw off your timing. When you're on the field, redraw problems cause the action to be choppy, creating an uneven flow to most plays.

Those who think commentary during baseball games becomes stagnant after a while will appreciate VRB's minimalist approach. Other nuances, however, such as a stadium vendor and random crowd comments in the background, make it seem like you're actually at the game.

Controlling your players in the field is a breeze, while the pitcher interface makes it easy to throw the heat, curves, and sliders. Even though you can't move your batter around in the box, you can still crush the ball like Belle. Simple base-path control makes it easier to send the correct man to the correct base with less confusion than in other games.

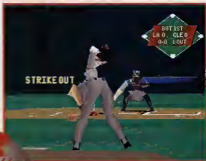
### Humm Billy

While VR Baseball '97 is a good title, keep in mind that it's the first of the new season. With more baseball action due out in the coming months, take this chance to rent it first to get your initial baseball fix. You might find that the others are worth waiting for. **B**

VR Baseball '97 by VR Sports

Stephen	David	Garrett	Paul Foster
3.0	4.0	3.0	3.0

Pitching: 100 Average      Challenge: Adjusted  
 Available April      Practice value: High  
 Baseball      1998 rating: 8.5  
 2 players      16 levels  
 Multiple views



PRO TIP: Vary your pitches to keep your opponent out of sync.



Complete stat-tracking shows you the league leaders.

### Season Statistics

MAJOR LEAGUE BATTING STATS

TEAM	LEADERS	AVERAGE
LA	Scotty Summers	.415
CLE	R.J. Summers	.411
LA	Jim Summers	.408
CLE	Justin Gillman	.405
LA	Jay Crooked	.399

LA: LAUNCH LEADER    CLE: HITTING    LA: BEST

### VR Baseball Tips



PRO TIP: Take at least one crack at the long ball with your power hitter.



PRO TIP: Bunting is a good way to get your lead-off hitter on base.



PRO TIP: Get in good scoring position by stealing second.



PRO TIP: On a ball hit deep, challenge the outfielder's arm and go for home.

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## Rally Cross

By Dr. Zombie

### PlayStation

With Rally Cross, Sony effectively delivers all the excitement of off-road racing—minus the mud, debris, and bruises. Extremely sharp graphics, numerous game options, and good ol' rock 'n' roll racing fun ensure a fine time for 4x4 racing fans.

### Hit the Dirt

Up to four players can race in simultaneous split-screen mode, or you can go solo to try and master the tracks. With its solid lineup of 20 cars and trucks, six race locations with three courses each, and single-race or tournament modes, Rally Cross ensures replayability.

The game also features beautifully rendered 3D racing environments with off-road surfaces like sand, dirt, grass, snow, and ice. Subtle touches such as leaves and mud kicked up by wheels, skid marks burning into the pavement, and dents and bruises on the cars enhance the realism. The only graphics drawback is a shortage of directional signs indicating sharp turns. Crisp sound effects, such as gravel spitting up and the squeaks of the vehicle's chassis, complement the sound.

### Rally Fun!

High-speed racing fans may be disappointed with Rally Cross as hot doggers will continually find themselves running off embankments and ending up top down. Mastering your ride instead of driving fast is the key. The ability to roll your vehicle is essential when tackling sharp turns or flipping your car back over onto the road.

Although there are plenty of crashes, bumps, and flips, with a little practice and patience, you can rule Rally Cross's roads. Go 4x4!! ☐

Rally Cross by Sony			
Graphics	Sound	Control	Fun Factor
\$29.98	Multiple views	Challenge	Adjustable
Available now	Off-road racing	Replay value	High
4 players	ESRB rating	Kids	to Adults
18 courses			

### Rally Cross Tips



**PRO TIP:** If you're airborne and about to flip over, continually roll in the opposite direction to help your car land on its wheels.



**PRO TIP:** Master the 180-degree hard-reverse turn to spin your car around quickly and face the opposite direction.



**PRO TIP:** Roll into the direction of sharp turns to prevent the car from spinning out.



Japanese  
Nintendo 64

## Perfect Striker

By Ken Ogasawara

Sports action on the N64 is awfully hard to come by in the U.S. these days, but Japanese gamers have a few more titles to choose from. Since Konami of America has announced that Perfect Striker will be released in the U.S. later this year under the name International Superstar Soccer, this inside look at Konami of Japan's top-notch soccer game will help get you stoked for "football" in the fall.

### Kick Off!

Perfect Striker has all the standard features that you would expect from soccer games, such as line combinations and set plays. PS takes it a step farther, however, by providing the ability to create your own line

## Overseas Review

combinations. Another innovation is that players can be given a specific playing style above and beyond their normal field positions. For example, one defender can be assigned to be the sweeper, while another can be told to overlap into the offense.

The innovations provide added depth, but if the basic game doesn't deliver, there's no point to them. No worries on that front, though, as Perfect Striker delivers fluid graphics and great sound effects with crisp play-by-play announcing. Control-wise, the single-button passing is easy to learn, and by utilizing the various C buttons, gamers can experiment with more advanced passes and plays. Perfect Striker's easy enough for beginners to pick up and enjoy while veterans will love tinkering with all the options.

### Football Fury

Perfect Striker ranks as the best soccer game for the Japanese N64 and quite possibly one of the best soccer titles in Japan. If you own a Japanese N64, Striker's worth a kickoff. ☐

Perfect Striker by Konami of Japan

Graphics	Sound	Control	Fun Factor
\$55	Multiple views	Challenge	Adjustable
Available now in Japan	Soccer	Replay value	High
4 players	ESRB rating	Kids	to Adults
18 teams			

### Perfect Striker Tips



**PRO TIP:** Use a one-two pass when breaking down the wing. This will get you in the clear so you can make a centering attempt.



**PRO TIP:** Don't use the Run button too much with the forwards or the midfielders. The longer your best players stay in the game, the better chance you have of winning.



**PRO TIP:** Control the ball from the wing using the left C button, then hold Button B and a directional to get a player to either head or kick.



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## Triple Play '98

PlayStation

By Air Hendrix



Last year's Triple Play clinched the video game World Series hands-down—but the competition didn't put up much of a fight. Will Triple Play '98 have what it takes to survive the season and retain the top spot? Opening Day's just around the corner....



## Graphics &amp; Sounds



Visually, TP '98's on its way to a top-notch outing. The game title has been cleaned up nicely since the original's sluggish showing, and the new 3D polygonal style definitely catches the eye. Nice touches include authentic uniforms with names and numbers, real-life signature movements for batters and pitchers, a 3D mound and ball, and "intelligent" crowds (if you're having a lousy season, the stands are dead empty). As for sounds, the robust two-man commentary—ESPN's Buck Martinez on color and former Blue Jays announcer Jim Hughson on play-by-play—creates a TV broadcast feel that's really compelling.

## Features



Triple Play '98 hits the diamond with a fresh batch of new features. Players can swing for the fences in Arcade mode or get hip-deep in realism with Sim mode. Of course, you'll find all the major league teams, players, and stadiums, as well as cranked-up stats, interleague play, and a new Practice mode. Disappointingly, one of the coolest features of last year's version—adjusting your batter's stance—was ejected from the game. While this unfinished preview version was still too early to judge definitively, TP '98 already handles well enough that it ranks as one of the spring's leading prospects.

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EA Sports  
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## All-Star Baseball '97 Featuring Frank Thomas

PlayStation Saturn



Frank Thomas and Acclaim are digging in at the plate once again. This year's at-bat showcases retooled batting, pitching, and fielding controls that Acclaim hopes will make this ballgame more intuitive and realistic. Ac-



claim also scored with the licenses this year, so gamers will find all the major-league teams (including the two expansion teams), players, and stadiums—and you can also make trades. The Show begins

in Exhibition, Season (includes interleague play), Playoff, All-Star, Batting Practice, and Home Run Derby modes. Seat hounds will revel in the full-season stat tracking for the entire league, and ESPN's Jon Miller puts on the finishing touch with play-by-play calls.—*Air Hendrix*



Developed by Igama Entertainment  
Published by Acclaim Entertainment  
Available April

70% COMPLETE



## NHL Breakaway '98

PlayStation Saturn

Acclaim's getting into the hockey game this fall with NHL Breakaway '98, an already-promising title that sports top-notch features. Beyond the usual NHL players and teams, Breakaway will deliver World Cup teams, trades, player creation, and the ability to sign and release free agents. In-depth coaching lets you order a player to "shadow" an opposing star, plus you can call plays like the neutral-zone trap. But this game stands out from the crowd with "total team management," a point-based system that enables you to hire coaches, develop players, treat injuries, and more. Other killer features include icon passing, switching to players who aren't the puck carrier, and the ability to load custom teams on a memory card. Smooth, snazzy polygonal graphics polish it off with graceful movements and detailed uniforms.—*Air Hendrix*



**NHL**  
BREAKAWAY



Developed by Sculptured Software  
Published by Acclaim Entertainment  
Available August

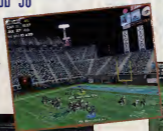
50% COMPLETE



## NFL Quarterback Club '98

PlayStation Saturn 3DS

With the Packers' Brett Favre as its star, QB Club '98 is setting up for a better season with a newly redesigned A.I. and engine. Its graphics are getting a facelift, too—Acclaim reports that QB Club's new motion-captured animations and revamped camera angles eliminate the pixelization problems that plagued last year's game. Of course, QB Club features all the pro players, teams, and stadiums, and NBC's Marv Albert calls the play-by-play. New bells and whistles for this edition include season-long stats and roster management, which lets you trade, draft, create players and teams, sign and release players, and handle the salary cap.—*Air Hendrix*



Developed by Ignite Entertainment  
Published by Acclaim Entertainment  
Available August

50% COMPLETE



## HardBall 6

PlayStation Win 95



One of the longest-running baseball series will return to the PlayStation after making the jump into 3D with motion-captured, polygonal players and real, fully-detailed stadiums. HardBall 6 also delivers all the big-league players and teams, as well as player creation and drafts over multiple seasons. Acclade's also working on a new control interface.—*Air Hendrix*



Developed by Milestones  
Published by Acclade  
Available July

30% COMPLETE



## NBA Jam '98

Nintendo 64 PlayStation Win 95

Above and beyond its N64 debut, the big news with the next round of NBA Jam is five-on-five sim-style hoops. Yup, you read that right—Jam '98 will be two games in one as players can choose either the now-famous two-on-two dunkfest or take it to the hole in realistic five-on-five hoops. Jam '98's other intriguing features include a play editor, on-the-fly play calling, and player creation.—*Air Hendrix*



Developed by Sculptured Software  
Published by Acclaim Entertainment  
Available Winter '98

10% COMPLETE

# ROLE-PLAYER'S REALM

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

PlayStation

**By Art Angel** Konami releases another strong offering in its growing RPG library. Combining a solid story line, challenging strategy, and original gameplay, *Vandal Hearts* is close to being as good as Konami's earlier title, *Suikoden*.

## Kick Some Ash

*Vandal Hearts* is based on the elements of war and betrayal. You play as Ash, a commander in a peaceful kingdom, Ishtarla. When war threatens, you must discover who is wreaking havoc in the kingdom, and why. During your mission, you pick up clues and add members to your party, while fierce enemies and monsters block your path to the truth.

Though the story may seem familiar, *Vandal Hearts* has some unusual gameplay features. Unlike most RPGs, *Vandal Hearts* allows strategic movements during battle, making the placement of your party members around enemies as important as using spells correctly. The more you have flanking an enemy, the more offensive and defensive bonuses you'll receive. Strategic positioning is especially important when battling larger, stronger opponents.

Also unique to the game is the advanced control you have over your characters. Unlike most RPGs, *Vandal Hearts* enables you to determine a character's class (including hawknight, bowman, mage, bishop, and ninja). The controls are further complicated by your many offensive abilities: Not only do you use spells and weapons, you can also set booby traps.

## Sights and Sounds

*Vandal Hearts'* 3D graphics are good, with sharp sprites and special effects for the spells that are reminiscent of *Suikoden*. The characters' celebrations can become annoying and sometimes distracting, but they're well balanced by creative and flawless full-motion videos (FMV).

The clean, crisp audio will keep your spirits high; the sounds are always on cue no matter how long you've been playing. The voice-overs during the FMVs add intrigue and help deepen the story line.

## Hearts of the Matter

*Vandal Hearts'* original gameplay and strong graphics and sounds should satisfy even the most particular RPGers. It would be a scandal to miss *Vandal*. ☐

Check out "Final Fantasy VII" elsewhere in this issue for a review of the long-awaited Japanese RPG.



Vandal Hearts by Konami			
Language	Serial	Control	Fun Factor
4.0	4.0	3.0	4.0
Title not available		Challenge: Moderate	
Available on PlayStation		Rating: Rating: None to Adults	
3 player			

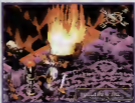
**PRO TIP:** As you enter the map for Sand Dunes of Sea, go as far forward as possible in a tight formation. The Death Ant will resurface in front of you, and then you can launch a mass attack to defeat him.



**PRO TIP:** In any battle, always rid yourself first of troubling magic-users, healers, and missile-using enemies.



**PRO TIP:** After defeating the Death Ant, go to the tavern in Port City Minato and talk to everyone. Before you leave, you'll get a Nova Key, which you use at the Dojo to undergo the first of The Six Trials of Toroh.



**PRO TIP:** In Plain of Sorrow, protect only one of the Mage Towers to guarantee warp travel back to your world. Make sure it's guarded on every side and always heal your comrades-in-arms if they're ailing, or else you'll spend the rest of eternity in limbo.



**PRO TIP:** When fighting Hassan and his crew in the Gadar Sea, split your party in two, cover both gangplanks, and wait for enemies to attack. Make your party members with bows and arrows face the gangplanks, and keep Huxley The Healer between both groups.

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Coming soon...Role-Player's Realm.

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# The Dooms and Don'ts of

Wurmido 64

Get ready to fight for your life with Doom 64! This version of Doom has the toughest stages yet. We'll show you a few secrets and how to beat some of the most difficult levels in the game so you won't be doomed to failure.

By Major Mike

## Hidden Levels

There are several hidden levels in Doom 64. Here's where you can find two of them.

### Level 12: HIDDEN LEVEL Altar of Pain

To reach the secret level, look for the pillar with the Supercharge located on the top.



Location of the Secret Exit

## Methods to the Madness

### The Beastly Bunch



Next to the BFG-9000, confusion and chaos are your two best friends. Why? Because monsters are careless and have little regard for the safety of others. Monsters can easily shoot each other, which leads to a fight that doesn't end until one of them is dead. However, members of the same species don't fight each other, except for Former Sergeants, Shotgunners, and Lost Souls.

do sizable damage. You can use them to your advantage by luring monsters into their line of fire.

### Crushing Ceilings



These activate when you least expect them. Be leery of long, seemingly clear hallways. Although the ceilings don't always kill you, they can cause a lot of damage.

### Illusion Walls



These could answer the question "Who's hiding me?" In some levels, walls aren't really walls, but illusions. To find these, fire a couple of rounds at a wall. If you see the shots impact on the surface, they're real; if you don't, then the wall is probably fake.

### Other Dangers and Things to Look For

#### Flying Darts



New to the Doom lineup are flying darts. Although they're small, they

### Homing Fireballs



Similar to the guided fireballs the Reverent uses, these suckers chase you until they hit something. They also do serious damage. The only advice here is to run like hell.

### The Teleport Factor



Monsters teleport in Doom 64—a lot. Whenever something teleports, it makes a distinctive sound, so listen for the audio cue.



Run toward the top of the tower and keep going. It may seem like you will run into the wall on the opposite tower, but you won't—the wall is actually an illusion, and you'll run right through.



Inside is a narrow corridor with a Knight. Ice him and go to the exit. This takes you to level 30, The Lair.





## Level 18: Spawned Fear

HIDDEN LEVEL



Location  
of the  
Secret Exit



backtrack down the stairs, out the door, and to your left. You should then see the secret door.



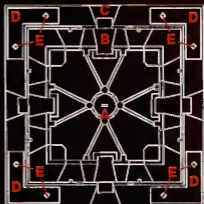
It is open for only a brief moment, so you must move quickly. It may take a few attempts, but success takes you to level 31, in the Void.



Walk up the steps toward the exit very slowly. When you hear the door open, immediately



## Level 9: Even Simpler



Veterans of the PlayStation version will recognize this variation of Dead Simple, one of the levels in that game. The most important things to remember are that there are three waves of monsters, and that with each passing wave, another part of the level opens up. There are no keys in this stage.



The best way to survive the first wave is to keep moving—if you stop, the Mancubuses will burn you with fireballs. Run in a circle, firing rockets as you move. Limit your rockets to one per monster with each pass.

**The First Wave**

You start the level in a small room facing a switch (A). Gather all the ammo and items in the room, then press the switch. The wall drops, putting you in a courtyard with five Mancubuses—four on pedestals in each corner and one roaming freely. This one should be facing you, so give it three quick rocket blasts and start running.

**The Second Wave**

When the first wave finishes, several Knights and Cacodemons appear, but you can now go to the outer perimeter (B). During this phase, change tactics and run around the perimeter, firing at the monsters in the courtyard. Try to bunch the monsters together—it's easier to get them to fight each other.



When two or three monsters are left, head back to the center where you started the level.

### The Third Wave



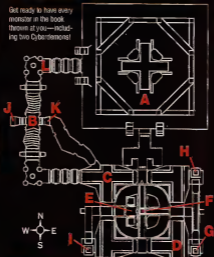
When the last monster dies, the third and final wave begins as Barons, Pain Elementals, and Mancubuses teleport into the level. A Temporary Invisibility Orb also teleports into the level (A), and the farthest perimeter of the level also opens (C). Grab the orb, ready the rocket launcher, and head to the outer perimeter. Mancubuses will be here, so blast them as fast as you can. In the corners are dart blowers (D), which can help you kill the Mancubuses. Trigger them by stepping on the small pedestals near each corner (E).



Stay in the outer perimeter during the third wave and sporadically blast the monsters through the openings. Before leaving the level, do a thorough search for ammo and other items.

## Level 17: WATCH YOUR STEP

Get ready to have every monster in the book thrown at you—including two Cyberdemons!



You start in an arena (A). Grab the weapons, then head to the open passageway (B). This leads to another area (C). When you reach the other area, move very slowly—this is where the level gets its name—and listen for teleporting sounds. As you move farther into the stage, more monsters will teleport in. Don't make a mad dash for the Blue Key in the far corner (D)—if you do, monsters will blow the hell out of you. Slow and steady wins this race.



After you get the Blue Key, go to the gate at the main house in the center (E).



A Pain Elemental is inside the gate. Open the gate and blow it to hell. Go to the end of the hall, press the switch, and take the elevator up. There are Imps waiting at the top, so have the shotgun ready.

Take the teleporter in the middle (F). This takes you to (G). Move slowly off the platform and

head north. When you're halfway down the hallway, Marines teleport in front of you.



There is a Berserker kit halfway down this corridor. If you grab it, an Imp will teleport next to you. Remember—grabbing the Berserker kit defaults you to your fists, so you must get close to the Imp to kill it. Grabbing the Berserker kit also triggers a teleport trap of Lost Souls. After polishing them off, go to the teleporter at the end of the hall (H).

This teleporter takes you to (I). When you move off the platform, be prepared to blast the Marines that teleport in. There is Magi Armor in a recess at the end of this hall. Back into it when you collect it—an Imp will teleport next to you, along with a Pain Elemental.

## Secret Items



There are two secret areas at the teleporters at (G) and (H). When you teleport to (G), fire a shot down the hall, then move backwards. The panel behind you opens. Once inside, press the wall switch. This opens a secret recess at (J) that contains a Temporary Invisibility Orb. There is a similar secret with the teleporter at (H) that opens a passageway at (K). This passageway leads to a MegaspHERE.

Now the fun begins. When you go back to (A), Marines and Bulldog Demons teleport in. Then Imps. Then Barons of Hell. You can waste these monsters from the hallway (L). However, if you're low on



health or ammo, sneak back into the arena when the Barons appear.

You have to move fast, so look in corners to find ammo and health items. Make sure you're clear of that first arena when the last Baron dies—you don't want to be stuck there for what's next.



After the last Baron dies, the main arena floods with Arachnotrons, Knights, and Mancubuses. This is to your advantage, however. Go to (C), and then go to the bars. Pump off a few shots to get the monsters' attention. If you do, they'll start shooting each other, saving you time and ammo. Whatever you do, save the plasma rounds for the two Cyberdemons at the end.



When the last monster dies, two Cyberdemons appear. Grab the Temporary Invincibility Orb, and run into the arena with the Cyberdemons. Unload as many rockets or BFG shots as you can at close range until the orb wears off. You should be able to take out one of the Demons. For the other Cyberdemon, go back to the bars in the second arena where you shot at the Arachnotrons and Mancubuses. Don't even think about firing rockets through the bars. Instead, use the chainsaw, shotgun, or laser beam to shoot the other Cyberdemon. It requires patience, but with luck you should be able to take it out.

## Level 23: UNHOLY TEMPLE

This level is an ugly tale of three switches. You start on the ground level facing an Arachnotron to your right. Immediately move to your left—Barons on a high ledge throw fireballs at you.



The castle ahead has three levels. There are translucent Bulldog Demons on the second ledge and Barons on the third.

Run around the perimeter and blast the Arachnotrons. While you're doing this, the Barons throw fireballs at you, but they mostly hit the Demons. After you kill all the Arachnotrons, two teleporter pads on the ground level open up (A).

Before entering the teleporter, shoot all the Demons on the second ledge and all the Barons on the third ledge.

When you step in the teleporter, you're taken to the second floor. However, there are two stretches to look out for on the west and east sides (B). When you head down these two stretches, homing fireballs fly after you, so always run through these areas. Head to the elevator to the north, take it to the third floor, and press the switch to the south (C).



There is a secret on the third floor. Go to the north and face the red emblem across the way (D). If you shoot the emblem, the ledge will drop. When it does, run forward so you land on the ledge. There

are several items here, including plasma charges.

Go to the doorway on the second floor and run to the stairs at the opposite side (E). Why? There are two Barons on pedestals that flank you as you enter the room. When you get to the stairs, turn and see the Barons.



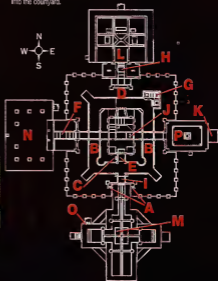
At the top of the stairs, turn right and go toward the armor power-up. Get the BFG ready—this is where Hell gets its name (F). When you grab the armor, the walls on both sides drop, revealing Arachnotrons. Keep going straight into the courtyard with the pillars (H). Once you're in the courtyard, several Bulldog Demons teleport in. Use the BFG to clear them out. After the Demons are gone, a wave of Barons teleports into the courtyard.



The Blue Key is on a pedestal on the far wall. A switch on one of the pillars lowers the pedestal.



There is a gated section in the northeast corner of the courtyard along with three skull key icons embedded in the wall. Note the order of the colors of the icons as they appear from left to right. When exiting the courtyard, don't forget the Arachnotrons in the rest room.





Head back down to the second floor and open the blue door. This is a short tower that has a Loot Soul inside (G). At the top of the tower is the Red Key, but when you get the key, you activate five crushing ceilings.

Go down to the ground floor to the north (H) and look at the keycards embedded in the wall. Make a note of the colors as they appear from left to right.



Return to the second floor, and open the red door to the south (I). Two Knights and two Shotgunners are inside. Use the rocket launcher to clear them out.



The Yellow Key is in this room (M), but you have to play a shell game before you can get it. You see the key, but when you get close it's replaced by a Baron. This happens three times, after which you can grab the key. Before leaving the room, make a note of the three keycards embedded in the wall (O) as they appear from left to right.



When you leave the room, be careful—Cacodemons have teleported into the courtyard.



Head back to the fourth floor and go to the yellow gate (J). Open the gate and blast the Shotgunners in the room to the east (P). Run to the platform in the center and keep going—there is an illusion wall here with a teleporter behind it. Entering this teleporter takes you to the far east side and puts you on a pedestal with an Arachnotron (K). However, you kill the Arachnotron instantly by teleporting on it. A Supercharge and some rockets are on this ledge.

Go to the pedestal in the center of the room. Remember how

you noted the appearance of the color keys embedded in the walls? Press the colored skulls in the order you saw them. Each time you press a sequence, go back to the corresponding gate where you saw that sequence. The gate should be open, enabling you to press the switch inside.



Go to the ground floor of the last room (L). While you're grabbing some of the items, three Arachnotrons teleport into the room. Blast them, then blast the two Knights in the recesses at the south end of the room. Take the elevator in the center up, and press the switch at the top. This turns the floor to blood and raises a catwalk.

Walk to the recesses where the Knights were and hit the switch inside each room. Then, carefully navigate the platforms to the inside of the center pillar and press the switch facing south. This makes the walls drop, and Cacodemons flood the room. Have the chaingun ready to gun them down.



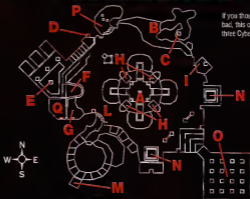
Stand on one of the two platforms in the northeast or northwest corners and run off onto the ledge below. Press the switch on the north wall to open a teleporter. This teleporter takes you back to the center pillar where you can navigate the ledges back to the entrance of the room.



The exit to the stage is in the room to the south where you played the Yellow Key shell game.



## Level 24: NO ESCAPE



If you thought Level 17 was bad, this one puts you against three Cyberdemons!



You start in a room with four doors facing a switch. Get the super shotgun ready, press the switch, and enter the door to your left.



When you hit the ground, take off to the left and keep moving—several Nightmare Imps and a Cyberdemon are waiting. Run to the opening on the other side of the blood lake to the north (B). There are some Nightmare Imps in here. Take the teleporter at (C) to get to (D). Get off the teleport pad and run upstairs. There is a pool of toxic waste with an armor power-up on an island in the middle (E). There are also three barrels to your right, and a Mancubus awaits around the corner.



Shoot the Mancubus, then go to the wall opposite the start. Run, get the armor, and go halfway downstairs. When you grab the armor, three doors open to your left, letting Lost Souls into the room. From the stairway, shoot the barrels to help kill the Lost Souls.



When the Lost Souls are gone, it's time to deal with the Cyberdemon. Go to the balcony (F), and ready the super shotgun. You're at head-level with the Cyberdemon, so he can't hit you with his rockets. Blast away at him until he explodes.



When the Cyberdemon's gone, jump to the ledge to the south (G), and press the switch. Head to the tower where you started the level (A). There are four enclaves (H) up high around the tower. Press on the ledges in front of these enclaves to activate the elevator. There is a switch in one of these that opens the gate at (L), and a teleporter that takes you to a platform (I) across the way. When you take the teleporter to (I), you'll see two boxes of rockets and a Mega-Armor. Grab the armor, then retrace back onto the teleporter pad because Shotgunners teleport in front of you.



After wasting the Shotgunners, go to the gate that opened at (L). Three Pain Elementals are inside. Time to use the chaingun.



When they're dead, get the Super-charge. When you do, three Mancubuses appear on the ledge above you. Run back to the entrance and use the rocket launcher to nail them from a distance.



There is a hidden area along the wall that has a plasma rifle and several energy charge packs (M). You're going to need them for what's coming up.



Go back to the main courtyard and blast the two Mancubuses riding the elevators to the south and to the east (N). When the last Mancubus dies, Nightmare Imps, Lost Souls, and more Mancubuses teleport into the area. A great hiding place is in one of the lower recesses. From here, you should be able to pick off the monsters.



## Shotgunner Hell



There is a nasty trap in the room in the southeast corner of the level (O). Press the switch on the pillar in the north row, and a pillar in the southeast corner drops with a shotgun on top. When you grab the shotgun, several Shotgunners teleport into the room, and a barrier also seals you in the room. The only way to open the room is to kill all the Shotgunners.



There are two Cyberdemons left. They're in the cage to the north (P). Depending on your ammo supply, you can kill one or both of them through the cracks in the bars, using the shotgun, the chaingun, or the laser beam. Chances are, however, you'll have enough ammo to take out only one, so be sure to kill one, even if you use all your ammo. After killing one Demon, press the switch to the west (Q) to drop the bars on the cage with the Cyberdemons. There are also several boxes of rockets in there. Wait for the Cyberdemon to leave the cave, then double back and collect the rockets. This solves your ammo problem and gives you a fighting chance. The level ends only when the last Cyberdemon is destroyed.

# THE FIGHTER'S EDGE

GAME-WINNING COMBOS & STRATEGIES

## SOULBLADE

PlayStation

Conclusion



### ✕ Play As Soul Blade ✕

Soul Blade is a time-release hidden fighter similar to the hidden characters in Tekken 2's arcade version. To activate Soul Blade, leave the game running for approximately 18 hours. Soul Blade will be automatically added to the lineup of fighters. GamePro, however, doesn't recommend that you leave your PlayStation on for long periods of time unattended.



In the final installment of Soul Blade, we reveal all the special moves and the best combos for the five remaining fighters. Plus—we tell you the secret code to play as the final end boss, Soul Blade, and we toss in all of his moves!

By Bruce Lee

### ✕ Basic Skills ✕

Here are some basic skills you should use during a fight.

#### 3D Movement

In addition to guard blocking, characters can sidestep incoming moves. Tap  $\downarrow$ ,  $\uparrow$  to sidestep left, or tap  $\downarrow$ ,  $\uparrow$  to sidestep right.

**Note:** Players can even sidestep and attack. After you sidestep, tap any of the attack buttons.

#### Knockdown Attack

After you knock down an opponent, you can jump in for an extra hit. Tap ( $\uparrow$  HA) or ( $\uparrow$  VA) to further damage a downed opponent.

#### Critical Edge

Each fighter can perform a multi-hit super move. Performing this super move, however, drains half your weapon meter. Tap (HA VA K) to do the Critical Edge.

#### Weapons Clashing

If timed right, weapons can lock together during battle. When weapons are locked, tap any attack button repeatedly to counterattack.

#### Controller Legend



HA = Horizontal Attack

VA = Vertical Attack

G = Guard

K = Kick

Mouse = Move the joystick in one smooth, continuous motion.

Tap = Tap the buttons and directions indicated in sequence.

[ ] = 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  $\rightarrow$  and  $\leftarrow$  directions.

### Special Moves

#### Charging Flip



Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (HA VA)

#### Spinning Uppercut



Motion  $\rightarrow$   $\downarrow$   $\uparrow$  VA

#### Power Dive



Tap ( $\leftarrow$  HA VA)

#### Torpedo Charge



Motion  $\downarrow$   $\leftarrow$   $\rightarrow$  VA, tap VA

#### Twin-Blade Grab



When in close, tap (HA G)

#### Behind Grab



When behind an opponent, tap (HA G) or (VA G)

#### Super Move



Tap ( $\leftarrow$  HA VA)

#### Batter Up

When in close, tap (VA G)

#### Charging Flip Kick

Tap  $\rightarrow$ , hold  $\rightarrow$ , tap (VA K)

# Special Moves

# Killer Combos

## Leg Sweep



Tap (↓ K)

## Overhead Throw



When in close, tap (HA G)

## Behind Grab



When behind an opponent, tap (HA G) or (VA G)

## Spinning Axe



Tap (↘ HA)

## Head-Butt



Tap (← VA)

## Rock Charge



Tap →, hold →, tap K

# Rock

## Thrust and Jump Attack



When in close, tap (NA G)

## Grab Takedown



When in close, tap (← HA VA)

## Axe Stab



Tap (→ VA)

## Axe Thrust



Tap →, hold →, tap VA

## Super Move



Motion ↓ ↘ → (NA K)

## Quick Jab



Tap (→ HA)

## Night Drop



When in close, motion ↓ ↙ ← (NA G)

## Overhead Attack



Tap (↓ VA)

## Knee Thrust



Tap (→ K)



## Four-Hit Axe-Sweeper Combo

Tap (→ HA)

## Three-Hit Spinning-Takedown Combo



Tap HA



Tap K



Tap (↑ VA)

## Three-Hit Standing Combo



Tap HA



Tap K



Tap (↑ HA)

## Three-Hit Power-Axe Combo



Tap →, hold →, tap HA



Tap VA



Tap (↑ K)

## Three-Hit Low-to-High Combo



Hold ↓, tap HA



Tap VA



Tap (↑ VA)

## Three-Hit Juggle Combo



Tap (↘ VA)



Tap →, (→ VA)



Tap (↑ K)



**Sophitia**

**Special Moves**

**Charging Knee**



When in close, tap (HA G)

**Neck Breaker**



When in close, tap (VA G)

**Neck Breaker to Back Flip**



When in close, tap (VA G), (↓ HA VA K)

**Behind Grab**



When behind an opponent, tap (HA G) or (VA G)

**Super Move**



Tap ←, ←, (← HA), VA

**Front Flip to Back Flip**



Tap (↗ K), K

**Charging Stab**



Motion ↓ ↘ → VA

**Uppercut**



Motion → ↓ ↘ HA

**Charging Uppercut**



Motion → ↓ ↘ VA

**Killer Combos**

**Four-Hit Juggle Combo**



Tap (↘ VA)



Tap HA



Tap HA



Tap (↑ VA)

**Five-Hit Standing Combo**



Tap HA



Tap HA



Tap HA



Tap K



Tap (↑ VA)

**Five-Hit Overhead-Strike Combo**



Tap VA



Tap VA



Tap HA



Tap VA



Tap (↑ VA)

**Four-Hit Flip-Kick Combo**



Tap HA



Tap HA



Tap K



Tap (↑ VA)

**Power Roundhouse**



Tap (HA K)

**Sweep Kick**



Tap (↓ K)

**Backfist Attack**



Tap (← HA)

**Front Flip**



Tap (↗ K)

**Overhead Swing**



Tap (← VA)

**Front Flip to Stab**



Tap (↗ K), VA

**Four-Hit Sword-Fury Combo**



Tap VA



Tap VA



Tap VA



Tap (↑ HA)



# Special Moves

**Spinning Knockdown**



Tap (← HA)

**Charging Stab**



Tap (→ VA)

**Stab Takedown**



Tap (← VA)

**Head-Butt**



Tap (← VA)

**Leaping Attack**



Tap ←, hold ←, tap VA

**Charging Kick**



Tap →, hold →, tap K

**Snap Kick**



Motion ↓ ↘ → K

**Power Roundhouse**



Tap (HA K)

**Forward Flip**



Tap →, hold →, tap (HA VA)

**Dashing Attack**



Tap (↘ VA K)

**Headache Grab**



When in close, tap (HA G)

**Cutting Edge**



When in close, tap (VA G)

**Acrobatic Enforcer**



When in close, tap (↓ HA G)

**Behind Grab**



When behind an opponent, tap (HA G) or (VA G)

**Super Move**



Motion ↓ ↘ → VA

# Killer Combos

**Three-Hit Charging Combo**



Tap ←, hold ←, tap VA

Tap VA

Tap (↑ HA)

**Three-Hit Juggle Combo**



Tap (↘ VA)

Tap HA

Tap (↑ VA)

**Three-Hit Turnaround-Slice Combo**



Tap VA

Tap (↓ HA)

Tap (↑ VA)

**Four-Hit Slicing Combo**



Tap VA

Tap VA

Tap VA

Tap (↑ HA)



Tap VA

-Tap VA

Tap K-

Tap (↑ HA)

**Four-Hit Standing Combo**



Tap HA

Tap HA

Tap VA

Tap (↑ HA)

# Siegfried



**Special Moves**

**Staff Attack**



Tap (→ HA)

**Turn-Away Attack**



Tap (← HA)

**Step-In Attack**



Tap (→ VA)

**Snap Kick**



Tap (→ K)

**Swoop Kick**



Tap (← K)

**Forward Flip**



Tap (→ VA K)

**Leg Takedown**



When in close, tap (HA G)

**Overhead Throw**



When in close, tap (VA G)

**Behind Grab**



When behind an opponent, tap (HA G) or (VA G)

**Super Move**



Tap (→ HA VA)

**Fury Kick**



Tap ←, (→ K)

**Upward Slice**



Tap (↑ HA VA)

**Seung Mina**

**Spinning Roundhouse**



Tap (→ K)

**The Spinner**



Tap (HA VA)

**Vault Attack**



Tap (VA K)

**Killer Combos**

**Three-Hit Spinning-Roundhouse Combo**



Tap HA



Tap K



Tap (↑ VA)

**Three-Hit Flying-Kick Combo**



Tap →, hold →, tap K



Tap K



Tap (↑ VA)

**Four-Hit Turnaround Juggle-Combo**



Tap HA



Tap HA



Tap VA



Tap (↑ HA)

**Four-Hit Juggle Combo**



Tap (→ VA)



Tap (→ HA)



Tap K



Tap (→ HA)

**Three-Hit Knockdown Combo**



Tap (→ VA)



Tap VA



Tap (↑ VA)

**Five-Hit Swoop-Kick Combo**



Tap HA



Tap HA



Tap HA



Tap (→ K)



Tap (↑ VA)

**Special Moves**

**Low Takedown**



Tap (← HA)

**Torpedo Attack**



Motion ↓ ← ← HA, tap VA

**Reverse Upward Attack**



Tap ←, hold ←, tap VA

**Overhead Swipe**



Tap (→ HA VA)

**Low Swipe**



Tap (↘ HA VA)

**Spinning Takedown**



Tap (← HA K)

**Forward-Flip Attack**



Tap →, hold →, tap (HA VA)

**Charging Roll**



Tap →, hold →, tap (VA K)

**Windmill Attack**



Motion → ↓ ↘ VA

**Twirl-Blade Grab**



When in close, tap (HA G)

**Batter Up**



When in close, tap (VA G)

**Behind Grab**



When behind an opponent, tap (HA G) or (VA G)

**Super Move**



Tap (← HA VA)

**Dual Stab**



Tap →, hold →, tap VA

**Charging Kick**



Tap →, hold →, tap K

**Killer Combos**

**Four-Hit Swinging-Madness Combo**



Tap HA



Tap HA



Tap (↓ HA)



Tap (↑ VA)

**Four-Hit Reverse-Trip Combo**



Tap VA



Tap VA



Tap (← HA)



Tap (↑ HA)

**Four-Hit Slicing Combo**



Tap (→ VA)



Tap VA



Tap VA



Tap (↑ VA)

**Five-Hit Juggle Combo**



Tap (↘ VA)



Tap HA



Tap HA



Tap HA



Tap (↑ VA)

**Three-Hit Kick-Takedown Combo**



Tap K



Tap (↓ K)



Tap (← VA)



# SAMURAI SHODOWN IV AMAKUSA'S REVENGE

By Major Mike

## Methods of Mayhem

### Rage Explosion

When the POW meter is maxed out and flashing, tap (LS MS SS)

### Combo Slash

After the Rage Explosion, tap LS, MS, SS

### Flash Attack

After the Rage Explosion, tap (MS SS K)

### Taunt

Tap the Start button three times

### Dodge Back Attack

Tap (LS MS) when close to opponent

### Sidestep Attacks

Tap (LS MS)

### Crouch Block Attack

Tap (MS SS)

### Combo Slash

Tap (SS K)

### Job Attack

Motion  $\downarrow$   $\times$   $\rightarrow$  K

### Pounce Jab

When an opponent is down, tap  $\downarrow$ , LS

## Slash/Chivalry MOVES

## Amakusa

### Special Moves

#### Teleport

##### Teleport Advance

Motion  $\downarrow$   $\downarrow$   $\rightarrow$  K

##### Teleport Retreat

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  K

#### Flaming Skull Throw

Motion  $\downarrow$   $\rightarrow$  S

#### Human Fireball

##### Hovering Fireball

Motion  $\rightarrow$   $\downarrow$  S

### Fireball Attack

During Hovering Fireball, tap any S

### Fireball Cancel

During Hovering Fireball, tap K

### Orb Throw

Motion  $\downarrow$   $\times$   $\rightarrow$  S

### Orb Shield

Motion  $\rightarrow$   $\downarrow$   $\downarrow$  K

### POW Move

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\downarrow$ , (LS MS)

## Basara

### Special Moves

#### Head Stomp

During jump, tap  $\downarrow$ , K

#### Friendly Rip

Motion  $\rightarrow$   $\downarrow$  S or K

#### Aerial Blade Attack

Motion  $\downarrow$   $\rightarrow$  S

#### Teleport

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  S or K

#### Aerial Blade Throw

During jump, motion  $\downarrow$   $\rightarrow$  S

#### Electricity Ball

Motion  $\leftarrow$   $\leftarrow$  S

#### POW Move

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\downarrow$ , (LS MS)

## Charlotte

### Special Moves

#### Power Gradation

Motion  $\rightarrow$   $\downarrow$  S

#### Splash Fountain

Press and hold  $\rightarrow$ , and tap any Slash rapidly

#### Tri-Slash

Motion  $\downarrow$   $\rightarrow$  S

Note: Hold the Slash button to delay the strike.

#### POW Move

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\downarrow$ , (LS MS)

## Gaira

### Special Moves

#### Overhead Smash

During jump, tap  $\downarrow$ , S or K

#### Dashing Smash

Motion  $\rightarrow$   $\downarrow$  S

### Necklace Flail

Motion  $\downarrow$   $\rightarrow$  S

### Earthquake Pounce

Tap  $\downarrow$ ,  $\downarrow$ , S or K

### Takedown

#### Jumping Takedown

Motion  $\leftarrow$   $\downarrow$   $\leftarrow$  LS

#### Mid-Level Takedown

Motion  $\leftarrow$   $\downarrow$   $\leftarrow$  MS

#### Low Takedown

Motion  $\leftarrow$   $\downarrow$   $\leftarrow$  SS

### POW Move

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\downarrow$ , (LS MS)

## Galford

### Special Moves

#### Plasma Blade

Motion  $\downarrow$   $\rightarrow$  S

#### Teleport

##### Away from Opponent

Motion  $\rightarrow$   $\leftarrow$   $\downarrow$   $\downarrow$   $\rightarrow$  LS

##### Near Opponent

Motion  $\rightarrow$   $\leftarrow$   $\downarrow$   $\downarrow$   $\rightarrow$  MS

##### Drop From Above in Front of Opponent

Motion  $\rightarrow$   $\downarrow$   $\leftarrow$   $\leftarrow$  (LS SS)

##### Drop From Above Behind Opponent

Motion  $\rightarrow$   $\downarrow$   $\leftarrow$   $\leftarrow$  (MS K)

##### Counterattack From Above (In Front of Opponent)

When damaged, tap (LS SS)

##### Counterattack From Above (Behind Opponent)

When damaged, tap (MS K)

### Dog Attacks

#### Charging Dog

Motion  $\downarrow$   $\leftarrow$   $\leftarrow$  LS

#### Dog Takedown

Motion  $\downarrow$   $\leftarrow$  MS

#### Dog Drop From Above

Motion  $\downarrow$   $\leftarrow$  SS

#### Bouncing Dog

Motion  $\downarrow$   $\leftarrow$  K

#### Air Throw

During jump with opponent, tap  $\downarrow$ , SS

#### POW Move

Tap  $\rightarrow$ ,  $\rightarrow$ ,  $\downarrow$ , (LS MS)

## Controller Legend



K = Kick    S = Slash  
 LS = Light Slash    MS = Medium Slash    SS = Strong Slash

Motion = Move the joystick in one smooth, continuous motion.

Tap = Tap the indicated buttons or directions in sequence.

() = Execute commands in parentheses simultaneously.

POW Move = Designates a move that can only be done when your POW bar is maxed out and flashing.

Tap  $\rightarrow$ ,  $\rightarrow$  = Dash toward opponent

Tap  $\rightarrow$ ,  $\leftarrow$  = Retreat quickly from opponent

Special Note: All techniques are described under the assumption that your character is facing to the right. If they're facing left, reverse any  $\leftarrow$  and  $\rightarrow$  directions.

## Genjuro

*Shippu Kogetsuzan*  
Motion → ↓ ↘ S

*Secret Earthquake Slice*  
Motion ← ↓ ↘ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Jubei

### Special Moves

*Geysir Thrust*  
Motion ↓ ↘ → S

*Tsunami Sabre*  
Motion → ↓ ↘ S

*Sabre Thrash*  
Press and hold →, and tap any Slash rapidly

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Kazuki

### Special Moves

*Soul Burner*  
Motion ↓ ↘ → S or K

*Exploding Death*  
Motion → ↓ ↘ S or K

*Flames of Disaster*  
Motion ↓ ↘ ← S or K

*Exploding Flames of Disaster*  
Motion ← ↓ ↘ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Kyoshiro

### Special Moves

*Flame Breath*  
Motion ← ↓ ↘ S

*Twirling Blade*  
Motion → ↓ ↘ S

*Frog Attack*  
Motion ↓ ↘ → K

*Ground Water*  
Motion ↓ ↘ → S

*Jumping Twirling Blade*  
During jump, tap ↓, S

*Jumping Lion*  
Motion ↓ ↘ ← S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Nakoruru

### Special Moves

*Annu Mutsube*  
Motion ← ↓ ↘ S

*Lela Mutsube*  
Motion ↓ ↘ → S or motion → ↓ ↘ S

*Kamui Risue*  
Motion ← ↓ ↘ S

### With Mamaha

*Mamaha Attack*  
Motion ↓ ↘ ← S

*Hang On to Mamaha*  
Motion ↓ ↘ ← K

*Slash Attack*  
Tap LS or MS

*Downward Attack*  
Tap (LS MS)

*Get Off Mamaha*  
Tap K

### Air Throw

During jump with opponent, tap SS

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Rimuru

### Special Moves

*Ice Ice Blast*  
Motion ← ↓ ↘ S

*Air Iceberg*  
During jump, tap ↓, S

*Ground Ice Blast*  
Motion ↓ ↘ ← S

*Freezing Iceball Throw*  
Motion ↓ ↘ → S

*Rising Ice Flower*  
Motion → ↓ ↘ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Shizumaru

### Special Moves

*Umbrella Spin*  
Motion ↓ ↘ ← S

*Umbrella Throw*  
Motion ↓ ↘ → S

*Umbrella Deflect*  
Motion ↓ ↘ → K

*Sword Uppercut*  
Motion → ↓ ↘ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Sogetsu

### Special Moves

*Moon Rise*  
Motion ↓ ↘ → S or K

*Moon Glow*  
Motion → ↓ ↘ S

*New Moon*  
Motion ↓ ↘ ← S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Tam Tam

### Special Moves

*Paguna Paguna*  
Press and hold →, and tap any Slash rapidly

### Moora Gaboora

*Upper Moora Gaboora*  
Motion ↓ ↘ → LS

*Lower Moora Gaboora*  
Motion ↓ ↘ ← MS

*Ahaaah Gaboora*  
Motion → ↓ ↘ S

*Paguna Dios*  
Motion ← ↓ ↘ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Ukyo

### Special Moves

*Snowfall Slash*  
Motion ↓ ↘ ← S

*Snowfall Kick*  
Motion ↓ ↘ ← K

*Swallow Swipe*  
During jump, motion ← ↓ ↘ → S

*Afterimage Attack*  
Motion ↓ ↘ → S

**POW Move**  
Tap ←, →, ↓, (LS MS)

### Special Moves

*Toha Kouyokujin*  
Motion → ↓ ↘ S

*Sanrensatsu (Kiba, Tsuno, Rin)*  
Motion ↓ ↘ → S

Note: You can repeat this move up to three times consecutively.

*Oukazan*  
Motion ↓ ↘ ← S

*Throw and Slash*  
Motion → ↓ ↘ K

*Fierce Card Slash*  
Motion ← ↓ ↘ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Hanzo

### Special Moves

*Ground Flame*  
Motion ↓ ↘ ← S

### Teleport

*Away From Opponent*  
Motion → ← ↓ ↘ → LS

*Near Opponent*  
Motion → ← ↓ ↘ → MS

*Drop Above Opponent*  
Motion → ↘ ↓ ↘ ← (LS SS)

*Ground Slash*  
Motion → ↘ ↓ ↘ ← (MS K)

*Counterattack Above Opponent*  
When damaged, tap (LS SS)

*Counterattack Below Opponent*  
When damaged, tap (MS K)

*Jumping Throwing Star*  
During jump, motion ↓ ↘ → S

*Spinning Piledriver*  
Motion → ↓ ↘ S

*Air Throw*  
During jump with opponent, tap ↓, SS

**POW Move**  
Tap ←, →, ↓, (LS MS)

## Haohmaru

### Special Moves

*Secret Cyclone Slash*  
Motion ↓ ↘ → S

**WATERHEAT**  
**MOVES**

**AMAKUSA**

**Special Moves**

**Teleport**

**Teleport Advance**

Motion ↓ ↘ → K

**Teleport Retreat**

Motion ↓ ← ← K

**Black Ball Throw**

Motion ↓ ↘ → S

**Human Fireball**

**Hovering Fireball**

Motion → ↓ ↘ S

**Fireball Attack**

During Hovering Fireball, tap any S

**Fireball Cancel**

During Hovering Fireball, tap K

**Ground Teleport Explosion**

Motion ↓ ← ← S

**Spastic Slap**

Motion → ↓ ↘ K

**POW Move**

Tap ←, →, ↓, (LS MS)

**BASARA**

**Special Moves**

**Head Stomp**

During jump, tap ↓, K

**Teleport**

**Teleport Slash**

Motion → ↓ ↘ S

**Teleport**

Motion ↓ ← ← S

**Blade Air Throw**

During jump, motion ↓ ↘ → S

**Boomerang Blade Throw**

Motion ↓ ↘ → S

**Duplication Mirage**

Motion ← ↓ ← S or K

**POW Move**

Tap ←, →, ↓, (LS MS)

**CHARLOTTE**

**Special Moves**

**Power Grab**

Motion → ↓ ↘ S

**Lancer**

Motion ↓ ↘ → K

**Violette Lunge**

Motion ↓ ↘ → S

**POW Move**

Tap ←, →, ↓, (LS MS)

**GAIRA**

**Special Moves**

**Body Splash**

During jump, tap ↓, S or K

**Big Shout**

Motion ↓ ↘ → S

**Grab, Spin & Throw**

Motion ↓ ← ← → S

**POW Move**

Tap ←, →, ↓, (LS MS)

**GALEFORD**

**Special Moves**

**Lightning Sword Strike**

**Mid Strike**

Motion ↓ ↘ → LS

**Low Strike**

Motion ↓ ↘ → MS

**Lightning Fury**

Press and hold →, and tap any Slash rapidly

**Teleport**

**Away From Opponent**

Motion → ← ← ↓ ↘ → LS

**Near Opponent**

Motion → ← ← ↓ ↘ → MS...

**Drop From Above**

**In Front of Opponent**

Motion → ↘ ↓ ← ← (LS SS)

**Drop From Above**

**Behind Opponent**

Motion → ↘ ↓ ← ← (MS K)

**Counterattack**

**From Above**

**(In Front of Opponent)**

When damaged, tap (LS SS)

**Counterattack**

**From Above**

**(Behind Opponent)**

When damaged, tap (MS K)

**Spinning Piledriver**

Motion → ↓ ↘ S

**Charging**

**Lightning Takedown**

Motion ↓ ↘ → SS

**Air Throw**

During jump with opponent, tap ↓, SS

**POW Move**

Tap ←, →, ↓, (LS MS)

**GENJIRO**

**Special Moves**

**Toha Kouyokujin**

Motion → ↓ ↘ S

**Running Toha Kouyokujin**

Motion ↓ ↘ → S

**Gukazan**

Motion ↓ ← ← S

**Grab & Stab**

Motion ↓ ← ← → S

**Fierce Card Slash**

Motion ← ↓ ← S

**POW Move**

Tap ←, →, ↓, (LS MS)

**HANZO**

**Special Moves**

**Ground Flame**

Motion ↓ ← ← S

**Teleport**

**Away From Opponent**

Motion → ← ← ↓ ↘ → LS

**Near Opponent**

Motion → ← ← ↓ ↘ → MS

**Mirror Image**

Tap ↓, ↓, S

**Screen Teleport**

Motion ← ↓ ← S or K

**Jumping Throwing Star**

During jump, motion ↓ ↘ → S

**Spinning Piledriver**

Motion → ↓ ↘ S

**Air Throw**

During jump with opponent, tap ↓, SS

**POW Move**

Tap ←, →, ↓, (LS MS)

**HAOHMARU**

**Special Moves**

**Cyclone Slash**

Motion ↓ ↘ → S



**Crescent Moon Slash**  
Motion → ↓ ↓ S

**Running Crescent-Moon Slash**  
Motion → ↓ ↓ K

**Upper Slash**  
Motion ↓ ↓ → K

**Counter Slash**  
Motion ← ↓ ↓ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

**JUBEI**

**Special Moves**

**Geyser Thrust**  
Motion ↓ ↓ → S

**Yagyu Shingantou**  
**High Yagyu Shingantou**  
Motion ↓ ↓ ← SS

**Mid Yagyu Shingantou**  
Motion ↓ ↓ ← MS

**Low Yagyu Shingantou**  
Motion ↓ ↓ ← LS

**POW Move**  
Tap ←, →, ↓, (LS MS)

**KAZUKI**

**Special Moves**

**Flame Kick**  
Motion → ↓ ↓ S

**Hades' Flame**  
**Hades' Flame**  
Motion ↓ ↓ → LS

**Demon Path**  
After Hades' Flame, motion ↓ ↓ → MS

**Heaven's Glow**  
After Demon Path, motion ↓ ↓ → SS

**Exploding Flames of Disaster**  
Motion ← ↓ ↓ S or K

**POW Move**  
Tap ←, →, ↓, (LS MS)

**KYOJINRO**

**Special Moves**

**Flaming Dragons**  
Motion ↓ ↓ → S

**Spinning Blade**  
Motion → ↓ ↓ S

**Dashing Slash**  
Motion ↓ ↓ → K

**Jumping Lion**  
Motion ↓ ↓ ← S

**POW Move**  
Tap ←, →, ↓, (LS MS)

**NAKORURU**

**Special Moves**

**Cape Smash**  
Motion ← ↓ ↓ S

**Wolf Moves**  
**Get on Wolf**  
Motion ↓ ↓ ← S

**Low Wolf Charge**  
Motion ← ↓ ↓ S

**High Wolf Charge**  
Motion → ↓ ↓ S

**High Blade Attack**  
During High Wolf Charge, motion → ↓ ↓ S

**Get off Wolf**  
Tap K

**POW Move**  
Tap ←, →, ↓, (LS MS)

**RIMORURU**

**Special Moves**

**Ice Sword Stab**  
Motion → ↓ ↓ S

**Ground Ice Blast**  
Motion ↓ ↓ ← S

**Ground Ice Ball**  
Motion ↓ ↓ → S

**Multiple Icicle Blast**  
Press and hold →, and tap any Slash rapidly

**POW Move**  
Tap ←, →, ↓, (LS MS)

**SHIZUMARU**

**Special Moves**

**Pogo Head Stomp**  
During jump, tap ↓, S

**Umbrella Throw**  
Motion ↓ ↓ → S

**Sword Uppercut**  
Motion → ↓ ↓ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

**SOGESTU**

**Special Moves**

**Moon of Death**  
During jump, motion ↓ ↓ ← S

**Full Moon**  
During jump, motion → ↓ ↓ S

**Water Ball**  
Motion ↓ ↓ → S

**Moon Beam Blast**  
During jump, motion ↓ ↓ → S

**POW Move**  
Tap ←, →, ↓, (LS MS)

**TAM TAM**

**Special Moves**

**Gaboora Gaboora**  
Motion ↓ ↓ → SS

**Skull Throw**  
**High Skull Throw**  
Motion ↓ ↓ → LS

**Low Skull Throw**  
Motion ↓ ↓ → MS

**Paguna Dios**  
Motion ← ↓ ↓ S

**POW Move**  
Tap ←, →, ↓, (LS MS)

**UKYO**

**Special Moves**

**Power Pole Jab**  
Motion ↓ ↓ ← K

**Snowfall Stab**  
Motion ↓ ↓ ← S

**Swallow Swipe**  
During jump, motion ↓ ↓ → S

**Power Sword Wave**  
Motion ↓ ↓ → S

**POW Move**  
Tap ←, →, ↓, (LS MS)



# S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

## Saturn

### Andretti Racing

#### Car Selection, Game Parameters, and Other Cheats



Car Selection Passwords: Start a career and enter the following passwords at the registry screen:

Indy Car selection cheat: **GO BRUINS!**

Stock Car selection cheat: **GO BEARS!**



Game Parameters Cheat: During gameplay, press Pause. Highlight Race Statistics, then **simultaneously press and hold R and C** to bring up the Parameters cheat menu.



Other Cheats: At the registry screen, enter the following passwords:

Wire-frame mode: **WIREFR**

Phat car mode: **PHATCARS**

Press start car: **PRESSSTART**

## PlayStation

### WWF: In Your House

#### Turn On Combos, No Damage, and More



During gameplay, press Pause, then enter the following codes:

Turn off computer players: Press **Left, Left, Up, Down, R2**.

Big damage: Press **Up, Up, L1, L2, Down**.

Combos: Press **R1, L2, R2, L2, Right**.

Small human damage: Press **Down, Up, L2, Right, Left**.

No human damage: Press **R2, L2, R2, L2, R1**.

Auto Super Pins: Press **Down, Down, Down, Down, L1**.

## Saturn

### The Legend of Oasis

#### Two-Player Mode



During gameplay, press **Z**, press and hold **X**, then press **L**. Simultaneously release **X** and **L** to access the two-player option.

## PlayStation

### Dark Forces

#### Cheat Menu



During gameplay, press **Left, O, X, Right, O, X, Down, O, X** to access the cheat menu.



# Playstation

## NFL GameDay '97

### Easter Eggs



At the Options menu, press L1, R1, L2, R2 to access the Easter Egg screen.



Enter any of the following passwords for these special abilities:

Receivers have no hands on blast hits, injuries up: **ASSASSIN**

Explosion on severe hits: **ATOMIC BOMB**

Strong passing arm: **BAZOOKA**

Huge cheerleaders: **BIG GIRLS**

Superstars are extra large: **BIG STARS**

More time to pop a receiver and get the ball out: **BLASTERS**

Ref doesn't call pass interference or personal fouls: **BLIND REF**

Strong winds in the snow: **BLIZZARD**

Shoulder charge is juiced: **BO KNOWS**

Frequent injuries: **BRITTLE**

Quarterback has increased accuracy, but slower foot speed: **BROADWAY JOE**

More penalties called: **BUSY REF**

Defensive charge and hits are high: **BUTKAS**

Show credits: **CREDITS**

Louder football noises: **CRUNCHY**

Lights out during night game: **DARK NIGHT**

Better defense: **DEFENSE**

Field-goal range increases: **DEMPSEY**

Spins are more effective: **DERVISH**

Reduces injuries: **DOC**

Players twitch: **ELECTRIC FB**

All players are almost equal: **EQUALIZER**

Tiny players and squeaky sound effects: **FLEA CIRCUS**



Jumbo-sized players: **FRIDGE**

Jump high: **FROG**

Players move faster: **GB SPEED**

Hidden difficulty level: **GD CHALLENGE**

CPU remembers 30 plays: **GENIUS**

Receivers have great hands: **GLOVES**

Huge players and weird sound effects: **GOLIATH**

Punts are slower: **HANG TIME**

Forearm shiver is juiced: **HATCHET**

Offensive line blocks better: **HOGS**

No pass interference or personal fouls called on home team: **HOME COOKING**

Players slide along field: **ICE SKATES**

CPU makes bad decisions: **IDIOT**

Ball pops out of receivers' hands like in original GameDay: **INFAMOUS POP UPS**

One-handed catches tip off a lot: **JUGGLER**

Hyper-speed bursts: **JUICE**

Stiff arm, forearm, and swim juiced with no recharge: **KARATE**

Fumbles are more frequent: **KRAIG**

Dives are farther: **LONG JUMP**

Loud PA announcer: **LOUD MOUTH**

Offensive line at disadvantage: **MANDARICH**

Game clock doesn't run: **NO TIME**

Swim moves juiced: **NYSE**

Defenders dive from far away: **OFFENSE**

Big hits, high flip hits: **OUCH**

Blocks resolve quickly: **PANCAKE**

Jostling increased: **PINBALL**

Jackhammer of a stiff arm: **PISTON**

Defensive jump is higher: **REJECTION**

Defenders dive from very far away: **SAYERS**

QBs get speed boost: **SCRAMBLER**

Loud crowd buzz: **SHOUT**

Game speed is slower: **SLO MO**

Strong winds in the rain: **SQUALL**

Special moves recover faster: **STEROIDS**

High one-handed catches: **STRETCH**

Darkness during rain setting: **TEMPEST**

Receivers are tightly covered: **TIGHT COVER**

Bad pass coverage: **TOAST**

Quarterback lobs passes: **TORRETA**

Strong winds during windy conditions: **TWISTER**



## PlayStation

### NHL Faceoff '97

#### Hidden Players



At the Create Player screen, enter the following names:

**Raja Altenhoff**

**Tom Braski**

**Craig Broadbooks**

**Peter Dille**

**Josh Hassin**

**Jody Kelsey**

**Tawn Kramer**

**Craig Ostrander**

**Kelly Ryan**

**Alan Scales**

**Chris Whaley**

Enter 1 for the player number, F for their position, 150 for their weight, R for their handedness, and leave all the other numbers the same. When you go to the Sign Free Agent screen, you'll notice that their overall abilities are 99.



## PlayStation

### SlamScape

#### Hidden Codes and Passwords



During gameplay, enter the following button presses:

**Invisibility** Press and hold Select, then press □, □, ○, ○, □, □, △.

**Full weapons power-up** Press and hold Select, then press Left, □, Right, ○, Up, △.

#### Passwords



Enter the following at the password screen:

Level 2 – Uraniumania: x x x △ o x □ △

Level 3 – Rapsychie: □ □ □ △ o □ △ △

Level 4 – Endless Bummer: □ □ x △ □ x □ x

Level 5 – Viva Los Vagrantes: ○ △ x △ x □ □ △

Hidden Movie: □ □ x □ □ △ o □

Art Level: △ o x △ x x o

Credits: ○ ○ □ □ o x x △

Game Over/War: ○ ○ △ △ x x △ o

Game Over/Lose: ○ ○ ○ ○ △ o x o

Quit: ○ ○ ○ △ △ o x □

Uraniumania movie: ○ ○ ○ △ △ □ □ △

Rapsychie movie: ○ ○ o x △ x □

Endless Bummer movie: ○ ○ ○ □ □ △ △ x

Viva Los Vagrantes movie: ○ ○ o x x □ □

## Genesis

### Vectorman 2

#### Refill Energy



Pause the game at any time and press B, A, B, A, Left, Up, Up to refill Vectorman's energy supply.

## PlayStation

### Bubble Bobble Also Featuring Rainbow Islands

#### Debug Menu

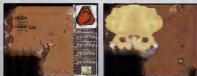


At the game select screen, pick Bubble Bobble. Then, at the Bubble Bobble title screen, **press Down, Up, Down, Up, Right, Down, Left, Down, Up, Down**. You'll hear a chime. Start a game and **press R2** at any time. This brings up a debug menu that lets you warp to any level and increases your lives. **Press L2** to exit the debug menu.

## Saturn

### Command & Conquer

#### Nuclear Bomb, Ion Cannon, and Air Strike



Enter the following codes during gameplay, not while the game is paused:

**Nuclear Bomb:** Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, A.

**Ion Cannon:** Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, B.

**Air Strike:** Press A, B, C, Left, Down, Right, Up, Left, Down, Right, Up, C.

## PlayStation

### Crusader: No Remorse

#### Level Passwords



Level 2: **FWQP**

Level 3: **PLRQ**

Level 4: **SZNF**

Level 5: **TDSS**

Level 6: **JLBT**

Level 7: **KZCV**

Level 8: **NZDW**

Level 9: **4PX**

Level 10: **XSGZ**

Level 11: **C6HD**

Level 12: **D7J1**

Level 13: **F8K2**

Level 14: **PGL3**

Level 15: **J9M4**

## PlayStation

### Ten Pin Alley

#### Taunts



In Team Play mode, during your opponent's approach, **simultaneously press and hold L1, L2, R1, and R2**. Keep the buttons held and **press any of the following buttons** to taunt your opponent:

**Choke:** Press  $\Delta$ .

**Loser:** Press  $\square$ .

**You suck:** Press  $\times$ .

**Miss:** Press  $\circ$ .



## PlayStation/ Saturn

### Impact Racing

Passwords for Invincibility, Ammo, and More



Enter the following passwords at the Password screen to access these power-ups:

Invincibility: **I . AM . IMMORTAL**

Unlimited ammo: **LOADSOFTUFF**

All weapons: **ALL . TOOLEDUP**

Six bonus tracks: **BONUS . LEVELS**

Final level: **KINDGAMELEVEL**

Level select: **RABBITRADGER**

Weird music: **JOURNEYS . END**



## Genesis

### Madden '97

#### Hidden Teams



At the create-a-player screen, create players with the following names to access hidden teams or a special ability:

All-70s team: **DISCO**

All-50s team: **HAPPY DAYS**

All-80s team: **NEW WAVE**

All-time all-Madden team: **BOOM**

EA Sports team: **ITSINTHEGAME**

Bypasses salary-cap restriction: **OVERPAID**



## PlayStation

### Pandemonium

#### Power-Up Passwords



At the Password screen, enter the following words to access various power-ups:

Enemies come back to life: **EVILDEAD**

Allows you to rotate the screen by holding **L1** and **L2**, then moving the directional pad from **right to left**. Press **Down** to re-center screen: **TWISTEYE**

Allows you to quit in the middle of levels and choose to restart, or move on to another level without sending you back to the main screen: **INANDOUT**

Change your body shape by holding **L2** and pressing **○**. Turn your body to its original shape by pressing **L2** and **×**: **THETHING**

Makes you invincible: **HARDBODY**

Change characters in mid-game: **BODYSWAP**

Once you get a weapon you won't lose it unless you switch weapons: **OTTOFIRE**

Gives you 31 lives: **VITAMINS**

Finish a level to play bonus game filled with power-ups: **TOMMYBOY**

Finish a level to visit fast-paced bonus area: **CASHDASH**

Allows you to visit any world you want: **BORNFREE**

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