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**MORTAL KOMBAT**  
4



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Issue  
**109**

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### The Fighter's Edge Mace: The Dark Age (Arcade, Nintendo 64)

Learn the combos, special moves, and more for 10 regular fighters, 4 time-released fighters, and 2 hidden fighters.



### Die Hard! Arcade (Saturn)

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— *P.S.X.*, August '97

"The game uses large 3D levels in a variety of unique styles (...) filled with traps and enemies that pose a serious challenge to the player"

— *Next Generation Online*, May '97

"...lavish cartoon-style graphics offer gamers a fun-filled action platform experience."

— *PS Extreme*, July '97

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# HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

Now that Sony and Nintendo have announced their dominance of the video game market (you'll hear barely a squeak from Sega on the subject), the argument rages again over which is the better system. And again the answer is...

Well, there is no clear answer. Gamers pretty much stay loyal to the system that best fits their needs. Sports gamers stay with

the PlayStation, action fans like the N64, and fighting game fans like the speed of the Saturn. Oh, and some still have a Perot-like fascination (like reader Dylan Dunlap; see letter at right) with the Jaguar, too.

But third-party software companies (like Westwood Studios, as we say in our reply to the reader Jayson LaDenux) are staying away from the Saturn in droves, which is interesting in light of news stories that Sega is working on a new 64-bit system (see "ProNews," September). Will fans of the Saturn be willing to shell out more money to move to the next level? And where are the levels going to stop?

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

## R U NOT FAIR?

It seems like every time you review a game that is the same for both the PlayStation and the Saturn, the PlayStation game ends up with better ratings. Die Hard Trilogy is a perfect example. Is the PlayStation just a better system? How come Sega is falling so quickly? In my opinion, the



Saturn's Independence Day...



...and Independence Day on the PlayStation

Saturn games that really outdo the PlayStation are Sega Rally Championship, Virtua Fighter, Virtua Fighter 2, and Panzer Dragoon 2. How come Doom for the PlayStation is awesome and for the Saturn it sucks? Is Sega not using the Saturn productively? Is the Saturn capable of producing the same graphics as the PlayStation? Please give me some answers.

Jayson LaDenux  
Patuluma, CA

Think about it. The PlayStation can handle video cut-scenes better (check out the opening of the two Independence Day games), and it can process polygons more smoothly (Compare Criticom for the Play-

Station with Criticom for the Saturn). Is Sega capable of producing the same graphics? Yes. Can the Saturn do it better than the PlayStation? No.

## ON COMMAND

I'm a big fan of Command & Conquer for the Saturn. Are there any plans to put the sequels to C&C on the Saturn market?

Jeff Butchelor, St. Louis, MO

At this time, Westwood Studios (the makers of Command & Conquer) has not announced plans to bring any other games to the Saturn. Red Alert, the sequel to C&C, is being planned for the PlayStation, however.



## YEAH, RIGHT!

The Nintendo 64 is the best game system to date. Yeah, right! The best system to date is the Atari Jaguar, duh! Although it has the same components as the N64, it has something the N64 doesn't—two RISC processors. Why did they Atari the Jaguar?

Dylan Dunlap, Bay City, TX

Whatever! Like, the Jaguar, ya know, it like rules, right? The Jaguar lacked a large library of great games so the hardware never took off like the N64.

## AD NAUSEUM

I recently rented Turok: Dinosaur Hunter and Doom 64 for my Nintendo 64. When ever I played them, I would get a headache and feel sick.





A video game has never caused me to feel sick before. I tried to return Doom 64, but the manager said I didn't have a valid reason to return it. I think if a video game causes any sickness, then that's valid enough.

Aren't video games tested for side effects like this? Did either of those games make any of your reviewers feel sick? I believe the manufacturers and rental companies have a responsibility to ensure the well-being of the consumer.

Dexter 79, via Internet

The only games that make our reviewers sick are the bad ones, like Battle Monsters. As far as testing, there is a disclaimer in the instruction booklet of most games that says if you feel sick, stop playing. Since only a small portion of the population gets sick playing these types of games, game companies feel the risk is minimal. You basically "assume the risk" when playing.

## FINISH HIM, WAYNE



In issue 96 (see "Sports Pages," September '96) you said there would be fatalities after the fights in Wayne Gretzky's 3D Hockey for the Nintendo 64. I bought the game and haven't seen anything like that. What's up?

Jon Mulholland  
Zumbro Falls, MN

Originally, Wayne Gretzky's 3D Hockey for the N64 was supposed to have finishing moves.

Midway, however, removed them from the final version.

## ST. ELMO'S IRE

In your June issue, the "Art Attack" section featured a picture entitled "Mangle Me Elmo." The art displays a picture that is supposed to look like Elmo holding a sword surrounded by Bert's limbs. I am writing to tell you how appalled I am. You even made it your Pick of the Month, which is even worse. In the future, I would like to see less violence in the pictures you select.

J. Gonzalez  
Corpus Christi, TX

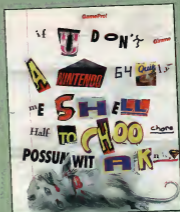
Who are you, Ernie the muppet? Wait until you see what we did to Big Bird.

## SHIRTS HAPPEN

I sent in a tip, along with my name and address, in an attempt to get my name in the magazine and a GamePro t-shirt. After I sent it, the tip appeared in your very next issue (#104), but my name was not by the tip, nor were there any other names by any of the other tips. Are you running low on t-shirts or just taking all the credit?

Phil Sampognaro  
Independence, OH

We're running low on shirts. Actually, we got the tip from the company that makes the game before we got the one you sent in. Keep trying though.



If u don't givme a nintendo 64 quickly me shell half to choo chore possum wit a knife.  
Anrymouse



## Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to

GamePro Magazine  
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San Mateo, CA 94402

E-mail us your comments through America Online at Keyword: GamePro or at this Internet address: [comments.gamepro@gamepro.com](mailto:comments.gamepro@gamepro.com)

## Pick of the Month



Andréa Amado de Conceição  
Rio de Janeiro, Brazil

### PRIZE!

This month's winning artist will receive a GamePro T-shirt!



Andy Evans, Starwood, WA



Robby Mowis, Bridgeport, WV



Marcos Dillard, Hollywood, FL



Daniel Chavez, Denver, CO



Jacelyn Kirsland, Korhonen, NY



Chris Pool, Ft Worth, TX

TASTE THE RAINBOW



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# BUYERS BEWARE



## By The Watch Dog

It's the beginning of fall and I can already feel my fur standing on end because of the chill. Hopefully, the following answers to readers' complaints will at least warm the tempered gamers.

**Q:** I'm having problems loading my saved games for Triple Play '98 by Electronic Arts. I can never finish a season, even with a completely empty Sony-licensed memory card. Why?

**Stephanie Bowlds**  
Lexington, KY



*Are you striking out with saved Triple Play '98 games?*

**A:** An Electronic Arts customer service rep responds: "This is a known but very sporadic problem. As of now, we are unsure what is causing this problem, and can only offer possible solutions that have worked with other copies of Triple Play '98:

- Unplug the second controller when playing a one-player game.
- Don't answer the trivia question at the beginning of the game.
- Rotate your saved seasons on the memory card, using no more than four slots.
- Delete saved games instead of overriding them when you need an extra slot."

## The Watch Dog adds:

Count on Electronic Arts making an announcement on how to correct this problem as soon as this "foul-up" has been resolved.

**Q:** I heard that the Sega Saturn Game Shark by Interact lets you play Japanese games on American Saturn consoles. Is this true?

**Christopher Barnes**  
Brooklyn, NY

**A:** The Watch Dog replies: Yes, it's true. By putting the Game Shark in your American Saturn, you can play all the hit Japanese games that never made it to the states. But be forewarned: Using any non-licensed products such as the Game Shark endangers your system, and you run the risk of games malfunctioning or not working at all.



*Danger: Japanese games found in Shark-infested waters!*

**Q:** I recently rented Blast Corps for my Nintendo 64. When I got home and turned on the game, I noticed that every level had already been completed. How can I delete the saved material?

**GWiz92002**  
via Internet

**A:** A Nintendo customer service rep responds: "To delete any saved games, hold down the Start button before you turn on your N64."



*Objective: Destroy everything in your path, even your saved game!*

**Q:** Sometimes when I play Mortal Kombat Trilogy for the Nintendo 64, the game freezes and locks up for no apparent reason. Why?

**Nam Nguyen**  
Portland, OR



*To morph or not to morph, that is the question.*

**A:** A Nintendo customer service rep explains: "The game should not be freezing up at all unless you are playing with Shang Tsung. Apparently, when you are about to finish your opponent and you

have morphed into a different character using Shang Tsung, the game will sometimes freeze up. You may want to exchange your game for another copy of MK Trilogy or just not play the game using Shang Tsung at all. If the game freezes up any other time, then you probably have a defective game. You should call Midway at (903) 874-5092 for further assistance."

## You Make the Call

Having problems with hardware or software from Nintendo, Sony, or Sega? Here are the customer-service numbers to call:

**Nintendo:** 800/256-3700

**Sega:** 800/872-7342

**Sony:** 800/345-7669

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

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San Mateo, CA 94402

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# Sega Calls Off Console Deal With 3Dfx

While the rumor mill continues to churn out questionable information about Sega's hardware plans, this much has been confirmed: The company's next console system won't feature 3Dfx chips inside.

3Dfx Interactive, creators of the advanced graphics technology used in top PC graphics cards and in Atari's San Francisco Rush arcade game, had been working under contract with Sega to develop a new chipset for use in Sega's newest hardware project (with the rumored codename of Black Belt). That work was brought to an abrupt halt when Sega told 3Dfx the deal was off.



While Sega declined to comment further, it's rumored that the company is eyeing NEC's PowerVR chipsets for its next big project instead, even though Sega already has \$2 million invested in 3Dfx. Greg Ballard, CEO for 3Dfx, said that he was "disappointed" in Sega's decision, but pointed out that Sega was only a fraction of its business. 3Dfx's Voodoo chipset is gaining momentum in the PC gaming community, and the company's technology was also used in Atari's Mace: The Dark Age and Konami's Hang Pilot coin-op games, as well as in Midway's upcoming NFL Blitz.

It's doubtful that this situation will set 3Dfx back too much; a few days after the Sega announcement, 3Dfx posted quarterly earnings in excess of \$6 million. Sega fans, meanwhile, now only know what they won't be getting, and have no clue of what they will. The Saturn is still Sega's top priority, the company reports, and its next major move remains a mystery.



## Nintendo President To Retire in 2000

Nintendo of Japan President Hiroshi Yamauchi recently told Japan's *Asahi* newspaper that he would "work until the year 2000," then step down from his post. "I can't work forever," the 69-year-old executive told the paper. "Now is the time to think about this period of my career."

Mr. Yamauchi's plan is to remain at his post until the long-awaited 64DD is released and has time to entrench itself. "The machine will cause a revolution in the industry," he said in *Asahi*. "I want to make sure the 64DD changes the face of gaming, although if my thinking is wrong, I want to see that, too."

No update was given on the 64DD's development, and no possible successors were named.



After the 64DD takes hold in two years, Nintendo prez Hiroshi Yamauchi plans to retire.

news bits



**Z-Axis** is working on *NBA Fast Break 64*, the first five-on-five hoops game for the **N64**. Set to be released this November, the game has already made a huge impression on GamePro editors with its amazing graphics and cool list of innovative features. Check future issues for more information on what could be the hottest hoops game of the year.



**EA's** returning to those dub-fied streets with *Road Rash 3D* for the PlayStation. While info's still scarce on this recently started title, the development team's being led by Randy Breen, creator of the *Road Rash* series, and will feature 3D graphics, gang-based mayhem, and courses with branching paths. More details soon!



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## Football Great Joe Montana Sues Sega



Football great **Joe Montana** says **Sega** has fumbled on its latest football game—and he's enforcing a \$5 million penalty.

In July, the star ex-quarterback of the 49ers and Chiefs filed a lawsuit against Sega in San Mateo Superior Court. The suit claims that Sega breached Montana's license agreement in regard to a football game that was slated for release earlier this year. Claiming that he lost money and other business opportunities while negotiating with Sega, Montana is seeking general, special, and punitive damages totaling \$5 million.

Sega, meanwhile, maintains that the contract Montana claims was breached no longer applies.



Joe Montana talks seriously—his lawsuit with Sega.



## M2's New Purpose: Everything But Games

The good news? The long-delayed **M2** technology will finally be put to use. The bad news? It won't show up as a new game console.

Electronics giant **Matsushita**, which paid \$100 million to **3DO** in 1995 for exclusive rights to the M2 technology, recently acquired M2's full rights by returning over 3 million shares of stock to 3DO. Not long after, Matsushita announced that M2's new destiny would not be inside a game console, but in industrial and educational applications like digital TVs instead.

This is all the more surprising considering that 3DO had unveiled **World Championship Racing** to the gaming press just a few months earlier. Still, Matsushita says it called off its game plans because the console market is too competitive for a new company to launch a system.

Considering the war currently being waged on store shelves, perhaps its decision was the right one.



**Namco** of Japan announced that it is developing its first **Nintendo 64** title, a 3D baseball game called **Famistar 64**. Namco has been an exclusive Sony licensee and the strongest third-party supporter of the PlayStation since its launch two years ago. Although there are no plans to bring Famistar 64 to America, there are certainly possibilities for future Namco titles on the N64 now that the companies are working together again.

**namco**



**Midway Home Entertainment** recently signed a deal to distribute **Crystal Dynamics'** upcoming title **Gex: Enter the Gecko** for the PlayStation and the PC. Midway will also distribute Crystal's **Pandemonium 2**, which is also for the PC and PlayStation. Additionally, Midway has committed to release Gex for the Nintendo 64.

**MIDWAY**







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SEGA SATURN   
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# ULTIMA ONLINE: THE NEVER-ENDING STORY

Origin's massive leap forward in online gaming  
has the best ending ever. None at all.

By Dan Elektro

Imagine a game that takes place before you were born and lasts longer than you will. Even when some role-playing titles take dozens of hours to finish, fans are always craving longer quests. Origin has the answer: an adventure-filled world you can explore—with a few thousand other brave souls—for hundreds and hundreds of hours, and the game still won't be over. Such is the potential of online gaming, and Ultima Online stands ready to tap that potential at last.

## GREAT BRITANNIA

Ultima Online takes place in the realm of Britannia, the setting for the popular Ultima series of medieval fantasy games. Of course, the old versions of Britannia were populated only with the figments of creator Lord British's imagination. Now the realm is filled with warriors

and wizards, bards and blacksmiths, alchemists and assassins—most of whom are controlled by living, thinking adventurers perched behind their PC keyboards.

Britannia doesn't cease to exist when you log off. The world and its events continue all day, every day. Like the real world,

Britannia requires skill and smarts to survive. Some people are nice; some are out to get you. If someone double-crosses you in Britannia, it's perfectly acceptable to hunt them down and lop off their head, just be ready for the moral consequences, because your actions have ramifications on your reputation as well as your overall progress.

## REAL FAKE REALITY

While this isn't the first persistent universe to appear online (text-based multiuser dungeons [MUDs] and 3DO's Meridian 59 came first), Ultima Online features unusually deep, detailed gameplay. Britannia is downright immense, spanning almost 200 million square

feet of virtual terrain—not counting the underworld's fully explorable dungeons. If it snows, you may need to kill an animal for its fur. Need a new weapon? Locate a blacksmith, and cut a deal. Buy yourself a horse, or maybe even a house. As you practice your skills, they improve, be it forging swords or playing a lute. Join local guilds, then travel with allies to tackle adventures. If you die, you'll wander the land as a ghost until someone resurrects you—in the meantime, however, others can raid your corpse for its belongings.

With an enormous world, eternally changing environments, and almost limitless possibilities, Ultima Online has the potential to completely revamp the way Internet games are played. There's nothing final about this fantasy. **E**

## EXPLORING Ultima Online

**URL:** <http://www.woa.com>

**Hardware requirements:** Pentium 90, Windows 95, 16 MB RAM, 100 MB on hard drive, Quad-speed CD-ROM drive, 16-bit sound card, 14.4k modem, Internet connection  
**Available:** Fall '97

**Cost:** Not available at press time



Choose your character's gender, skin tone, hair color, and length, then wash down into Britannia.



Conversations are handled directly on-screen without the use of a clunky chat window.



Things look pretty gray when you're dead—but the world of the living is still yours to explore.



Roll up your stats any time during a game to see what you have and what you've earned.

E-mail us your comments through America Online at **Keyword: GamePro** or at this Internet address: [comments.gamepro@gamepro.com](mailto:comments.gamepro@gamepro.com)



MEET NAMIRA.  
SHE'LL BREAK  
YOUR HEART.  
CRUSH YOUR BONES.  
KICK YOU INTO  
A LAVA PIT.  
THEN SHE'LL SMER  
AT YOUR WEAPON.

(AND SHE'S ONE OF THE NICE ONES.)



It's *Mace - The Dark Age*. The most graphically stunning 3D fighting game to ever come home. In fact, *Next Generation* says, *Mace* is well on its way to being the best 3-D fighting game for Nintendo 64.\* There are 10 death-seeking adversaries, two devilishly difficult bosses and seven hidden characters. Each one with a deadly weapon or two and so many moves and combos that you'll need a high pain threshold just to watch. A word to the wise: if you're getting your face kicked in, we suggest you hit the 3-D Dodge Button - it might just save your butt. Not to mention your life.

**MACE**  
*The Dark Age*

EVERYTHING'S A WEAPON.

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GOLDEN EYE

Shaken,  
BLOWN UP,  
Shot At...  
But not Stirred.

It's a deadly international mission where your only chance of survival will be your precision gun control, your razor-sharp aim and your impeccable sense of style. Good thing you're James Bond. In the new GoldenEye for N64, you've got a 360-degree range, 18 weapons and a license to kill. Hope your tux is pressed.



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It's to a human what



FINAL FANTASY VII



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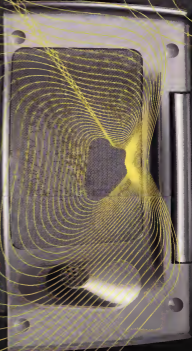
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# FINAL FANTASY VII

Final Fantasy VII was worth the wait! RPG gamers are in for an epic quest through a wild and wondrous world.

By Slo Mo

**F**inal Fantasy VII has finally landed on the shores of Video Game America, and this Fantasy is for real! FFVII is in fact the best 32-bit RPG around. For the record, and every RPG homey should know this, FF developer Square has stated that the PlayStation is the only system that can handle FFVII, and it's loaded three CDs with gameplay to back up that posturing. However, Final Fantasy would be a great RPG no matter what the hardware.

## A FANTASY STORY

Final Fantasy VII is a deep, lush game that consumes you with a compelling story line. Unlike most games, Final Fantasy's story line is a major drawing card. The tale centers around a sword-wielding mercenary named Cloud Strife and a motley band of Earth-first revolutionaries called Avalanche who are trying to prevent the evil Shinra Corporation from draining their world's energy. The unfolding of Cloud's tale

is dramatic, sentimental, and touching in a way that draws you into the characters. To further that, Square didn't shy away from using lengthy dialogue boxes to convey heavy emotion. This bold use of precious CD space is impressive, but the flip side is that the storytelling is lengthy, involved, and definitely too dialogue-heavy for pre-teen attention spans. There are also swear words and adult situations, but nothing more extreme than any night of prime-time TV viewing.



**PRO TIP:** *Tent revitalizes your entire party. Load up before you leave Midgar.*

**PRO TIP:** *At shops in the early Midgar stages, spend Gil freely to stock up on essentials like HP-restoring Potion, MP-restoring Ether, and life-restoring Phoenix Down.*

**PRO TIP:** *Scroll shop menus that appear full to reveal more items.*

## FANTASTIC LOOKS

FFVII reveals Cloud's travels via a series of sometimes stunning polygon-rendered cinema scenes, excellently animated combat, and extensive character dialogue sequences. The background art in particular is out of this world, with fantastic structures, a bizarre color scheme, and a Blade Runner-esque styling.

At first, the luxurious backgrounds seem to clash with the character graphics, which are average-looking blocky polygons. However, the animation does a wondrous job of

melding subtle movements and mannisms with the dialogue to bring the characters to life.

Fantasy's combat definitely looks cool, as fighters bust their moves in slick, anime-style animation. There's also a nightmare's load of monsters that all sport unusual designs. A murderous living house, man-zapping plants, and a gross sewer king are just the beginning of FF's malicious roster.



**Graphics**

**S** gorgeously rendered 3D cinematics and excellent combat animation push the graphics quality beyond that of any other RPG. Even the sharply angled polygonal characters come alive thanks to sweetly subtle body movements.

**Sound**

**S** The New Age music is right-on for the overall fantasy atmosphere. Even though the effects are minimal, they're timely and cute.

**Control**

**S** The menu-driven interface is excellently tuned, while the innovative Materia magic system lets you experiment to create custom spells.

**Fun Factor**

**S** Exploring a massive world, experimenting with spells and weapons, encounters with weird creatures, and a soap opera-ish story line are a kick and a half. FFVII has "classic" written all over it.

FINAL FANTASY VII



Great graphics like this "Bomb" spell flourish to make FFVII's look outstanding.



FFVII's menu system is smooth and easy to use. Note that the clock runs in real time even as you access the menu.

### MAGIC MOVES

Final Fantasy's gameplay rocks, thanks to a nicely crafted interface that's smooth, slick, and fun. While the action's basically menu-driven, you shuffle through the deck with ease to deal out spells and weapons attacks and cut deals for items and magic power-ups. You also



**PRO TIP:** At the Formations menu, set up your party with low defense characters or characters armed with long-range weapons in the rear.

**PRO TIP:** Sleeping or slaying of an inv mazes out your entire party's MP Points (MP) and Magic Points (MP).



**PRO TIP:** In ATB mode, the longer you take to move from one place to another, the more likely you are to be ambushed.



**PRO TIP:** Switch Limit powers, using them whenever MP is regained in the party.

form parties, but here the characters in a party change according to events in the story.

The combat system can be modified for turn-based gameplay or an almost-real-time combat mode called Active Time Battle (ATB). ATB, which allows enemies to attack you if you take too long to make a move,



**PRO TIP:** If you build up power for a Limit move and you don't use it, it's ready to go the next time you fight.

is a great technique that adds tension and randomness to the traditionally slow RPG fights.

Another slick combat highlight is the Limit attack system. If a character takes a sustained beating during a battle, a selectable special move becomes available. The Limit looks cool as it causes mucho damage,



Materia enables you to dual destructive magic moves like Bolt and Ice, but it enables you to heal and cure, too.



The Materia menu enables you to mix up your own magic.



Multiple gameplay views during combat sequences spice up Fantasy's fights.



FFVII sets up several harmless adult situations. More the dirty old man, Don Corneo, tries but fails to get his hands on Aeris.



This pillar, which holds up the Midgar Plate, showcases FFVII's excellent graphics.

and each character eventually develops several Limit attacks.

You can also make your own Fantasy magic. Magic powers are fueled by Materia, which you must attach to your weapons and armor to make them potent. Materia exists in a variety of types which you must find or buy. Combining different Materia produces different effects, and part of FFVII's kick is experimenting with different combinations.

### FANTASY FULFILLED

If you'd like to unleash your imagination on a huge, rich video-game world for a few days, take this Final.

Final Fantasy VII definitely moves at a steady RPG pace, but it's time well spent. Any gamer looking for a good fantasy can end the search here.

Final Fantasy VII  
(By Sony Computer Entertainment)

\$49.95

Available September

Role-playing game

1 player

Challenge: Intermediate

Replay value: Medium

ESRB rating: Teen

# FINAL FANTASY VII

## STRATEGY GUIDE PART I

A bare-bones walk-through to one of the most intricate and lavish of all RPGs. But fear not, Final Fantasy fans, we're here to serve you a survival guide, not a blow-by-blow spoiler account.

By Nob Ogasawara

In this first installment of our three-part survival guide, we take you through the suspended city of Midgar and its surrounding slums. We have no desire to spoil the elaborate story and the many mysteries of this epic. We've tried to keep the information as basic and cryptic as possible, so we won't get into detailed descriptions about the plot. However, we couldn't avoid some spoilers, so we suggest you don't read any of this unless you're truly stumped.

*Note: This strategy guide is from the Japanese version of Final Fantasy VII, so some names may have changed.*

### No. 1 TOWN STATION

Check the first soldiers you fight for potions.

#### MINI

##### FINAL BOSS No. 1

The first boss, Guard Scorpion, is a mechanical monster, but it's weak against electrical spells. Zap it with Cloud's Thunder spell. Follow Cloud's instructions or you'll be fried by a retaliatory laser blast. When the boss is defeated, arm Barret with his new weapon.



All mechanical monsters are weak against electrical spells. Guard Scorpion is no exception.

#### TEN-MINUTE COUNTDOWN

By running back to the starting point, you should be able to beat the countdown easily—even if you fight every time. To run from battle, simultaneously press and hold L1, L2, R1, and R2. Don't forget to rescue your friend on the way back, though.



Don't ditch your friend or you will face dire consequences.



You will be able to beat the clock with four minutes to spare, even if you decide to fight.

### No. 8 TOWN

You can run from guards or fight them three times. The end result is the same, so fight only if you want more Experience Points and cash.

### No. 7 TOWN, SEVENTH HEAVEN

After spending the night at the bar, you will finally get to equip your characters with Materia. Cloud already has Materia from the start, so now you can buy more for the others.



Be sure to stop by the Beginner's Hall where you will find the All Materia. Equip this Materia as a pair (in linked Materia ports) on a weapon or armor for casting spells on all enemies or self and friends. You can toggle between all or a single target with L1 and R1.

#### THE TRAIN

When the countdown starts, run toward the front of the train. You should have enough time to stop and hear what the passengers have to say.



Keep running to the right during the countdown.

#### THE FINAL TUNNEL

Don't bother coming forward toward the screen; you'll just run into guards and a dead end. It's best to keep moving away.



## MAKO

### FURNACE NO. 5

Air Buster is a mechanical boss, so use electricity to frazzle its circuits. This is a good time to use your Thunder spell.



Answer Air Buster with physical attacks from behind to inflict more damage, then nail it with Thunder spells.

### THE CHURCH

Tell your friend to wait and then climb up to the rafters. Once at the top, go to the barrel on the far left first, pick it up, and drop it. Then, move to the barrel at the back, pick it up, and drop it. Finally, move to the barrel at the far right, pick it up, and drop it. Between each barrel drop, tell your friend to wait. You can also run, but that could involve fighting. Either way, the outcome is the same.



Roll the left, rear, and right barrels in sequence off the rafters.

### A FRIEND'S HOUSE

After sneaking out of your friend's house, go to the garden to the right to find the Shield Materia and fit it on Cloud. Cloud can now leap in front of his friends to protect them from enemies' physical attacks.

### WALL MARKET

First, make a visit to the House of Honey Bees at the bottom right of the Wall Market area. Chat with the people there, then head to Don Corneo's mansion at the far north of the Wall Market.

If you want Cloud to be a hoser, do the following of not, just get any dress and wig! Go to the clothing boutique, talk to the clerk, then talk to the tailor in the bar. Answer his two questions by choosing the second choice for each to get the best dress. Next, head to the gym and talk to the attractive lady (actually a guy in drag) about a wig. You need to win the contest here to get the best wig, so save first and repeat as necessary.

Go to the diner, order anything, then choose the second answer when asked about your meal. Take the coupon to the chemist shop and trade it for some stomach (or digestive) pills. Take the pills to the bar and hand them to the person in the bathroom to get the best cologne.

Go to the Materia shop and chat with the clerk. Per his request, stay at the inn and buy him a 200 Gil item to obtain the best tiera.

Go to the bottom right of the Wall Market and obtain a ticket to the House of Honey Bees. Once inside, go to the room at the ten o'clock position and talk to the girl there to obtain the best lingerie. Get dressed at the boutique, then go see Don Corneo.



Eavesdrop and peek into the rooms at the two and four o'clock positions in the House of Honey Bees. The old people appear to have some connection to a key character who appears later.



### SEWER

The boss Aps is weak against Fire spells. Despite being an aquatic creature (aquatic monsters hate electricity, too). Beware of his Sewer Tidal Wave attack, and look for the yellow Steal Materia.



For battles against bosses, pair a curative Materia with the All Materia so you can restore everyone's health.

### TRAIN GRAVEYARD

Find the two trains that look "wrong" and move them together to make ramps for your crew. Ghosts will appear in this area, but they're weak against Cure and Fire spells. You can also easily zap them with a Cure spell.



Distinctly colored trains can be moved.



**No. 7 PLATE PILLAR**

In the battle with Leno, you need to watch for his Pyramid attack that will immobilize your characters within a barrier. When a barrier appears, attack it from the outside to free your comrade. Otherwise, if all three characters are trapped, it's game over.

After the battle, visit the home of your abducted friend's mother, then head to the Wall Market.



You can't break Leno's pyramid from within, so you must smash it from the outside. Don't worry, though, this won't harm your trapped comrade.

**WALL MARKET**

Visit the weapon shop in the Wall Market and buy zinc batteries from the old man at the back of the store. Then, go to the wall located past the right side of Corneo's mansion.



Place the batteries you bought at the weapon shop in the illuminated square boxes to open the way.

**BUY FROM 'THE****SHOCKED! EVERYBODY!**

You can go in the front door and do a lot of fighting, or go in the back door and sneak upstairs. You'll hike up 59 floors, but there's less fighting.

**INSIDE THE SHINRA BUILDING**

**Floor 60:** You need to sneak by four sets of guards; if you're spotted, you'll have to fight them.

**Floor 61:** Just talk to people.

**Floor 62:** The answers to the mayor's quiz are found in the reference room. Look for books in seemingly unrelated places to give you clues.

**Floor 63:** You can avoid this floor, but it has three items you can score if you solve the puzzle maze (but you should go to floor 64 and save first).

**Floor 65:** Complete a giant jigsaw puzzle using pieces found in item boxes that open sequentially. Finally, don't forget the box by the stairs.



The puzzle pieces are found in boxes that open in sequence.



Spy on an important meeting on floor 66 by entering a duct in the bathroom. Then, keep climbing.



The mid-boss on floor 68, Sample 0032, has three frontline helpers that it can easily resurrect. Ignore them and concentrate your attacks on the boss using Fire and Blizzard spells.

**FLOOR 67**

Follow the trail. Your party will split into two groups—the first group will head toward the observation elevator. The two bosses there are mechanical, but you know what to do.



Hundred Gunner is immune to ordinary weapons except Barrett's guns. Slide your characters to the back row and zap it with Thunder spells. Use the same tactics for the Hell Gunner.

**ROOFTOP**

Go after the boss if you want to end the battle quickly. If you want a defense-enhancing item, go after the side-kick first.



In the bike race, you can simply bump enemies off the road instead of hacking at them.

Square must have something for mechanical monsters. Maybe they've been bribed by the electric company...

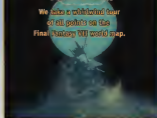
**WRAPPING-UP DISC 1**

The last boss you meet is another mecha. Zap it, but be ready for Fire attacks.

Congratulations! You're one-third of the way through Final Fantasy VII's epic adventure. Look for Part Two in the next issue.

CHECK OUT  
"ROLE-PLAYER'S REALM"  
NEXT MONTH

We take a whirlwind tour of all points on the Final Fantasy VII world map.





# FINAL FANTASY FOREVER!

A quick look back at Final Fantasy's 16-bit roots shows that we may have already seen the best, and it's Final Fantasy III.

By Scary Larry

## FINAL FANTASY II

What other games tried to do with role-playing elements in the mid-'90s (like Mystara, Lunar, and Beyond the Beyond), Final Fantasy II had already accomplished



Final Fantasy II (The Professor March 92)



by 1992. Using nonlinear combat, multiple story lines and endings, and a dash of humor to tie it all together, Final Fantasy II received GamePro's highest ratings—five out of five on graphics, sound, control, fun factor, and challenge. Since then, games have certainly become flashier, but few have improved on the gameplay elements of Final Fantasy II. It was truly the first game where a turn-based combat system allowed you to change weapons, cast spells, and use items during a battle, and it featured some of the most exciting villains to date, along with a slew of double-crosses and surprise twists.

## FINAL FANTASY II PROTIPS

### FINAL BOSS

Although the combined Meteor spell of FuSoYa and Golbez will knock off Zeromus, he will rise from the dead! Transform him with the Crystal into Zenosus... then chant Rosa's White Spell and Rydia's Bahamut Summoning. Also use Rinoa Cure 4 and Rydia's Asura to heal, but always remember to supplement the battle with fierce hand-to-



hand combat, including Ceof's Crystal Sword, Kam's Jump Attack, and Edge's Spoon Dagger followed by Ninja Stars. Zeromus's HP Point level is around 190,000, but if you're at Level 60 or more, you can outlast him.

### KOKKOL'S WEAPON STASH

Once you've acquired the Escalour from Kokkol, return to his hut later in the game and you can purchase rare and deadly weapons like Shurikens and Ninja Stars.

### THE SPOON DAGGER

Enter the Sylph caves and talk to the Karate Fighter, then leave. When you get the Falcon Arship, go to the overworld and head for Fabul. Chat with Yang's wife and she'll fork over the frying pan. Bash Yang with it and he'll give you the Sylph Summoning spell. Go back to Fabul later and Yang's wife will give you the Spoon Dagger, the most dangerous weapon in the game!

## FINAL FANTASY III

Things got even better with Final Fantasy III. This game introduced an even more fragmented story line—one in which members split into multiple parties and sought out their individual destinies. Also introduced was the Esper system that enabled players to build up strengths based on the Espers they equip. This development enabled multiple levels of gameplay that required more strategy and less hack-and-slash gameplay.

Although FFIII was knocked a point for having the same smallish graphics as its predecessor, it received an almost perfect

score—and still remains one of the most fun, innovative, and challenging RPGs to date. Will FFVII dethrone this early game? Only time will tell.



Final Fantasy III (The Professor November 92)



## FINAL FANTASY III PROTIPS

### GAME GENIE CHEATS\*

**00A4-8767** Party always has Sprint Shoes

**0007-8007** Use with previous code to get Super Sprint Shoes

**8D30-8944** Tense gives 240 HP

**3C88-3D4E** Most items can be used infinitely (after you enter the code, switch off the Game Genie to sell the menu, otherwise your game will lock up)

*Note: This code doesn't work in Battle Mode*

\*It has been reported that Game Genie codes sometimes erase saved games. Use these codes at your own risk.

### THE FINAL BOSS



When facing Kefka for the last time, you'll need to align your people correctly. Put your spellcasters first, your warriors second, and weaker people in the back. Try Celes, Terra, Mogg, and Gogo. Now fire out the Ultimas, and after eight or so, Kefka should dissolve into nothingness.

### IMITATION FANTASIES

Here are some suggested alternatives to the Final Fantasy series—but play them only when you're done with the real thing!

ACTY RAIDER  
CHRONO TRIGGER  
EARTHBOUND

LUFIA / LUFIA II  
SECRET OF MANA  
OGRE BATTLE

# FELONY

11-79™



# YOU'RE SERVING UP MASSIVE DESTRUCTION AND ROADKILL IS THE MAIN COURSE.

You'll cross over more than a few double yellow lines in this driving game of mass destruction. With limited time to reach your objective, you won't be waiting for any lights to turn green. Whoops! You forgot to knock before pummeling through a neighbor's living room window. Tact never was your strong suit.

Your weapon is your wheels. And, if you're good, real good, you'll get to drive up to 22 of 'em. Like a limo, a badass pickup, a formula one racer, hell, even a tank if your hot-wiring skills are up to snuff.

*Don't expect any citizen-of-the-month award. Expect spine-tingling action, hair-raising crashes and the never-seen-before track cam view.*



**ASCII**  
ENTERTAINMENT

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Chewie versus Boba Fett! Note the great character art.



In the Teräs Käsi story line, Luke has just begun to realize his Jedi powers.



Teräs Käsi's fighting arenas revisit familiar Star Wars scenes like the Carbon Freezing Chamber on Bespin.

### The Masters of Teräs Käsi

Each Star Wars fighter can draw weapons or light hand-to-hand.



- Luke Skywalker (Light Saber)
- Han Solo (Blaster)
- Princess Leia Organa (Staff)
- Chewbacca (bowcaster)
- Boba Fett (arm lasers and flame-thrower)
- Hoar (Gadderfil Stick)
- Thok (Battle Axe)
- Arden Lyn (Blonic Arm)

# STAR WARS MASTERS OF TERÄS KÄSI

PlayStation 2

LucasArts is primed to add a new chapter to the Star Wars legacy with *Star Wars: Masters of Teräs Käsi*. Masters is a 3D fighter modeled after Tekken 2 for the PlayStation, and is the first LucasArts venture into the fighting-game genre.

## The Masters

Masters stars eight Star Wars characters in best-two-out-of-three contests across nine areas. The Star warriors are Luke Skywalker, Han Solo, Princess Leia Organa (with and without her bouny hunter disguise from *Return of the Jedi*), Chewbacca the Wookiee, Boba Fett, Thok the Gamorrean Guard, Hoar the Tusken Raider, and newcomer Arden Lyn.

Darth Vader? The Dark Lord of the Sith is a boss character who will draw a light saber and conjure Jedi magic from the Dark Side. Four hidden characters complete the lineup.

## A Star Wars Saga

Of course, for Star Wars faithful, when it's just as important as who. Wedging the Teräs Käsi story into the massive Star Wars universe was a tough task even for the

keepers of the SW bible. Although *Masters of Teräs Käsi* isn't constrained to one movie or time line, if you use the Star Wars movies as a frame of reference, it starts somewhere in the middle of *The Empire Strikes Back* and runs through *Return of the Jedi*.

Arden Lyn is the story's catalyst. She's the fiercest practitioner

of an ancient martial art called Teräs Käsi, which draws its power from the Force. Having failed to destroy the Rebellion by using the Death Star, Darth Vader has conscripted Lyn to use her deadly fighting skills to take out key members of the Rebellion one-by-one. Luke Skywalker, however, uncovered this plot, and has begun training key Rebel leaders in Teräs Käsi to combat Lyn and her cohorts.

## Using the Force

In *Masters*, you'll be able to side-step attacks and counterstrike from different angles—just like in Tekken. Each character also has



Luke swings his light saber. In fact, all fighters wield classic Star Wars weaponry.



In the first of a multi-part series, we delve into how LucasArts uses Star Wars characters to add punch to the first PlayStation fighting game.

By *The Man in Black*

Developed and published by LucasArts  
Available November

50% COMPLETE

you can increase the power in your Force meter up to four levels. As your Force power rises, it will

activate a bank of Force moves that are different for each character. For example, one of Luke's Force moves will be a healing power that recharges his life meter.

### A Star Tour

Star Wars fans can expect exquisite visuals, too. The source material is naturally vast, but for *Masters*, LucasArts painstakingly redrew all the characters and eschewed motion-capture animation for traditional computer-generated animation modeling.

The result is awesome fighting choreography running at an impressive 30 frames per second with characters composed of 1200 polygons each.

The backgrounds in *Teräs Käsi* will depict classic Star Wars environments. Bespin's Cloud City, the ice planet Hoth, the Death Star, and the Dagobah jungles are just some of the famous scenes you'll fight in.

### A Star Wars Star

*Masters* is shaping up to be one of the hottest fighting games of the season. The Force will be with you...soon. ☐



Characters can fight against themselves. Here Lela faces Lela in a bounty hunter disguise.



You can attack foes on the ground if you drop them—but they can roll out of danger, too.



Han draws his blaster against Arden Lyn, the master of Teräs Käsi.

### The Martial Art of Teräs Käsi



Teräs Käsi is an ancient fighting art in the Star Wars universe. It draws its special powers from the Force, and students must practice the forms and study its philosophy for years before becoming proficient fighters. But Teräs Käsi exists as an alternative philosophy in the use of the force. Practitioners are not necessarily sensitive to the light or dark sides. Arden Lyn is the foremost master of the powerful martial art.



You'll be able to fight in Team mode, too.



Fighters will show different reactions based on where they've been hit—high, medium, or low.

button-tap combos and special moves. For added fun, you'll also be able to organize the Star Wars fighters for 4-on-4 team play.

However, *Masters* puts its own spin on fighting-game conventions, too. Not only will you be able to fight in hand-to-hand combat, you'll also be able to draw and use weapons (see sidebar, "The Masters of Teräs Käsi"). And in addition to the standard life meter, *Masters* utilizes a Force meter located at the bottom of the screen. By performing combos and other special moves,



The player-select screen is based on the 3D chess game seen in the first movie, *Star Wars*.



A Boba Fett prepares to meet the Gamorrean guard, Thak.



With scrupulous homage to the movies, Moar swings a mean Tusken Raider Gaddem! Stick.

BESIDES DANGER  
AND INTRIGUE,  
**TREASURES  
OF THE DEEP**

OFFERS SOMETHING  
THAT'S BEEN LACKING  
IN ACTION/ADVENTURE  
GAMES.





**W**hat's the missing ingredient from action and adventure games? Salt water. *Treasures of the Deep™* places you in the role of Jack Runyan, ex-Navy Seal. Your global treasure trek whisks you from the shark-infested Great Barrier Reef to the foreboding abyss of the Mariana Trench. You'll utilize lethal high-tech weaponry and submersibles as you explore sunken ships, battle sea monsters and thwart terrorists. Grab your scuba gear. It's time to dive into danger.



Your underwater hardware is 100% high-tech: robotic vehicles, homing torpedoes and boat sinking mines are all at your disposal.

# ACTION AND

14 treasure-hunting missions, including Antarctica, the Bermuda Triangle and the sunken Aztec ruins off the Yucatan Peninsula.

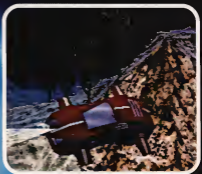


Dive up enemy subs, battle stealthy fragmen assassins and spear voracious sharks before they snack on your snorkel.





The most striking 3-D world in all of game-dom. Beautiful sea creatures propel themselves with polygon perfection.

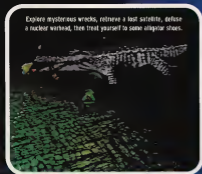


Plot 8 state-of-the-art submarines. Amass your fortune and trade up from a USN RV-1 mini-sub to a deadly Tiger attack sub.

# ADVENTURE.



Explore mysterious wrecks, retrieve a lost satellite, defuse a nuclear warhead, then treat yourself to some alligator shoes.



## TREASURES OF THE DEEP

THIS TIME, YOU'RE IN OVER YOUR HEAD.



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## Saga Frontier AND T'Pol 2

Even with Final Fantasy VII released, Square's still going strong with two noteworthy titles. *By Kim Osterwe*



In terms of gameplay, Frontier is expanding its "free scenario" system. In the previous games you could choose from different characters who all generally shared the same quest. With Frontier you get a completely different quest for each character, including multiple endings.



The game system has also undergone major revisions. Players now learn new attacks and spells from other characters, provided that character is human and engaged in battle. Additionally, the game introduces three new character classes—robotic, spirit, and monster—that develop differently from the human characters. For example, the robot develops by learning the programs from defeated enemies, and will develop much faster by defeating things with a mechanical nature.



While the initial "Wow" factor for RPGs may be gone since FFVII hit, Saga Frontier is still an impressive RPG on its own. Now if only the creators of Final Fantasy and Saga Frontier could get together and do a joint project about space that they could call Final Frontier.



Final Fantasy isn't the only long-running RPG series from Square. The Saga Frontier series (formerly known as Romancing SaGa) has now spanned three different systems, starting with the Game Boy. Along with the

name change, Saga Frontier delivers a vastly improved graphical look, similar to what happened to Final Fantasy when it jumped to 32-bit with FFVII.



Saga Frontier (PlayStation)  
Developed and published by  
Square of Japan  
Available now in Japan  
RPG  
1 player



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# TOBAL 2



**T**obal 2's hit the stores in Japan with an impressive lineup of features. While a domestic release is uncertain, Tobal 2's both a solid fighting game and a "collecting" game, with your goal being to find and capture as many monsters as you can.


Like the first game, Tobal 2's basic moves and combos are easy to perform. But this sequel adds a new element—the "extra hit" combo. When you hit an opponent a certain way, your blow turns yellow. You can then follow up this hit with an additional hit. If the additional hit connects, it has a sparkling stream of yellow after it. Executing this move correctly is frustrating, and you almost have an equal chance of doing the move by randomly flailing on the buttons.

Another addition is the knockdown recovery. When knocked down, simultaneously tap Guard and Middle Attack to recover. How-



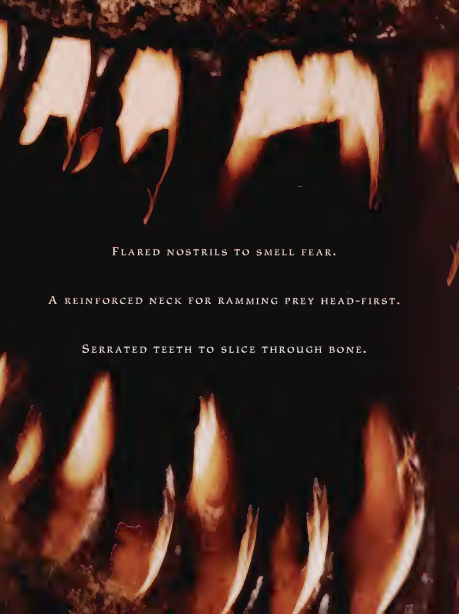
ever, if you don't perform the recovery move correctly, you'll take damage when you hit the ground. It's especially frustrating when an opponent knocks you down with a foot sweep because it doesn't give you much time to recover.

One of Tobal's most arresting features was the Quest mode, and with Tobal 2 you have the ability to capture monsters and play as them later. All enemies in the dungeon can be captured with a special item, and once a monster is captured, it can be used in the Tournament mode.

While the one-on-one fighting in Tobal 2 is solid, most gamers will probably spend most of the time playing the Quest mode to see how many monsters they can collect. 



**Tobal 2 (PlayStation)**  
 Developed by Dream Factory  
 Published by Square  
 Available now in Japan  
 Fighting/RPG  
 2 players

A close-up, low-angle shot of a crocodile's mouth, focusing on the nostrils and the sharp, pointed teeth. The lighting is dramatic, highlighting the texture of the scales and the sharp edges of the teeth against a dark background.

FLARED NOSTRILS TO SMELL FEAR.

A REINFORCED NECK FOR RAMMING PREY HEAD-FIRST.

SERRATED TEETH TO SLICE THROUGH BONE.







ALL CONTROLLED BY A BRAIN  
INCAPABLE OF REMORSE.



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**IF BATTLING THE  
CYCLOPS AND THE  
FOUR-HEADED HYDRA  
ISN'T FUN ENOUGH,  
YOU CAN ALWAYS  
GO TO HADES.**





➔ In addition to all the other freaky creatures, you'll have to battle a boss. Which is anything but a bore.

➔ Zena not only has to conquer Hades but also conquer the heart of Atlanta (A Heissen task, indeed.) ➔



In *Here's Adventures*, unlike life, to have a happy ending, you'll have to wind up in hell. After all, that's where you must duel with Hades, god of the underworld, to save civilization.

**STRENGTH OF CHARACTER.** You'll go into battle as one of three heroic, mythological characters, each one with unique powers: Hercules possesses super strength. Atlanta has lightning speed. And Jason - savvy street smarts.

**WEIRD WEAPONS.** Sure, you get the usual arrows, slingshots and swords. But,

you can also arm yourself with ray guns, houses, sheep and inflatable cows. **EVEN WEIRDER BAD GUYS.**

Freaky weapons are perfect for fighting even freakier enemies: The four-headed Hydra, snake-haired Medusa, sword-swinging skeletons, crazy clowns, nasty Martians and more. *GamePro* says "Challenging bosses, humorous anecdotes, and gigantic landscapes - *Here's* has it all!" In the end, it's up to you to save the world in this crazy twist on Greek mythology. And, if you fail? Well, at least you'll die laughing.



➔ So many Martians, so little time! And, to make matters worse, they've got Jason surrounded with ray guns.

➔ Unfortunately for Atlanta, the Cyclops has a huge appetite for destruction. Not to mention beautiful warms. ➔



<http://www.lucasarts.com>

# Sneak Previews



## Mortal Kombat Mythologies: Sub-Zero

PlayStation

By Major Mike



Sub-Zero goes it alone in *Mythologies*, the game that tells his story. But don't fret, MK purists—his special moves are identical to those found in the arcade fighting games.



Developed and published by  
Midway Home Entertainment  
Available September

80% COMPLETE

## Story



As a prequel to the first *Mortal Kombat* arcade name, *Mythologies* tells the story of the ninja Sub-Zero. Some events include the origins of his feud with Scorpion and his dealings with the Lin Kuei ninja clan (who would later betray him in *Mortal Kombat 3*). So far, *Mythologies* is a cool spin on the MK phenomenon and an entertaining action title. For more on the game, check out the August issue of *GamePro* (see "The Mortal Kombat Konversation").

## Control & Fun Factor



*Mythologies* takes Sub-Zero out of the MK tournament, and drops him into his own action/platform game. His moves are almost identical to those found in the MK names, except for a few added techniques and an added button that enables you to face left or right. This preview version provided very accurate controls, which really helped in areas where precision jumps were required. As for fun, *Mythologies* is challenging, and Sub-Zero's freezing powers provide an almost endless number of ways for you to dispatch the enemies. For example, you can freeze a foe, then push him off a cliff or under a granite crusher, or slatter him with a round-house kick or an uppercut!

## Graphics & Sound



*Mythologies* looks beautiful—the imagery is filled with bleak landscapes and cool visual effects like lightning flashes, crumbling catwalks, and smooth scaling. The live-action cinematics are very clean and integrated into the game at key moments to help tell the story, while the digitized characters are laid seamlessly into the environments. It looks like you're playing a side-scrolling version of the arcade game.





# Duke Nukem 64

Nintendo 64

By Dan Elektro



Hail to the King, baby! Duke Nukem hunts his miscreaking, butt-kicking exploits to the Nintendo 64, complete with new levels, extra weapons, and a four-player DukeMatch to the death!



## Naughty Bits



Fans of the violent and sexist PC game will find some of the game's more infamous elements have been toned down for the console release. Captured women no longer moan "Kill me..." because, well, you can't—but you can get points for safely teleporting them out of harm's way Power-boosting steroids are now called "Vitamin X," too. But fear not, DN purists—there are still plenty of grisly elements, plus Duke's familiar mutterings (including new phrases like "Aw...does it hurt?" and "I'm gonna get you, suckas!"). Some things never change.

## Terror Terrain



Twenty-nine of Duke 64's levels are from Duke Nukem 3D and its Plutonium Pak add-on. So PC veterans won't be bored, many of the missions have been redesigned or altered. The remaining three levels are all new, including a pirate level, a sfo, and a haunted castle ("Scooby Duke, Where Are You!"). Other goodies include new weapons like dual machine guns and heat-seeking missiles, Rumble Pak support, and computer-controlled DukeBots in death matches. In the alpha version we played, the controls were customizable but confusing, so hopefully GT will simplify them before release.



Developed by Euronex  
Published by GT Interactive  
Available November

70% COMPLETE





## Nuclear Strike

PlayStation

By The Man in Black



*Nuclear Strike is bigger, bolder, and better-looking this year. You can trade in your Apache gunship for a ride in 13 other vehicles, too.*

Developed and published by  
Electronic Arts  
Available September

60% COMPLETE



## Explosive Graphics



Nuclear Strike looks much like its squadron predecessor, Soviet Strike, but there are some...err, striking improvements. Unlike Soviet Strike, Nuclear's terrain is composed of 3D objects, so if you fly around them in a circle they look almost photorealistic. EA also claims Nuke's frame rate is 25 percent faster than Soviet's, and, in fact, the preview version felt noticeably quick and smooth as silk. The story cinemas and Strike net tactical screens are awesome.

## It's Da Bomb!



A rogue agent has stolen a nuclear device from Russia, and now he's touring Asia to find just the right place to start World War III. Once again, the super-secret Strike team is called upon to save the world without drawing too much attention. Nuke's mission-based gameplay will be familiar to Strike heli-combat vets. This time, however, you also pilot 13 new aircraft and vehicles in addition to your Super Apache chopper, including a hovercraft, a tank, a Harrier jumpjet, a Huey gunship, and an A-10 Avenger. The action goes down in five levels spread throughout Asia, from Indochina to the Korean demilitarized zone, with eight to ten missions per level.

## Striking Gameplay



The gameplay even in the preview version is great, and the heads-up display sports a new waypoint indicator that makes it way easier to navigate across the deadly terrain. Enemy forces will react to your specific attack strategies; however, you'll also be able to command friendly forces (à la real-time strategy games like Command & Conquer) to help you achieve your mission objectives. While it's too early to make the call on whether Nuclear's as nail-bitingly hard as Soviet, EA's aiming for a broader audience with more evenly balanced difficulty.





# Nightmare Creatures

PlayStation

By Scary Larry



The streets of 18th century London are running red, and it ain't the spotlight! *Nightmare Creatures* is a spooky, gory, hackfest that will leave you screaming for more this October.

## A Night to Remember



Graphically, the game could use better detail, but this is a minor annoyance because the intense action more than compensates for the visuals. You can combo enemies, slash them into pieces, or just decapitate a zombie because it looks cool. Can you say "Mature rating"?



## It Takes Tomb to Tango



In *Nightmare Creatures*, you play as either Ignatius or Nadia, a British vampire hunter and the vampire that she is going to love—namely, who is leaving a string of gutted corpses in the streets? You take either character on a wild 3D Tomb Raider-ish ride through misty, eerie back streets and graveyards, hacking and slashing werewolves, spider mutants, and zombies.

## A Grave Situation



The controls are super-smooth—let's hope they remain that way in the final version—and the sound will set your hair on end. If *Nightmare Creatures* can get a handle on some of the clipping and pop-up problems, this will be the new resident in the horror genre.

Developed by Kalisto  
Published by Activision  
Available October

60% COMPLETE


**WWF '98**

PlayStation

By Ballgame 3:18



The wrestling wars move from Monday nights to video games as WWF '98 jumps into the ring to challenge WCW Nitro for the PlayStation championship.

## Hit Men and Heartbreakers



Twelve of the World Wrestling Federation's meanest, most menacing musclemen are ready to pummel your PlayStation, including Shawn Michaels, Bret Hart, Owen Hart, the British Bulldog, Mankind, the Undertaker, Hunter Hearst Helmsley, Ahmed Johnson, Faarooq, Rocky Maivia, Goldust, and "Stone Cold" Steve Austin. Expect brutal body slams and devastating drop kicks as Acclaim brings its WWF series back to basics with authentic wrestling moves and away from the Mortal Kombat wannabe style of past titles like WWF: In Your House.



WWF '98 is juiced with features and play options that rowdy wrestling fans will go crazy over. Ladder matches, cage matches, tag teams, and weapons around ringside are included to give you a truly authentic WWF experience. Graphically, the polygonal wrestlers move smoothly around the squared circle and look almost identical to their real-life counterparts. Each wrestler's face was digitally scanned and their moves motion-captured to pound home an incredible likeness while delivering fierce, Funk-you-up wrestling. Although still early in development, WWF '98 looks like a strong contender for next year's King of the Ring.



Developed by Sculptured

Software

Published by Acclaim

Available April '98

**30% COMPLETE**




# YOU'RE NEXT.



www.colonywars.com



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## COLONY WARS

EPIC SPACE CONFLICT



## Gex: Enter the Gecko

PlayStation

By Major Mike



*Gex is back, and in glorious 3D! This leapin' lizard could crush Crash Bandicoot and blow away Blast, so get ready to Enter the Gecko!*



The analog controller works perfectly with this game; Gex is a breeze to move around. In addition to his hop-n-bop skills, Gex can climb walls and ceilings, and can use his tail to swat enemies. The only problem we encountered with this 40 percent preview version was the confusing camera angles, which moved around too much. However, the final version will enable you to customize the point of view.

## Story & Fun Factor



Trapped again in a television-world paradox, Gex must traverse several levels themed after TV shows and movies. Gex trashing cities as Gezilla puts the leapin' lizard in a new light! The game is a blast to play, and the various stages sport goodies like power-ups and hidden areas. Rest assured, 2D purists—Gex works perfectly as a 3D game. This isn't an example of a game going 3D solely for 3D's sake (unlike *Contra* and *Bubsy 3D*). "Tail time" starts this ball.



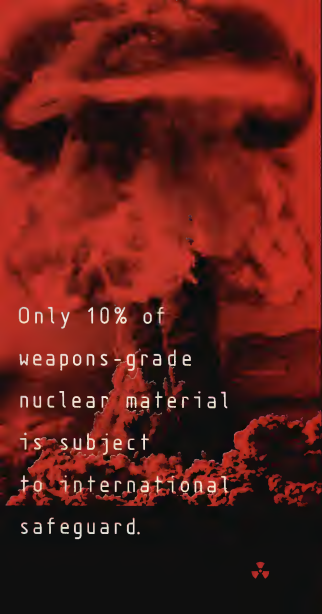
## Graphics & Sound



Just wait until you see Gex in motion—you won't believe your eyes! It's Nintendo 64 quality on the PlayStation! The stages feature detailed 3D environments and cool visual effects like flowing lava and hanging lanterns illuminating dark hallways. Cartoony sound effects fill the audio track, aided by themed music that varies from stage to stage. The only thing that still needs to be implemented is comedian Dana Gould's voice, which will add sonic enhancement to Gex's one-liners.


Developed by Crystal Dynamics  
Published by Newline Home  
Entertainment  
Available Fourth Quarter '97

100% COMPLETE



Only 10% of  
weapons-grade  
nuclear material  
is subject  
to international  
safeguard.





The  
remaining  
90% is subject  
to more  
extreme security  
measures.

Enter the military  
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even exists. This time,  
They're out to stop a  
antitacal terrorist with  
stolen nuclear weapons.  
At their disposal, heavily  
armed assault vehicles,  
including a Super Apache  
helicopter, Harrier jet  
and Abrams tank. An  
undeniably lethal  
 arsenal. But when the  
alternative is global  
extinction, there's no such  
thing as overkill.

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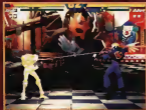
[www.sfrstrike.ea.com](http://www.sfrstrike.ea.com)



## Street Fighter EX Plus

PlayStation

Street Fighter takes on a whole new look in its latest entry into the 32-bit arena. A total of 23 fighters (which includes 12 hidden fighters) grace the screen—with veterans like Ken and Ryu and newcomers like Cracker Jack and Guarda—providing formidable challenges. While Plus looks like a 3D game, it plays more like a 2D game because there's no way to circle around your opponent. Although Plus is a sharp-looking game with its eye-catching fireballs and very fluid character animation, the flat, uninteresting backgrounds don't fare too well. The biggest Plus of this Street Fighter is that the controls are perfect. The special moves and lightning combos are simple to execute and should keep fighting fans happy for quite some time. —Major Mike



Developed by Arks  
Published by Capcom  
Available October

60% COMPLETE



## Earthworm Jim 3

Nintendo 64

PlayStation

Earthworm Jim's back for a third time, and he's got a whole new look. Yep, Jim's going 3D, but before you 2D purists cry foul, look at how EWJ3 is shaping up. Even though the game's still early in development, Jim looks to have kept his cartoony appearance and hasn't been turned into obvious polygons. Stay tuned for more coverage on Jim 3 in upcoming issues. —Major Mike



Developed by Vis Interactive  
Published by Interplay  
Available First Quarter '97

10% COMPLETE

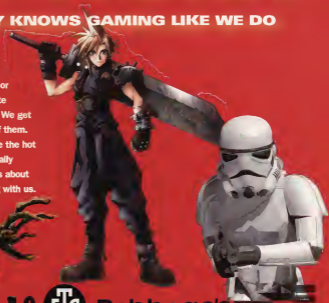




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## Colony Wars

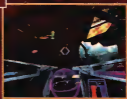
PlayStation

If Psygnosis puts on the right finishing touches, *Colony Wars* packs the potential to blast off as the PlayStation's top space shooter. Playing as a raw recruit, you take on the nefarious Empire in a fight to free its colonies, blasting through 60 nonlinear missions across 5 solar systems. Six slick crafts—a stealth bomber, interceptor, scout, and more—help you cut a swath through this space opera.

This extremely promising title already delivers wicked dogfight action. Although the complete 3D freedom of flight fashions a convincing outer-space feel to the action, it's also pretty easy to get lost, so hopefully Psygnosis will fix that. Gorgeous scenery, such as huge *Babylon 5*-like mother ships and colorful planets, rounds it all out with flair. *Colony Wars* looks like an A+ game in the making, especially if you're a sci-fi fan.—*Air Hendrix*

Developed and published  
by Psygnosis  
Available October

70% COMPLETE



## G Police

PlayStation

This long-delayed shooter puts you behind the controls of a futuristic helicopter, where you fight to keep the skies friendly as a cop in a gritty sci-fi cityscape. *G Police*

pins the badge on your chest for 35 missions as you uncover the activities—murder, espionage, all that good stuff—of a sleazy multinational corporation. Weaving through skyscrapers and buzzing pedestrians, you track weapon shipments and the like, handing out the law with missiles, rockets, and much more.

*G Police*'s chopper handles smoothly once you learn to stop bouncing off buildings, and the action mixes firefights with a mellow strategic side. Once Psygnosis wraps this up, *Black Dawn* pros should find an enjoyable fight, though the learning curve with *G Police* will likely be steeper.—*Air Hendrix*

Developed and published  
by Psygnosis  
Available October

70% COMPLETE





**YOU SEE A NEW  
ADVENTURE HERO.**



# HIS ENEMIES SEE A



Help Croc, the crusading crocodile, rescue his peace-loving Gobbo Islander friends from the grasp of an evil magician, Baron Dante. Croc must overcome obstacles like lava flows and castle trap doors to battle monsters including swarming sharks to giant boes. Each island world brings a new adventure to Croc, as he hunts for powerful crystals and the pieces to the puzzle that will release his friends from the Baron's spell.



- Free roaming 3D gameplay lets you go anywhere as you run, jump, climb, push, swim and jolly jump!
- Breathtakingly lush graphics in over 50 amazing environments including forests, glaciers, deserts, lava flows and underwater caves.







## Crash Bandicoot 2: Cortex Strikes Back

PlayStation

Followers of Sony's furry frontman probably already know—or could have guessed—that Crash Bandicoot will return to the PlayStation in plenty of time for this holiday season. The sequel picks up where the original game left off as a defeated Dr. Cortex takes refuge in an underground cavern. New perks this time include a wild ride astride a polar bear and a jet pack level that requires you to move in all six directions. The beta version looked and played solid, particularly the improved animation and support for the analog controller. Fans of the crazy of 'coot won't want to miss this one.—*Bad Hare*



Developed by Naughty Dog  
Published by Sony  
Available November

60% COMPLETE



## Red Asphalt

PlayStation

While Red Asphalt isn't the sequel to the Super NES classic Rock 'n' Roll Racing in name, it certainly is in spirit. Players can choose from six surly racers with big guns and bad attitudes, then promptly



tear around 25 twisting tracks on 4 planets (picture Wipeout with wheels). You can also earn extra cash for weapon and vehicle upgrades by winning races and destroying your opponents. In this early version, Red Asphalt already featured sharp graphics and played impressively fast. For the final product, Interplay has promised a techno soundtrack for your listening pleasure.—*Bad Hare*



Developed and published  
by Interplay  
Available December

70% COMPLETE

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will change the way you  
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**- GamePro**  
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## Mega Man X<sup>4</sup>

PlayStation

Saturn

The fourth Mega Man X entry takes the series to the 32-bit arena for more blue-bomber blasting action. Taking a decidedly more serious tone than Mega Man 8 by mixing all the cutesy characters, X<sup>4</sup> allows you to play as either the buster-blasting Mega Man X or the lightsword-toting Zero. X<sup>4</sup> has excellent controls, which you'll truly appreciate when you start accumulating special weapons and advanced skills. The game looks awesome with tons of detail, screen-filling explosions, and colorful 2D sprite graphics. Originally slated for release only on the Saturn, X<sup>4</sup> is also now coming to the PlayStation. —Major Mike



Developed and published  
by Capcom  
Available October

80% COMPLETE



SLASH  
HE DEVELOPED  
THE AN IARY TEAM  
SO PROTECT  
THE EMPIRE OF GODS

BEASTLEO



YOU LEARNED  
龍炎刃



## Super Street Fighter Collection

PlayStation

Saturn

SSF Collection packs in Super Street Fighter II, Super Street Fighter II Turbo, and Street Fighter Alpha 2 Gold, a never-before-seen title that is the collection's highlight. Basically, Gold is Alpha 2 with enhancements that include an Akuma mode where you take on an expert computer-controlled Akuma. The Super games are marginal at best, with choppy animation and painfully slow turbo speeds—totally unlike the arcade versions. Let's hope these problems are addressed in the final version because as it stands now, the only thing Super in this collection is also Gold. —Major Mike



Developed and published  
by Capcom  
Available October

80% COMPLETE



eat.  
burp.  
eat.  
burp.  
eat.  
burp.  
puke!



These guys know how to party.



**RAMPAGE**  
WORLD TOUR

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With the most accurate gun available for the PlayStation® console, Time Crisis is a can't-miss proposition.





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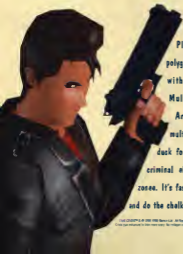
# TIME CRISIS™



Presenting a shooting game so intense it comes with it's own weapon. Time Crisis includes the formidable firearm pictured here, the original award-winning arcade shooting



**THE MOST ACCURATE GUN ON THE PLAYSTATION CONSOLE!!!!!!!**



game, plus a whole new shoot-foot specifically created for the PlayStation™ console. Full 3D polygon environments surround you with full 3D polygon enemies. Multiple modes include Story, Arcade and Time Attack, plus multiple endings. Blast away and duck for cover as you exterminate the criminal element in a variety of hidden zones. It's fast. It's frenzied. It's shoot first and do the chalk outline later.



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# One

PlayStation

In *One*, a relentless shooter for the PlayStation, it's you against a treacherous future world populated by machines of mass destruction and endless waves of heavily armed troops. Whether you're dodging enemy fire, running across rooftops, or finesseing your way through a perilous maze, the impressive graphics and sound effects help create a believable, movie-like 3D environment. Action fans will immediately lock onto the innovative Rage meter that replaces the standard life bar. As you inflict more damage on your enemies, your Rage meter will rise, causing your strength and firepower to increase until you're able to obliterate everything onscreen. —Dr. Zombie



Developed and published by  
ASC Games  
Available November

40% COMPLETE



# Croc: Legend of the Gobbos

Croc: Legend of the Gobbos drags a lovable crocodile out of the bayou and zaps him into a well-crafted adventure game that features more than 50

levels of

free-roam-

ing 3D environments. A slick variety of moves and sharp graphics and sounds help to complement the game as well. Mario 64 fans will notice a resemblance to Croc's gameplay because it features plenty of adventuring and baffling puzzles to solve. In the preview version, Croc responded smoothly as he rolled,

shuffled, and swam his way through the various adventures. Lizard lovers, this definitely looks like a fun and entertaining game worth sinking your teeth into. —Dr. Zombie



Developed by Argonaut  
Software  
Published by Fox Interactive  
Available October

80% COMPLETE



## Steel Reign

PlayStation

Steel Reign puts you in control of 11 tanks with an explosive arsenal of firepower to choose from. Features include a variety of terrain to maneuver on, independent control of your gun turret, and a two-player split-screen mode. In this early version, the sound effects boomed with heart-pounding explosions. The graphics, however, looked grainy and pixelated while occasional slowdowns made controlling your tank difficult at times. If these minor flaws are addressed by the time it hits the shelves, Steel Reign could shape up into a hit.

—Four-Eyed Dragon

Developed and published  
by Sony  
Available September

60% COMPLETE



## Dragonball GT

PlayStation

Riding on its strong presence in Japan and growing popularity in the U.S., the Dragon Ball Z craze comes to the PlayStation with Bandai's Dragonball GT. Ten unique fighters duke it out with the usual punch, kick, and special-move trickery that goes with a fighting game. With an original music score and graphics that seem ported from the Dragon Ball Z animated series, Dragonball GT should offer players more than just balls of steel.

—Four-Eyed Dragon



Developed and published  
by Bandai  
Available Fall '97

60% COMPLETE



## Dual Heroes

Nintendo 64

Hudson is promising true 3D fighting-game action with Dual Heroes, including the ability to fly into the screens with punches and kicks. Other cool features are fighters with different levels of A.I., so no match will ever be predictable, and a Medal Match where you can win a medal, save it to your Controller Pak, then take the Pak to a friend's house where they can try to win the medal from you. These early screens show a game that looks very polished, and we hope the gameplay will match the graphics. —Scary Larry



Developed and published by  
Hudson Soft  
Available Fourth Quarter '97

80% COMPLETE



# MASS DESTRUCTION



It's not all there...

## SHOOT!



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## Jet Moto 2

PlayStation

Jet Moto 2, the sequel to last year's surprise top-selling racer, hovers to the PlayStation boasting 10 new fully explorable courses, detailed landscapes, and enhanced bikes and players. The newest feature for Jet Moto 2 is the incorporated TruePhysics technology, which gives players the feeling

of handling a power-packed jet bike. If you enjoyed the original, then keep your seat belt fastened and hold on tight for number two. —Four-Eyed Dragon



Developed by SingleTrac Entertainment and Sony  
Published by Sony  
Available November

50% COMPLETE



## Maximum Force

PlayStation

Saburo

Shooting straight from the arcade to the console systems, Maximum Force looks to deliver a full body count of action. Strapped with only a gun, you shoot up the screen, blasting any terrorists that get in your way. MF delivers all three missions, including thirty hidden rooms, and all of the action and blood found in the arcade. From what we saw in this early version, the graphics look pretty smooth, but sporadic slowdown rendered the

gameplay almost useless at times. Hopefully, all the bugs will be out by the time it's released. —Four-Eyed Dragon



Developed and published by  
Miharu Home Entertainment  
Available September

50% COMPLETE



Developed by Crystal Dynamics  
Published by Miharu Home Entertainment  
Available December

60% COMPLETE



## Pandemonium 2

PlayStation

The sexy wizard, Nikki, and the wild jester, Fergus, are back exploring the land of Pandemonium with new attack moves and added special effects in this side-scrolling action/adventure sequel. Even in this early version, Pandemonium 2's graphics show promise with visuals that look as intense as the original's. Although the sound effects still need refining, the music has clearly been beefed up, adding a background flavor that was otherwise missing from the first Pandemonium. Even if you weren't a big fan of the original, you still might want to keep an eye out for this colorful sequel. —Four-Eyed Dragon



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CLONING SHEEP  
DON'T MEAN JACK.







# WE CLONED THE DOMINATOR.

## NHL POWERPLAY™ 98

While pretty close to a gonk-dare miracle, Dolly — that cloned sheep — really doesn't understand the nuance of the butterfly style. In fact, she's a lot like those other hockey games — the ones where all the little computer guys play the same. Claude Lemieux doesn't check like Brind'Amour in real life, and he doesn't in NHL Powerplay™ 98 either. Our Patrick Roy doesn't make glove saves like the Dominator, and you'll have a tough time beating our Beezer through the five hole. We use the actual styles and abilities of guys like Fedorov, Shanahan, Leetch and every other player in the NHL to deliver the most realistic hockey game ever created. It's real skating, real physics and real action — and it's a helluva lot cooler than cloning sheep. [www.vie.com](http://www.vie.com)

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## Violent Seed

PlayStation

Sultans of shoot, get ready! Rabid Entertainment has a very cool-looking top-down shooter coming for the PlayStation this fall. *Violent Seed* lets you fly your craft at different altitudes, pick up other vehicles (like trucks, tankers, or trains) from the background to use as bombs, and most importantly, lets you punnish major cities like New York, Paris, and Washington, D.C. into post-apocalyptic dust, all while trying to protect the Earth from Martian invaders. Sounds like a job for fast fingers and quick thumbs. That's you, joystick jockey!—*Scary Larry*



Developed by Rabid Entertainment  
 Publisher not yet announced  
 Available Third Quarter '97

30% COMPLETE



## ReBoot: Countdown to Chaos

PlayStation

Based on the TV series of the same name, *ReBoot: Countdown to Chaos* is an action/shooter where you play as Bob the Guardian, repairing damage created by the evil tyrant Megabytes' viral forces (called Tears) while battling hovering tanks, fighting robots, and avoiding deadly obstacles. In addition to 8 bosses, 30 enemies, multiple weapons, and special items, this game boasts smooth, fast gameplay in 21 3D levels. EA may have the darkhorse hit of the year.—*Art Angel*

Developed by EA Canada  
 Published by Electronic Arts  
 Available November

50% COMPLETE



## Running Wild

PlayStation

After its success with *Crash Bandicoot* and *Disruptor*, Universal's shifting gears with *Running Wild*, a foot-racing game that mixes in elements of platform gaming. Choose from six wacky characters who dash through six tracks on foot, facing obstacles like rivers and ice slides while jostling for position.

Although *RW* doesn't let you get physical with punches and kicks, you can bon on your opponent's head à la Mano. Plenty of power-ups keep you moving

with speed bursts, flying, and more. Universal has its sights fixed on making the real fun of this game come from multiplayer competition, and is planning to deliver four-player split-screen action.—*Air Hendrix*

Developed by BlueShift  
 Published by Universal Interactive Studios  
 Available December

40% COMPLETE



In a dog-eat-dog world where escape  
is your only option, your ride wants you off his back.

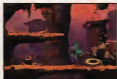


Enemies that sleep. A hero that chants, and an untrusty steed that's a pain in the butt.

Sound Odd? Welcome to Oddworld.



need a ride?



giddy-up.



hold on to your lancecloth!

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**Blasto**

PlayStation

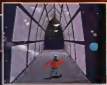
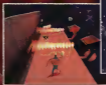
Even with the formidable Phil Hartman wise-assing his way through this game with his vocal talent, *Blasto* needs more work. Jumping around in a 3D world that looks suspiciously like Bubsy's last venture, you zap aliens, solve minor puzzles, and rescue beautiful babes. Although the graphics look clean, the game could use some enhancements,

like cooler enemies or more detailed worlds. Is *Blasto* a bust-o, or does it have some gusto? Only time—and some adjustments to the beta version we saw—will tell. —Scary Larry

Developed by Sony Interactive Studios

Published by Sony Computer Entertainment  
Available October

30% COMPLETE

**Frogger**

PlayStation

Win 95

Nostalgia gamers better hang on to their tongues because *Frogger* is back, and he's one lean, mean, green machine. The old cross-the-highway retro level is intact, but there are also several new adventures, including old west, cloud-hopping, and cave-searching levels. Polygonized for the '90s,

Developed and published by Hasbro Interactive  
Available October

50% COMPLETE



Frogger has added some clever and captivating elements (like outrunning angry lawnmowers) that will make a new generation of gamers leap for joy! Don't worry—be happy this winter with *Frogger*. —Scary Larry

**Sonic R**

Saturn

Sonic's back yet again, but this time he's using his speed to his advantage. *Sonic R* is the title of the new Sonic racing game, and he's spinning through loops, dashing across obstacles, and racing his friends across four Sonic-stricken worlds. Although Tails, Knuckles, and Sonic will



all run by foot, there are some characters that will be vehicle-based. Will Sonic leave you in hog heaven or will this game get its Tails kicked in by the competition? You'll have to wait and see. —Scary Larry

Developed and published by Sega  
Available November

50% COMPLETE

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your entire race is pie filling.



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and seek your destiny.

Savior. Or salami. Sound Odd?  
Welcome to Oddworld.



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owww



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**Vs.**

PlayStation

Gang warfare rumbles onto the PlayStation with *Vs.*, a fighting game that drops thugs from different backgrounds into 3D arenas of fast-paced, blood-filled fist-cuffs. Sixteen characters ranging from a pimp named Slim Daddy to a schoolgirl named Kathleen represent their turfs (Streets, Hood, Campus, and Beach) while slugging it out using actual fighting styles, including jujitsu, kung fu, and karate. Expect lots of juggles and quick combos in this unique fighter. It's too early to tell, though, if this gang earns respect or a long term behind bars.

—Johnny Ballgame



Developed by Polygon Magic  
Published by T-HQ  
Available October

60% COMPLETE



## Ghost in the Shell

PlayStation

Based on the popular Japanese anime and comic book, *Ghost in the Shell* debuts as a 3D action-shooter on the PlayStation. Playing as a tough cyborg cop who controls a one-man tank called a Fuku-chima, you must battle evil high-tech forces that threaten the world. Highlights include the ability to climb on the walls of buildings and move upside down on ceilings, as well as 10 minutes of original Japanese animation inserted throughout the 12 levels.



—Four-Eyed Dragon



Developed by Exact  
Published by T-HQ  
Available October

60% COMPLETE



## Killwheel

PlayStation

Just as the title indicates, *Killwheel* sends you on a one-way path of destruction as you pilot an enormous, spike-studded wheel through villages and burgs. The number of points you collect is based on the amount of killing and destroying you do in each level. With twenty tracks, five Killwheels, and seven wicked weapons, *Killwheel* might just appeal to you with its simple gameplay and malicious objectives.



Developed by Apt Productions  
Publisher not yet announced  
Available November

70% COMPLETE

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# ODDWORLD: ABE'S ODDYSEE

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**I**

**F HEAVEN IS ANYTHING LIKE  
WRIGLEY FIELD ON A SATURDAY AFTERNOON,  
THEN DEATH WOULDN'T BE SUCH A BAD THING.**



**MLB  
98**

**PROPERTY OF PLAYSTATION  
ATHLETIC DEPT.**

# PC GAMEPRO

## ATOMIC BOMBERMAN

### PC GamePro REVIEW

100% **Win 95**  
By Bob Minton



**PRO TIP:** A cheesy but effective way to win on the Coal Mine level is to lay traps by the warp holes.

### Blown Away

All the frantic gameplay of multiplayer Bomberman is here, plus Interplay has added an insane 10-player network variant that pits you against humans or computer-controlled drones. Team variations, including an explosive take on volleyball, extend the healthy replay value. If that's not enough, Bomberman also features a level creator so you can make your own arena maps.

### It's De Bomb

The graphics certainly live up to the gameplay, with bright colors



**PRO TIP:** Avoid obstacles like trampolines and mine shafts by squeezing around corners as lightly as possible.

and crisply rendered characters. The backgrounds sport nice detail, but sometimes they are too detailed, causing the screen to look messy. On the sound side, there's a lively but uninteresting music soundtrack full of dance beats and wacky noises, while the game's controls are best handled with a joystick (but the keyboard is also reconfigurable).

Atomic Bomberman really preserves the classic series' essential elements and adds only worthwhile enhancements. It's great action for gamers with a short fuse. **B**

Atomic Bomberman by Interplay			
Graphics	Sound	Control	Fun Factor
4.5	4.0	4.0	4.5
<b>145 \$5</b>	<b>Available now</b>	<b>Challenge: Intermediate</b>	<b>Replay value: High</b>
<b>13 players</b>	<b>100% rating: 6/10</b>	<b>9 Adults</b>	
<b>Developer: Interplay</b>			
<b>Minimum System Specifications</b>			
• Windows 95/98		• Sound Blaster or compatible sound card	
• 485.0K or higher RAM		• 15 MB SDRAM	
• VGA 256 colors		• Double speed CD-ROM drive	



**PRO TIP:** For surprise attacks, use the boxing glove and blue hand power-ups to throw bombs over obstacles, including the outer walls of the arena.

### PC GamePro REVIEW

100% **Win 95**  
By Andrew Stern

# CARMAGEDDON



**PRO TIP:** Don't neglect your opponent's cars. Blow them out from behind.



**PRO TIP:** The alien can enable you to use your opponent's car for a short period, making for a surprising twist.

Auto racing fans are in for a twisted turbo boost with Interplay's new take on carnage, Carmageddon. Frantic but flawed, this hot-rod ballion of a game might just turn inexperienced drivers into minicame!

### Blood Flows Red on the Highway

While your main goal in Carmageddon is to win the race, you'll spend most of your time driving over varied terrain, slamming into opponents, pulling acrobatic stunts, and plowing through screaming pedestrians. Especially notable (although of questionable taste) are the piles of mush you'll create from pulverizing people and cows—if you drive through

their remains, you can create tire tracks of blood.

On the options side, Carmageddon features 5 environments, 26 vehicles, and 36 tracks. If that's not enough, multiplayer Carmageddon has options that will keep you running with a full tank all night long.

### Running on Empty?

Despite its outrageous action and appearance, Carmageddon is a few cylinders short of a V-8. The sound is solid, but the low-res graphics limit your visibility. Also, you'll want to use a joystick; the keyboard controls are frustrating and sluggish.

Perhaps the game's most disappointing aspect is that it's centered more on gore and sheer destruction than on racing. Gamers who prefer a driving sim with more meat in the action than on the road should look elsewhere. **B**

Carmageddon by Interplay			
Graphics	Sound	Control	Fun Factor
3.0	4.0	3.0	4.0
<b>145 \$5</b>	<b>Available now</b>	<b>Overhead and cockpit views</b>	<b>Challenge: Intermediate</b>
<b>4 players</b>	<b>100% rating: 6/10</b>	<b>Easy setup: Medium</b>	<b>CD-ROM rating: Medium</b>
<b>Developer: Interplay</b>			
<b>Minimum System Specifications</b>			
• Win 95 or Win 98		• 25 MB or hard drive	
• Pentium 90		• Sound-speed CD-ROM drive	
• 4 MB RAM (16 MB for Win 95 and Multi-players)		• VGA graphics (1 MB)	



**PRO TIP:** Crossing the Cable Car isn't the only path to victory. You can also win if you're crossing to take out every health pedestrian in a level before your race ends.

1400 Gorton Rd, Cape Coral

SCRAM

SHAKE

SLAM  
Comm  
Reside

233

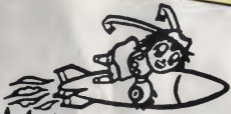
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1935 S Ho

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## Myth: The Fallen Lords

Win 95

Mac

While store shelves will soon be littered with Warcraft and Command & Conquer clones (if they're not already), one upcoming title is sure to stand out. Myth: The Fallen Lords puts you in command of medieval troops doing battle against armies of the undead. You can fly around the battlefield from above and view any section of it you want—even behind enemy lines. The true 3D terrain is combined with accurate physics so lobbed grenades will roll down hills—as will severed body parts! Free Internet play and support for 3Dfx graphics cards only sweeten the deal. If Myth can deliver on its promises, real-time strategy games will soon have a new standard.

—Dan Elektro

Developed and published by Bungie  
Available December



## Blade Runner

Win 95

Fans of the 1982 sci-fi classic Blade Runner will be thrilled to hear that a game worthy of the film is finally in development. This sprawling four-CD adventure adds a new twist to the movie's plot line. As a Blade Runner in a dank and dingy Los Angeles, 2019, it's your job to hunt down replicants, renegade robots who are trying to pass themselves off as humans. But as the game's story progresses, you also have the option to help the replicants find information that will extend their life span. Terminator or turncoat? It's your choice.

—Dan Elektro

Developed and published by Westwood Studios  
Available November





## Postal

Win 95 Mac

Gore freaks, take note: Postal could be the bloody shooter to end all bloody shooters. When a red-tape error leads you to uncover a hideous conspiracy, you rebel against the system and go, well, postal, blowing away anyone and anything in sight. But as the lone anonymous anarchist, are you mankind's last hope or its worst nightmare?

The game's 16 levels, complete with nonrepeating, hand-drawn backgrounds, certainly are varied (ever blow up an ostrich farm before?), and the unusual selection of weapons includes such gadgets as Molotov cocktails and mines linked to remote cameras. Be warned, however—the developers have vowed to deliver some of the bloodiest, most disturbing graphics to ever hit the PC. —*Dan Eilekro*

Developed by Running With Scissors  
Published by Ripcord Games  
Available now



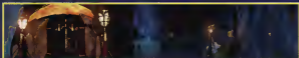
## Zork Grand Inquisitor

Win 95

Zork Grand Inquisitor, the eighth title in the Zork series, takes place 120 years after Zork Nemesis. The objective of Grand Inquisitor is to restore magic to the Great Underground Empire, something easier said than done since practicing magic is outlawed. Your only hope is the underground magic resistance and the ability to travel back in time to classic Zork eras.

Using the Z-Vision game engine introduced in Nemesis that enables 360-degree movement, Grand Inquisitor adds some new gameplay elements like an environment map that allows you instant access to different areas. The preview version's flawless controls served the point-and-click gameplay perfectly. —*Major Mike*

Developed and published by Activision  
Available Fall '97





## An Elder Scrolls Legend: Battlespire

90S Win 95

One of PC gaming's hot RPG series returns to the fray with *Battlespire*, a side story in the *Elder Scrolls* universe that takes you back to the time of *Arena*, the first game. Upon discovering that the Emperor's fortress of elite wizards has been obliterated, you set out to stave off this new threat in a blend of action and RPG gameplay. Along with frenzied fights in the game's 3D environments, players will undertake the usual fare of RPGs, basking in experiences, talking to NPCs and monsters, and more. To heighten the action side, the multi-player game lets you compete in a death match or play team versus team.—*Air Hendrix*

Developed and published by  
Bethesda Softworks  
Available October



## Total Annihilation

Win 95

The latest in a long line of real-time strategy games, *Total Annihilation* may use the tried-and-true *Command & Conquer* game engine, but so far it doesn't come off as a run-of-the-mill clone. The controls in the pre-alpha version are very responsive. It's easy to move various units around, and the actions menu is easily accessible. Only 5 of the 50 terrains are available at this stage, but they're challenging,

with hills to climb and trees to clear. The game still has several features to be implemented before it ships, but so far, so good. This title could annihilate the competition.—*Major Mike*

Developed by *Cavedog Entertainment*  
Published by *GT Interactive*  
Available September



## Populous: The Third Coming

90S Win 95

The founding father of the God sims is back for its third shot at godhood-building gameplay. As a fledgling god, gamers try to build a religious following among a planet's native people, with the eventual goal of training your devotees in warfare and beating back the rival gods. Your divine powers include ghost armies, plagues, firestorms, and the angel of death, as you struggle toward supreme-being status on a fully 3D, sphere-shaped planet, which you can study from space or from the surface.—*Air Hendrix*

Developed and published by *Bullfrog Productions*  
Available November





2,000 years ago,  
the Great Wall  
divided those who had it  
from those who didn't.



# Still



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# Hot at the Arcades

## MORTAL KOMBAT



**PRO TIP:** Use Fatal's Elevation move to prevent opponents from picking up their weapons.



**PRO TIP:** Tap ←, ←, → to perform Raiden's Tornado move.



**PRO TIP:** Noob Saibot shows Scorpion a little slice-and-dice.



**PRO TIP:** To pick up weapons, stand over the weapon and tap ↓ + Rise.

### Mortal Mania Kills the Competition

The Mortal Kombat 4 Road Tour traveled to arcades this past summer, boasting a 60-80 percent version of the game that's sure to slice its way to the top of the quarter-crunching charts.

By Johnny Ballgame

**AL**though it was early in development, MK4 still had enough bone-crunching kicks and limb-snapping throws to turn every gamer's head along with their stomach. Only nine of the fifteen selectable characters were playable at press time, including old-timers' Raiden, Scorpion, Sub-Zero, Liu Kang, Sonya, and Noob Saibot, and new characters Quan Chi, Shinnok, and Fujin.

Kombat's gameplay felt as tight as ever, combining popular elements of past titles, like the Run button and multi-hit combos, with a new weapons system. In MK4, each fighter possesses a unique weapon, like a sword or a spinning blade, which will enable you to

chop your opponent to a bloody mess. Be aware, however, that your opponent can knock your weapon out of your hand and pick it up to use against you.

The only disappointing element in MK4 was the limited use of 3D: There's no Evade or Dodge button like in *Mace* or *Virtua Fighter 3* that will enable you to walk in and out of the background during battle. Instead, 3D effects are used only during special moves and fatalities that knock you or your opponent off the 2D path.



**PRO TIP:** Use roundhouse kicks and uppercuts to severely damage unworthy opponents.



Certain weapons and special moves knock your opponent into the world of 3D.



Sonya's a Switch Blade Slicer with her brutal twirling blades.



**PRO TIP:** Wicked throws, like Liu Kang's Backbreaker, are performed by tapping →, HP.



Sonya Blade remains one of the deadliest fighters in the tournament.



New character Quan Chi, who's also in MK Mythologies, shows his evil style by bending Sonya's leg completely backward.



**TIP:** Press  $\Delta$   $\leftarrow$   $\leftarrow$  BP to pull out your character's weapon, then tap either Punch button to strike your opponent with it.



By choosing not to continue, you choose a bloody death.



Sonya falls to her death after losing a match.



Like past MK games, expect plenty of hidden characters and kodes to spice up the gameplay.

## Graphical Game Settings

MK4's graphics already looked superior to the other Kombat games because of the new Zeus arcade system, which not only helps provide for faster and smoother action, but also has the ability to produce detailed characters comprised of over 5000 polygons each. Some of the cool new touches in-

cluded mist surrounding Sub-Zero's body and fighters' limbs getting snapped in all directions.

The voice of Shao Kahn still looms over every battle, while new sounds, such as weapons clanging on the ground and bones cracking during brutal new moves like Sonya's Neck-Twister, added to the fun of each fight.

## Wings of Kombat

Additional moves, fatalities, and characters still need to be implemented, but even in its early test version, MK4 looked like it could be the coolest Kombat ever! Mortal maniacs, get to the arcades early—the most anticipated arcade bloodbath of the year is on its way and the lines to play are already forming. ☐



The sinister Quan Chi challenges you to a game of life and death in MK 4. ▼



The button layout features High Punch, Low Punch, High Kick, Low Kick, Block, and Run.



The Mortal Kombat 4 Road Tour (co-sponsored by GamePro) packed in Kombat-brazed gamers from all over the world this summer.






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one thing  
more torturous  
than playing  
Deathtrap Dungeon.



-IAN LIVINGSTONE'S-

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*Interplay*  
BY MASTERS OF THE GAME™



## Oddworld: Abe's Oddysee

(By GT Interactive)

By Air Hordrix

Price not available  
Available September  
Action/Adventure

2 players  
(alternating)

Side view



# ODDWORLD



**PRO TIP:** Keep an eye out for bats. They tend to fly in patterns around tricky jumps, making for another obstacle to avoid.



**PRO TIP:** To convince the Elan to move along with the honey, throw a rock at the beehive over its head.

**PRO TIP:** To pass by Slogs, anger them by throwing rocks or chanting. When they give chase, lure them into mines or other obstacles.



**PRO TIP:** When you run across your fellow Rhodoks, always return their greeting and parrot back the sequence of sounds they give. They'll open up a hidden door, give you special powers like spirit rings, and so on.



**PRO TIP:** Mounted on an Elm, Abe can make jumps that are otherwise too far.

Don't let the words "2D platform game" turn you off, or you'll miss out on one of the year's most intriguing games. Abe's Oddysee bursts onto the scene with the kind of unique gameplay and killer graphics that will rocket it straight into the PlayStation hall of fame.

## Abe's Excellent Adventure

Set on the planet Oddworld, Abe's Oddysee tells the tale of Abe, a blue-collar worker in a meat-processing factory whose upper management suddenly develops a plan to convert Abe and his ilk into a line of tasty treats. Playing as Abe, you must escape the factory and set out on a quest to shut it down and save your race from extinction.

At first glance, Abe may resemble a platform game from the 16-bit era. You run toward the right, figure out how to open doors, rescue friends, battle enemies, and so on.

But Abe's long list of cool features and fresh approach to gameplay swiftly separate it from the pack.

Since the not-so-heroic Abe doesn't stand a chance in combat with enemies, he must devise clever ways to evade them. For instance, instead of gunning down an attack dog, you taunt it until it chases you, then lead it into a mine, leaving scorched furballs behind. Or you can use Abe's power to chant to possess enemies—and take control of them instead. By possessing a guard, you can use its gun to fill nearby enemies full of lead.

Abe also has an eight-word vocabulary (he talks out loud, not in text balloons), and his "conversations" with other characters earn him special powers, open doors, and so on. With this kind of strategic, creative approach to the gameplay, Abe's does a superb job of making you feel like you're playing a story, not a game, keeping you immersed in the action.

## A Beautiful World

Abe's spectacular graphics also snare your attention. Mesmerizing backgrounds breathe life into Oddworld, while the spectacular animations imbue the characters with convincing fluidity. The visuals overflow with riotous humor, too, such as Abe's comical sneak move or the screen-rocking thump when Abe plummets to his death.

Similarly, topnotch sounds and music add to the realism. You'll bust your gut laughing at Abe's goofy voice, but the creepy slither of some enemies will raise your hackles.

## Follow Me

Unfortunately, Abe's not without its flaws. The controls respond smoothly, but the overly sensitive jumps lead to too many frustrating deaths. Even worse, as you progress deep into the game, some of the puzzles become extraordinarily difficult to solve, while others regress to the cheesy, repetitive nature of outdated platform games (like a long series of annoying jumps). Thankfully, the game gives you infinite lives and a decent save feature, but even then some

gamers may throw down their controller in disgust instead of plowing on.

Despite its flaws, Abe's delivers a combo of innovative, strategy-filled gameplay and eye-popping graphics that makes tolerating these problems worthwhile. Not every gamer will have the stamina to beat the game, but no one will regret spending some serious time with Abe. **B**



**PRO TIP:** Abe's sneak move and ability to hide in shadows will get you past a lot of obstacles—try them whenever you can.



**PRO TIP:** When you possess a Sig, roam as far as possible and kill as many Sigs and Slops as you can before returning to Abe's body.

## Graphics



**S** Abe's lush, stunning levels crackle with unparalleled color and detail, and the character animations erupt with humor and charm. In the age of 3D, this 2D title delivers some of the best visuals ever found on the PlayStation.



## Sound

**M** From the classy mood music to the utterly hilarious voices, the sounds do a terrific job of keeping you entertained and in the game.



To clear the first area in Scrabania, first sneak up on the Sig on the ledge and activate the mine. Descend, and taunt it until it runs into the mine.



Now, head left and take out the next Sig by pulling the lever when it reaches the "X" on the ground.



Next, go left and pull this lever while standing to its left, which activates the air tube on the first screen.



Hop in that first air tube and pull the lever on the other side.



Return to the second air tube. Jump in and chant to possess the Sig in the foreground.



Walk the Sig off the ledge, making sure it hits the mine at the bottom.



As Abe again, jump back in the air tube and ring the bell on the ledge that you land on.



Descend two ledges, mount the Elum, and move on to the next area.



## Fun Factor

**M** Abe's packs in so much originality and such killer graphics that every PlayStation gamer will get a huge thrill from spending time with this game. However, the more action-oriented may find the greener pastures when some of the unnecessarily difficult puzzles start undercutting the fun.



## Control

**C** S Inevitably like possessing enemies makes controlling Abe a fresh, fun experience. The low hitch is the feisty jangling, which causes too many unnecessary deaths.



## Time Crisis

(By Namco)

By Scary Larry

\$49.99 1 player  
Available September  
First person  
view  
Gun game



Trigger tramps and gun gurus, get ready! Time Crisis is in town featuring dead-on gameplay and fast, 'bullet-bounce' action! TC plays like a lot of other gun games, but with a few notable exceptions. First and foremost, the game doesn't rely on your recognition skills—there are no friendlies to fire at and no stupid citizens or errant hostages to get in the way. It's just you, a bunch of bad guys, and an unlimited supply of bullets. Secondly, the game enables you to duck behind objects for a moment's rest so you can gather your wits and plan some trigger-fast strategy. But don't get too comfortable—the whole game ticks down using a level-by-level timer.

### Graphics

Sharp polygons and realistic routines to differentiate make the game has in a very realistic way. But other graphics (like facial closeups) will make you wince.



**PRO TIP:** To gain an extra five seconds, try to hit the orange soldier just above the middle barrel. This will help in your fight against the chopper.



**PRO TIP:** In the later levels, always try to shoot the orange-suited soldiers first. They're fast, and they sometimes yield precious time additions.

Unlike other stellar shooting titles, like Maximum Force and Virtua Cop 2, there are no weapon power-ups, which is a shame. You'll long for a screen-clearing bazooka or gun-ripping shotgun after a few levels. Still, Time Crisis offers tons of thumb-blistering action for twitch-addicted gamers everywhere.

Although the GunDex is tested as a super-accurate weapon, there are times when dead-on shots seem to miss. There are also cheap targets that always seem to hit you first.

### Control

Although the GunDex is tested as a super-accurate weapon, there are times when dead-on shots seem to miss. There are also cheap targets that always seem to hit you first.

### Fun Factor

The game moves at such a fast and frantic pace that you'll soon forget how long you've been playing (although the pain in your shoulder will remind you). But like all gun games, once you've barreled through and memorized the levels, you're done.

### Sound

Every shot rings out with movie-like clarity and the themed music in each level suits all the action. Even the enemy voices are kept to a bare minimum.



**PRO TIP:** When you're in a crowd, be sure to take out the grenade throwers first—they'll nail you every time.



**PRO TIP:** When these leapt'n' nopes come barreling at you, shoot the first one, then immediately aim for the orange one behind him.



**PRO TIP:** Watch those paintings in the background—they drop to reveal machine gunners.



**PRO TIP:** This prancing pinhead is tough. The key here is to shoot rapidly, duck, and never leave yourself in the open for more than a fraction of a second.



**PRO TIP:** Just aim for the windshield and fire away. When you see the "Danger!" warning, duck. Then immediately pop back up and whizz away at the windshield again.

# ADMIT IT.

Sometimes you'd feel better if you could just shoot every damn thing in sight.

**(BUT THEN THERE'S THAT DEATH PENALTY THING.)**

Time to lock and load, pal. Straight from arcades everywhere, here comes Maximum Force. It's you against elusive terrorists and you control the body count. You'll board helicopters, ATVs, underwater vehicles and shoot literally everything in sight. Gun down slimeballs on three completely different missions. Blast your way into more than 35 secret rooms (three times as many as Area 51) and blow everything away with extreme prejudice. With Maximum Force, there's no such thing as too much firepower.

Go ahead; pull the trigger. And check out the Maximum Cool Sweepstakes at your nearest arcade.



**PULL THE TRIGGER**

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## Treasures of the Deep

(By Name)

By Dr. Zombie

\$49.95  
Available  
October

Action/  
adventure  
Multiple  
views

1 player



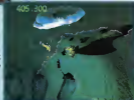
**PRO TIP:** Remember where you parked by leaving your unmanned sub near a major landmark.



Dive into adventure with *Treasures of the Deep* for the PlayStation, a single-player action game that skillfully combines first-person shooting with maze-like exploration in fantastic underwater settings. But beware—there are endless waves of enemy subs, divers, and sea predators out for your blood!

Ride on an underwater scooter or dismount for solo action as you attempt to complete numerous mission objectives, ranging from retrieving sunken treasure to finding and defusing a ticking bomb, all at exotic, international dive sites. To help you in your quest, an arsenal of high-tech equipment is at your disposal, including remote-control drones and powerful weapons such as torpedoes and plasma torches. You can also use the treasures you net to upgrade your weaponry for subsequent missions.

Sharp graphics and animation effectively create a free-roaming 3D ocean environment that's almost more fun to explore than carrying out your mission objectives. Once you immerse yourself in *Treasures of the Deep*, you may never want to resurface!



**PRO TIP:** Track down and attack enemy subs from behind where they are the most vulnerable.



**Latch onto a giant ray for the ride of your life!**



**PRO TIP:** Most wrecks will expose hidden power-ups if you repeatedly blast them with your spear gun.



**PRO TIP:** Your cash is limited, so only buy weapons and equipment that are essential to completing your mission.



**PRO TIP:** If you're running low on oxygen, search out and blast enemy divers, then salvage their air tanks.



**PRO TIP:** Listen to HQ for hints on how to acquire wealth. Search for gold coins and other valuable objects only after you've taken out all the enemies.

### Graphics



The graphics are a glassara to behold: Detailed, ambient lighting, and fluid animation create lush 3D underwater worlds. The abundance of realistic marine life clinches the sub-sea effect.

### Sound



The phat sound cues are very crisp, while the surrealistic new-age soundtrack is ideal for this underwater adventure and a welcome change from the usual hard-rock action-gaming riffs.

### Control



Once you get used to the underwater physics, such as swimming in currents, it's relatively easy to control your sub and diver. All weapon and equipment controls respond sharply to onscreen action.

### Fun Factor



Trnasarar provides solid fun with a well-balanced mixture of exploration, adventure, shooting, and puzzle elements. Plus, it's just plain cool to battle it out with great whites and hammerheads!

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# MACHINE HUNTER



## Machine Hunter

(By MCM Interaktion)  
By Dr. Zombie

Price not available  
Available August  
2 players

Shooter  
Overhead view  
Passwords



Shooter fans, take note: Machine Hunter provides nonstop action for the PlayStation. Alien invaders have infested a futuristic mining colony and taken the humans captive. You go in solo or with a friend to take out the nasties and rescue the hostages. You'll explore endless mazelike levels from a dizzying overhead perspective as you work your way into the heart of the mine.

The gameplay may remind you of *Loaded*, with its detailed graphics and in-depth, mazelike environments. Machine Hunter, however, has some unique aspects, such as its emphasis on moving up and down from level to level, the ability to independently move and shoot 360 degrees (à la *Robotron X*), and the ability to morph into

powerful robots with different firepower. Secret passages, power-ups, and a detailed map feature add to the fun. The ammo's unlimited, and the enemies are plenty. So load up and rock and roll. **M**



**PRO TIP:** Shoot everywhere to reveal hidden power-ups and to gain access to other areas.



**PRO TIP:** Morph into a mech with upgraded weaponry and armor.

### Graphics

**4.5** Sharp graphics features ambient lighting, subtle shading effects, and realistic details such as breaking blood trails. The overhead camera angle creates a believable sense of height and depth in each level.

### Control

**4.5** The controls are smooth and very responsive to onscreen action. The characters move effortlessly throughout each level and have the ability to shoot 360 degrees.

### Fun Factor

**4.0** The most fun is the two-player mode where you create total havoc with a buddy. Machine Hunter has enough challenges, mazes, and gameplay to capture the attention of gamers of all calibers.

### Sound

**3.5** Sound effects are minimal but appropriate for this type of game. Grip blasts, footsteps, and blundy splats set the perfect mood for carnage.



**PRO TIP:** Ammo's unlimited, so continuously shoot ahead as you explore new territory.



**PRO TIP:** Instead of hiking, use teleporter terminals to move quickly between levels.



**PRO TIP:** Sometimes the most direct route is to drop off a ledge onto a lower level.



**PRO TIP:** Although the map shows where you've explored, if you look closely, it also hints at the layout for the rest of the level.



**PRO TIP:** In two-player co-op mode, stay tight with your partner and cover each other's backs as you move.



# WE'VE REBUILT HIM MADE HIM STRONGER FASTER WE HAVE THE TECHNOLOGY

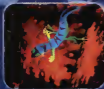
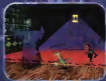


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# GEX

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# "TOASTERS LIKE THIS DON'T COME WITH NEW CHECKING ACCOUNTS."

MACE DANIELS

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## Car and Driver Presents Grand Tour Racing '98

(By Achievement)

By Bad Kare

Price not available  
Available Nov  
Rating



**PRO TIP:** There's a caution flare on most of the Moscow tracks that's just waiting to send you spinning—so slow down and be prepared.



**PRO TIP:** When driving in dark tunnels, focus on the dark stripe in the middle of the road to stay on track.



**PRO TIP:** You can't use the D-pad alone and expect to finish anywhere but dead last. Learn to use the L1 and R1 buttons to execute tight turns.



### Fun Factor

**K/D** CEA's roads are paved with good intentions; it's a shame all the game elements didn't work out as planned. Still, there's enough here to get racing fans' engines revving on a weekend rental.



### Control

**K/D** You'll either love using the D-pad in conjunction with the L and R triggers, or you'll hate it. Unskilled drivers should get in some practice laps.



### Sound

**K/D** Samples of crowds, birds, and snippets of local music add to the atmosphere, but the engine tend to sound like motorcycles.



### Graphics

**K/D** You'll be impressed by the background detail, but some cars don't look like they're moving very fast. The game's also plagued by some busy bitmaps.

# Car & Driver Presents Grand Tour Racing '98

**B**y offering rally, Indy, off-road, and street racing in one tidy package, Grand Tour Racing '98 makes a good sampler for the casual racing fan. Only the lackluster sound and tricky controls keep it from revving to the top.

GTR has a lot going for it—five kinds of cars, six countries with multiple tracks in each, plus time attack and four-player modes (via link), and advanced AI. You've gotta stay sharp, though—the computer racers know when you're trying to pass and will cut you off!

The tracks themselves are admirably long and varied (you'll literally drive over the river and through the woods in Scotland), but an overhead radar would have been helpful. Changes in weather, time, and terrain will keep even veteran drivers on their toes.

Think of Grand Tour Racing '98 as an automotive buffet, taking a little bit from each racing style and sewing it up in its own fairly tasty pizzer.



**PRO TIP:** Avoid unpaved, dark sand or your buggy will slow to a crawl.



**PRO TIP:** Don't let up on the gas with the rally or dune buggy. More often than not, trying to coast through a corner will only cause you to lose traction and spin out.



**PRO TIP:** Water bad! If you sink, your game's over, so carefully navigate your way back to shore if you get stuck.



**PRO TIP:** Don't be afraid to mix it up with the other drivers. A well-placed lap can send an opponent careening off-course and out of your way.

THE OFFICIAL TRANSLATION OF THE #1 ARCADE SMASH!



MARVEL  
COMICS

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59 bullet-riddled bodies on the wall,  
59 bullet-riddled bodies,  
take one down, pass it around,  
58 bullet-riddled bodies on the wall  
58 bullet-riddled bodies .



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STEEL  
REIGN



**Felony 11-79**  
(By ASCII Entertainment)  
By **Rad Haro**

\$49.99 Driving

Available 1 player

new



**PRO TIP:** Don't hit cars head-on when going for damage. Sideswipe them instead to avoid killing your momentum.



**PRO TIP:** On the Sea Side track, aim for the left toll-booth gates because the ones in the right lanes are full of cars.



**PRO TIP:** Don't worry about hitting the pedestrians—they scream a lot, but you'll never run them over.



**PRO TIP:** The key to killer times is using the shortcuts. Flow through this subway in Paris by heading to the far left on the congested city streets.



**PRO TIP:** A manual transmission enhances your ability to power-slide around corners.



**PRO TIP:** The scooter may be weak and slow but it can go places the other vehicles can't, like this alley in Chinatown at the end of Level One.

**S**ick of driving in a circle? Then jump behind the wheel of Felony 11-79, one of the most chaotic, free-wheelin' driving games ever.

## Getaway Cars

Felony 11-79 successfully combines elements of racing games with the creative exploration found in 3D adventure titles—sort of a Tomb Raider meets Need For Speed. Each of the game's three levels has its own objectives, including picking up dynamite, stealing an artifact, and making a phone call. As a mercenary-on-wheels, Felony also enables you to drive anywhere at any time, like through hidden shortcuts and even a shopping mall, in true Blues Brothers-style.

Twenty-two different cars are unlocked as you meet specific goals throughout the game. Some of these goals are easy to achieve, like locating a certain object or breaking the speed limit; others are next to impossible, such as doing no damage at all on a level.

## Crime Does Pay

Sadly, there's only a handful of tracks to choose from, and no two-player head-to-head mode. Still, Felony 11-79 is a very wild ride and a definite must-play for those who really like to drive fast. **C**



**PRO TIP:** Concentrate on the mission objectives until you've completed all the tracks successfully, then go back later and do damage.

**Graphics**  
4.8 You'll see a bit of pop-up bins on there, but the high detail and impressive foreshadowing of speed make up for it.

**Fun Factor**  
4.5 Felony 11-79's blend of reckless street driving and creative exploration makes it a must-own, but its low-few tracks hurt it in the long run. Now that's a crime.

**Sound**  
4.8 Standard stuff like tire squeals and engine revs (especially that thumping, bass motor) are done well, and are supported by a peppy surf-rock soundtrack that keeps your adrenaline flowing.

**Control**  
4.5 Each vehicle handles differently, and precision driving is a must. Some of the slides, turns like drive to master, but most cars won't give you a real driver's touch.



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**Top:** The Second Coming, slated for this fall. **Bottom:** Preparing for her return. **Opp page:** Committed for life.

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By Dr. Zombie

The Porsche Boxster is the newest addition to the famous family of sports cars. With solid graphics, decent handling, and intense racing action, Sony effectively captures the experience of

## PORSCHE Challenge



In time trials, you race against a ghost car representing your previous lap performance.



**PRO TIP:** Use the Practice mode to chart out available alternate course routes.

driving this awesome machine in Porsche Challenge.

Play solo or race against a friend on four courses ranging from the snowy Alps to the hazardous corners of Stuttgart. Shift through three difficulty levels, arcade or simulation racing, and three racing modes to suit your driving needs. Then choose from and race among a field of seven eclectic drivers (however, they have zero influence on your performance). If only there were more tracks, this game would have serious staying power.

The graphics mirror the sleek elegance of the Boxster with smooth animation and well-rendered backgrounds, creating a realistic 3D racing experience. However, pop-up in the



**PRO TIP:** Always sacrifice speed for traction in the Alpine course by sticking to the paved and dirt surfaces.

background scrolling prevented a higher graphics score. The realistic controls have plenty of drag, but arcade racers will likely be turned off by their sim-style tightness. The techno soundtrack is enjoyable but bland.

Porsche Challenge is a well-engineered driving machine that falls short of greatness. It's worth taking for a spin—but probably as a rental for most.



Porsche Challenge by Sony

Character	Speed	Control	Fun Factor
	2.5	2.0	2.5
	2.5	2.0	2.5
	2.5	2.0	2.5
	2.5	2.0	2.5

Price not available  
Available now  
Rating  
2 players  
4 tracks

Multiple views  
Display color: Medium  
Challenge Adjustable  
ESRB rating: Kids to Adults



**PRO TIP:** Take the inside on sharp turns and force opponents to the outside. There's no damage if you bump cars.

## PLAYSTATION



By Four-Eyed Dragon

Syndicate Wars shoots up the Playstation, offering some heavy strategy, complex action, and extreme violence.

Leaving off where the original Syndicate ended, this intense sequel gives you complete control of four heavily armed cyborg agents. You follow orders on behalf of the ruling government, which wants you to prevent uprisings from external and internal threats. A variety of objectives and control options, plus a four-player option, makes Syndicate Wars strategically sound, while the action element remains intact as you eliminate enemies with an arsenal of weapons.

Graphically, this dark and gloomy game yields some great detail, such as the buildings like



**PRO TIP:** Even if it's not part of the mission objective, neutralize or persuade all zombies to discover new weaponry that you can appreciate.



**PRO TIP:** Choosing your weapons wisely is the key to accomplishing your mission objectives.

# SYNDICATE WARS

the car dealerships, that makes up for the lack of variety in the characters. Slowdown, however, is apparent when there's too much firing and destruction onscreen. On the sound side, screaming burn vigns and the exclamations of scared citizens balances out the slow-paced music.

As for the controls, a heavy dose of manual loading is required to play the game, which

makes Syndicate Wars difficult to get into at first. After a while, though, you'll be reawarded with an addicting, complex game.



**PRO TIP:** Whenever possible, modify your agents with new cybernetic implants to improve their offensive and defensive skills.

Syndicate Wars by Electronic Arts

Graphics	Sound	Control	Fun Factor
	2.5	2.0	2.5
	2.5	2.0	2.5
	2.5	2.0	2.5
	2.5	2.0	2.5

Price not available  
Available soon  
Rating  
2 players  
To see best view

Multiplatform  
Display color: High  
Challenge: Medium  
ESRB rating: Teen



**PRO TIP:** Use crosswalks when crossing the street because your persuaded citizens can easily be run over by moving vehicles.

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By Dr. Zombie

It's terror time in Clock Tower, a horror-themed adventure game. A bizarre killer called Scissorman is terrorizing a small town with a giant pair of shears,

# CLOCK TOWER

and it's up to you to stop his reign of terror before he perforates you. Alternate endings, evolving story lines, and an unpredictable villain make Clock Tower quite enticing. However, some limitations in the interface, sound, and gameplay may influence just how much time you spend with the game.

The gameplay is similar to Resident Evil's, where you inter-

act with environments

act with environments from a third-person perspective. You play as one of two protagonists exploring scenes set among different lo-

cales in town. All character movement and interaction within a setting is controlled by a responsive cursor interface, but the controls lack the full mobility of Resident Evil's.

Graphically, well-rendered environments and varied camera angles create a spine-tingling atmosphere—especially the death scenes—but the character animation is stiff. The sharp music and sound effects get your heart racing, especially when the Scissorman attacks. However the majority of the game is played with limited background sounds as characters interact through voluminous lines of text that require a lot of time to scroll through.

Patient gamers wanting a challenge will welcome the complexity of Clock Tower's interactive story line and puzzles, but casual gamers may not find this game worth the time.

PlayStation

Graphical	Sound	Control	Fun Factor
4	3	4	3

Price not available  
Available on:  
1 player  
Adventure

Rated mature only  
Challenge: Advanced  
Replay value: Medium  
ESRB rating: Mature



PRO TIP: Upon entering a room, immediately identify all interactive items by doing a sweep with the cursor.



PRO TIP: It's not cheating to hit the Panic button when cornered by Scissorman. It lets you live to fight another day.



Haig: No, have you got any leads?

PRO TIP: Talking to people more than once may trigger alternate directions in the story line.

# PLAYSTATION

## Bravo Air Race



By Gideon

Bravo Air Race takes to the skies, mixing car racing and air planes. You race through four forward scrolling courses, banking up or down and pulling bar rel rolls. Your plane can't roam too far off course before hitting invisible barriers, though.

On the options side, Bravo offers solo, head-to-head, or time-trial modes along with 10 planes and race locales that range from desert canyons to snowy summits. The graphics and controls are adequate, but recurring breakup hampers the realism and effectiveness of the flying. Bravo Air Race is fast-moving racing fun worth at least a full-fare rental.



PRO TIP: As in twin racing, strategic use of acceleration is more effective than using the brakes.



PRO TIP: Don't risk clipping your wings—keep aerial acrobatics to the straightaways.

PlayStation

Graphical	Sound	Control	Fun Factor
3	3	3	3

Price not available  
Available on:  
4 players  
4 stages

Forward scrolling  
Challenge: Adjustable  
Replay value: Medium  
ESRB rating: Kids  
to Adults



By K. Somnio

Marvel Comics' Fantastic Four finally makes their video game debut, but in a pretty nonheroic effort for the PlayStation.

Up to four players may choose from the Fantastic Four members, plus She Hulk. Each hero possesses a unique super power in addition to standard punch and kick moves. The action is paced through five levels of standard side-scrolling punch-em-out fare and features classic comic book villains such as Dr. Doom and Moleman.

Unfortunately, the character animation is stiff, the sound effects are campy, and the gameplay quickly becomes repetitive.

## THE FANTASTIC FOUR

as waves of enemies attack in predictable patterns. Even die-hard comic book fans will find this game far from fantastic.



PRO TIP: Minuscar all enemies to one side before taking them on. Don't let them surround you.



PRO TIP: Be careful when picking up items to use as weapons—some may be booby traps.

PlayStation

Graphical	Sound	Control	Fun Factor
3	3	3	3

Price not available  
Available on:  
4 players  
Action  
5 stages

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

## By Scary Larry

Although Starfox 64 will gather

all the praise this season as the year's best shooter, Raystorm for the PlayStation is worth a look. Flying in the classic Taito top-down mode, this shooter is exactly like others from the bygone genre (including StarBlade Alpha

# Raystorm



**PRO TIP:** Don't fly under large asteroids! Go around them when possible, or you're sure to meet an untimely end.

**PRO TIP:** When targeting, bleed your time and get as many enemies onscreen as possible. Dodge incoming fire

and Xevious 3D), but the graphics are a step above the others with multilayered background targets and cool transparency effects, especially underwater.

The gameplay is dated, however, and the techno-driven sound-track tries to impress but comes up short. Fans of classic shooters will have a good day with Raystorm—but gamers expecting anything more than *Gradius* flipped sideways will probably want to rent this one just for the weekend.

### RayStorm by Space



Price not available  
Available now  
Shooter  
2 players  
Top-down view

Challenge: Adjustable  
Replay value: Excellent  
ESRB rating: KIDS  
In 10/10

## By Air Houdrix

The real-time strategy craze is establishing a foothold on the PlayStation with *Warcraft II*. As with its Saturn counterpart, the game's addictive gameplay manages to shine through the major shortcomings.

Playing as either humans or orcs in this epic battle, you maneuver troops into position while



maintaining resources (food, gold, and so on) and building key structures like lumber mills. The point-click controls become survivable with practice, but the lack of mouse support for this style of game is incredibly lame. Still, the gripping strategy action that drove the PC series to stardom somehow keeps you playing, even though the decent graphics and sounds could've been much better.

If a thinking-man's battle packed with strategy sounds exciting, *Warcraft II* is a flawed but fun buy. Action gamers, though, should be very, very afraid.



**PRO TIP:** Upgrade your town hall as soon as possible—this enables your pawns to build important things like churches and peasant invaders.



**PRO TIP:** To create an unobstructed path of sensitive areas, build towers at key points and upgrade them to attract towers.

### Warcraft II: The Dark Saga

By Electronic Arts



Price not available  
Available now  
Real-time strategy  
1 player  
62 missions

Tip: direct view  
Challenge: Intermediate  
Replay value: Excellent  
ESRB rating: TEEN

## By The Rookie

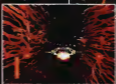
Take the side of the Reptons in a war against the Orons in the spaceship shooter *Darklight Conflict*. From the training session to the actual missions, DC will keep you flying back for more.

You engage the enemy in more than 50 missions, from dogfights to strategic operations, in various attack ships like gunships and bombers. (Think *Soviet Strike* in space.) The action's brought to you in smooth, fast graphical splendor—excellent light-sourcing brings out nice detail on all the crafts, whether they're flying through

a space portal or being blown to bits. The control is a bit twitchy at first, but is very solid once you get used to it. Sonically, the background music sets the mood with operatic space sounds and crisp explosions.

If you're fond of space shooters, DC is definitely worth a look.

# Darklight Conflict



**PRO TIP:** Keep your ship in the center of space portals to avoid damage.



**PRO TIP:** Point the green cone in the heads-up display straight ahead to locate your enemy.

### Darklight Conflict by Electronic Arts



Price not available  
Shooter  
1 player  
Onscreen view

Challenge: Intermediate  
Replay value: Excellent  
ESRB rating: KIDS  
In 10/10

# SATURN

PREVIEW



## Saturn Bomberman

(4-Player Sega)

By *Bad Hair*

Price not available  
Available now  
Action/strategy  
10 players  
Overhead view  
Mouse compatible

# Saturn BOMBERMAN



**PRO TIP:** The first boss of the Master mode shouldn't pose a problem—use your bombs to create chain reactions with the ones he drops to turn him into his own worst enemy.



**PRO TIP:** Make your "Mad Bomber" sideline shots count—you get only one bomb every few seconds, but they can set off devastating chain reactions if they're timed correctly.

American Saturn gamers asked for it, and they finally got it—Bomberman! Almost unchanged from its Japanese incarnation, the U.S. version of Saturn Bomberman features top-notch gameplay with, uh, mid-notch visuals and sound.

Fans of the squat pyromaniac will immediately notice

that the standard one- and two-player games play as poky as ever; they're more a trial of your patience than a test of your skill. A slew of options and a whopping 10-player mode, however, help Saturn Bomberman earn its keep. In addition to team play and NetLink support, the Mad Bomber mode gives defeated players a chance to get revenge by enabling them to shoot bombs at the remaining players from moving cannons on the sidelines.

If you want to battle with 10 players at once, you'll need a large TV because the graphics



**PRO TIP:** When you remove obstacles that will release creatures from an enclosed area, choose carefully. Try to keep their path restricted, and fill the obstacle's space with one of your bombs.



**Saturn Bomberman is the first game in the series to feature animated cinematics.**

shrink down to minuscule size (if you have a 13-inch TV, forget it—though the eight-player view is more forgiving). Sure, you can have the computer play the other nine bombers, but the game's true value is in blowing up your buddies. If you don't have a Sega multi-tap, Saturn Bomberman offers the perfect excuse to get one. If you don't have friends, this is a good opportunity to get some of them, too. **D**



**PRO TIP:** As time runs out, use the falling walls to your advantage. Opponents can be trapped or lured under them with relative ease.

### Control

**4.5** No complaints—the directional pad is responsive and the three-button scheme keeps it simple. Most of the familiar Bomberman actions, like throwing, pose no trouble.

### Fun Factor

**4.5** Fleets of apilews plus plenty of players equals plenty of chaos! With a room full of friends and a multi-tap or two, Saturn Bomberman really shines.

### Sound

**3.0** Just one outrey jingle carries you through all the multiplayer arenas—where's the original and unique music?

### Graphics

**3.0** Some of the backgrounds are too busy, and it's a shame the classic distractions couldn't have been tweaked beyond their fat 2D incarnations. A little fancier rendering would have helped a lot.



**PRO TIP:** In a 10-player game, go for self-preservation. There's enough chaos on the screen that a few other players will kill themselves without your input, thinking the pack.



# WILD 9

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## **CART WORLD SERIES**

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# SPORTS PAGES

## All Madden—All Day



### Madden NFL '98

By Scary "Hat Hat" Larry

#### PlayStation

It's finally here! Madden NFL '98 for the PlayStation is everything it's hyped up to be—a fast, fun, famous football game with all-around support from one of the greatest minds the sport has to offer.

#### It's in the Fame

Madden fans of old will be the first to line up for this stellar title. Madden '98 gets back to the core of Madden with gameplay as intense and tough as the 16-bit titles, along with loads of pro strategies and offensive/defensive sets. Plays are culled directly from real NFL playbooks and from Coach Madden's vast wealth of experience in the NFL—and it shows.

#### Madden '98 tips



**PRO TIP:** Always use your stars to beat the game wide open. If your running back is Jerome Bettis, why are you throwing?



**PRO TIP:** If you run to the outside without a lead blocker, you must beat the last man on the line before you turn up field. Otherwise, you'll get crunched for a loss.

This year, Madden has no silly money plays or easy-to-memorize defenses because it utilizes a new feature called "liquid A.I." The concept's simple, but the explanation isn't; basically, your team's defense spreads out and flows according to the way the offensive play is going. What this means is that the computer-controlled players actually read, recognize, and react to the play that's being run—the three deadliest Rs in the sport.

As for controls, Madden rules the field with its intuitive, responsive touch passing, which fires off a bullet pass if you jam the Pass button or floots a job if you tap it—no messy meters to struggle with here. Other impressive touches include fake blitzes that you can recall on the fly and an enhanced bluff mode that enables you to secretly call plays during two-player matches.

#### Seeing Is Believing

The graphics in Madden '98 provide for super-detailed movements of the sprites: Players react and point to signal rotational shifts, while



**PRO TIP:** Always follow your blockers on running plays. Be sure to avoid spinning unless you have a lane between you and the coverage man because it will slow you down.



**PRO TIP:** If you pick the Hall Mary, make sure the receiver on the right side has a step on his coverage before throwing.



**PRO TIP:** Use crossing patterns to confuse the defense. Set up the crossing pattern, then wait until the coverage goes to the middle. Throw the ball when your receiver is near the sidelines.

the quarterback lifts his foot when calling for a man to go in motion. Gamers will also see players flipped, run over, and knocked down with superb realism. The only problems graphically are the outdated spell-based style and the quirky pixelization.

Madden '98's sound is a definite plus. Pat Summerall's seasoned announcing, along with Madden's running commentary, helps deliver a realistic, TV-like experience that's absent from GameDay '98.

#### It's A Hut-Hut Hit!

Although Madden's gameplay may seem tougher and harder to get used to than GameDay's—and probably a little too daunting for rookies—it's the perfect game for video game football enthusiasts. Madden fans, get ready to be ecstatic because Madden NFL '98 is the best Madden to date.

Madden NFL '98 by Electronic Arts			
System	Sound	Control	Fun Factor
\$19.95	Multiple views	Challenge	Adjustable
Available September	Football	Realistic	High
4 players	ESRB rating: E	16MB	Rating: Kids to Adults

# Having a Good Day

## NFL GameDay '98

By Scary "Hot Hot" Larry

### PlayStation

NFL GameDay '98 has a dazzling new look, some new moves, and some new speed. But does it topple the crown prince of football? That's a Madden-ing question that is not so easily answered.

### The Day Has Arrived

From the opening kickoff, the first thing you'll notice about GameDay '98 is the graphics. Polygonal players punctuate the game's hard-hitting style with wraparound tackles that actually make the screen shake. Sony spared no expense in the game—instead of motion-capturing one player for all positions (like most sports games do), Sony asked the league's finest to don the mac-cap suit for their respective positions. Jerome Bettis fills in at running back, Tim Brown is utilized as wide receiver, and so on. It all comes together in one slick package.

Once on the field, the gameplay is as close to a simulation as possible, but in some small but important ways, Madden plays more like real-life pro ball. GameDay's superior look and more arcade-like style is great fun, but Madden fields better details like a more realistic passing game, more plays on special teams, fake blitzes, and so on. Still, GameDay's action is packed with the thrills of pro football (for instance, holes will open on the offensive line and you're able to follow your blockers for that key first down), and its sliding difficulty scale lets you make the action as easy or as hard as you like.

### Blitz Hits

As for other features, Game Day and Madden are almost equal. Free-agent dealing, salary caps, fantasy drafts, slick controls, and more round out both games, although the sound on GameDay is a little sparse when compared to Madden's play-by-play.

The Total Control system is back, allowing overthrowing and underthrowing, though Madden's touch passing is far more imitative. Some neat new features, like the Arcade mode (which allows for even bigger hits and fantasy passes), are a welcome addition.

### The Day Ain't Over Yet

Sports fans will enjoy the ease with which GameDay plays—some will likely prefer it over Madden. But playing GameDay is like stepping outside during the Super Bowl halftime to play street football: It's great fun, but sooner or later you have to go back inside and watch the big boys play for real. **C**

**PRO TIP:** Don't forget to use the stiff-arm when in close quarters. It's amazingly effective against pursuing linemen.



### GameDay '98 Tips



**PRO TIP:** Press the O button just before a play's completion, and the computer will assist you by making a spectacular play.



**PRO TIP:** Never use the drive button (bottom) on goal-line offense. It's almost a sure fumble.

## NFL GAMEDAY '98



**PRO TIP:** Turn toward the ball when the opposing QB hits a pass. It's the only way to intercept (use the triangle button).



**PRO TIP:** Keep your safety on alert on third and long plays. Drop back after the pass, and follow the play. You can usually make a flying tackle from an impossible distance.



The hits just keep on coming!



One-handed catches and swim moves are just some of the features GameDay '98 has to offer!

**NFL GameDay '98 by Scary**

Graphics	Sound	Controls	Fun Factor

Price set realistic  
Available September  
Football  
8 players  
Multiple views

Challenge Adjustable  
Play-by-play: High  
ESRB rating: Kids  
to Adults

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October 1997

# NCAA Football Captures the College Championship!



## NCAA Football '98

By Johnny Ballgame

PlayStation

NCAA Football '98 blitzes the PlayStation with an overwhelming list of features; fun, smash-mouth gameplay; and an all-inclusive lineup of 112 authentic collegiate teams that will satisfy every fan from San Jose State to Tennessee.

### Peyton's Place

When it comes to game options, NCAA Football is at the head of its class. It features standard play modes like Exhibition, Season, and Tournament, along with a new Dynasty mode where your senior players actually graduate after each season and you have to recruit incoming freshmen to fill their positions. NCAA also sports a Great Games mode where you can replay some of the best bowl games of all time, and a practice field for you to test your offensive and defensive skills. Team-specific playbooks, injuries, player creation, highlights, instant replays, team rankings, an MVP race, and official bowl games round out the A-list of features.

Outstanding control on the field enables you to hurdle, stiff-arm, speed burst, dive, and spin through tackles. Players make one-handed catches, punch laterals, and run real college plays like the Wishbone and 4-4 defense. Gamers will also find plays for special teams that include



**PRO TIP:** The best defensive strategy is to start each play as a middle linebacker. From there,

you can either blitz the line or drop back into pass coverage to disrupt the offense.



**PRO TIP:** Use the Wishbone/Power LT play to get your quarterback the ball, then use speed bursts to run to the sidelines and up the left side of the field.



**PRO TIP:** Throw swing passes like the Out and Up to a speedy running back to get him behind the defensive line and in the open field.

### NCAA Football Tips



**PRO TIP:** Roll out of the pocket on pass plays, and if no one's open, take off up the field. This is a great way to fake out an opponent because later in the game he won't know whether you're about to run or pass the ball.



**PRO TIP:** Screen passes are an excellent way to score on the two-point conversion. The defense usually drops back into coverage and leaves the running back one-on-one against a slow linebacker.



**PRO TIP:** On defense, try to force sweeping running backs back into the middle of the field. If they make it to the sidelines, they might be gone for good.



**PRO TIP:** When running down the sidelines, be careful when tapping Speed Burst. If you're aimed just slightly toward and out of bounds, you'll burst yourself out of play.

setting up returns to the right, middle, or left side of the field, along with squib, onside, and sideline kickoffs.

### Personal Foul on the Graphics

Although NCAA's graphics feature great gridiron details like replicated stadiums for every team and ball carriers bursting through linebackers while covering up the ball, the overall look of the sprites and the lack of vicious hits can't compare to the polygonal power of GameDay '98.

The sound hits the speakers hard with catchy school fight songs and chanting crowds. Unfortunately, the crowd noise isn't always at the hyped-up roar it should be, while the announcer's monotonous voice becomes more annoying than the tomahawk chop.

### Number One in the Nation

NCAA Football '98 is the best 32-bit college football game to date, easily defeating last season's NCAA GameBreaker. NFL fans flocking to Madden and GameDay shouldn't overlook this touchdown title or they'll miss a season of scoring with one of the most fun football games on the market. ☐

NCAA Football '98 by EA Sports			
Graphics	Sound	Control	Fun Factor
5/5	5/5	5/5	5/5
5/5 Available now College Football 2 players		Challenge Accepted Rivalry series High ESPN rating: 4.6 In Month	



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## F1 Pole Position 64

By Dan Elektro

### Nintendo 64

After the disappointing *Cruis'n USA*, the Nintendo 64 could really use a good auto racing sim. Unfortunately, due to some visual glitches and dreary gameplay, *F1 Pole Position 64* isn't it.

### Formula and Function

*F1 Pole Position 64* revs up with 22 real-life F1 race cars and drivers flying low around 16 International Grand Prix circuits, including familiar locales like Monaco's Monte Carlo and Italy's Monza. Cars can be customized in eight areas and piloted from seven perspectives.

The visuals, however, leave a lot to be desired. Most objects are solid and cleanly presented, but there's an unforgivable amount of pop-up—objects on the horizon wink into existence as you approach them. On courses with fog and rain, it's even more noticeable. Small touches like sparks and tire smoke could have been more dynamic as well.

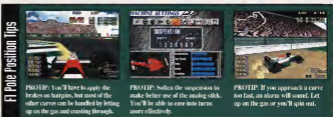
Sonically, things aren't much better. Your pit-crew chief calls out instructions and helpful advice during

the race, but sometimes it's tough to understand him. The music isn't terribly interesting, and the engines roar with all the power of an electric razor.

### The Yellow Flag

The control options are pretty flexible, but even with the analog controller, you'll still find yourself tapping the stick around corners. The Season mode is okay and the courses are challenging, but the lack of a two-player mode hurts the replay value. The real tragedy, however, is how soon this racer breaks down. A few tune-ups back at the garage would have kept *F1 Pole Position 64* out of the pits. **D**

F1 Pole Position 64 by Dan Elektro			
Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0
\$39.99	Available October	18 tracks	Challenge Adjustable
Racing	1 player	ESRB rating: Kids to Adults	Replay value: Medium
7 views			



F1 Pole Position Tips

**PRO TIP:** You'll have to apply the brakes on hairpins, but most of the other curves can be handled by letting up on the gas and coasting through.

**PRO TIP:** Soften the suspension to make better use of the analog stick. You'll be able to ease into turns more effectively.

**PRO TIP:** If you approach a curve too fast, an alarm will sound. Let up on the gas or you'll spin out.



## Manx TT

By The Rookie

### Saturn

Kick into high gear with *Manx TT*. While it's a good racing title,

*Manx*'s limited array of tracks will probably turn off most gamers.

You ride on the redline in Arcade, Time Trial, or Saturn modes, or compete with a friend in a two-player split-screen race. Racers have a choice of eight bikes, each with ratings for acceleration, handling, and top speed, to test their racing prowess on four courses (although the last two are just reverse images of the first two).

*Manx*'s graphics give gamers the feeling of real-time racing speeds, while the controls are very responsive. The sounds also do a fair job of relaying the race experience. Only having two tracks to race on, however, limits *Manx*'s replay value.



**PRO TIP:** Use Bike 10 to get the best overall performance.



**PRO TIP:** On the TT Course, be prepared to take a straight line through the village after the sixth turn.



## World Series Baseball '98

By Air Hendrix

### Genesis

Sega has a rare Genesis release that delivers its same classic baseball action in *World Series Baseball '98*.

The only noticeable improvements for this year, however, are updated rosters and interleague play.

Sega should have tuned up the aging *World Series* gameplay, sounds, and graphics. While it still delivers excellent features and action, a \$50 price tag warrants more than these few token revisions.

If you're after your first Genesis baseball cut, scoop this one up. But only baseball fanatics who can't live without the '98 rosters should spring for the upgrade. **D**



**PRO TIP:** When you get ahead in the count while pitching, hurl a few junk balls to throw off the batter.

Manx TT by Segs			
Graphics	Sound	Control	Fun Factor
2.0	2.0	4.0	2.0
Price not available	Challenge Adjustable	Replay value: Low	ESRB rating: Kids to Adults
Available now	Motorcycle racing	2 players	7 views



For the second year running, the latest *World Series* for the Genesis is for hardcore baseball fans—the only changes are interleague play and current rosters.

World Series Baseball '98 by Segs Sports			
Graphics	Sound	Control	Fun Factor
2.0	2.0	2.0	2.0
\$49.99	24 teams	Multiple views	Challenge Adjustable
Available now	Baseball	ESRB rating: Kids to Adults	Replay value: High
2 players			

JEROME BETTS - PITTSBURGH



PLAYERS INC.

**GAME TIME**



ACCOLADE

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**ANYTIME**



## Madden 64

Nintendo 64

By Johnny Ballgame



EA Sports dropped a bomb on the video-game world by announcing that Madden 64 will be released in early November instead of 1998 as expected. And if the great early gameplay is any indication, Madden might just dominate Nintendo's football field as it has every system since its rookie year on the Genesis.

## Polygonal Power



The most noticeable difference between Madden PlayStation and Madden 64 is the graphics. Madden 64 uses polygonal players and 100 new motion-captured animations to bring home the realism. Whether you're high-stepping down the sidelines or crushing a quarterback in the pocket, you'll be amazed at how lifelike the game looks and feels. Multiple camera angles, instant replays, and a new helmet cam round out Madden's all-pro graphical upgrade on the N64.



Developed by Tiburon  
Published by EA Sports  
Available November

70% COMPLETE

## Championship Contender



Madden 64 muscled up on player control, hoping to provide the most realistic moves and player abilities of any football game on the market. From the basic hurdles, stiff-arms, and spins to touch passes, fake blitzes, and using the analog stick to vary your player's running speed, Madden covers everything that Monday-morning quarterbacks demand in gridiron games. It might be early in the season, but Madden 64 already has QB Club shaking in its cleats with its early but outstanding gameplay.

## There's Only One Madden



Madden tackles the N64 with a wicked list of gameplay features. Although it doesn't have an NFL team license, all the players from Marino to Deion are included, along with 30 rendered 3D stadiums, 3 skill levels, and the ability to create, trade, sign, and release players. EA's new artificial intelligence, called "Liquid A.I.," guarantees no money plays as the defense adjusts to player tendencies just like a real NFL squad.





## NBA Hardwood Heroes

PlayStation

By Johnny Ballgame



Midway takes it to the hoop this season in *Hardwood Heroes*, a five-on-five NBA sim that looks to challenge *Live* and *Shootout* for this year's top-baller billing.



## In the Paint



Shakin' the rim with an impressive list of options, *Heroes* includes the basic Exhibition, Season, and Play-off games along with a Practice mode to help you smooth out your jumper or put some drive behind your dribble. Also included are trades, player creation, injuries, on-the-fly play-calling, icon passing, instant replays, and a full NBA license that covers real players, teams, and courts. It's still early in the preseason, but *Hardwood Heroes* definitely has enough game to challenge the big boys at Sony and EA.



## Hooked on Hardwood



*Hardwood Heroes* features an impressively wide array of shots and moves. From fadeaways to double-clutch reverse lay-ups, if you've seen it performed on an NBA court or even at your local playground, you'll see it in *Heroes*. Sky hooks, killer-crossovers, spins, leapers, alley-oops, tip-slams, and behind-the-back passes add flare to fast breaks and style to the already fast and fun gameplay.

Developed by Visual Concepts  
Published by Midway Home  
Entertainment  
Available October

60% COMPLETE



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NHL '98

PlayStation

By Air Henders



With its sophomore PlayStation season, NHL '98 knocks the net off the posts with a classy presentation, outstanding features, and promising gameplay.



### "Coolest Game on Earth"



NHL '98 leans into the face-off circle with superb features, starting off with the most exhaustive strategy in hockey gaming. Under the tutelage of Avalanche coach Marc Crawford (see "NHL '98: Training for a Breakaway," March), NHL serves up real-life NHL plays for offensive and defensive zones, power plays, and penalty killing. Best of all, you can change plays on the fly using the L2 and R2 buttons.

Of course, you'll find all the pro teams, as well as 14 international squads, who chase the puck in Exhibition, Season, Shootout, Winter Break (mimics the Olympic games during the NHL's scheduled break this season), and International Tournament modes. Managers rule the roster with trades, free agents, player creation, and custom teams.

NHL doesn't offer icon passing, but the directional pad handles fairly well, and speed bursts are finally located on a different button than the one used for shooting. However, in this preview version, the skating lacked that on-a-dime responsiveness, though EA's jamming hard on tuning it up. As for the gameplay, EA's striving for "playoff-style" action, but it's too early to judge the success of that or whether the game contains any money shots.

### Intense Ice



Although NHL Face Off '98 seems to have a slight edge on player graphics at this early stage, NHL '98's headed toward scoring the best overall visuals with solid polygonal players and phenomenal arenas that really re-create the feel of attending a game. Best of all, the speed's already much improved over last year's version, and the action flies by at just the right clip. As for sounds, NHL sports two-man commentary (like Triple Play '98's) and excellent peripheral sounds from the crowd and the organ.



Developed and published  
by EA Sports  
Available October

70% COMPLETE







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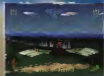
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## NASCAR '98

PlayStation

Following its success with last year's *Andretti Racing*, EA has focused in on just stock car racing with *NASCAR '98*. Even from this unfinished version, it's already clear that EA has another superb title headed for the starting line. Complemented by solid options and slick graphics, *NASCAR's* gameplay brings to life the bump-n-run thrills of the real-life NASCAR circuit. It's definitely technical racing all the way, but the tight, fully customizable A.I., gripping two-player action, killer licenses, and more make for a package that race fans won't want to miss.

On the features side, *NASCAR* runs through the gears in Single Race or Season modes on nine road tracks and eight ovals. Gamers pick from 24 NASCAR drivers and cars, including greats like Jeff Gordon and Terry Labonte, and they all drive with the skills and traits of their real-life counterparts.

—Air Hendrix

Developed by Stormfront Studios  
Published by EA Sports  
Available October

70% COMPLETE



Developed by Bizarre Creations  
Published by Psygnosis  
Available October

70% COMPLETE



## Formula 1 Championship Edition

PlayStation

As *Formula 1 CE* streaks toward the start of its sophomore outing, gamers will be glad to hear that its predecessor's greatest fault has been addressed: *F1 CE* sports two-player split-screen action. This version should also draw a broader audience with a high-thrills-but-low-skills Arcade mode that contrasts sharply with the extremely technical and realistic Grand Prix mode.

Other cool additions include a ramped-up A.I. that creates more realistic driving styles and pit strategies in the pack; raucous crashes; speedier load times; all the real-life '97 drivers and tracks; snazzier graphics; and much more. If *F1 CE* lives up to the promise of this early version, PlayStation drivers are going to have another hot race on their hands.—Air Hendrix



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Uh-oh.

**ACECOMBAT 2**

SUPERIOR ENEMY INTELLIGENCE



## Jimmy Johnson's VR Football '98

PlayStation

Working a crowded field, Jimmy Johnson's VR Football '98 throws itself into the pigskin pile this fall. Gridiron tough guys will be able to suit up in Preseason, Season, and Practice modes with a full complement of players and teams. Gamers will also find a selection of the greatest teams (according to JJ) from the '60s, '70s, '80s, and '90s, as well as a Pro Bowl team. As the screens show, JJ looks similar to the popular Madden games, and it even plays like Madden. Toss in the ability to create your own plays, and you have a game with potential.—*The Rookie*



Developed by Puffin Ball  
Published by VR Sports  
Available October

70% COMPLETE



## Nagano Winter Olympics

Nintendo 64 PlayStation

After raking in the gold medals at the Summer Olympics with the outstanding International Track & Field, Konami's heading into the snow with Nagano Winter Olympics. Supported by the official license of the '98 winter games, Nagano delivers a solid selection of events, including snowboarding, ski jumping, freestyle skiing, downhill skiing, slalom skiing, speed skating, luge, bobsled, and more. Although these screens are surely from the game's cinematics, not gameplay, the in-game graphics will sport 3D polygonal athletes. Other details are still scarce, but if Nagano lives up to its predecessor, it'll certainly be a smash hit.—*Air Hendrix*



Developed and published  
by Konami  
Available First Quarter '98

30% COMPLETE



## Sega Touring Car

Saturn

A long-time champ of arcade racing, Sega's set to bring its latest hit home to the Saturn with Sega Touring Car. Speed demons can run through the gears in a Toyota Supra, Opel Calibra V6, Alfa Romeo 155 V6T, or AMG Mercedes C-Class. Unfortunately, Sega's on its way toward making the same mistake it's made with its other arcade conversions, offering a mere three tracks that range from mountain to city courses. However, the two-player split-screen mode and eye-catching polygonal graphics should help extend the game's replay value.—*Air Hendrix*



Developed and published  
by Sega Sports  
Available December

50% COMPLETE





## NHL Breakaway '98

PlayStation

Acclaim is looking to slice the ice this fall on the PlayStation with its first hockey title, NHL Breakaway '98. Puck-nuts will find all the NHL teams and players skating out of the tunnel, as well as East and West All-Star teams and 16 international squads. The standard list of play options includes Exhibition, Season, and Playoff modes, as well as Practice and Shoot-Out action.

The feature side of Breakaway is quite extensive when compared to existing titles. Not only can you trade and create players, fight, and choose from a list of realistic hockey strategies,

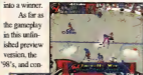
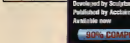
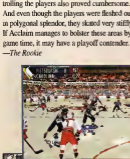
you can also take control over your entire team through a Team Management option. While playing through your season, you earn points through victories which you then apply to hiring coaches, rehabilitating injured players, and developing minor-league talent to build your team into a winner.

As far as the gameplay in this unfinished preview version, the

action didn't move as smoothly as Powerplay '98's, and controlling the players also proved cumbersome.

And even though the players were fleshed out in polygonal splendor, they skated very stiffly. If Acclaim manages to bolster these areas by game time, it may have a playoff contender.

—The Rookie



Developed by Sculptured Software  
Published by Acclaim  
Available now

90% COMPLETE

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# NCAA March Madness '08

## Is Set to Bring the Insanity Home

EA Sports looks to take the college hoops game to the next level.

By The Rookie

All right, college hoops fans, as the time rolls around again for another season, EA Sports is prepared to hit the hardwood with a championship-caliber game in NCAA March Madness '08 for the PlayStation. Gamers have seen what EA's done with the awesome NBA Live series, but how will it step it up to bring the ultimate college basketball game to the die-hard college basketball fan?

### It's All About Movement, Baby!

For solid hands-on advice, EA Sports went right to the source and consulted legendary coach Lou Carnesecca of St. John's basketball fame to learn what elements are necessary to produce the best college basketball game possible. The opening session included some on-court time with the coach as he ran the EA production and programming team through some basketball drills. "As you can see, movement without the ball is just as important as movement with the ball. You need to build the game around constant movement," explained Coach Carnesecca.

In the second session, Coach Carnesecca used a white board to elaborate on the basic concept of movement. "On offense, the basis of your game should be the give-and-go," he said. "With this simple principle, through a series of passes and screens, movement is created. On defense, there should be an emphasis on putting pressure on the ball to

make the next pass difficult, and more importantly, to make that first shot tough to hit. This is effective when there's correct positioning between the man and the basket and can be achieved through zones, trapping, or man-to-man pressure."

With Coach Carnesecca's advice, the EA development team will be able to focus on the true aspects of college basketball in their attempt to produce the most realistic college hoops sim yet. When asked how March Madness would differ from the popular NBA Live games, Development Director Mike Lampell explained, "You're going to

have to pass the ball and work for a good shot. To do this, you'll need to use your entire team, as opposed to the NBA game where everyone's a superstar and they just drive the hole and make a basket."

On the gameplay side, EA's looking to give gamers more control over their players: the better someone is at the game, the better they are going to do. There will also be more plays for offense and defense, and more options as well. EA is also striving to produce a tighter A.I. for March Madness that will reflect how an actual college team would play. But aside from the gameplay, it's really striving for the total college atmosphere, from the player benches to the fans in the stands.

### A College Fan's Dream

To create the ultimate college hoops game, EA looks to add everything under the sun, and more, including not only 107



March Madness will sport a look similar to NBA Live's but the game will definitely have a college attitude.



Smooth-looking players, fast basketball action, and the total college hoops experience are EA's goals for March Madness.

### Motion-Capture Madness



Tim Duncan's getting ready to bring the house down.

To recreate lifelike player movements, EA enlisted the services of two of the country's top players, Tim Duncan and Kate Starbird. Through the motion-capture process, each athlete will have their exact moves duplicated, giving gamers a truly authentic college hoops experience.



Calm and cool, Kate Starbird.

men's teams, but 8 women's teams as well. Gamers can also look forward to icon passing, season and tournament play (including conference tournaments that determine your team's draw in the big dance), a recruiting mode, intense crowd response, active sidelines, and 60 fight songs from schools like Kentucky and Arizona. The newest and coolest feature, however, will be the Momentum Meter, where getting a monster dunk, creating a turnover, or even calling a time-out in a key moment of the game can help your team rise to the occasion and pull out that big win.

With these features and support from a ravenous college following, EA Sports is looking to bring some insane hoops action right to your home court this winter. Stay tuned to GamePro for more on NCAA March Madness '08 in the coming months. **E**





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# Castlevania

Symphony of the Night

## LET THE SYMPHONY

The gigantic Castlevania: Symphony of the Night is an explorer's dream game. This ProStrategy Guide starts in Dracula's castle, which is packed with traps, monsters, hidden areas, and valuable items. Plus, we show you how to get bat, mist, and wolf forms.

By Major Mike

*Note: If you haven't played the game, read no further! You should discover the game's secrets yourself and use this guide only if you're stuck.*

### Controller Legend

- = Right-Hand Attack
- = Left-Hand Attack
- × = Jump
- △ = Special
- L1 = Mist Transformation
- L2 = Wolf Transformation
- R2 = Bat Transformation

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

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

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

## BASICS OF VAMPIRE HUNTING

### Dropped Weapons



Defeated monsters drop some of the best weapons. For example, the Medusa Shield is one of the most powerful shields, but it's found only by killing a Medusa head.

### Hidden Weapon Powers



Some weapons have hidden powers that are unleashed by certain joystick motions and button presses. For example, with the Sword of Dawn, motion ↓ ↘ → and press either Attack button. The sword unleashes skeleton warriors that attack enemies. Other swords require variations on the same motion. These attacks decrease your magic meter.

### Special Button

As Alucard you can do a back slide, which may seem worthless and ineffective but is handy for retreating quickly.

### Item Combinations



The Shield Rod is a weak weapon by itself. However, if you put the rod in one hand, any shield in the other, and simultaneously press the Right- and Left-Hand Attack buttons, you'll get a powerful result. For example, the Shield Rod and the Dark Shield combine to unleash a horde of demons that purge onscreen enemies.



The Shield Rod can also be combined with the Alucard Shield.

### Familiars

Familiars are located throughout the game. Whenever you find one, go to the Relics Option menu to activate it. Some Familiars are more effective than others, depending on the situation, and some have formidable powers that are unlocked when they reach certain experience levels.

#### Sword Familiar



Once you've acquired the Sword Card, raise the Sword Familiar to level 50. At that level, the Familiar becomes an actual sword you can wield. Furthermore, when you summon the Sword Familiar again, Alucard will have an added attack—a blast that clears the screen. Motion ↓ ↘ → ↗ ↑, hold ↑ for two seconds, then simultaneously tap ↓ and any Attack button.

#### Bat Familiar

When the Bat Familiar reaches level 50, he summons three bats to help you out whenever you assume bat form. The bat buddies also spit fireballs, so you can line them up for a fireball firing squad.

# PlayStation BEGIN!

## Spells

Some spells can be purchased from the Master Librarian; others are revealed as your experience level increases.

### Meltdown



Motion  $\uparrow \downarrow \rightarrow$  and then press Right- or Left-Hand Attack for the Hellfire. Before launching the fireball, you teleport and can change where you appear by pressing Left or Right. To launch two fireballs, hold  $\uparrow$  after pressing an Attack button. To cancel the fireball attack, press and hold  $\downarrow$  after pressing an Attack button. You can use the teleport to pass through enemies and to escape certain tough situations.

### Bark Metamorphosis



Motion  $\leftarrow \rightarrow \uparrow \rightarrow$  and press any Attack button. You turn red, and in the next few seconds enemies killed that bleed (like a bloody zombie) add a little to your life meter.

### Soul Steal



Motion  $\leftarrow \rightarrow \downarrow \leftarrow \rightarrow$  and press any Attack button. Onscreen enemies are drained of energy, which in turn adds to your life meter. In addition, you can also reveal secret areas using this spell.

### Tetra Spirit

Hold  $\uparrow$  two seconds, then motion  $\rightarrow \rightarrow \downarrow$  and press any Attack button. Alucard launches four balls of mist that seek out and attack nearby targets.

### Summon Spirit



Tap  $\leftarrow, \rightarrow, \uparrow, \downarrow$  and press any Attack button. Alucard unleashes a ball of mist that seeks out and attacks the nearest targets.

### Other Good Stuff

#### Vertical Jump



Quickly tap  $\uparrow, \uparrow$  to do a very high vertical jump. You can do this move only after you've acquired the Gravity Boots.

### Transport Portal



Transport Portals enable you to teleport around the castle. To activate one, stand at the keyhole and press Up.

### Emergency Escape



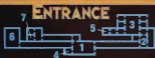
Use the Library Card to escape a fight if you're about to die. Using this item always takes you to the Master Librarian.

## Castle Key

- |                        |                 |                       |
|------------------------|-----------------|-----------------------|
| 1. Entrance            | 4. Long Library | 9. Royal Chapel       |
| 2. Marble Gallery      | 5. Outer Wall   | 10. Clock Tower       |
| 3. Aicherry Laboratory | 6. Coliseum     | 11. Abandoned Mine    |
|                        | 7. Catacombs    | 12. Ground Water Vial |
|                        | 8. Castle Keep  | 13. Orlov's Room      |

## Castle Map





The first area to be aware of is the giant rock in the room with the Fish Men (1). Slash the side of the rock to create a passage you can run through.



You start the game armed with powerful weapons and armor, so getting through the opening hallways should be a breeze...



...until you meet Death (2), who takes away all your weapons! Proceed up to the big room (3), kill the skeleton warrior, and get his red rust sword. Also get the Cube of Zoe on the top floor of the room. The cube

lets you see power-ups and other collectible items.

### Later On...



Later in the game, when you can change into a bat, fly up to the room at the drawbridge (6) to get the Power of Wolf. Fly to the area in the ceiling of the room that has the Fish Men (1) in order to find valuable items and a room where you can save your game (7).



As the wolf, run from left to right through the rock in the center of the room. This opens up the wall in the room's lower left corner (4).

## ALCHEMY LABORATORY



First, get the Leather Shield from the burning flame in the left corner (1) of the room.



Slash the floor and the right wall at the base of the tower (2) to reveal two hidden areas. A Life Max-Up is in the secret room below, and a Heart Max-Up is in the room to the left. Don't try going to the Royal Chapel (3)—a magically sealed door blocks the way. Instead, head to the right and fight Slogra and the Demon (4).

### Slogra and Demon



Equip a short sword, shield, and axe, then fight the bosses. Wait for the Demon to pick up Slogra, then use the axe to maximize your hearts since the axe will hit them both. After enough hits, Slogra loses his spear and the Demon falls to the ground. When the Demon falls, crouch next to him and slash rapidly to finish him off. Focus on Slogra next and use the sword. Then you're off to the Marble Gallery.

## MARBLE GALLERY



The Marble Gallery is almost the entire width of the castle, and it leads to the Ground Water Vein, Outer Wall, and Orfox's Room.



You meet Maria for the first time in the center Clock Room (1). To open the top right passageway, you need the Pocket Watch. The passage to the left can be reached only when you have the double-

jump capability and the center passage can be reached only when you can turn into a bat.



Don't bother going into the small room to the top left—another magically sealed door blocks your path (2). Head to the right and to the Outer Wall.

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## OUTER WALL



range, but don't corner him. If you do, he'll turn into a bat and use the Wing Smash. Your prize for defeating the Doppelganger: a Life Max-Up. In the next room (7) is a Gladius Sword.



Return to the elevator machine (4), turn into a wolf, and get the Heart Max-Up to the right.



Off to the tower's left is a Transport Portal (6) that takes you back to the castle's entrance. Exiting the teleporter lets you drop the barrier between it and the Entrance stage (5 on the Entrance map).

## WOLF FORM



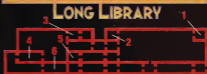
You can run faster and jump higher in Wolf Form. Here are the other wolf powers you can obtain:

**Power of Wolf:** Lets you run at lightning-fast speeds (tap twice in either direction and then hold the second tap).

**Skill of Wolf:** Lets you to do the Wolf Charge (motion ↓ ↘ → and press the Left Attack button).



Remember the gate on the left side of this area (1)—you'll want to return to it after obtaining the Mist Form power. Above is a small room (2) with a pot roast hidden behind a crumbling wall.



## Doppelganger BOSS



Make sure you have an axe special weapon and equip the short sword and a shield. The Doppelganger (3) is armed with a throwing knife and a sword, and can turn into a bat. Crouch and wait for the boss to make the first move. He'll throw a few knives, then jump. When he jumps, move in and strike him before he lands. Use the axe to hit him when he's beyond sword



After defeating the boss, you can now go to the upper half of the tower. The first thing to do is activate the elevator. Hit the switch under the elevator machine (4) until it starts up, then go back down to the elevator car (5).



Now you can open the door and get the Soul of Wolf. This will enable you to change into a wolf.



The Master Librarian (5) is one of the most important characters. When you first meet him, buy the Jewel of Open to open the magically sealed doors. Also buy the Castle Map and as many magic scrolls as possible to help you unlock your spell powers.

porter in the Outer Wall area (6 on the Outer Wall map) for a shortcut to the Entrance area (5 on the Entrance map).

The Soul of Bat is in the Library, but you won't find it on your first visit there. First, you must get the Form of Mist from the Coliseum. You'll find the Bat Form on your subsequent visit to the Library.



## Back to the Lab

Now backtrack to the Alchemy Laboratory (3 on the Alchemy Laboratory map) and open the magically sealed door. Now you can enter the Royal Chapel (read the description for the Royal Chapel on the next page). Take the tele-





# ALBERT ODYSSEY

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## BAT FORM



In bat form, you can fly to previously inaccessible areas. Four items can be found that enhance the bat's powers.

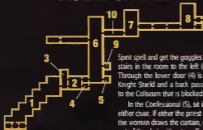
**Fire of Bat:** Shoot fireballs (press any Attack Button).

**Echo of Bat:** Sends out a sonar beam that lets you see in the dark.

**Parade of Echo:** Your echo is lethal.

**Wing Smash:** Press and hold  $\times$ , motion  $\uparrow$   $\leftarrow$   $\rightarrow$   $\downarrow$ , release  $\times$ . You speed across the screen and smash anything in your path.

## ROYAL CHAPEL



Spirit spell and get the goggles upstairs in the room to the left (3). Through the lower door (4) is the Knight Shield and a back passage to the Coliseum that is blocked.

In the Confessional (5), sit in either chair; if either the priest or the woman draws the curtain, get out of the chair—it's a trap. If neither one does this, you may be rewarded with health items. When climbing the towers (6-8), use the Summon Spirit spell to get rid of the annoying black crows that attack from above. Forget about the hallway in the first tower (9)—a statue's blocking it from the other side.



When you're climbing the stairs (1), have the Holy Water—it makes killing the Bone Pillars and corner guards a breeze. Be careful of the spiked ball at the top of the stairs—it inflicts massive damage if it rolls over you.



When you reach the Spectral Sword (2), destroy it with the Summon

## Hippogriff Boss



Have the Holy Water when fighting Hippogriff (10). Get close, crouch to avoid its fire breaths, and slash it. It also lays eggs that hatch into little birds. Slash the eggs before taking on the boss again.

## CASTLE KEEP



The prize in this area is the Leap Stone. Go down the hallway (1), killing the Awe Knights as you go. Also keep a lookout for flying Flea Riders. The Leap Stone is to the far left on the platform above (2). After you get the stone, take the transporter in the room to the lower right (3).

to open the upper right side of the clock (3), jump up, and collect the items. To reach Oriox's Room, double jump to the hidden area in the upper left (4).

## LEAP STONE



Once you've obtained the Leap Stone from the Castle Keep, you can do a double jump and a flying kick. To do a double jump, tap the Jump button twice. To do the flying drop kick, double jump, and after the second jump, tap and hold  $\leftarrow$ ,  $\downarrow$ , or  $\rightarrow$ . This damages enemies and shoots you back

## Return to the Marble Gallery

Return to the Clock Room in the Marble Gallery where you first encountered Maria (1 on the Marble Gallery map). Use the Pocket Watch

## ORLOX'S ROOM



Slash the wall to the lower right in the big room (1) to reveal a secret

area. A teleporter is at the end of the long hallway to the far right (2). Don't bother with the tunnel above the door (3)—you need bat form before you can reach it. Head back to the main room (1) and to the left. The Coliseum is next.



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## COLISEUM



devil Card that enables you to summon the Nosedevil Familiar.

You're going to need a powerful weapon if you expect to survive this stage. If you kill a Humming Girl, you may get a special sword, the Were Bane. With this weapon equipped, motion  $\downarrow$   $\rightarrow$  and press Attack to rapidly slash an enemy. The Axe Knight drops a similar sword, the Rapier. Try to find either weapon before fighting the bosses.



The Shield Rod is in the lower left corner of the Coliseum (3). Between you and the rod, however, are several snipers and Axe Lords. Use a shield to deflect the sniper fire and a strong sword to kill enemies as you slowly advance.



Stand to the right of the second pillar from the left at the top of the Coliseum (2). Use the axe or a Soul Steal spell to knock away the ceiling rock and reveal a secret entrance. Inside the room is a Nose-

## MIST FORM



This form allows you to pass through some gates and to reach high places.

**Form of Mist:** Turn into mist for a brief period.

**Power of Mist:** Stay in mist form for a longer period of time.

**Gas Cloud:** Turn into a poisonous cloud.

## Minotaur and Werewolf Boss



Meet the tag team from hell (4). Before fighting the bosses, be sure you have the axe. Attack the Werewolf with the Were Bane. After two or three slash barrages, the Werewolf should die. If you don't finish him quickly, the Werewolf teams up with the Minotaur for deadly tag-team attacks. When the Werewolf's gone, use the axe on the Minotaur. When the Minotaur throws his axe in the air, he's readying his deadliest attack, a

flaming uppercut. Jump over the Minotaur when he rushes and slash him when he lands.



After defeating the bosses, continue to the right (5) and get the Form of Mist. Now you can transform into mist for a brief time. The Coliseum has two save rooms (1).

## Back to the Library



The first item to collect is the Faerie Scroll located in the upper right corner of the library (1). The Scroll displays an enemy's name when you fight it.



To find a hidden room, push on the bookshelf on the right wall in the top room (3). Inside is a Holy Rod and some other items. Equip the rod.

## Lesser Demon Boss



The boss is in the lower part of the library (4), and he's simple to defeat. When he first approaches

from the left, crouch and flail away with the Holy Rod. If that doesn't finish him off, he'll take to the air and summon monsters to his aid.



After defeating the boss, proceed below, where you'll find the Soul of Bat (6). Now you can turn into a bat and fly by night.



Once you've obtained the Soul of Bat, you can fly to the room in the upper top left corner (2) and get the Faerie Card.

## FAERIE FAMILIAR



Buy the Hammer and Wonder Drug. Alucard can't use these items, but the Faerie can. She uses the Hammer to break you out of a petrified state and the Wonder Drug to bring you back from the dead. She can also cure you of a cursed or poisoned state.

Into the Night

Now that you have Alucard's three forms, the rest of Castlevania awaits!

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By Johnny Ballgame

ARCADE AND  
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*NOTE: Finding some of the bosses and hidden fighters may be different for the N64 version.*

# MACE

## THE DARK AGE

### BASIC ARTS

#### ARENA BOUNDARIES



Knock your opponent out of the arena and into deadly areas like flaming pits, spikes, and quicksand for added damage.

#### THROWS



When in close to your opponent, tap  $\rightarrow$  Q to throw him.

#### COUNTERATTACKS

To counterattack an opponent, tap  $\downarrow$ , ( $\rightarrow$  Q or S).

#### PICK UP OBJECTS



When next to an object, tap  $\downarrow$  S to pick it up.

#### COMBOABLE SPECIALS

These are special moves that can be linked to any of the combos.

#### PLAY AS POJO



In the arcade version, to fight as the chicken Pojo, play as Taria and perform her Execution. At the character-select screen, place the cursor over Taria and simultaneously press Start and Evade. Pojo's picture will replace Taria's.



To perform Pojo's Execution, tap  $\rightarrow$ , K.



## AL' RASHID



### COMBO STARTERS

#### Air Quick



During a jump, tap Q when close to the ground

**Block Attack**  
Tap (+ S)

### BASIC COMBOS

#### Combo 1



Tap K, Q, K

#### Combo 2



Tap S, S, Q

### COMBOABLE SPECIALS

#### Sand Devil



Hold S for two seconds, release

#### Dodge Left

Tap (E S)

#### Dodge Right

Tap (E Q)

#### Power Chop

Tap (Q S)

#### Sweep Kick

Tap (+ K)

#### Big Spin Uppercut



Motion → ↘ ↓ ↗ → S

#### Flashcut Left



Motion ↓ ↗ → S

#### Side Kick



Tap (+, K)

### EXECUTION



Motion ← ↙ ↓ ↘ → + S

### STAND-ALONE SPECIALS

#### Blade Tornado



Motion → ↘ ↓ ↗ ← + S

#### Double Chop



Tap (+ Q S)

## THE EXECUTIONER



#### Axe Hook



Motion ← ↙ ↓ ↘ → S

#### Corpse Kiss



Motion → ↘ → Q

#### Devastator



Tap (+, +, Q)

#### Sweep Chop

Motion ← ↙ ← + S

### COMBO STARTERS

#### Head Stab



Tap (+ Q)

#### Air Quick

During a jump, tap Q when close to the ground

### BASIC COMBOS

#### Combo 1



Tap S, K, Q

#### Combo 2



Tap Q, Q, S

### COMBOABLE SPECIALS

#### Rig Swing



Tap (+ S)

### STAND-ALONE SPECIALS

#### Fade Back



Tap (Q S)

#### Overhand



Tap (+ Q S)

### EXECUTION



Motion ← ↙ ↓ ↘ → + ↙ ↘ ↓ ↘ → Q

### Controller Legend



E = Evade  
K = Kick  
Q = Quick  
S = Strong



**Motion** = 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 ↙ and ↘ directions.

## Koyasha



### COMBO STARTERS

#### Air Quick

During a jump, tap Q when close to the ground

#### Far Stab



Tap (Q S)

#### Back Kick

After jumping over an opponent, tap (S K)

### BASIC COMBOS

#### Combo 1



Tap S, Q, K

#### Combo 2



Tap Q, K, K

### COMBOABLE SPECIALS

#### Deception



Motion → ↘ ↓ ↓ + S

### Spin Kick



Motion ← ↓ ↓ ↘ → K  
Note: This move can be repeated three times.

### Electro Shuriken



Motion ← ↓ ↓ ↘ → Q  
Note: Tap Q twice for two Shurikens.

### Left Attack

Tap (E Q)

### Ankle Biter



Tap (E S)

### Low High

Motion → ↘ ↓ ↘ → S

### Sweep

Tap (← K)

### Slide

Tap ←, →, K

### STAND-ALONE SPECIALS

#### Air Grab

While in the air next to a standing opponent, tap (Q S)

#### Heel Drop



Motion → ↘ ↓ ↓ + K

### Overhand



Tap (→ Q S)

### EXECUTION



Tap ←, →, ←, →, Q

## LORD DEIMOS



### COMBO STARTERS

#### Air Quick

During a jump, tap Q when close to the ground

#### Iron Fist



Tap (← Q)

### BASIC COMBOS

#### Combo 1



Tap S, S, (Q S)

#### Combo 2



Tap S, (↓ S), (↓ S)

### COMBOABLE SPECIALS

#### Soul Kick



Tap ←, →, K

#### Shoulder Rush



Tap →, →, S

#### Hell-icopter



Motion ← ↓ ↓ ↘ → S

#### Fire Wall



Motion ← ↓ ↓ ↘ → Q

### Quick Power

Tap ←, →, S

### STAND-ALONE SPECIALS

#### Home-Run Swing



Tap (Q S)

#### Mega Thrust



Tap (← Q S)

#### Overhand

Tap (→ Q S)

### EXECUTION



Tap →, motion ← ↓ ↓ ↘ → S

## MORDOS KULL





## COMBO STARTER

### Air Quick

During a jump, tap Q when close to the ground

## Hell-attack



Motion ← ↓ ↓ ↘ → S

## STAND-ALONE SPECIALS

### Block High and Go Low



Motion → ↘ ↓ ↓ ← Q

### Block Low and Go High

Motion → ↘ ↓ ↓ ← S

### Sweep

Tap (← K)

### Anti-crouch

Tap (→ Q S)

### Flail Twirl



Tap (← Q S)

### Bell Ringer



Tap (Q S)

## EXECUTION



Tap ↓, ↓, ←, S

## BASIC COMBOS

### Combo 1



Tap S, Q, (← S)

### Combo 2



Tap Q, S, Q

## COMBOABLE SPECIALS

### Dragon Strike



Motion → ↘ ↓ ↓ ↘ → S

### Shield Rush



Tap ←, →, S

### Side Kick



Tap ←, →, K

Note: This move can be repeated three times.

### Dodge Left

Tap (E S)

### Dodge Right

Tap (E Q)

## NAMIRA



## COMBO STARTER

### Air Quick

During a jump, tap Q when close to the ground

## BASIC COMBOS

### Combo 1



Tap K, S, Q

### Combo 2



Tap K, K, (← K)

## COMBOABLE SPECIALS

### Spin Left



Tap (← Q)

Note: Tap Q again to do another spin.

### Heel Slap

Motion ↓ ↘ → K

### Sweep

Tap (← K)

## Spin Right



Tap (← S)

Note: Tap S again to do another spin.

## Twirl



Tap (Q S K)

## High Kick

Tap →, →, K

## Dodge Slash

Tap (→ S)

## STAND-ALONE SPECIALS

### Anti-crouch



Tap (→ Q S)

### Heel Drop



Tap ←, →, K

### High Thrust

Tap (Q S)

### Low Thrust



Tap (S K)

### Block High and Cut Low

Motion → ↘ ↓ ↓ Q

## Power Chop



Tap (← Q S)

## EXECUTION



Tap ↓, ↓, ←, →, K

## RAGNAR BLOODAXE



## COMBO STARTER

### Air Quick

During a jump, tap Q when close to the ground

## BASIC COMBOS

### Combo 1



Tap Q, S, (Q S)

### Combo 2



Tap S, Q, Q

## COMBOABLE SPECIALS

### Walkie Sweep



Motion ← ↓ ↘ → S

### Roll 'n' Scoop



Tap ←, →, S

## STAND-ALONE SPECIALS

### Head Rush



Tap (← Q S)

### Anti-crouch



Tap (→ Q S)

### Thunder



Tap ←, →, Q

### Big Chop



Tap (Q S)

### Double-Axe Attack

Tap (Q S K)

### Frenzy



Tap →, tap Q rapidly

### Fake Roll 'n' Scoop

Tap →, →, K

## EXECUTION



Motion ← ↓ ↘ → ← K

## TAKESHI



## COMBO STARTERS

### Air Quick

During a jump, tap Q when close to the ground

### Steel Waterfall



Tap →, ↓, ←, S

### Dodge Slash

Tap (→ Q S)

### Hop Kick

Tap ←, →, K

## BASIC COMBOS

### Combo 1



Tap Q, Q, S

### Combo 2



Tap S, Q, S

## COMBOABLE SPECIALS

### Flipping Uppercut



Motion ← ↓ ↘ → S

### Energy Palm



Tap ←, →, S

### Typhoon Fury

Tap →, tap Q rapidly

## STAND-ALONE SPECIALS

### Zen Dodge



Tap (E S)

### Low Thrust

Tap (S K)

## Sweep



Tap (← Q)

### High Thrust



Tap (Q S)

### Left Spin



Tap (E Q)

## EXECUTION



Motion → ↘ ↓ ← ↘ ↘ → S

## COMBO STARTERS

### Air Quick

During a jump, tap Q when close to the ground

### Ragger Stab



Tap (← Q)

### Left-Side Attack

Tap (E Q)

## BASIC COMBOS

### Combo 1



Tap S, K, K

### Combo 2



Tap Q, Q, S

## TARIA



## COMBOABLE SPECIALS

### Flip Kick



Motion ↓ ↘ → K

### Fireball



Motion ↓ ↘ → Q

**Right-Side Attack**  
Tap (E S)

**Double Low Spin**  
Motion → ↘ ↓ ← ← S

**Rush Forward**



Tap ←, →, S

## STAND-ALONE SPECIALS

**Blade Geyser**



Motion → ↘ ↓ Q

**Air Fireball**

Motion ↓ ↘ → Q

**Low Dagger**



Tap (S K)

**Overhand**

Tap (→ Q S)

**High Thrust**



Tap (Q S)

## EXECUTION



Hold S for two seconds, release

## XIAO LONG



## COMBO STARTERS

**Air Quick**  
During a jump, tap Q when close to the ground

**Knee Hit**  
Tap (← Q)

## BASIC COMBOS

**Combo 1**



Tap S, Q, K

**Combo 2**



Tap Q, K, K

## COMBOABLE SPECIALS

**Low High**  
Motion → ↘ ↓ ← ← S

**Slide Right**  
Tap (E G)

**1000 Staffs**



Hold S for two seconds, release

**Spin Kick**



Motion ← ↓ ↓ ↘ → K

**Staff Sweep**



Motion ↓ ↘ → Q

**Leg Sweep**

Tap (← K)

**Fierce**



Tap (Q S)

## STAND-ALONE SPECIALS

**Orb**



Hold ← for two seconds, tap →, S

**Block/Kick**



Motion → ↘ ↓ ← ← K

**Slide Left**



Tap (E S)

**Overhand**

Tap (→ Q S)

## EXECUTION



Tap ←, →, ←, →, S

## SIR DREGAN



## COMBO STARTERS

**Air Quick**  
During a jump, tap Q when close to the ground

**Stab**  
Tap (Q S)

## BASIC COMBOS

**Combo 1**



Tap Q, Q, S

**Combo 2**



Tap S, S, Q

## COMBOABLE SPECIALS

**Triple Axis**



Hold S for two seconds, release

**Gut Bomb**



Motion ↓, ↘, →, Q

**Spin Left**

Tap (E S)

**Spin Right**

Tap (E G)

**Dregan Uppercut**



Motion → ↘ ↓ ↘ → S

**Shield Slam**

Tap ←, →, S

## STAND-ALONE SPECIALS

**Jump Kick**



Tap ←, →, K

**Block High and Go Low**  
Motion → ↘ ↓ ← + Q

**Block Low and Go High**  
Motion → ↘ ↓ ← + S

**Spine Crusher**



Tap (S K)

**Skull Basher**



Tap (+ Q S)

**Shin Splitter**



Motion ← ← ↓ ↘ → K

**EXECUTION**



Motion → ↘ ↓ ↘ ↓ ← ← ↓ ↘ + K

**HELL KNIGHT**



## COMBO STARTER

**Air Quick**  
During a jump, tap Q when close to the ground

## BASIC COMBOS

**Combo 1**



Tap S, S, Q

**Combo 2**



Tap K, S, S

## COMBOABLE SPECIALS

**Big Flick**



Tap (Q S)

**Tail Spike**



Motion ↓ ↘ → Q

**Power Stab**

Tap (+, + S)

**Low Tail Strike**



Motion ↓ ↘ → S

**Big Kick**



Tap (+, +, K)

**Stab 'n' Chop**



Motion ← ← ↓ ↘ → S

**Sweep Kick**

Tap (+ K)

## STAND-ALONE SPECIALS

**Hell Fire**



Tap (+, +, Q)

**Two Chops**



Tap (+ Q S)

**Block High and Go Low**

Motion → ↘ ↓ ↘ ↓ ← + Q

**Block Low and Go High**

Motion → ↘ ↓ ↘ ↓ ← + S

**EXECUTION**



Motion ← ← ↓ ↘ → + K

ICHIRO



Arcade Time-Release Character

## COMBO STARTERS

**Air Quick**  
During a jump, tap Q when close to the ground

**Shove**

Tap (+, +, Q)

**Hop Slash**



Tap (+ S)

## BASIC COMBOS

**Combo 1**



Tap S, S, Q

**Combo 2**



Tap Q, S, K

Combo 3



Tap (S K), (S K), Q

## COMBOABLE SPECIALS

**Two-Cut Spin**



Tap (+, +, Q)

**Flop Chop**

Tap (+, +, +, +, S)

**Gut Punch**

Tap (+, +, S

Note: This move can be repeated three times.

**Uppercut**

Tap (+ Q)

**Turbulence Kick**

Motion ← ← ↓ ↘ → K

**Nat Trick**



Motion ↓ ↘ → Q

**Dodge Slash**

Tap (+ Q S)

**Left High**



Tap (E S)

## STAND-ALONE SPECIALS

**High Thrust**

Tap (Q S)

## Left Low



Tap (E Q)

## Fake High

Motion → ↘ ↓ ← S

## Block High and Cut Low



Motion → ↘ ↓ ← + Q

## Sweep

Tap (← K)

## EXECUTION



Motion → ↘ ↓ ← + ← ↓ ↘ → S

## WAR MECH



Arcade  
Time-Release  
Character

## COMBO STARTER

### Air Quick

During a jump, tap Q when close to the ground

## BASIC COMBOS

### Combo 1



Tap S, S, (Q S)

### Combo 2



Tap Q, Q, S

## COMBOABLE SPECIALS

### Monkey Spin



Motion ← ↓ ↓ ↘ + K

### Extendo Arm



Tap ←, →, S

### Uppercut

Tap ←, →, Q

### 360 Degrees



Tap (Q S)

## STAND-ALONE SPECIALS

### Block-High Pound

Motion → ↘ ↓ Q

## Stomp



Tap (Q S K)

## Slam



Tap (→ Q S)

## Cannon Straight



Motion ↓ ↘ + S

## Cannon Arc



Motion ↓ ↘ + Q

## EXECUTION



Tap ←, motion → ↘ ↓ ← + S

## GRENDAL



## HIDDEN CHARACTER

## COMBO STARTERS

### Air Quick

During a jump, tap Q when close to the ground

### Big Punch



Tap (← S)

### Knee



Tap (← K)

## COMBOABLE SPECIALS

### Fierce

Tap (Q S)

### Forearm Bash

Tap ←, →, Q

### Smash



Tap (→ Q S)

### Hand Sweep



Motion → ↘ ↓ ← + S

**NOTE:** To access Grendal in the arcade version, you must first win three two-player games in a row. Before the fourth game, at the character-select screen, place your cursor on the Executioner and simultaneously press Start and Evade.

## STAND-ALONE SPECIALS

### El Toro



Tap (← Q S)

### Shoulder Rush



Tap →, →, S

### Stomp



Tap (Q S K)

### Uppercut



Tap ←, →, S

### Super Punch



Motion ← ↓ ↓ ↘ + Q

## EXECUTION



Motion ↓ ← ← + S

# DIE HARD

## Arcade

# YIPPEE-KI-YAY!!



Die Hard Arcade's loaded with various special moves and attacks to help you pulverize punks and beat down the trigger-happy terrorists who've kidnapped the President's daughter. Here are all the moves in the McClane repertoire for your knuckle-bashing enjoyment!

By Johnny Brevigane

## The Basics



### Punch

Tap P

### Kick

Tap K

### Jump

Tap J

### Low Punch

Tap (+ P)

### Low Kick

Tap (+ K)

### Run

Tap and hold → or ←

### Grab

Get in close to any enemy and you'll automatically grab them.

### Uppercut

Tap and hold →, tap P, P, P

### Foot Sweep

Tap and hold →, tap P, P, K

## Jumping Attacks



### Shoulder Slam

Tap J, (+ P)

### Knee Slam

Tap J, (+ K)

### Double-Jump Back Kick

Tap and hold →, tap (K J)

### Spinning Attack

Tap (P K J)

### Double Hammerfist

Tap J, hold P

### Jump Kick

Tap (J K)

### Drill Kick (Kris)/

Flip Kick (John)

Tap J, hold K

## Special Moves



### Vertical Back Kick

Tap P, P, P, K

### Jumping-Back

Spinning Kick

Tap P, P, P, P, K

### Stun Palm

Hold P, release

### Backflip Kick

Hold K, release

## The Controls

Tap = Tap the directions indicated in sequence.

[ ] = Execute commands in parentheses simultaneously.

A = Punch (P) B = Kick (K) C = Jump (J)



Note: All instructions assume that your character is facing to the right. If they're facing to the left, reverse any → and ← commands.

### Leap Kick

While running, tap K

### Tackle

While running, tap P

### Dragon Uppercut

Tap (P J)

### Dashing Elbow

Hold →, tap (P J)



## Special Moves with Weapons

### Handguns Or Machine Guns



**Fire**

Tap P

**Kick**

Tap K

**Crouch and Fire**

Tap (↓ P)

**Fire Diagonally Down**

Tap J, P

**Turn and Shoot**

With back turned to enemy, tap ←, P

**Dragon-Gun Uppercut**

Tap (P J)

**Handcuff Arrest**

Grab enemy, tap P, P

Note: This move works with the handgun only

**Hogtie Arrest**

Grab enemy, tap K, K

Note: This move works with the handgun only

**Double-Kick Head Smash**

Tap K, K, P

Note: This move works with the machine gun only

**Double-Sweep Uppercut**

Tap and hold ↓, tap K, K, P

Note: This move works with the machine gun only

### Ax, Knife, or Bottle



**Jab**

Tap P

**Slash**

Tap K

**Triple Poke**

Tap P, P, P

**Low Triple Slash**

Tap K, K, K

**Low Slice**

Tap (↓ K)

**Super Drop**

Tap J, tap (↓ P)

**Dragon Ax Upper**

Tap (P J)

### Missile Launcher



**Fire**

Tap P

**Kick**

Tap K

**Turnaround Swing**

With back turned toward enemy, tap ←, P or K

### Anti-Tank Rifle



**Fire**

Tap Punch

**Downward Swing**

Tap Kick

**Turnaround Swing**

With back turned toward enemy, tap ←, P or K

### Broom, Pipe, Or Robot Leg



**Triple Spin High**

Tap P, P, P

**Down, Up, Crosswise**

Tap K, K, K

**Crossbar Rising Jab**

Tap (↓ P)

**Low Sweep**

Tap (↓ K)

**Pole Vault**

While running, tap K

**Joust Attack**

While running, tap P

**Dragon Pole**

Tap (P J)

**Jump Forward Sweep**

Tap →, →, K

## Turning Attacks



**Backfist**

With back turned toward enemy, hold ←, tap P

**Side Kick**

With back turned toward enemy, hold ←, tap K

## Grab Moves

Note: Perform the following moves after grabbing an opponent.



**Shove Over**

Tap K, K, K

**German Suplex**

Tap P, P, K, K, K

**Giant Swing**

Tap P, K, P

**Mad Dog**

Tap K, P, K

**Reverse Armlock Throw**

Tap ←, P

**Shoulder Throw**

Tap ←, K

**Pile Driver**

Tap K, P, P, P, P, K

**High Charging Elbow**

Tap P, P, P

**Frankensteiner**

Tap J, P

**Launch Kick**

Tap J, K

# DIE HARD Arcade





# Eye Be Nimble, Eye Be Quick, Or Eye Be Sliced by Gore's Big Stick.



## DARK RIFT™

Dark Rift brings out the best in people. Eye works her butt off to turn Gore into a meaty pin cushion. Gore busts his gut to move Eye into the path of his axe. And you'll need your best, because Dark Rift gives it up. Dark Rift delivers more fight, more often with more speed than you have ever seen before. Check out Dark Rift for N64 or Win 95 and get flesh scorching projectiles, hyper quick ten hit combos, blazing frame rates and some very unpleasant surprises for the competition.

NINTENDO<sup>64</sup>



N64



PS4



PC



PC



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## Nintendo 64

### International SuperStar Soccer 64

#### Big-Head Code



At the title screen, press **Top C**, **Top C**, **Bottom C**, **Bottom C**, **Left C**, **Right C**, **Left C**, **Right C**, **B**, **A**, press and hold **Z**, and press **Start**. Start a game and all the players will have big heads.

## PlayStation

### Darklight Conflict

#### Master Code



Enter the password **XXXXXXXXXX** to go to the last stage.

## Saturn

### Die Hard Trilogy

#### Cheats Menu



At the copyright screen, press **C**, **A**, **B**, **B**, **Y**, **C**, **A**, **B**, **B**, **Y**, then start a new game. Pause the game, and you'll find a new Cheat option available.

## Nintendo 64

### Hexen

#### Clipping, Butcher, God Mode, All Weapons, and More



Start a game and pause it. While the game is paused, press **Top C**, **Bottom C**, **Left C**, and **Right C**. A new option, Cheat, should appear. Move the arrow next to Cheat, and press **A**. To access the cheats, press the following buttons:

Clipping: Press **Top C** 20 times, **Bottom C**.

Butcher: Press **Bottom C**, **Top C**, **Left C**, **Left C**.

God Mode: Press **Left C**, **Right C**, **Bottom C**.

Health: Press **Left C**, **Top C**, **Bottom C**, **Bottom C**.

Visit: Press **Left C**, **Left C**, **Right C**, **Right C**, **Bottom C**, **Top C**.



Enter the sub-menu, Collect, and press the following buttons to do these cheats:

All Artifacts: Press **Top C**, **Right C**, **Bottom C**, **Bottom C**.

All Keys: Press **Bottom C**, **Bottom C**, **Top C**, **Left C**, **Right C**.

All Puzzle Items: Press **Top C**, **Left C**, **Left C**, **Left C**, **Right C**, **Bottom C**, **Bottom C**.

All Weapons: Press **Right C**, **Top C**, **Bottom C**, **Bottom C**.

Eric Strank via Internet



## Nintendo 64

### Dark Rift

Play as Sonork and Demitron, and See the Endings



Play as Sonork: At the title screen, press L, R, Top C, Bottom C, Left C, and Right C.

Play as Demitron: At the title screen, press A, B, R, L, Bottom C, and Top C.



See the Endings: Enter any of the following codes at the title screen for these character endings:

Aaron: Press Up, Left C, R, Right, Down, R, R, Left C.

Demonica: Press Up, Left C, R, Right, Down, R, R, Top C.

Demitron: Press Up, Left C, R, Right, Down, L, L, Bottom C.

Eve: Press Up, Left C, R, Right, Down, R, R, Right C.

Gore: Press Up, Left C, R, Right, Down, R, R, Bottom C.

Morphix: Press Up, Left C, R, Right, Down, R, R, B.

Nikki: Press Up, Left C, R, Right, Down, R, R, A.

Scarlet: Press Up, Left C, R, Right, Down, L, L, Left C.

Sonork: Press Up, Left C, R, Right, Down, L, L, Top C.

Zemuron: Press Up, Left C, R, Right, Down, L, L, Right C.

Code to play as Sonork and Demitron:  
Michael Kwan  
Vancouver, Canada

Code to see the endings:  
Joshua Wilson  
via Internet



## PlayStation

### Felony 11-79

#### Hidden Cars



To get the hidden vehicle, satisfy the conditions below:

PCS: Clear the First Stage within four minutes.

GTI: Clear the Second Stage within four minutes.

DBL: Clear the Third Stage within four minutes.

VPR: Destroy more than \$1 million in the First Stage within 300 seconds of the start.

ELS: Destroy more than \$2.5 million in the Second Stage within 270 seconds of the start.

360: Destroy more than \$2.5 million in the Third Stage within the time limit after hitting a telephone booth.

GTK: Drive at over 180 km/hour at the second speed checker and still clear the mission.

F1: Clear the First Mission without damaging any objects.

FLC: Clear the Second Stage without any destruction.

TNK: Clear the Third Stage without any destruction.

## PlayStation

### Dynasty Warriors

Play as Sun Shang Xiang



At the title screen, highlight 1P Battle, and press Left, Left, Up, Down, Δ, □, L1, R1. You should hear a confirming sound. Then, at the fighter-select screen, highlight Zhao Yun and press Left. Sun Shang Xiang is now a selectable character.

## PlayStation

### NBA Hang Time

#### Hidden Characters



Enter the following names and PINs at the Enter Name menu:

Dan Amrich: **AMRICK 2020**

Dan Roan: **DANR 0000**

Sal Divita: **DIVITA 0201**

Scottie Pippen: **PIPPEN 0000**

John Root: **ROOT 6000**

Sheridan Oursler: **SNO 0103**

Mark Turmel: **TURMEL 0322**



## PlayStation

### Command & Conquer

#### Unlimited A10 Air Strike, Unlimited Ion Cannon Attacks, and Japanese-Speaking Characters



**Unlimited A10 Air Strike:** Start a game, pause it, and press **Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, ○**.

**Unlimited Ion Cannon:** Start a game, pause it, and press **Right, Down, Left, Left, Down, Right, Right, Down, Left, X, □, △**.

**Japanese-Speaking Characters:** Enter the password **CODEILLA** and start the game. All characters will speak Japanese in battle.

## PlayStation

### Battle Arena Toshinden 3

#### Random Character Select



At the character-select screen, **simultaneously press and hold L1, L2, R2, and R1**. Your character will be chosen at random.



## PlayStation

### Samurai Shodown III: Blades of Blood

Play as Zankuro



Start a game in the Vs. mode. At the character-select screen, **press and hold Start** on Controller One, then move the cursor over these fighters in the following order (your cursor starts on Hachmaru): Genjuro, Basara, Kyoshiro, Ukyo, Rimmuru, Hachmaru, Shizamaru, Nakoruru, Hanzo, Amakusa, Gaira, Galford, and Shizmaru. **Continue to hold Start and simultaneously press X and O**. If you did the trick correctly, Zankuro will appear as a selectable character.

## PlayStation

### Ballblazer Champions

Master Dome Stadium



Enter the following password for the Master Dome Stadium:

L1 L1 R1 R2 L2  
  R1 R2 R1  
 R2  L2 R1 L2   
 L2 R2 R1  L1 R2  
 L2 R1  R1 R1



## Nintendo 64

### War Gods

Cheat Menu



At the first War Gods title screen, **quickly press Right, Right, Right, B, B, A, A**. If you did the trick correctly, the screen will flash. Now select Options, and you'll find a Cheat Menu option with such things as Easy Fatalities and a Level Select.

## PlayStation

### The Adventures of Lomax

Level Select and Flying Ability



**Level Select:** Press and hold **Down**, then press Start to pause the game. While the game is paused, **press and hold Up**, and **press , , ,** . A number should appear on the left side of the screen. To select a level, **press and hold L1**, and **press Select**. To go to a level, **press and hold L1**, and **press Start**.



**Flying Ability:** First, enter the level-select code. Any time during the game, **press and hold L1**, and **press**  to fly. To land, **press and hold L1** and **press**  again.



## Saturn

### Super Puzzle Fighter II Turbo

#### Hidden Characters

Enter the following codes at the Player Select screen.

*Note:* The following codes work in all modes except Street Puzzle mode.

#### Play as Akuma

Player One: Put the cursor on Morrigan, then **press and hold Start**. While holding Start, **press Down, Down, Down, Left, Left, Left**. A. Akuma should appear.

Player Two: Put the cursor on Felicia, then **press and hold Start**. While holding Start, **press Down, Down, Down, Right, Right, Right**. A. Akuma should appear.

#### Play as Anita

Player One: Put the cursor on Morrigan, then **press and hold Start**. While holding Start, move the cursor two spaces to the right onto Donovan and **press A**. When the match starts, you'll play as Anita.

Player Two: Put the cursor on Felicia, then **press and hold Start**. While holding Start, move the cursor one space to the left onto Donovan and **press A**. When the match starts, you'll play as Anita.

#### Play as Dan

Player One: Put the cursor on Morrigan, then **press and hold Start**. While holding Start, **press Left, Left, Left, Down, Down, Down**. A. Dan should appear.

Player Two: Put the cursor on Felicia, then **press and hold Start**. While holding Start, **press Right, Right, Right, Down, Down, Down**. A. Dan should appear.

#### Play as Devilot

Player One: Put the cursor on Morrigan, then **press and hold Start**. While holding Start, **press Left, Left, Left, Down, Down, Down**. When the timer reaches 10, **press A**. Devilot should appear.

Player Two: Put the cursor on Felicia, then **press and hold Start**. While holding Start, **press Right, Right, Right, Down, Down, Down**. When the timer reaches 10, **press A**. Devilot should appear.

#### Play as Hsien-Ko's Sister

Player One: Put the cursor on Morrigan, then **press and hold Start**. While holding Start, move the cursor one space to the right onto Hsien-Ko and **press A**. When the match starts, you'll play as Hsien-Ko's sister.

Player Two: Put the cursor on Felicia, then **press and hold Start**. While holding Start, move the cursor two spaces to the left onto Hsien-Ko and **press A**. When the match starts, you'll play as Hsien-Ko's sister.

## PlayStation

### Perfect Weapon

#### Unlimited Health



Start a game and pause it. Simultaneously press **O, □, and Right**, then simultaneously press **R1, R2, and Left**. You'll hear a sound if you did the cheat correctly. Unpause the game, and you'll take no damage when you get into a fight.



## PlayStation

### Motor Toon Grand Prix

#### Extra Options



Highlight Options at the main menu. With Options highlighted, simultaneously press and hold **L1, L2, R1, and R2**. While holding these buttons, **press X**. This takes you into the Options menu, where you'll find several new options.



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## PC Cheats

### Blood

#### God Mode, Level Skip, and More

During gameplay, press **I**, then type in the following codes to access hidden power-ups:

100 health: **CLARICE**  
 200 health: **SPORK**  
 All ammo and items: **LARA CROFT**  
 All items: **SATCHEL**  
 All keys: **KEYMASTER**  
 All weapons and ammo: **IDAH0**  
 Clipping on/off: **EVA GALLI**  
 Drunk mode: **JOJO**  
 Full armor: **GRISWOLD**  
 Full map: **GOONIES**  
 God mode: **HOCAPIMBYASS**  
 God mode off: **CAPIMBYASS**  
 Level skip: **CALGON**  
 Set yourself on fire: **NOGEE**  
 Toggle invisibility: **OKERING**



### Command & Conquer: Red Alert—Counterstrike

#### Fight the Ants

Press and hold **Shift** and **Left Click** on the speaker in the corner. When the game starts, you'll battle giant ants instead of enemy troops.

### Screamer 2

#### All Tracks and Bonus Cars

Enter the following cheats at the main Options menu:

All tracks available: **NRTRK**      Bonus car: **YACAR**  
 Bonus car: **TBCAR**              Bonus car: **TCCAR**  
 Bonus car: **TDCAR**

### Interstate '76

#### Blur the Screen and Mission Skip

Enter the following cheats during gameplay.  
*Note: Enter the cheats as they appear.*

Blur the screen: **Simultaneously press and hold Ctrl and Shift. Hold these keys** and type the word **wiggleburger** to blur the screen.

Mission skip: During a T.R.I.P. mission, **simultaneously press and hold Ctrl and Shift. Hold these buttons** and type the word **getdown**. You should hear Groove say "Get down," and then you'll be attacked by all the other cars. Once you're dead, you should skip to the next mission.

### Earthworm Jim

#### Full Energy, Invincibility, and See the Ending

Pause the game, then enter any of the following cheats:

Full energy: **NOBLE**  
 Invincible: **YOU ARE SOD**  
 See the ending: **DO NOT GO THERE**

#### Level Warp Codes

*Note: Enter the codes as they appear.*

What the Heck?: **TEAKETTLE-FAUCET-COW-FAUCET-COW-FAUCET**  
 Down the Tubes: **PAINT-FAUCET-TV-FAUCET-CONE-TV**  
 Pod Races: **CONE-TEAKETTLE-CONE-COW-COW-TEAKETTLE**  
 Snot a Problem: **COW-TEAKETTLE-TV-COW-TEAKETTLE-PAINT**  
 Level 5: **TV-TV-COW-TINCAN-COW-HAMMER**  
 Darkness: **TEAKETTLE-PAINT-TINCAN-FAUCET-PAINT-FAUCET**  
 Peter Puppy: **COW-TV-TEAKETTLE-COW-TEAKETTLE-PAINT**  
 Buttvile: **TINCAN-TV-TV-TEAKETTLE-CONE-COW**  
 Andy Asteroids: **CONE-FAUCET-COW-COW-COW-TV**

### Earthworm Jim 2

#### Full Energy, Invincibility, and See the Ending

Full energy: **BOOSTER**  
 Invincibility: **LUERMANN**  
 See the ending: **JUST CUT TO THE END**

#### Level Warp Codes

Anything but Tangennes: **FRUIT**  
 Puppy Love: **DUBLIN**  
 Flyin' King: **HOFFMAN**  
 Cow Abduction: **ABROWN**  
 Inflated Head: **SHINY SHINES**  
 Hammer Head: **MORTIFICAPOR**  
 Blind Sally: **QUIZ SHOW**  
 ISO 9000: **BLUE**  
 Door Chase: **MORRISON**  
 Level Ate: **CARLOS**  
 Flamin' Yawn: **GOMBA**  
 See Jim Run: **CHASE**





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## Saturn

### Hexen

#### Cheats Menu



At the New Game/Options screen, select Options. In Options, press Up, Down, Left, Right, Y, Y, Z, Z, A, X, Up, Down, C, B. Now highlight Miscellaneous. You'll see a new option, Cheat, which includes God mode and turning off the enemies.

## PlayStation

### Xenious 3D/G

#### Play as Heihachi



At the title screen, simultaneously press and hold Left, X, O, and Start until your ship turns into Heihachi.



## PlayStation

### Buster Brothers Collection

#### Stage Select and Expert Mode



Stage Select: At the Select Game screen, choose B. Buddies, then select Game Start on the following screen. At the Select Game screen, highlight Normal, and press and hold Down. While holding Down, press X. After choosing your character you'll find a stage-select option.



Expert Mode: At the Select Game screen, highlight Normal, and press and hold X on Controller One and Controller Two. This takes you to a tougher game.

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2. StarFox 64	2. NFL GameDay '98	2. Madden NFL '98	2. The Lost World: Jurassic Park	2. GoldenEye 007
3. ClayFighter 63½	3. Final Fantasy VII	3. Resident Evil	3. World Series Baseball '98	3. NFL GameDay '98
4. International Superstar Soccer 64	4. The Lost World: Jurassic Park	4. Marx TT	4. Road Rash 3	4. Final Fantasy VII
5. Tetrisphere	5. NCAA Football '98	5. World Series Baseball '98	5. The Simpsons: Virtual Bart	5. Castlemania: Symphony of the Night
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