

Star Wars:
Masters of
Tatooine

PlayStation



PlayStation

**TOMB
RAIDER**
II



Nintendo 64



PlayStation

Road Rash 3D
First Look!



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Issue
112

MORTAL KOMBAT 4

All the Complete
Moves!

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GAMES**

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Crash Bandicoot 2
Rush the Rock
Command & Conquer:
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January 1998

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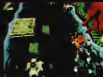


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MIDWAY



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PlayStation
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Blast your way through MDK from beginning to end with the help of this walk-through. Plus, we give you the location of all the secret areas!



FIGHTER'S FIVE

Mortal Kombat 4 (Arcade)

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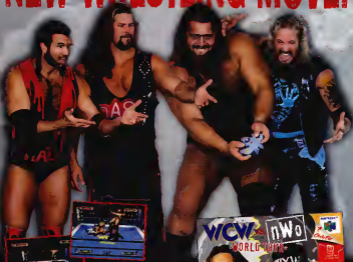


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THQ
GAMES



Show us some in **DUKE**
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RUSH: THE ROCK



San Francisco Rush: The Rock
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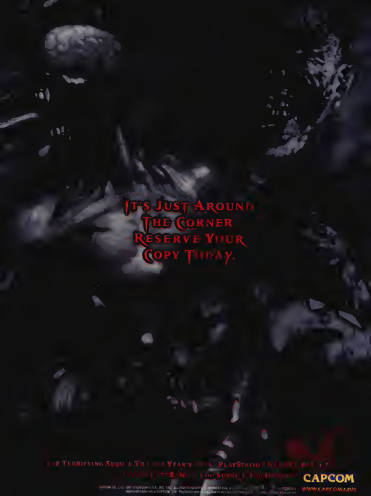


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The image is a dark, atmospheric cover for the video game Resident Evil 2. In the upper left, a close-up of a zombie's eye with a yellow iris and black pupil is visible. Below the eye, the title "RESIDENT EVIL" is written in a bold, white, sans-serif font with a red outline. A large, stylized number "2" is positioned below the title, also in white with a red outline. A zombie hand is shown reaching up from the bottom, with its fingers gripping the base of the number "2". The background is mostly black, with some faint, blurry textures suggesting a dark, industrial or urban environment.

RESIDENT EVIL

2



IT'S JUST AROUND
THE CORNER
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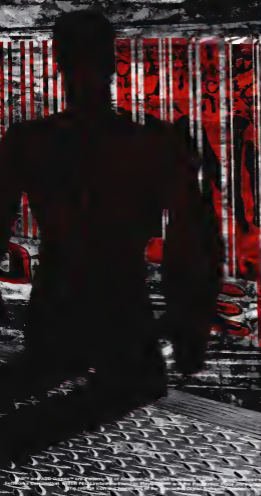
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October 27, 1991



Dear Coach:

I'll never forget you. The way you told me I was a fat lard. How hard you laughed at my lisp. The way you summed up my potential in two words, *marching band*. Coach, I can't thank you enough for telling me I'd never play NFL Football. You were my inspiration. And if you're ever in town, I'd love to return the favor and kick your hairy butt up and down the gridiron.

Your former fatso,
Hooper





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**FEEL
THE POWER**


HEAD 2 HEAD

LETTER FROM THE GAMEPROS

GAMEPRO READERS SPEAK OUT

If this is issue 112, then it's either Merry Christmas or Happy New Year! About this time of year everyone's shirts coating production lines, so here's a no-brainer to get the ball rolling: 1998 will be one of the best years for GamePro...ever! That's because absolutely awesome games will raise the bar on the standard of quality just as key hardware begins to push the evolution of game technology. Just check out some of the tough stuff in this issue of GamePro.

Mortal Kombat 4 may be the latest revamp of the hot fighting game series, but it's also a showcase for Midway's new Linux arcade system which should power up some great 3D coin-ops this year.

Saturn loyalists like Chris Hamilton (see his letter to the right) can finally expect to see solid games like Quake, Street Fighter Collection, and Panzer Dragoon Saga; but the worst-kept secret in video games is Sega's campaign to build a new system. Depending on your attitude, you can probably slim or high-five the official announcement on this one by spring.

On the other hand, the best-kept secret in video games is Sony's new game system; but don't be surprised if revelations about new PlayStation hardware begin seeping through cracks in the Area 51 that a Sony Computer Entertainment build this year. (And by the way, Hardware HQ, faithful gamers like Adam Mercer [see his request to the right] deserve to be rewarded for keeping their flames lit and your...er, assets in the hunt. The

1998 WILL BE ONE OF THE BEST YEARS FOR GAMEPROS

company that builds a downwardly compatible video game system this next time around gets declared the winner—no contest.)

But until Sony feels like sharing, PlayStation gamers like Herman Martinez (check out his questions on the next page) are right to be excited about the cool stuff ramping up for '98 (like Resident Evil 2) as PlayStation games really start sliding into a groove with excellent discs like Tomb Raider II, Fighting Force, Crash Bandicoot 2, and Breath of Fire III. And it's great to see PSX games like Sturm KC Copter and Road Rash 3D pushing the envelope by trying to go where no disc has gone before.

Nintendo 64 gamers? Yeah, they can take some smack, too. The capabilities of the 64DD won't be 100 percent clear until playable games are available, but 1998 is the year it debuts—and it sounds tough with games like Castlevania 64 and The Legend of Zelda 64 ramping up for 1998, you can wait as long as it takes for a disc drive.

Hey, even Clinton Rawls (see his letter on the next page) is excited about gaming in 1998...and he owns a Jaguar! It's time to fire up your systems and hit Start on the New Year.

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

A SATURN FOR THE WORSE

Please help! I am a Sega Saturn owner, and I'm deeply concerned about the future of my game system. With recent disputes between

Sega and other third-party companies like 3Dfx, I'm beginning to think Sega is going to bail on the Saturn and focus only on some new system now in the making. Also, games being released for the PlayStation aren't crossing

over to the Saturn (such as Tomb Raider II). That foretells a dark future. So please help me! Is the Saturn going to die or am I just being paranoid?

Adam Mercer, Paradise, TX

With *At some point* it's possible that the Saturn is going to die, and you're just being paranoid. In two years you'll probably be trying say hi to both the Saturn and the PlayStation. New video game technology is available; it's just that Sega can't keep a secret like Sony can (see "ProNews," September '97 and December '97). Just say—no, demand—that new systems are downwardly compatible so you can save your investment in Saturn games. Sega's problems with third-party developers and the low number of new Saturn games

are compounded by its ability to tick off consumers by not sticking with its systems. (Remember the Sega CD? The Sega CDX? The Sega 32X? Now, it's the DreamCast.) At the same time, there are sure to be great Saturn games from companies like Capcom, Working Designs, and more.

Everyone proclaims that the Saturn is dead—but I say not hardly. I own a Saturn, and I couldn't help but notice that the games you review for Saturn are always the bad ones. Why don't you guys try to review better Saturn games?

Chris Hamilton
Inverness, IL

Let us explain some things to you.

"Review" means objectively examining a game and making a call that it's either good, bad, or somewhere in between. We review the games that game companies send us—good and bad. Some of the Saturn titles reviewed recently (Sky Target, Sonic Jam) just weren't that good, but they were all that were available.

Other Saturn games reviewed, like Duke Nukem 3D and Resident Evil, were very good, and Marvel Super Heroes was actually much better than its PlayStation counterpart.

DVD AND 64DD

In the September issue, you said that the DVD was as powerful as 26 CDs [see "The Cutting Edge," September '97]. Why doesn't Nintendo delay the 64DD another year and add a DVD drive to it? If the



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- *GamePro Magazine*

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DVD is all it's cracked up to be, that will really boost sales.

Brian Hensley
Cincinnati, OH

DVDs are certainly the hottest thing in video right now. The ability to store and transmit large quantities of information, as developers claim the DVD can, may bring about a revolution in video games—however, as with any new technology, the prohibitive cost of the DVD at this stage will probably keep Nintendo from turning its 64DD into a DVD player.

ZOMBIE FIXATION

I have some questions about Resident Evil 2.

1. Will there be a way to fight without weapons?
2. If you're bitten by a zombie and don't die, do you mutate into a zombie?
3. If you do turn into a zombie, do you get to hunt people for food?
4. Will there be cameos by characters from other Capcom games?
5. Will there be cameos by Chris and Jill?
6. Will there be a cameo by Alan B. McElroy?
7. Will the game have a jump button?
8. Can you get your limbs ripped off and get robotic replacements?
9. Finally, when all else fails, can you give up and shoot yourself?

Herman Martinez
New Jersey

When all else fails, you should never give up and shoot yourself (that goes for you, too, Dr. Kevorkian). There's a lot of questions, so here's a lot of answers: Yes. No. No. Maybe. No. Who? (Just kidding...it's not likely the screenwriter of the Resident Evil movie will be in the game's sequel.) No. Yeccccch! No. Mix up those answers in any order you want.

ATARI, WRONG NUMBER

I own a Jaguar. I've called Atari, and they've told me that games are still being made for that system. Also, many of my friends own a jag and we'd really like it if you would preview Jaguar games.

Clinton Rawls
Orange, TX

Are you sure you didn't dial a wrong number? Because Atari doesn't exist anymore.

Atari Games creates great arcade titles, but there is no more Atari. Cave it up. The Jaguar is a great collector's item, but it has less chance of coming back to life than Marv Albert's broadcasting career.



Your response to our call for casting has been overwhelming! We received over 1000 letters with some very offbeat casting choices for a number of different games. Your choices for Resident Evil in particular should make Hollywood producers stand up and take notice. The nominees include:

CHRIS — Dean Cain (TV's *Lois and Clark*), George Clooney, Tom Cruise, Johnny Depp, Val Kilmer, Keanu Reeves, Tim Roth, Chase Sliemers, Kevin Sorbo (TV's *Hercules*), John Travolta, Bruce Willis, Billy Zane (The *Protonator*)

JILL — Gillian Anderson (X-Files), Drew Barrymore, Sandra Bullock, Mave Campbell, Sarah Michelle Gellar (Buffy: The Vampire Slayer), Melissa Gilbert, Selma Hayek, Madonna Hershkowitz, Demi Moore, Alicia Silverstone, Bridget Wilson

WESKER — Kevin Bacon, Stephen Baldwin (The Usual Suspects), Wes Craven, Harrison Ford, John Goodman, Val Kilmer, Gary Oldman, Robert Patrick (the evil Terminator from *Terminator 2*), Sylvester Stallone, John Travolta, Christopher Walken

BARRY — Tom Berenger, Bruce Bowler, Nicolas Cage, Sean Connery, Robert DeNiro, Charles Dutton (TV's *Red*), Chad Farley, Stacy Keach, Martin Sheen, Kiefer Sutherland

REBECCA — Christina Applegate, Halle Berry, Sandra Bullock, Mave Campbell, Glenn Danes (Romeo & Juliet), Sarah Michelle Gellar, Jennifer Grey, Helen Hunt, Jennifer Love Hewitt (Party of Five), Uma Thurman

HONORABLE MENTIONS FOR OTHER GAMES

Law (Tekken 2) — Adam Sandler (Happy Gilmore)

Nara (Tekken 2) — Heather Locklear (TV's *Melrose Place*)

Paul (Tekken 2) — Jean-Claude Van Damme (Top Gun)

Ken (Blood Drach: Legacy of Ken) — Patrick Stewart (Star Trek: The Next Generation)

Hellbitch (Tekken 2) — Arnold Schwarzenegger

Yoshimitsu (Tekken 2) — Nicolas Cage (Leaving Las Vegas)

Sonderman — John Dax (Grease: Peak Performance)

Gene Gobbler — Jim Carrey (Liar Liar)

Luga (Super Mario Bros.) — Michael Richards (Kramer from TV's *Seinfeld*)

Gayleah Triplewood (Monkey Island) — Martin Short (Jungle 2 Jungle)

Link (The Legend of Zelda) — Michael J. Fox (TV's *Spin City*)

Tina Turner (Dances with Wolves) — Britney Spears (Dances with Wolves)

Storm (X-Men) — Wwe's Fox (Independence Day)

Shovel Teeth (Twisted Metal) — Brian Dennehy

Dash Rader (Shadow of the Empire) — Kevin Costner (Hombre)

Zelda (Legend of Zelda) — Jennifer Aniston (TV's *Friends*)

Duke Nelson (Duke Nelson 3D) — Bruce Willis (Die Hard)

Pick of the Month



Joseph Vertizan, Broomfield, CO



Link To, Philadelphia, PA

PRIZE!

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



Ben Markwell, Bethesda, MD



Anonymous



Keith Guy, Mendenhall Cove, NY



Keyson Morales, Bay Point, CA



Charles Lee, New South Wales, Australia



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Whaddaya Think?

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BUYERS BEWARE



By The Match Dog

As 1998 unfolds, we hope the number-one resolution for game companies is to develop problem-free games and peripherals for their customers. Until then, let me clear the air on some final disappointments of 1997.

Q: I am writing to complain about Interact's Mega Memory Card. Every time I save my game after about 20-30 hours of play, it asks me if I want to format my card. I select "No," but it formats my card anyway. When this happens, my entire memory card page is erased. I called Interact and they said this is not an uncommon problem and that about 10 percent of the Mega Memory Cards shipped are defective. What's going on?

FBAsian
via Internet

A: Melissa George, media & public relations specialist for Interact, responds:

"A possible reason for the error may be in its use. First off, you should only insert your memory card into the PlayStation after the power has been turned on to avoid power surges. Secondly, use the PlayStation's memory manager system to switch pages on the Mega Memory Card. To use the memory manager system, just turn on the PlayStation's power without loading a game. What customer service told you about the number of defective Mega Memory Cards was completely untrue. We would never ship out any defective cards for sale. But if you do have a Mega Memory Card that is not working, call us at 410/238-1426."



A Mega Memory screwup?

Q: I bought NBA Live '97 for the SNES, but for some reason, not all my information is saved after I turn off the system. What's up?

Theo Fung
Sacramento, CA

A: An Electronic Arts customer service rep explains:

"Since this is a known problem for this cart, we have some solutions that should help you save your game:

- Keep your trades to a minimum.
- In Season mode, all created players should be made at the same time (however, you should create only a maximum of five players so there will be enough memory for stats).
- Be sure to save your season to Slot Two only.

If the problem persists, call us at 650/572-2787 for more help."



Creating players can also create confusion!

Q: I want to sell my Genesis, but since I don't have the original box it came in, none of the stores I went to will buy it. They claim customers who buy pre-owned systems want the original instructions and packaging. Do you know where I can find a Genesis box?

Alex Angulo
Peoria, AZ



Can you provide a much-needed home for this lovely system?

A: A Sega customer service rep replies: "Unfortunately, since the packaging for the Genesis is made to order, we don't have any extra boxes available (if there were 1 million Genesis systems made, then there were only 1 million boxes made). The best solution is to ask your friends or relatives if they have a Genesis box you can take."

Q: After creating players in NFL GameDay '98 for the PlayStation, I have to save each one on a different file on my memory card. Before long, my card becomes full. Is there any way to store all my created players in one slot?

seanmike
via Internet



It must be a team effort, not for personal glory.

A: A Sony customer service rep answers: "To free up some space on your memory card, we recommend you start a season and place all your created players on one team. Unless you are in Season mode, you must use a memory slot for each player you create when you save them to your memory card."

You Make the Call

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

Sony: 800/345-7669

Nintendo: 800/255-3700

Sega: 800/872-7342

A t 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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Nintendo Drops Software Costs

GAME BOY DESIGNER DIES

GamePro Tokyo, ex-Nintendo designer and creator of the phenomenally popular Game Boy, died on October 4, 1997, a victim of a car crash. He was 56.

Mr. Yokoi's innovations include the Virtual Boy and the cross-key directional pad itself, which Nintendo has used on its controllers since the NES. The company later patented the design; in time, directional pads replaced joysticks as the industry standard for home gaming controllers.

Mr. Yokoi joined Nintendo in 1985 but retired last year to start an independent career in game design. He is survived by his wife, Yoko. GamePro joins the rest of the game community in extending our condolences in mourning the loss of a pioneer.



New \$50-\$60 range intended to battle Sony's prices



In an attempt to make the winter just a little warmer for N64 owners, Nintendo's two hot holiday releases, Diddy Kong Racing and Banjo-Kazooie 64, will sport lower sticker prices—about \$30 less than the current \$60 to \$80 levels.

The company also announced a drop in its licensing fees that, according to a press release, "should probably result" in lower retail prices (\$49.95 to \$59.95) for third-party games like Madden 64, San Francisco Rush, and WCW vs. WWE: World Tour. The key word is "should"—Nintendo isn't guaranteeing a price drop, merely creating the possibility for one. Ultimately, the decision to pass manufacturing savings on to the consumer belongs to Electronic Arts, Midway, THQ, and other independent software companies. Like Sega and Sony, Nintendo charges third parties a fee to produce official games for its system, which helps Nintendo retain quality control and see profit right away. A reduction of these fees means companies like Acclaim and Interplay can lower their overall N64 production costs.

Is this price shift the result of a decrease in the cost of chips, a corporate change of heart, or is Nintendo just afraid of getting bounced by the lower price points of CD-based software? If you're an N64 owner, it doesn't matter—lower prices are always good news.



WCW Nitro Deleted

THQ has run into some stiff competition in the PlayStation wrestling arena: itself. According to a company spokesperson, "Our WCW vs. the World is still doing so well that we wanted it to run its course through Christmas." As a result, the company's next WCW game, WCW Nitro, won't debut until January, but the company says it's taking the extra time to make Nitro "the best wrestling game possible."

January?



F1 CE's License Revoked

If you bought a copy of PlayStation's Formula One Championship Edition when it first came out, congratulations—you have an honest-to-goodness PlayStation collectible. Due to a licensing spat with the Fédération Internationale de L'Automobile, Formula One Administration Limited, and Glas Licensing BV (better known to racing fans as FIA and FOM), PlayStation will repackage and re-release the game without the official logos of the F1 organizations. Look for the new version of the game, refilled and unlicensed but otherwise unchanged in gameplay content, to hit stores soon.

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(1) GRAND PRIZE Winner
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(4) RUNNER-UP Winners
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Last Month's Winners

Grand Prize

Kyle Bidy, Marietta, GA, 4 min. 29 sec.

Runner-Ups

Ousfin Meadows, Cardington, OH, 6 min.

Greg Nguyen, Mountain View, CA, 8 min. 38 sec.

John Alley, Independence, MO, 8 min. 39 sec.

Michael Kelly, Houston, TX, 8 min. 40 sec.



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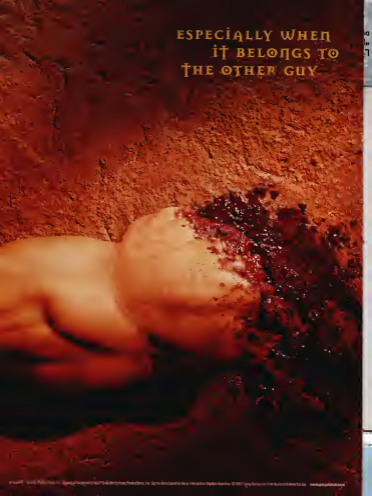
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arcade tank game

brings fast-thinking

warfare through

your modem.

By Ogg



The Tanager environment features such fine details as rain and darkness for justice.



Feel the satisfaction of a total blow.

Tanager Requirements

URL: <http://www.tanager.com>

Available now

\$9.99 per month

Minimum System Requirements: Pentium 120, Windows 95, 16 MB RAM, 40 MB on hard drive, 1 MB video RAM, Internet connection

Recommended: Pentium 133, 32 MB RAM, Direct3D video card, joystick

Did you ever think "you'll die trying" could be loads of fun? That's the case with Tanager. Sony Interactive's melée-style online tank-battle game for the PC. And even though you're going to get popped as often as you pop the other guy, you'll be having too much fun to mind.

Tanks A Lot

Even in its beta version, Tanager looks like a rock-n-roll! (Just a run arcade style tank game, if you've ever played the seat-of-the-pants Tokyo Wars in your local arcade, you'll feel pretty comfortable in these tanks. Sony's aim is to make setting up and playing easy. Once you log up at the www.tanager.com Web site, you pop into an easily navigated opening arena. From there, you can drop into chat rooms, go right to a playing arena, or set your control options.

Once you pick an arena, you get to choose and customize one of four tank styles, ranging from the snifty Lightning to the huge Devastator. You'll also find a healthy selection of laser weapons, missiles, and mines to prepare your killing machine for combat. However, you need to be selective when customizing your vehicle because each tank has only seven available slots for you to configure. In addition to your firepower, you'll want to include some defensive

options like shields and battery recharging, too. You'll also need to practice tank tactics, such as using your turret keys to direct fire to the sides of your tank as well as deburring your shield power to guard the

front or back of your tank. And since the gameplay is team-based, you can link with up to four other commanders and use chats to plan your strikes.

Kill or Be Killed

Your goal in Tanager is simple: Accumulate as many kills as possible. You start out in a beginner class, but as you amass kill points, you can rise through the ranks of private, lance corporal, and up through captain. The arenas are staggered by ability, including a practice area, so newbies can get their Patton chops down before venturing into hot-n-heavy live play.

Amazingly for an online game, Tanager supports all the current 3D acceleration cards; we set it up for 3Dfx Voodoo Rush play and received great results. Apart from the occasional lag hiccup, performance was also uniformly smooth—when you fire a missile, it hits where it's supposed to. But you'll need a big machine to

play Tanager (the minimum requirement is a Pentium 120 with 16MB of memory). Just think of your computer as a big tank, though, and you'll be right in the spirit of things. ☐



TANARUS



The high ground isn't always protection against someone who knows how to hit his turret.



PRO TIP: Direct shield power toward your opponent to get maximum value from them.



PRO TIP: Plant your crosshairs right on the enemy's turret for maximum damage.

All You Have Is Your Courage,
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Control with beams of light coming out? It may be small, but it's the real thing!



6 uniquely designed 3-D regulated worlds (levels) to explore!



SUNSOFT





Interview Vampire

GamePro visits Konami in Japan to dig up the dirt on series, *Castlevania 64*, in this interview with the

By Ken Ogasawara

GamePro: What is your background with Konami?

Takero Yabuchi: I've been in production eight years. *Castlevania 64* is my second product as a director. I started off as a character designer, mostly with Super Famicom games. I worked on *Gambler Gemon* twice and *Tiny Toons* for the Super Famicom. This is the first time I've worked on the N64.

GP: Have you directed any other *Castlevania* games?

TY: This is the first time I've worked on the *Castlevania* series, but I've enjoyed playing the games since long before I even joined Konami. People who go to work for Konami generally want to work on *Castlevania* at least once... (laughs)... or *Gradius*.

GP: Which *Castlevania* game's your favorite?

TY: The third one for the Famicom, *Akumajo Densetsu* (*Castlevania III: Dracula's Curse*).



GP: What's *Castlevania 64* about?

TY: Here's the story line in a nutshell. It's been a hundred years and Dracula has resurfaced. Each of the four playable characters has their own reasons to seek out Dracula, and they spend the game looking for him.

One of the main features is that gameplay will take place during both the night and the day. We will also focus more on vampires in this version.

Vampires tend to be nocturnal, so they appear at night to attack the player.

Generally, the vampires will be in hiding during the day, but there may be instances where they come out while the sun's up. However, where the vampires can go will be limited. If the player goes to an area where there's sunlight, the vampires cannot follow—but when night falls, the vampires will be able to roam freely, searching for you to drink your blood. Also, it will be relatively safe to explore the castle in the daytime, but during the hours of darkness, vampires and other monsters increase the risk of exploring.

If a vampire sucks your blood, you'll turn into a vampire. There may also be instances where vampires trans-

form into victims and plead for help, just to lure you into a trap.

Castlevania 64 will be part action game, where you fight enemies and avoid traps, and part exploration game with puzzles you must solve using items and clues. All this must be done to get closer to Dracula.

GP: Could you explain a little more about how the day and night cycle works?

TY: Within the game, there will be a timer. From 6 in the morning to 6 in the evening will be the daylight hours. Graphically, this will be represented with the light fading or darkening to the night. Your field of view will get shorter as it gets darker. With a smaller field of view, it becomes more difficult for the player. Also, monsters that do not normally roam during the day will start appearing as the light fades.

It will be just the opposite in the daytime sections of the game. For example, during the day, vampires may appear, but if you has them into direct sunlight, they may be destroyed outright. So, one of the strategies in the game will be to find territory that has direct sunlight and use it to your advantage.

Using night and day cycles, there are ways to involve events and traps. There will be



with the Maker

the latest entry in the Castlevania game's director, Takeo Yakushiji.

some doors that open only during the day, so you may have to perform some actions during the night, but then head toward that door as it is about to open. If you take longer than you expected, you may be trapped by a door that becomes locked during the night and get stuck in a dangerous section, so there can be traps that are time-dependent.

GP: How much does this game follow the previous games in the series?

TY: Timeline-wise, it takes place about the same time as Richter's story in *Dracula X* for the SNES and *Symphony of the Night* for the PlayStation, around 1792.

A difference is that the older versions took place in medieval-oriented castle settings, but this version will be something closer to the modern age—rooms will have mechanically oriented themes,

and there will be enemies that you haven't seen.

GP: Will *Castlevania 64* be similar to the PlayStation's *Symphony of the Night*?

TY: Yes. Although *Castlevania 64* doesn't have the same RPG-like feel that the PlayStation version had, we certainly have exploration of the castles and puzzles.

GP: How many characters will there be?

TY: Currently, there are four characters to choose from. Since they have their own motives, each character will have a different ending. There will also be multiple endings for each character. One character, Schneider, is a member of the Belmont family, and of course since he's a Belmont, his weapon of choice is the whip. The second character's name hasn't been finalized yet, but we are calling him "Cornell."

Cornell's a fighter who uses close-in martial arts kicks and punches



GP: Will Cornell also use whips?

TY: Not right now. Cornell has a special ability that enables him to change his form, and he powers up considerably. He also has a secret ability that we can't announce yet. (Rumor has it that he powers up into a werewolf...Ed.)

GP: Do the different characters represent different difficulty levels?

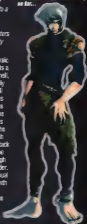
TY: Yes. Schneider is the basic character, and he represents a normal skill level. With Cornell, the game will be marginally more difficult, since Cornell has to get closer to enemies to do damage. But he does have greater speed, which he uses to get closer to enemies before they attack. One of the other characters has a high damage ratio, but a long attack range. This character will be slightly easier to play through the game with than Schneider. The last character has unusual tactics. It's harder to play with this character because the moves are different from the other three, but basically, that character will be able to change from a power type to a speed type.

GP: Does your character evolve at all?

TY: The player doesn't develop per se, but there will be techniques that won't be explained in the manual—although all the abilities are there from the be-



Cornell as he appears in the game so far...



... and enough art of him.



Cornell makes the head of fun.





gaming. There will also be new special attacks that were not present in the other games.

GP: When you start the game, do you choose only one character? Can you switch during the game? Do you interact with other selectable characters during the game?

TY: Right now, you choose only one character at the beginning. However, in the game, the other players are in the castle for their own reasons, so some sort of interaction is possible. Depending on which character you choose, other characters may aid you, or be one of the bosses that you must defeat.

GP: Will there be candles as in other Castlevanias?

TY: There will be no items being from candles this time around. However, there will be things lying around that previous adventures have left behind. Also, breaking some walls will reveal food as in the other games.

Another thing we can't reveal too much about is a balancing system for items. A lanky-seeming character will sometimes appear to sell items. He will have items that are hard to get, but he will exchange them for something. It's a mystery what or who he is. To call on him, you must use an item called a contract. You enter into an agreement with him to get items, however, there seems to be a catch in the contract, so overdoing this may not be a good idea.

GP: How about the camera angle? Is it fixed, or can players control it?

TY: The camera angle will change depending on the best perspective for the situation. For example, if the best gameplay view is for the camera to follow

the player, it will be that way. Or, if we deem that it will be easier in a situation to have the camera looking down at the player, we will do that. Also, players can look around in first-person view in any section, although they will not be able to move in this mode.

GP: How will you lay out the controls?

TY: All movement will be controlled with the analog stick, like Super Mario 64 or Tomb Raider II. In the Castlevania series, the section that has re-



Schroeder as he appears in the game so far...

ally hindered the movement in the game has been the stairs—moving up and down and doing diagonal attacks. In Castlevania 64, all the characters will have diagonal attacks. Using Schroeder as an example, you can perform an attack and hold a button, then move the analog stick around to flail the whip.

GP: We've heard that players will be able to battle bosses, much as in a fighting game.

TY: Originally, we were planning to develop the game so that players could fight, much like Virtua Fighter or Tekken, but we found that working on the main part of the game is taking a lot of time and effort. We really hope to be able to put that in, but...right now, I don't know.

GP: How large do you think the game will be?

TY: About 96 to 126 meg. We don't really know yet. We want to put in as much memory as we can. Already, the sound and



...and concept art of his.

music take up a substantial portion of the memory.

GP: Music always seems to be an important part of the series, and I was wondering who the composer is and what problems you'll face with the N64's sound capabilities.

TY: Right now, we are trying to think of new ways to use the

N64's sound processor. We can't really reveal anything yet. In the sound section, the biggest problem is the memory limitations.

GP: How far along in development is the game?

TY: You mean, what percent complete is it? (laughs) Ten percent?

GP: When can our readers expect to play the game?

TY: Next year some time.

GP: Okay, some American gamers are going to want to know this: Since Castlevania 64 deals with vampires, will it be a bloody splatterfest?

TY: Since Castlevania has a horror theme, there have been issues raised about turning out a product with a lot of gory gameplay and onerous imagery. However, we envision Castlevania 64 as a gothic horror story—still as scary as other games with horror themes, but with a certain beauty to it. We are trying to use [Francis Ford Coppola's film *Bram Stoker's Dracula* or [Neil LaBute's] *Interview with a Vampire*] to help us with this imagery. We are not planning to make it a bloody horror game. ■



For lefties, righties, nose pickers,
shark attack survivors,
folks with poison oak,
avid porn fans,
pissed off New York taxi cab drivers,
a certain mid-80's hard rock drummer,
that clumsy kid in shop class,
people who gave their right arm for something,
and Sabrina Whitehead,
who wrote down absolutely everything
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Well, it's the start of a new year, and although we gave you some "GamePro's Holiday Shoppers Guide," (December 1997), we decided to drag down our favorites of 1997. In a few months we'll reveal our official Editors' Choice with one hopeful candidate for 1998.

1997: The Year of

Air Hendrix's Top 10

1. Colony Wars (PlayStation)
2. NASCAR '98 (PlayStation)
3. NDK (PC & PlayStation)
4. NHL '98 (PlayStation)
5. Crusader: No Remorse (PlayStation)
6. Triple Play '98 (PlayStation)
7. Sidewalk Abe's Bddysee (PlayStation)
8. Nuclear Strike (PlayStation)
9. Mortal Kombat 4 (Arcade)
10. San Francisco Rush (Nintendo 64)

Not Prospected for '98:

NHL '96 (Nintendo 64)

Bro' Buzz's Top 10

1. GoldenEye 007 (Nintendo 64)
2. Final Fantasy VII (PlayStation)
3. Biddy Kong Racing (Nintendo 64)
4. StarFox 64 (Nintendo 64)
5. Castlevania: Symphony of the Night (PlayStation)
6. Doom 64 (Nintendo 64)
7. Nuclear Strike (PlayStation)
8. Tomb Raider II (PlayStation)
9. Ace Combat 2 (PlayStation)
10. Soul: The Disposable Assassin (Saturn)

Not Prospected for '98:

The Legend of Zelda 64 (Nintendo 64)



Dan Elektro's Top 10

1. Interstate '75 (PC)
2. Holly Cross (PlayStation)
3. Diablo (PC)
4. Mortal Kombat 4 (Arcade)
5. Tetrisphere (Nintendo 64)
6. Fighters Megarix (Saturn)
7. Tempest X³ (PlayStation)
8. Marvel Super Heroes vs. Street Fighter (Arcade)
9. NASCAR '98 (PlayStation)
10. Saturn Demons (Saturn)

Not Prospected for '98:

Diablo 2 (PC)

Dr. Zombies's Top 10

1. Tekken 3 (Arcade)
2. GoldenEye 007 (Nintendo 64)
3. Soul Blade (PlayStation)
4. StarFox 64 (Nintendo 64)
5. Tomb Raider II (PlayStation)
6. Madden NFL '98 (PlayStation)
7. Mortal Kombat 4 (Arcade)
8. Mace: The Dark Age (Arcade)
9. Doom 64 (Nintendo 64)
10. Treasures of the Deep (PlayStation)

Not Prospected for '98:

Resident Evil 2 (PlayStation)



Four-Eyed Dragon's Top 10

1. Tekken 3 (Arcade)
2. Final Fantasy VII (PlayStation)
3. GoldenEye 007 (Nintendo 64)
4. Mace: The Dark Age (Arcade)
5. Tekken 3 (Arcade)
6. Nightmare Creatures (PlayStation)
7. Madden NFL '98 (PlayStation)
8. Marvel Super Heroes vs. Street Fighter (Arcade)
9. Frogger (PlayStation)
10. Soul Blade (PlayStation)

Not Prospected for '98:

Tekken 3 (PlayStation)



solid advice on hot games for the holidays last issue (see special feature a few editors out of their lairs and squeeze their tiny heads for their per-choice Awards; until then, here are our editors' top 10 favorite games

Gaming Dangerously

Johnny Ballgame's Top 10

1. GoldenEye 007 (Nintendo 64)
2. Mortal Kombat 4 (Arcade)
3. Madden 64 (Nintendo 64)
4. Soul Blade (PlayStation)
5. Giddy Kong Racing (Nintendo 64)
6. NBA Live '90 (PlayStation)
7. NFL Blitz (Arcade)
8. WCW vs. NWO World Tour (Nintendo 64)
9. Final Fantasy VII (PlayStation)
10. Triple Play '93 (PlayStation)

Hot Prospect for '98:

WWF Warzone (Nintendo 64)



The Rookie's Top 10

1. NHL '98 (PlayStation)
2. Madden 64 (Nintendo 64)
3. GoldenEye 007 (Nintendo 64)
4. Teko: Dracoon Hunter (Nintendo 64)
5. Castlewana: Symphony of the Night (PlayStation)
6. NBA Live '98 (PlayStation)
7. FIFA: Road to World Cup '98 (Nintendo 64)
8. Soul Blade (PlayStation)
9. NHL Open Ice Challenge (PlayStation)
10. Triple Play '95 (PlayStation)

Hot Prospect for '98:

NCAA March Madness '98 (PlayStation)



Scary Larry's Top 10

1. Jedi Knight: Dark Forces II (PC)
2. Final Fantasy VII (PlayStation)
3. Dact Corps (Nintendo 64)
4. Star Wars: Masters of Teräs Käsi (PlayStation)
5. Star Wars: Monopoly: Limited Edition (Board game)
6. Nightmares Creatures (PlayStation)
7. Madden 64 (Nintendo 64)
8. Soul Blade (PlayStation)
9. Fighters Megamix (Saturn)
10. Parappa the Rappa (PlayStation)

Hot Prospect for '98:

Teko 2 (Nintendo 64)

Major Mike's Top 10

1. Castlewana: Symphony of the Night (PlayStation)
2. Final Fantasy VII (PlayStation)
3. StarFox 64 (Nintendo 64)
4. Rage Racer (PlayStation)
5. Vampire Savior (Arcade)
6. Oddworld: Abe's Oddysee (PlayStation)
7. Marvel Super Heroes vs. Street Fighter (Arcade)
8. Bleed (PC)
9. Fighters Megamix (Saturn)
10. Ocean 64 (Nintendo 64)

Hot Prospect for '98:

Metal Gear Solid (PlayStation)



1997: The Year of Gaming Dangerously

Spotlight on

ROAD RASH

PlayStation

Although the mere prospect of a new Road Rash game is enough gamers, EA has some tricks up its sleeve that will take the Rash down

The Road Rash series has enjoyed runaway success on every platform it's appeared on, seducing gamers with its fast motor-cycle racing and club-thumping combat. As the series nears its second start on the PlayStation with Road Rash 3D, EA's planned some impressive refinements that should take RR3D to the next level without diminishing the core gameplay of the proven hit.

The Rash Is Back

Tentatively scheduled for a March release, RR3D's most striking improvement is the creation of a 3D world populated with biker gangs and interconnected tracks. "The whole idea is to make Road Rash more extensive for the player," says Hunter Smith, the game's producer. "The player will enter the Road Rash world, meet people, hang out with them, race them."

Adding in gangs is a key part of accomplishing that. The player will race against—and fight—the members of four gangs, each with their own distinctive bike, racing style, and combative attitude (see sidebar "Biker Gangs").

The 260-plus miles of tracks are all located in one 3D world, where each gang is headquartered in a region that best suits their racing style. In previous Rashs, the courses were just long strips, and as you progressed to the next level, a few more miles were added on. At the end, so you saw the same scenery over and over again. In RR3D, each course (32 total) will take you over a different sequence of the world's interconnected roads. Players will come to recognize locations, but this approach will add a great deal of variety to the action, especially with 200 miles to work with.

That's My Club!

Fortunately, that classic Road Rash gameplay will remain the heart of the game. On the racing side, Smith reports that the physics model is much more sophisticated, which means more realistic racing and more braking. "You'll be able to see tires slide out in

the back, really feel the guy lean through the turn, and feel what banking does to a bike," he explains.

New weapons will juice up the combat, though Smith wasn't able to unveil the details yet. "We're not trying to change it in



A Galle Boy cranks up the throttle on his sport bike and heads into the hills.



Road Rash's new 3D environment now presents a challenge for the player: How do you race the hills and valleys?



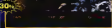
One of the in-game menus that takes you into a gang's headquarters.

in close proximity to your adversary, so that if you're in combat, you're vulnerable."

On the feature side, the game will be single-player only, and Rashers will hit the streets in Time Trial mode, Thrust mode (single races), or Big Game mode (a season-like series). Winning earns you the cash to purchase one of 20 bikes with manual or automatic transmis-

MOTORHEAD MOBILITY

Welcome to Motorhead Mobility. So what can I do for you?
Customer Service
Parts Department



An in-game menu where riders can buy bikes and parts.

RASH 3D

to rev the engines of many PlayStation roads it's never traveled. *By Air Max*

sons. Once in the race, you'll be able to look back and to the sides on the fly as you pull wheelies, put caps in their place, and evade obstacles. Other cool features may include owning multiple bikes, stealing bikes from riders you knock down, caps that chase you in other vehicles besides bikes, and analog-controller support—but only if the development team has time to implement them.

Eye-Catching Rash

Smith is careful to point out that everything you see on these pages is unfinished and unpolished, but RR3D's graphics already shine. Beyond the jump to 3D, the visuals sport much more detailed terrain and much better character animations than previous Rash titles.

But the most impressive development is RR3D's perspective. At a basic level, it restores the traditional behind-the-biker view, but RR3D shows data off the CD to create a pre-rendered cylinder of graphics that moves with the player. For gamers, this means



that RR3D not only eliminates the pop-up problems that plague many PlayStation racers, but it also gives them an unprecedented look down the upcoming road.

"You can see what looks like several kilometers into the distance, which really eliminates things from just popping up, like mountains," Smith explains. "But it also has another cool effect. For example, if you're up in a high elevation, you can look out and see a city below and the road stretching into it. Then, as you race, you head down the road and into the city. It gives you a sense that you're really going somewhere."

Ready to Rock

Smith and his team ate off to a fine start with RR3D, balancing innovation with classic RR gameplay. They're even working to sign some big-name bands to the soundtrack (the first Road Rash rocked to the rhythms of Soundgarden), but nothing was set at press time. But if all the pieces of RR3D come to-

gether in the next few months, EA has a winner headed for the Smash line. **B**

Biker Gangs

Technique: Racing pros. Less into violence, more into tight control and racing. **Speed:** in a canyon region because they love tough turns. **Will fight,** but not so much as others.

Outlets: Sit back and ride big Harley-style cruisers. Have huge acceleration, but don't handle turns well, so prefer rolling hills. **Don't necessarily start fights,** but finish them.

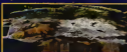
DeSadeo: Based in the city. Ride tough "ret" bikes that take tons of abuse. Race handlebar style; just blow through obstacles. **Pesty riders—will fight anytime.**

Celt Boys: Into fast, flashy racing bikes; love both the speed and looking good. **The bike's an accessory.**



This shot from an unfinished version of Road Rash 3D shows a Technopaid gang member trailing a Celt Boy as they both weave around an incoming car.

A map of Road Rash 3D's interconnected gang territories and tracks.



Spotlight On Road Rash 3D

The 1997 Amusement Machine Show: The Year of the Cobra

New hardware systems and a few solid titles highlight this year's show.

By Ken Ogasawara and Major Mike

Fewer games were on display at the 35th Annual Amusement Machine Show (AMS) in Tokyo, but Sega, Capcom, Taito, and Namco still featured some strong titles, while Konami and SNK debuted playable titles on new hardware systems.

Superior Showing

Sega featured the best selection of arcade games with Virtual On 2, Virtua Fighter 3 TB, and Water Ski. V02 drew the biggest crowds with its awesome graphics (unlike Virtual On, which was niddled with breakup), courtesy of the Model 3 arcade board. The controls were also excellent and enabled gamers to easily perform special moves. New for V02 were throw moves and four Virtuaroads.

Virtua Fighter 3 didn't receive the major overhaul some fans were expecting, but it now incorporates a three-player team-battle format as in The King of Fighters where you select any three fighters (you can even select the same character three times). And while you can't switch characters during a fight (as in SH10), some of your character's energy is restored if you win the round. V3TB has also been re-balanced so some of the weaker characters are now stronger, and new moves have been added.

Specialized cabinet games made up the rest of Sega's AMS lineup. Ski Champ, Sega Water Ski, Scud Racer Plus, and Sega Touring Car International drew big crowds. The most uniquely designed cab, however, was Get Bass. It featured a fishing pole that you could pick up and move from side to side as you played.



Virtua Fighter 3 TB features three-on-three tag-team fighting.



Water Ski is one of Sega's sleeker arcade-cabinet games.



Namco Goes for Nice

The Namco booth lacked its usual excitement this year, with its best offering being a motorcycle game, Motocross Gol (by the team that created Suzuki 8 Hours and Cybercycles). The controls, however, get gamers into the action as you must lean your bike to the left or right and move the handlebars to turn your ride.

Namco is trying to appeal to the dabbling crowd with Rapid River, a one- or two-person paddle game where you sit in a rubber dinghy (that moves with the onscreen action) and paddle a double-sided oar. The game's fun to play, but it can get very tiring. For example, when you're about to get pulled into a whirlpool, you have to paddle like mad to escape it.

Namco's ballyhooped Ehrgeiz



Rapid River provides excitement—and a good workout.



Despite the creative talents of Square and Dream Factory, Ehrgeiz was disappointing.



Motocross Gol was the best game at the Namco booth.

(God Bless the Ring), a title developed by Square and Dream Factory, turned out to be disappointing. While similar to Tobal's Quest mode, the controls in the show version were definitely awkward. Blocking high attacks required you to do nothing, but blocking low attacks required a button press. Performing special attacks was also awkward. Your opponent could easily be pummeled to death with fireballs, or, if the move was timed right, could even be juggled to death.

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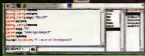
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The Cobra Strikes

Konami finally revealed two playable games running off its mega-hyped Cobra arcade hardware. The fighting game *Fighting Wu Shu* featured superb graphics that easily rival those

of VF3. However, the controls in the show version were imprecise, and the moves weren't much different from those in VF3 or Tekken 3. Hopefully this will be corrected in the final product. However, *Wu Shu* had one truly innovative feature—its "learning AI." The computer records the fighting style of a high-scoring human player and then uses that fighting style at random on other human players.



Fighting Wu Shu was graphically superior to VF3 and Tekken 3.

Konami's *Racing Jam* also used the Cobra arcade board. *Jam* features three cars from six different Japanese auto manufacturers, each suited for a particular course. However, advanced drivers can change the car's default setting and tune the car to their liking.



Konami's *Racing Jam* uses the new Cobra arcade board.

Konami also showed the space-shooter *Solar Assault*, which uses the same power-up system as the *Gradius* series, except you play via a behind-the-ship view. And even though you fly in a visually spectacular 3D field, dodging incoming shots is difficult because it's hard to judge your distance to other objects. While *Solar*'s fun to play, it's also frustrating because one hit can destroy your ship.

Second Impact

Capcom's main attraction was *Street Fighter III: 2nd Impact*. *Impact* introduces two new characters to the lineup along with redrawn special effects, new fighting stages, and new moves. One of the new characters, Hugo, looks like Andre from the *Final Fight* series, and the other newcomer, Umen, fights like the boss character Gill.

Super Gem Fighter was Capcom's other 2D fighting title featuring super-deformed versions of certain characters from *Street Fighter*, *Danstalkers*, and *WarZard* (which wasn't released in the U.S.). The excellent backgrounds featured cameo appearances by popular Capcom characters.



Super-deformed characters from *Super Puzzle Fighter II Turbo* make a fun in *Super Gem Fighter*.

Rival Schools: United by Fate was another fighting game with *Street Fighter* EX Plus-style graphics. *Rival* uses a team-battle format, but you're restricted to choosing two or three char-



Rival Schools: United by Fate features top-notch drawing.

acters from a unique school. There are five schools to choose from, and each team has unique combo attacks. For example, when the Sports High School Volleyball and Baseball fighters team up, the volleyball fighter throws the opponent into the air and spikes him toward her partner who then hits him for a home run.

Disappointing Shodown

SNK's foray into 3D polygon graphics with its new Hyper Neo Geo 64 arcade board was less than spectacular. SNK's flagship title, *Samurai Shodown*, which was running on the new board, had excellent computer-generated opening cinemas, but the gameplay graphics were disappointing. *Diehard Shodown* fans may like the game, but it didn't match up well against other 3D fighting titles.

Round Trip RV was a better effort for the Hyper Neo Geo, featuring smooth graphics with no pop-up problems. Now, if only there weren't so many racing games...



Samurai Shodown goes 3D, but the Hyper Neo Geo 64 doesn't do the series justice.



SNK's *Round Trip RV* showed off the graphics capability of the Hyper Neo Geo 64.

More Taito Shooters



Darius Ver. 2 was the show's only side-scrolling shooter.

Taito's main attraction was *Darius Ver. 2*, another 2D side-scrolling shooter that featured two modes of play, one for experts and one for beginners. In the expert mode, you fly through five stages, and when you die, your power-up rank goes to zero. The beginner mode contains only three stages, but when you die, your power-up level goes down only one in rank.

MK4 and Rampage

The U.S. didn't score well at AMS. Midway's *Mortal Kombat 4* and *Rampage World Tour* were there, but didn't attract much attention. In the past, American games have had trouble cracking the Japanese arcade market (*Mortal Kombat* and *Killer Instinct* are almost nonexistent in Japan), so it should be interesting to see if these titles can get a foothold.

Wrap-Up

Overall, the show was a disappointment—unlike the ADU Show last spring where *Tekken 3* and *Street Fighter III* made their debut. However, the new hardware platforms from Konami and SNK should hopefully provide some killer titles this year. □





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Sneak Previews



Nintendo 64

By "Stone Cold"
Johnny Ratzliff

Hell in the Cell



64,951

4:39

UNDERTAKER



The World Wrestling Federation is standing up for its main-event match on the N64, hoping to make its competition "real in peace."

Acclaim is trying to follow the WWF's motto—"Anything can happen"—in *Warzone*. Wrestlers will come out of nowhere and bum-rush you during your match, causing you to lose. This forces you into a feud with the wrestler who wrecked you, setting up a series of gimmick matches with weapons or a ladder, or in a steel cage. The game also includes one- to four-player tag-team battles and Royal Rumble modes for fans looking to kick and clothesline more than one opponent at a time. If *Warzone* continues this level of development, it could give WWF fans the kind of Raw wrestling action and realistic ring-side rowdiness they've been craving.

WF Warzone

Shamrock and Sharpshooters

WWF Warzone features 13 of wrestling's best known high-flyers and heels: Ken Shamrock, the Undertaker, Bret Hart, Owen Hart, Goldust, Ahmed Johnson, Mankind, Faarooq, the British Bulldog, Rocky Maivia, Hunter Hearst-Holmesley, Shawn Michaels, and "Stone Cold" Steve Austin are included, along with over 300 authentic wrestling moves from the Sharpshooter to the Curtain Call.

Warzone also includes a create-a-wrestler mode where you can create and train custom grapplers to compete for the championship. This is an awesome option for wrestling fans because not only can you create yourself, you can also create your favorite wrestlers from the past, like Rocky Steamboat and "Superfly" Snuka, to see how they would fare against today's top stars in the squared circle.

Developed by Sculptured
Software
Published by Acclaim
Available May

30% COMPLETE





Diablo

PlayStation

By Don "Devil's Advocate" Eskler



With the PC market conquered, *Diablo*—one of the most addictive and enjoyable action/RPGs ever created—prepares to possess more than a few PlayStations.

To Hell and Back... Maybe

The More the Merrier



The PC game's multiplayer options helped make it a monster hit, so EA has promised to incorporate a two-player split-screen mode for PlayStation dungeon double-teams. Improved lighting effects and larger characters are also on the company's slate of improvements. Characters can be saved and reused in later adventures—and thanks to the game's randomly generated quests, treasures, and level architecture, no two quests will ever be the same.



If you didn't surrender all your free time to *Diablo* last year, here's the perfect opportunity to give yourself over to the lord of the underworld. Take on the persona of a warrior, rogue, or sorcerer and explore the city of Tristram's catacombs, caves, and dungeons—some of which go a lot deeper than you might be ready to handle. Skeletons, demons, and 100 other types of hellacious fairy folk await as you merrily hack and slash your way through 16 levels toward the ultimate showdown with *Diablo* himself.

Developed by Blizzard Entertainment
Published by Electronic Arts
Available March

80% COMPLETE





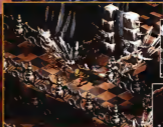
Eric

PlayStation

Eric drops you into a fast, action-filled, but-ah-ah game where you try to save your beloved girlfriend, Cymon, armed only with a brute sword and an inventory of spools. Playing as the hero, Eric (who comes straight from the pages of the fantasy novels by Michael Moorcock), you must explore nine worlds in order to find and recastigate nine parts of a broken cross—it also happens to be the key to unlock the coffin where Cymon lies in eternal sleep.

Each level houses its own monsters and beasts to fight, along with the usual tricks and traps to distract you from your objective. Hidden areas and secret passages make up a huge part of the game; you'll even get a different ending if you find them all. There's also the option of two-player cooperative action, which should make this quest deeper in the fun department.

Judging from these early images, Eric bears more than a passing resemblance to Blood Omen: Legacy of Kain. If PlayStation comes through with the right gameplay, Eric might just wield an unstoppable sword. —Four-Eyed Dragon



Developed and published
by PlayStation
Available February

100% COMPLETE



Micro Machines

PlayStation

A retro top-down racer, Micro Machines won't be heading to the starting line to take on the latest and greatest racing sims or kart games. Just as the title suggests, you race miniature vehicles ranging from sports cars to boats in a variety of obstacle-laden settings. This upgraded version of MM, which was originally released for the SNES, offers smoother graphics, explosive weapons, and a plethora of multiplayer options. In this early version, the handling was a bit tough, with too

much sliding, while the course layouts weren't well defined. If these minor flaws are dived away by the time it's released, Micro Machines could lure race fans with its multiplayer action. —Four-Eyed Dragon



Developed by Data Masters
Published by Midway
From Entertainment
Available now

90% COMPLETE



Spawn: The Eternal

PlayStation

Todd McFarlane's hero from hell got burned to a crisp at the box office this summer, but his menacing PlayStation appearance could redeem fan faith—and compensate for that dreadful Super NES cart from a few years back. *Spawn: The Eternal* has developed into an extremely dark 3D adventure—call it *Gloam Raider*—since players must travel the nine levels of hell, fighting evil as *Savage Spawn*, *Medevil Spawn*, and *Street Spawn*. At this stage, the detailed art and cool lighting effects look great, but the fighting sequences lack excitement. With the right breaks, *Spawn: The Eternal* could make comic fans eternally grateful.—Dan Eickro



Developed and published
by Sony
Available December '97

60% COMPLETE



Supercross

PlayStation

Acclaim's dolin' it in the dirt with its upcoming off-road racer, *Supercross*. Jump on a crotch rocket and hit the hills on seven international tracks filled with mud, sand, mud, water, ice, mud, gravel, and mud! Grab a friend for the split-screen mode and get messy on both arena supercross and outdoor motocross tracks. Acclaim promises realistic bike handling as well as death-defying jumps, wicked harpin turns, and—for the less skilled—spectacular wipeouts. But, hey, isn't that why people watch motocross in the first place?

—Bad News



Developed by Probe
Published by Acclaim
Available Spring '98

60% COMPLETE



Vigilante 8

PlayStation

No wonder car insurance is so high. Activision is releasing Vigilante 8, yet another game in the densely populated combat/driving genre. Although the company says it isn't Interstate 76 for the PSX, the game has a definite funky '70s feel to it. It will also feature 12 fully 3D battle arenas with completely destructible environments and a dozen pumped-up, ammo-intense cars. Blast a bad in the two-player

mode or fight against the game's ramped-up AI as you cruise through the Southwest. The game will also feature a new 3D graphics engine, so be prepared for actual environmental scanning, car-crash realism, and heavy-duty 3D explosions. Exercise your right to bear harm this March.

—Scary Larry



Developed and published
by Activision
Available March

100% COMPLETE



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GAMEPRO

PC GamePro
REVIEW

By **Wesley Marshall**
By **Devin Davis**

Riven: The Sequel to Myst

Myst addicts finally get a fix after a five-year withdrawal from compelling puzzles and comparative gameplay with Riven. Its 5-disc sequel. Riven retains the ambience of Myst, but new features, such as increased use of animation and live action footage, create even more believable environments. Does Riven exceed the expectations of the Myst faithful while offering an inviting experience to newbies? Yes!

On the Road Again

You are directed by Atrus (the key protagonist in Myst) to journey to the island of Riven to rescue his wife, Catherine, who has been imprisoned by his evil father, Ghen. You must solve a multitude of in-depth puzzles, in various shapes and formats, to find Catherine before the island destroys itself.

All action is viewed from a first-person perspective in gorgeously rendered illustrations simulating 3D environments. You explore by pointing/clicking on various items in each scene.

Riven is a sensory experience heavily dependent upon its very detailed graphics and sound effects. This is a game best enjoyed with the lights off and the speakers cranked up. Although mesmerizing, the static graphics and sporadic animation beg a true 3D environment given current programming technology.



The world of Riven is as detailed and complex as its breathtaking graphics.

Riven's Riveting

Riven is a submersive, intellectual gaming experience that soothes and frustrates at the same time. Trigger-happy gamers may find Riven monotonous for all its action is conveyed in the thrill of discovery and exploration. The pace is calm, the gameplay has no time restrictions, and you don't risk dying if you make the wrong move; these, however, don't detract from Riven's unique, well-crafted, engrossing gaming experience. For a change of pace from Doom-like PC entertainment, and for fans of the original, this is a game not to be missed.

The pace is calm, the gameplay has no time restrictions, and you don't risk dying if you make the wrong move; these, however, don't detract from Riven's unique, well-crafted, engrossing gaming experience. For a change of pace from Doom-like PC entertainment, and for fans of the original, this is a game not to be missed.



PRO TIP: You should always think three-dimensionally. Don't be fooled! Try crawling underneath.



You get a lot of joyrides in Riven. See this vehicle round you of the underground subway in Myst?



PRO TIP: Not everything you encounter serves a purpose. Some are ornamental while others are ornamental.



PRO TIP: At the first structure of the game, you enter the gold room by pressing the button to rotate the wall helix. Pinned outside and enter through the back door by crawling underneath the locked wooden gate.



PRO TIP: To enter the boiler room, work the levers in sequence to turn off the furnace, drain the water, and raise the bridge inside.



PRO TIP: The scenic panoramas are full of clues. Study the correlation between various structures and elements such as the pipes in this scene.

Wares: The Sequel to Myst by Real 3D Entertainment

Support: 32-bit, 64-bit, 128-bit, 256-bit



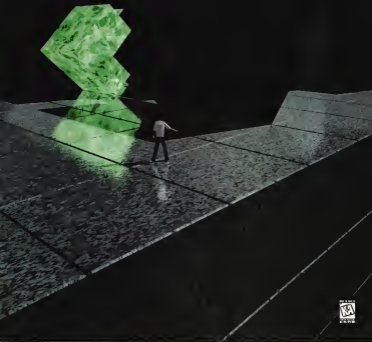
Price not available
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\$19.99

Minimum System Specifications (PC)
+ Windows 95
+ Processor: 100 MHz
+ 16 MB RAM

Recommended System Specifications (PC)
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PC GamePro
REVIEW

Win 95
By Duke Felt

This total conversion for Quake has a certain novelty by letting you shoot your favorite X-Men. Unfortunately, there's nothing re-

deeming here beyond that concept.

Graphical Ravages

Quake fans will marvel at the plot levels. The X-Men never looked so bony—and the other levels make it look great. The programmers barely used textures, and some areas are unrelieved mazes.

When you do encounter the X-Men (they're clones), they always start in the same showdown position. Each character has their trademark weapons,

but only Wolverine reflects his character—and it's not much. You'll best unsinged weapons like a lightning gun and a flamethrower, while standard Quake control options apply. The sound is okay, but the characters grunt instead of speaking.

X-treme Disappointment

If you're going to play X-Men Quake, you'd like to be one of the famed mutants—but for that, you must play multi-player over a network or the Net, and even then you have to find other people with this conversion installed. Maybe you should just stick with regular Quake. **B**

X-MEN

The Ravages of Apocalypse



PRO TIP: Always fight Cyclops up close to avoid his optic blasts, then fry him with the flamethrower.



PRO TIP: Use machine guns to take out Psylocke from a distance to avoid being paralyzed.



PRO TIP: When the X-Men team up on you, keep backing off and firing rockets.

X-Men: The Ravages of Apocalypse
By Marvel Interactive

Developer	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

ESR Rating: 3+
Available on: Windows
Display mode: 640x480 VGA
Requires: 16 MB RAM

Minimum System Specifications:
• Requires 386 or higher
• Requires 16 MB RAM
• Windows 95 or better
• 16 MB RAM
• VGA graphics
• 640x480 resolution
• 16-bit color
• Mouse

PC GamePro
REVIEW

Win 95
by Duke Felt

Despite some patience-trying flaws, Microprose's Dark Earth combines an exciting real-time adventure with crisp visuals and strong voice acting to produce a truly engaging quest.

Into the Darkness

It's the 24th century. The planet has just emerged from 400 years of darkness. As Arkhan, you must foil a plot to plunge the world back into eternal night. The combination of polygonal characters with pre-rendered backgrounds results in realistic, gorgeous graphics. You're working against a fixed camera that can hide things, though.

The controls are a bit hard to negotiate. You can't customize the gamepad, and the same button is used to strafe and run, making it hard to turn mid-stride. The obscure icons could use pop-up labels, and this game screams for a mapping system. The save points are also few and far between.



PRO TIP: Listen carefully to everyone—you'll hear each conversation only once.



PRO TIP: Much as you might like to explore these gorgeous landscapes, Dark Earth unfolds in real time—you must keep moving and on-track at all times.



PRO TIP: After you're detected with the Darkness, pick up the axe from the fallen guard and use the save point on the wall.

Earthly Delight

Dark Earth doesn't push any envelopes—in fact, it doesn't even overcome the common pitfalls of its genre—but the engaging plot proves well worth the effort. Determined adventurers should check out this one, but be prepared to hack-a-slash through a learning curve. **B**

Dark Earth by Microprose

Developer	Sound	Control	Fun Factor
3.0	3.0	3.0	3.0

ESR Rating: 3+
Available on: Windows
Display mode: 640x480 VGA
Requires: 16 MB RAM

Minimum System Specifications:
• Requires 386 or higher
• Requires 16 MB RAM
• Windows 95 or better
• 16 MB RAM
• VGA graphics
• 640x480 resolution
• 16-bit color
• Mouse



Quake II

Win 95

By Ben Eklire

When is a sequel not a sequel? When the programmers of a zillion-selling PC megahit decide to start over from scratch. Developed by the pioneers at id Software, Quake II has almost nothing in common with the original Quake outside of the sure-to-sell-another-zillion-copies name. A brand-new engine runs brand-new levels covered in brand-new textures inhabited with brand-new enemies that you gleefully mow down with brand-new weapons. Well, okay—some old broomsticks like the chaingun and the BFG have returned, but you've never seen them like this before.

Two Inches

Since this truly is a completely different game, there are tons of new surprises. Graphics accelerators will be supported out of the box, the 3DFx drivers are already implemented. The 16-bit color palette, transparency, and lighting effects really rock—you'll love the glow of gunfire and see-through surfaces. Machine guns recoil, bodies deteriorate as they accumulate damage, and corpses even attract flies. Just like the baddies from Jedi Knight, Quake II's enemies aren't stupid; if you shoot at them, they'll duck, dodge or throw up shields, then retaliate. This test version didn't have multiplayer capabilities,

but the final will support at least—at least—32 players simultaneously.

A Loyal Handic

Quake II looks like it will retain everything that made the original great while branching out into exciting new territory. Download the latest version of Quake II from www.gamepro.com and try it out for yourself!

Developed by id Software
Published by Activision
Available now



Q U A K E I I



Hot at the Arcades

THE STREETS OF SAN FRANCISCO HAVE NEVER BEEN SO WILD!
ATARI ROCKS RACING FANS WITH A DYNAMITE SEQUEL THAT
BLOWS THE WHEELS OFF THE ORIGINAL RUSH.

San Francisco

BY JOHNNY BALLGAME

RUSH THE ROCK

PUBLISHED BY ATARI
AVAILABLE NOW

ALCATRAZ EDITION

ADRENALINE RUSH

Rush explodes into arcades with seven tracks (three original, four new) loaded with high-speed collisions, short-cuts, and stunts. You drive off super jump-ramps, through corkscrews and loops, and even on a stunt course hidden in a mine. Other highlights include the new mirrored-track mode, driving on the painter's walkway on the Golden Gate Bridge, speeding through the cell blocks of Alcatraz, and catching extreme car in the heart of downtown San Francisco. If you thought the original Rush got your heart thumping, wait until you're two-wheeled sliding into a jump headed straight through the heart of the legendary Rock.



NEW COURSES, COOL CARS, AND UNBELIEVABLE STUNTS RACE RUSH THE ROCK PAST ITS DRIVING COMPETITION.

ROCK THE NIGHT AWAY

Drivers can choose from 12 vehicles (including a taxi, a bus, and a pickup) to raucously rush through San Francisco's best-known streets and landmarks, like the Embarcadero and the Transamerica Pyramid. But where Rush the Rock really thrives is in its multiplayer games. Up to eight machines can be linked, giving driving friends and foes alike the opportunity to slam into each other while performing unbelievable stunts and speeding toward the finish line. If you and your friends want fast-paced, crazy, and exciting times with a racing game, you can't get much better than San Francisco Rush the Rock: Alcatraz Edition.



"SAY HELLO TO MY LITTLE FRIENDS"



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OFFROAD CHALLENGE

Bump and grind your way Off Road for fierce arcade racing fun.

By J. Boogie

Pay Dirt



As you're racing through the mud and rocks, you'll see a host of bonus items along the track that can help you win the championship. Drivers can collect nitro, supernitro, an anti-crash helmet, and cash (which can be used in the speed shop between races to top up your vehicle's shocks, acceleration, speed, and tires). Also adding to Off Road's fun and replay value is the ability to link up as many as four arcade machines for outrageous bump-and-bang multiplayer racing. Fans of four-wheeler rowdy rides and the Cruiser faithful looking for a little more bounce in their action should definitely link up and take a drive—Ivan Stewart style!



Off Road Challenge, Midway's latest nitro-charged racer, combines high speed, rough terrain, and monster trucks in five arcade machines completely wild.

The Road Less Raced



Off Road Challenge takes gamers on an exciting, rough, and rugged ride through six wheel-punishing courses. Each track features appropriate obstacles, like gorges and canyons in the Mojave Desert and snow and an inclined track at Pikes Peak. Racers can choose from eight trucks (four are selectable and four are hidden) ranging from a Toyota Trophy Truck to a Baja Buggy. Each truck has its own independent suspension and power-sliding ability to give drivers an ultra-realistic feel of the road.



Developed and published by Midway
Available now



CRY FREEDOM

COLONY WARS

Witness the chaos of slavery brought to heel. Join the rebellion and fly the hottest ships in the stars. You'll master six unique craft in your quest, each with different flight characteristics and weaponry. You'll fly more than 70 unique missions, campaign or follow fascinating a destiny that lies along one of five different paths. The cost of freedom is high. Are you willing to pay it?



EPIC SPACE CONFLICT



PlayStation 2 logo and other small text on the right edge.

The *real wheel*



Officially licensed by PlayStation!

Complete steering wheel, accelerator, brake and stick shift system! 4-way D-pad plus 8 programmable digital action buttons. Incredible 270° wheel rotation.

Also available for Nintendo 64
with built-in Force Pack!



Sometimes, to achieve perfect control, you've got to get a little out of control. We at Team Mad Catz take pride in going the distance for you and your game. You want perfect replication of the high-speed driving experience. We got it. The real wheel — for PlayStation, Saturn and Nintendo 64. By any means necessary.



ACT LOCALLY – KILL

NAME: Alec Beckett

HOMETOWN: Gresham, OR

BARK IN NET FIGHTER: 1st

DEGREES EARNED: 210,000,
traded 27,500 to buy Quake™
in the HEAT store

*“THE DOCTOR SAID I HAD
A BI-POLAR PERSONALITY AND
I NEEDED TO PRACTICE ANGER
MANAGEMENT TECHNIQUES. SO
I HURT HIM. NOW THAT I BEAT
UP MY FRIENDS IN NET FIGHTER
ON HEAT.NET, I DON'T HAVE TO
DO THAT ANYMORE. I'M
SORRY, DR. KREPLER! 99*

HEAT USER NAME: Stumpman

TOURNAMENT RECORD: 10-2

FAVORITE SPECIAL MOVE:
swinging knife decapitation

TRASH TALK EXCERPT:
“Sorry about your head.”

**OTHER FAVORITE GAMES
ON HEAT.NET:**

Quake,
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Outlaws, Diablo,
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NET FIGHTER™, THE ONLY FIGHTING

LOCALLY—get the HEAT internet game network box at your local computer store! GLOBALLY
you can divert your anger off the streets and onto the net against real, live people

GLOBALLY ON HEAT.NET!



GAME ON THE INTERNET!

—log on to HEAT.NET NOW! Through HEAT.NET and the assistance of CyberDimension, all over the globe! You'll feel better, the whole world will feel better!

NAME: Bill Shultz

HOMETOWN: Portsmouth, VA

RANK IN NET FIGHTER: 2nd

DEGREES EARNED: 197,500, traded 17,500 to buy Scout: Industrial Evolution[™] in the HEAT store

“I USED TO TAKE OUT MY BULLETS, AND ON EACH ONE I WOULD WRITE THE NAME OF EACH PERSON ON MY BUS. THEN A FRIEND SHOWED ME I COULD PURGE MY VIOLENT URGES IN NET FIGHTER ON HEAT.NET AGAINST OTHER PEOPLE. THANKS TO HEAT, THE PEOPLE ON MY BUS WILL NEVER KNOW HOW CLOSE THEY CAME!”

HEAT USER NAME: Thunderhammer

TOURNAMENT RECORD: 9-3

FAVORITE SPECIAL MOVE:
forked lightning kick

TRASH TALK EXCERPT: “Stop hitting like a sissy girl.”

OTHER FAVORITE GAMES ON HEAT.NET:

Blood,[™] Duke Nukem,[™] DeathDrome,[™] Shadow Warrior,[™] Alien Race[™]



HEAT.NET
TAKE IT TO THE NET!

Automobili Lamborghini



Automobili Lamborghini
By *Thales*

By *Don Dwyer*

1/18/95 4 players
Available on: 8 tracks, multiple views
Rating: Multiple views



Graphics

EE Cool lighting effects, accurate car models, and smooth textures give the game's elements an impressive, realistic look.

Sound

EE All you'll find here are decent engine noises paired with a totally disposable techno soundtrack. Without too exciting to hear.

Control

EE The hair-trigger analog control might serve you well on tough turns, but more often, it's a hindrance to keeping a solid line. Now if only the buttons could be reassigned...

Fun Factor

EE Tempered by realistic elements and a lack of originality, Lamborghini's racetracks are merely ho-hum.

Lamborghinis may be the finest cars Italy has to offer, but several flaws keep the Nintendo 64 version from being truly hot wheels.

Automobili Lamborghini features six cars eager to fly low around six twisting tracks, complete with hidden shortcuts. But since when do cars of any price come without...a reverse gear? That's right—if you hit a wall, you can't back up these bad boys. Plus, even though this is an arcade-style racer, head-on collisions result in no damage. So much for realism.

Cool lighting effects and smooth textures lose out to fair engine sounds and a disposable soundtrack. The hair-trigger analog control proves a hindrance to keeping a solid line; stick with some analog mode. Apallingly, the buttons can't be reassigned, but the car does sport one excellent innovation: You can swap between a Bumble Pak and your memory pak, so you can feel feedback during the game and save your records after.

Lamborghini may be dream machines in the real world, but on the Nintendo 64 track, it's best to keep dreaming. Stick with San Francisco Rush. **B**



PRO TIP: This dirt shortcut on the German-style track looks good, but you'll lose almost all traction on it—you'll make better time on the pavement.



PRO TIP: If your tires wear down early in the race, you can risk changing them—but if they go a lap or two before the end, don't dare pit in.



PRO TIP: When you pit in, don't just sit there! You'll have to use the joystick to get your tires changed and your tank filled.



PRO TIP: Plot your course straight through S-curves. If you watch the walls, you'll eventually lose your line.



PRO TIP: These rear-drive racers want to fishtail. If you start to skid, go easy on the gas.



PRO TIP: On the first track, you can cut corners on the grass without losing any traction. It might be a hog—but hey, use it to your advantage.



PRO TIP: Two laps after the starting line on the foggy city/Industrial track, ignore the left lane and drive right under these red and white barriers to find a shortcut.





Microsoft

Where do you want to go today?

LOSER

Most people
enjoy the
inferiority
of their
best friends.

- Lord Chesterfield

Compete head-to-head. Surrender nothing.

The Microsoft® SideWinder™ game pad brings the action of video game play to the PC. Now, as many as four of you can play Windows® 95-based games by daisy-chaining these pads together without losing any functionality. Only SideWinder game pads do this.

Map complicated, hard-to-remember multi-button moves to a single button for execution of lethal maneuvers. And it's a perfect fit for hands of all sizes, letting you keep a solid grip and making it easier to see any of the buttons or triggers. So, the more SideWinder game pads you own, the more friends you can take advantage of

Microsoft
SIDEWINDER
Game Pad

www.microsoft.com/sidewinder



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MISCHIEF MAKERS

By Mischief Maker Mike



The Nintendo 64 is finally getting its first 2D action platform game—Mischief Makers. Although it looks like a hope-begging Mario clone, MM has its own unique gameplay mechanics and a wide variety of actions.

In Mischief Makers, you play as Marina, a robotic maid out to rescue her creator from a hostile planet. Marina's main attacks are grinding, throwing, and shaking things. Mean while, the action's all over the place with stage objectives as diverse as racing, collecting, fighting, and dodge ball! Marina's controls are frustrating at first, but they're easily mastered after a few stages.

MM's graphics are dazzling, but the audio's a mixed bag. The color full stages are filled with eye-catching special effects, gigantic (and weird) bosses, and a seamless combination of sprite animation and parallax scrolling. The only mischick is occasional pixelization and some seriously distorted images. The whimsical music goes perfectly with each stage, and the sound effects are excellent, but the voices (especially Marina's) are overly cutesy and will make your teeth grind.

Those who can appreciate Mischief Makers' unique gameplay will be rewarded with an enjoyable 2D romp. It may not merit an immediate purchase, but it's definitely worth a rental. **B**



Marina's ready to shake, rattle, and roll against some of the biggest bosses in game the Nintendo 64 yet!



PRO TIP: To defeat Marina's giant clone, keep repeating Terra's First Blow (obviously up ↑ and R) and juggle her to defeat.



PRO TIP: Every time Marisa shakes a weapon, it will fire a different projectile.



PRO TIP: In Stage 3-11, you can defeat Cat Clinger by creating the line and throwing her.

Mischief Makers by Mike



Price: \$49.99
94 Stages
Available on
Nintendo 64
1 Stage

50 Stages
Challenges, Minigames
Available on
Nintendo 64 only
\$59.99
None

intendo 64

By Captain Scary Larry



Aerofighters Assault is one of those rare games that you root for because it looks great...but ultimately you're more disappointed than a turkey on Thanksgiving when you actually play it. AA isn't a bad game, it's just one that could have been better.

AA actually has cool special effects, including great explosions, varied backgrounds, and nice wedgeage on downed ships. But the outside-the-plane view makes your jet look like a toy, and the rest of the background doesn't convey a sense of speed.

A sense of speed is just what this game needs, too—not only is AA's speed slower than Grand Prix driving, but the lack of it also severely affects the controls during the best of battle. Your approach to other craft seems to take forever, and all the while you're getting nailed from behind. Speaking of control, the analog stick is actually a hindrance because turning the piece left or right requires disconnected button presses.

Seriously, Aerofighters can't break any barriers, either. A breezy female voice will guide you through most operations, calling out enemies and informing you when weapons go down.

Aerofighters Assault is not

as fast or as fun as most PlayStation shooters, and it certainly doesn't match the mach speed of Starfox 64 or, for that matter, Powerings 64. Unfortunately, if you're a fan of flying games, your choices will be limited to flying the Fox or getting assaulted by Aerofighters. **C**



PRO TIP: In the first stage, slow down to let your weapons charge the first wave of fighters. Then attack in and help them out with some added firepower. Also, let them do some of the dirty work against the boss.



PRO TIP: The oldest tanks work well—if you're almost down, crank into the big ships.



PRO TIP: In the second stage, there are five Lambda destroyers with escorts. It's almost impossible to null the escorts when they're submerged, or take out the Lambda that are close to the Lambda's first.



PRO TIP: In the third stage, fly above the Beaconsing beacons. When you're a considerable distance away, turn and take out the small scout ships from behind. Machine guns and bombing missions will easily do the trick.

Aerofighters Assault by Mike System



MSRP
\$59.99
Available November
1997 only
\$49.99
1 Stage

"This could be THE driving game of the year."
Q64

"Some of the most stunning visuals ever witnessed on the N64!"
GameFan Magazine

Get the rest in your hands
Compatible with Nintendo 64

GRAB THE BULL BY THE HORNS.

Get a grip on a 12-cylinder tornado for the redline racing experience that's gonna shred your N64!
6 tortuous, high-resolution tracks. 5 modes of turbocharged racing perfection.
Ferraris, Porsches, Maseratis. And the Lamborghini Diablo.

Welcome to the velocity convention.
Your bull is waiting.



Wespaary lighting effects, and
revolutionary graphics!



Strategic camera angles that
catch every hair-raising burn!

automobili Lamborghini



Compatible with Nintendo 64-rod
the rest in your hands.



1 to 4 player racing with horizontal
and split screen options.



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FLONNY

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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Tomb Raider II

(By Eidos)

By Toxic Trinity



540 95 1 player
Available now
Action/Adventure



PRO TIP: Sometimes Lara sees danger before you do. When she does her wisecracks, just fire.



Sound

B+ You get what you need during the gameplay, and a movie-style score during the story sequences.



Control

B- Lara pulls amazing moves; however, moving her quickly to avoid being trapped can be as cumbersome as it was in the first game.



Fun Factor

B+ Tomb's a gem and a half for experts. If you're not a pro, you'll be one after beating this tough but mesmerizing game.



Graphics

B- Tomb Raider II's 3Dlike animation, gorgeous computer-generated scenes, lushly detailed character graphics, and scenic backgrounds are enough to overcome that dated moviey con that sometimes obscures gameplay.

TOMB RAIDER II

STARRING LARA CROFT

PRO TIP: When Lara jumps, she nails every landing. Use that to position her for quick grabs.



Lara's new quest is the mysterious Dagger of Xian.



Lara's quest is fueled along by excellent animated story scenes.



PRO TIP: Lara loves the rebounding attack. To execute it, hold a directional away from an attacker, then hold the fire button. \square is the default.

The time has finally come to stop gawking at Lara Croft and start some serious game-playing with her. In a season of video game sequels, Tomb Raider II ranks as one of the best...ever!

Now Dr. Croft seeks the fabled Dagger of Xian, an ancient artifact with a monstrous secret. Her epic quest explores 18 danger-filled areas, with exotic locales that include the Great Wall of China, the canals of Venice, and the foothills of the Himalayas.

Digging the Dagger

Of course, Lara's not the only one who craves the Dagger. TRII easily outdoes the original Tomb Raider in the sheer number of enemies, traps, and physical challenges.

Beasts of the animal and human kind dog her every step of the way. Tigers, eagles, and great white sharks are among the creatures who want to maul Lara; baseball-bat-swinging thugs, pistol-packing assassins; and kung-fu monks are among those who just want to brawl with Lara. The robotic enemy A.I. is no evil genius, but it does display singleness of purpose: Attack Lara Croft.

The traps in TRII induce far more panic than those of the original. Boulders chase you between crushing spiked walls and your oxygen threatens to run out when you're 40 fathoms deep. Lara must run, leap, and ferret out hidden switches to avoid ever-present death.

That's okay, because Croft gets crafty with an amazing number of moves. In addition to her trademark leaps and jumps

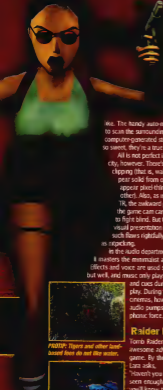


and a cool breaststroke, she's acquired the ability to climb structures and to drive vehicles, too. She still has auto-aiming, but her arsenal received an impressive upgrade, including dual Uz submachine guns, a harpoon gun, and an M-16 automatic rifle in addition to her regular two-gun rig.

The Way She Moves

All this is ably managed by the workmanlike controls, which do a good job of handling Lara's massive repertoire of moves. However, TRII is for experts. Unlocking the mechanics of Lara's physique requires patience, skill, and practice, practice, practice.





Lara possesses so much freedom of movement that making her perform precise moves when time is tight (such as picking up ammo before sliding walls crush you) requires such exact positioning that it can be slow, ponderous, and often fail. Come armed with a spacious memory card, and save often.



Lara pilots vehicles in her award-winning adventure outing.

Tomb Raider the Movie

Lara's look is killer. The impressive animation for her moves is stunningly lifelike. The handy auto-moving game cam enables you to scan the surrounding terrain 180 degrees. And the computer-generated story cinemas between levels are so sweet, they're a true reward for completing a stage.

All is not perfect in graphics city, however. There's noticeable clipping (that is, walls that appear solid from one angle appear pixel-thin from another). Also, as in the first TR, the awkward position of the game cam can force you to fight blind. But the overall visual presentation is so fine, such flaws rightfully qualify as nipping.

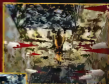
In the audio department, Tomb II masters the minimalist approach. Effects and voice are used sparingly but well, and music only plays for cues and cues during gameplay. During the story cinemas, however, the audio pumps pure symphonic force.

Raider Power

Tomb Raider II is an awesome adventure game. By the time Lara asks, "Haven't you seen enough?" you'll know the answer...No! Long after you beat TRII, there'll be only one thing on your mind...Tomb Raider II. **B**



PRO TIP: Since Lara can now climb, keep your eyes peeled for handholds.



PRO TIP: When you escape the rolling boulders, you immediately encounter crushing spiked walls. The wall on the left arrives before the one on the right. Position Lara for escape accordingly.

PRO TIP: Music is a clue... or an early warning!



PRO TIP: Tigers and other land-based foes do not like water.



PRO TIP: When you reach 40 bellows, swim away from the metal tub, follow the wreckage, and enter the suicide sub near the anchor of the tail.



Tomb Raider II has great gameplay, laugh-as-bellows challenge, and cool style.



PRO TIP: The forward twist jump enables you to jump forward, turn in the air, and land facing the other way. It's great for opened. Press **I** and **Up**, then immediately tap **Down**. Reverse the directional presses for a backwards twist jump.



Star Wars: Masters of Teras Kasi

(By LucasArts)

By Scott Skywalker

ESRB BB 2 players

Available Now 3D view

Fighting



PRO TIP: To avoid a ring-out, sidestep (tap L1 or L2) when you get too close to the edge.

Graphics

3.5 The graphics in *Masters* don't break any new ground, but they paint a great-looking fighting game. Fine detail in the fighters, flashy Force Power moves, and hard-hitting animation in the combos all add up to an immense visual experience. LucasArts takes a page from *Soul Blade* and turns it into *Star Wars*.

Control

3.5 Although learning controls isn't hard, some button-press sequences require extreme dexterity. Shoveled during heated matches also hampers the controls. Finally, the Practice mode also needs a command list like *Tekken 2*'s.

Masterful Endings



STAR WARS MASTERS OF TERAS KASI

For years, video game enthusiasts have looked for hit movies to be translated into good games for their home systems. Many times the transition from movie to game has been less than satisfactory (*Judge Dredd: The Game* was fun, but *Judge Dredd: The Movie* was torture). The *Star Wars* films, however, have inspired some of the best games ever (*Shadows of the Empire*, *Rebel Assault 2*, *X-Wing vs. Tie Fighter*, *Jedi Knight: Dark Forces II*, and more). And now, the game that every fighting-game fan has been waiting for is finally here!

Teras Firma

Star Wars: Masters of Teras Kasi enlists eight *Star Wars* characters for serious, personal one-on-one butt-kicking. Apparently, the Emperor is pissed that the Rebel Alliance has destroyed the Death Star. While the Alliance bands together on Hoth, the Emperor searches for a formidable fighter to take down key members of the Alliance one by one. He finds a mysterious woman named Arden Lyn, who has mastered a fighting form known as Teras Kasi, and he hires her to take out Luke, Leia, Han Solo, and Chewbacca. Just in case she can't do the job, a Garmorean guard named Thok, a Tusken named Hoar, and even the infamous bounty hunter Boba Fett are called in as backup.

Fighting with the Force

Naturally, Teras Kasi brings more than the *Star Wars* story line to the fighting game arena. Your standard best-of-three matches prevail, but you can also battle in a Tournament



PRO TIP: Leave the heavy-hitting combos like Vader's eight-hit Saber Ruttler (tap \square , \square , \square , \square , \square , \square , \square , \square). Even if you miss at the start, the rest of the combo is automatic, so you may land a few hits anyway.



PRO TIP: To run, tap \rightarrow , \rightarrow and hold. Tap L1 or R1 to change your direction or run in a circle.



Who is Mara Jade?



If you play through the game as Darth Vader, you'll find yourself fighting a female Jedi named Mara Jade. Who is she? Apparently she's a character from the Timothy Zahn novel line to the Empire. Serving as the personal bodyguard of the Emperor, she is a formidable fighter. Unfortunately, she is not unlockable.



PHOTO: Although most of the Force Power moves are unblockable, you'll take less damage from them the farther away you are from your opponent.

Unlocking the Secrets of Teräs Käsi

and a Survival mode. While fighting on the Jedi skill level, you can even unlock additional characters (see sidebar, "Unlocking the Secrets of Teräs Käsi").

Each fighter is capable of two modes of battle, armed and unarmed, which you can easily switch between during combat. This means that you can punch and kick, then lunge with a lightsaber or swipe someone with a staff. You can also bust out three-, five-, and eight-hit combos with and without weapons, which adds up to serious fighting.

But these aren't the only coups in the game. Force Power moves gave Teräs Käsi major Star Wars flair. Every character has a Force bar that charges up when you successfully complete a combo or defend against one. Once charged, your fighter's Force Power is ready for action—and these devastating multi-hit attacks drain major energy from your opponent.

Learn, You Must

Despite the powers of the Force, Masters hasn't mastered the Jedi form perfectly. The action takes place in ringed areas, so sometimes cheap, annoying ring outs prevail. Also, super moves, like Luke's Randed Jedi Throw, are unblockable—even with half your health gone, you can pull off a super move and destroy an opponent.

The Force Side

Thankfully, these flaws are minor, and Masters of Teräs Käsi is a near-perfect blend of Star Wars imagery and solid fighting-game physics. The Force is with this one—and you should be one with the Force this holiday season. ■



Darth Vader



To play as Darth Vader, you must finish the game on the Jedi level as Luke Skywalker. After beating Vader, you can select him (move to the right of Leia on the player-select screen and you'll see his face).

Slave Leia



To play as Slave Leia, you must finish the game on the Jedi level as Princess Leia. After beating Vader, you can select Slave Leia.

Level Select



To find the level-select option (for two-player matches), you must finish the game on the Jedi level as Chewbacca. After beating Vader, you can choose any level by pressing Select at the player-select screen.

Stormtrooper/Biker Scout



To play as the Stormtrooper, you must finish the game on the Jedi level as Han Solo. After beating Vader, you can select the Stormtrooper. To be the Biker Scout, highlight the Stormtrooper, then press and hold L1 and tap X.



Crash Bandicoot 2: Cortex Strikes Back

(PS1) *By Major Mike*

SAS 95 Available now 1 player

Action/adventure Multiple voices



Five Warp Rooms

Warp Room #1



Stay as far ahead of the pursuing boulder as you can. Not only does this give you more breathing room, it also makes back-tracking easier.

Warp Room #4



You can still perform the Spin Attack while hanging, but you'll find the flying probes can't be defeated.

Warp Room #2



When riding the polar bear cub, be careful! If you jump patches of water, you never know what may jump out!

Warp Room #5



In the arena where you fly using the rocket pack, avoid the red-hot pipes or they'll burn you to a crisp!

Warp Room #3



When you ride the surfboard, use the analog controls to easily land upstamps.

Secret Warp Room



The Secret Warp Room has portals to two levels that can be entered only through this room.

Sony's mascot returns in his first sequel, *Crash Bandicoot 2: Cortex Strikes Back*. *Crash 2* sports better graphics and more diverse game play than the original, and as an action-platform title, *Crash 2*'s as solid as they come. Sequel or not, *Crash 2* blows the first game out of the water.

Got Crash?

The story? It's one year after the first game and Crash has been duped into helping his enemy Dr. Neo Cortex. Crash must collect 25 crystals to save the world from certain doom—or so he thinks.



TIP: Don't worry about taking your life to destroy the White boxes. There's usually a Green I box somewhere in the level, which will eliminate all White boxes.

Crash 2 has bigger levels than the first game and more diverse environments. Crash trudges through icy caves, rain forests, and jungles—he even straps on a jet pack for space flight.

The only weak link in the creative chain is the bosses. Although they look awesome, they have easy-to-recognize patterns and present no challenge.

Building a Better Bandicoot

Crash 2's graphics are a quantum leap over the first game's. *Crash 2* also has a wider camera view of the action that makes it



TIP: To completely finish the game and get the good ending, you must collect 25 Silver Crystals and 42 other gems.



PRO TIP: When you fall into a branch, posyvers will soon attack. To defeat these alien-like varmints, run around and constantly Spin Attack 'em.



Beautiful, vibrant and colorful stages provide a graphic delight.



PRO TIP: When you flip over a barbs, it's immobilized—you can then use it as a trampoline.

PRO TIP: In the Turtle Woods level, belly flop on the scary-looking plate on the ground to fall into a secret area.



PRO TIP: When pursuing Cortex in the last level, you must hit the evil doctor three times before reaching the finish line.

level to spot upcoming objects and enemies. Even Crash himself is enhanced with more animation. For example, when Crash runs from a giant snowball, he glances behind him, eyes wide with terror, when he walks across the ice, he grimaces with frustration.

As for the gameplay, Crash has more moves and techniques than he did before. The core fun fundamentals are still hop-a-bop, but added abilities like sliding, climbing, and belly flops also come in handy and can be used in a variety of creative and effective ways—like defeating tough enemies and smashing hard-to-reach boxes.

Crash 2 has 3D potential, but the gameplay itself feels more like 2D. Crash can move anywhere he wants, but the levels aren't designed to exploit his freedom of movement. Level objectives are still to get Crash from point A to point B in one piece, with little lateral movement required. Imagine Pandemonium without rails and you get the idea.

Befriend the Bandicoot

With such radical improvements over the first title, Crash 2 is definitely worth a rental. Fans of the original and anyone who

appreciates a good action/platform game will find Crash 2 an excellent purchase. **B**

A Of Crash's new abilities, his belly flop is one of the best and most effective.

CRASH BANDICOOT

CORTX STRIKES BACK



Graphics

CRASH Crash 2 has state-of-the-art graphics, from Crash's detailed animations to stunning level effects like reflection in his puddles. The only problems are occasional breaking and some bulky polygons.



Sound

CRASH Crash 2's music sounds like a cross between the Fall Out Boy soundtrack and mid-80s, and it's perfect for every stage. The voices are equally good, especially Geaney Brown on the voice of Neo Cortex.



Control

CRASH Crash controls make the game easy to position, but the lack of custom configuration brings this number down a bit. The analog compatibility is nice, but the directional pad works just as well, if not better.



Fun Factor

CRASH Crash 2 has more of the same hop-a-bop gameplay mechanics as the first title, but its graphic enhancements and added moves catapult it to the top of the PlayStation action/platform heap.



Fighting Force

(By Sims)

By Johnny Balgonne



Fighting Force is an old-school Streets of Rage-style beat-'em-up that'll have PlayStation thugs bashing punks bloody for months to come. If you're down with blasting bad guys and kicking fools in the head, then Fighting Force is just the violent fix you're looking for.

The story is simple: Some psycho named Doctor Zeng

FIGHTING FORCE

\$49.95
Available
name

2 players
20+ stages



PRO TIP: While playing as Frank, if you find yourself surrounded by enemies, floor the vehicle's gas pedal and your Spin Kick.

Graphics



The detailed 3D environments are packed with interactive items, like soda machines that you can smash for health power-ups, but sometimes buildings and vehicles block your view of the action.

Sound



Bursts of grunts and the sounds of smacking bits will echo punch to each fight. The music should've been keyed up more, though, to match the action on the screen.

Control



Each character has over 30 moves and plenty of weapons at their disposal. But if you're standing by a weapon and try to throw a punch, you'll be in trouble. Instead of throwing a punch, your character will bend down to pick up the weapon and end up getting possessed.

Fun Factor



Despite its low score, Fighting Force delivers the fierce fun and beat-'em-up action that PlayStation gamers are looking for. Take it for a run-in if you have the guts to bash the bad guys and save the world.



PRO TIP: After completing a level, run around the empty stage and collect any power-ups that are still lying around. You'll occasionally find added health that just might make a difference in the next round.



PRO TIP: Throw objects at enemies to hit enemies standing at you.



is trying to destroy the world, and it's up to you to battle his henchmen—and ultimately Zeng himself—to ensure the safety of mankind. You choose from four characters (including a femme fatale and a vigilante freedom fighter) for one- or two-player chaotic combat. Brawlers can rip railings off the wall to whack enemies, blow up cars, and smash around scum on the subway system. Unfortunately, the two-player game suffers from severe slowdown, and your fighters sometimes get stuck when they wander too far away from each other.

Fighting Force might not be the most cerebral game, but if martial-arts mayhem and mad beat-downs are what you're after in a game, roll with Fighting Force for some

perp-slapping good times. **B**



PRO TIP: To take out a bunch of enemies at once, run around, then slide into them as they line up to hit you.



PRO TIP: When an enemy is on the ground, stand over him and tap to kick him.



PRO TIP: Punch three enemies and one will come out. Drink the soda for added health.

PRO TIP: When you see a rolling in the elevator or on a disc, stand next to it and tap to pull it off the wall.

Basic Moves

These moves work for all the characters.

Peech

Tap

Double Punch

Tap

Pick Up Weapon

While standing over a weapon, tap Δ

Use Weapon

When weapon is in hand, tap Δ

Bip Bip Bailing

While in an air vehicle, tap Δ

Kick

Tap

Double Kick

Tap

Store Forward Enemy

While in the air, tap Δ before jumping

Jump

Tap

Back Fist

Tap

Double Back-Fist and Peech

Tap

Slide Attack

While in the air, tap Δ

Grab

While standing next to an enemy, tap Δ



Double Punch to Uppercut

Tap Δ , Δ , Δ , Δ

Jump Kick

Tap Δ , Δ

Flying Kick

While running, tap Δ

Spin Kick

Tap Δ , Δ

Jump Stomp

When enemy is down, tap Δ , Δ

Grab Moves

Shoulder Throw

While grabbing an enemy, tap Δ

Peech

While grabbing an enemy, tap Δ

Punch and Head-Butt

While grabbing an enemy, tap Δ , Δ

Knee to the Stomach

While grabbing an enemy, tap Δ

Head-Butt

While grabbing an enemy, tap Δ

Grab Backflip

While grabbing an enemy, tap Δ , Δ (Δ , Δ)



Double Punch to Double Spin Punch

Tap Δ , Δ , Δ

Handstand Sweep Kick

Tap Δ , Δ

Jumping Spin Stomp

When enemy is down, tap Δ , Δ

Flip Kick

Tap Δ , Δ

Spinning Kick

While running, tap Δ

Grab Moves

Flip Back Kick

While grabbing an enemy, tap Δ

Knee-Crush Smack

While grabbing an enemy, tap Δ

Knee in the Face

While grabbing an enemy, tap Δ

Kick-Flip Back Kick

While grabbing an enemy, tap Δ



Grab Moves

Double Punch to Spin Punch

Tap Δ , Δ , Δ

Leg Sweep

Tap Δ , Δ

Jumping Leg Smack

Tap Δ , Δ

Scissors Kick

Tap Δ , Δ

Flying Kick

While running, tap Δ

Grab Moves

Flip Throw

While grabbing an enemy, tap Δ

Slap-Face Combo

While grabbing an enemy, tap Δ

Knee in the Face

While grabbing an enemy, tap Δ

Leg Squeeze Throw

While grabbing an enemy, tap Δ

Slam

Tap Δ , Δ



Controller Legend



[] = Double-tap moves | Δ = Pressed on/hold only
Run: All characters except the controller are being held by the player
Kick: Press Δ to kick, press Δ to use objects



Smasher

Double Punch to Hammer Strike

Tap Δ , Δ , Δ

360 Degree Shockwave

Tap Δ , Δ

Body Slam

When an enemy is on the ground, tap Δ , Δ

Snowball Smash

While running, tap Δ

Flying Body Charge

While running, tap Δ

Grab Moves

Slam

While grabbing an enemy, tap Δ

Headlock Smash

While grabbing an enemy, tap Δ

Super Uppercut

While grabbing an enemy, tap Δ

Pick Up

While grabbing an enemy, tap Δ , (Δ , Δ)

Knee Stomp

While grabbing an enemy, tap Δ , (Δ , Δ), Δ



Need a reason to get surround sound? You're about to flip through pages of them.





Command & Conquer: Red Alert

(By Westwood Studios)

By Rob Felt



The Soviets prepare for war in Red Alert's exciting full-screen wire-out scenes.

Price not available
 Release date
 Available now
 2 players (with link cable)

Graphics



Some real-time strategy games aren't about graphics, but these vehicles and soldiers are relatively small and have a bit less character than the ones in Warcraft II.

Sound



Red Alert's music is both soothing and subtle, with war sounds in the background. The explosions and other effects are dead on.

Control



The controller will be a tough transition for PC players, but the interface works well. If you're lucky enough to have one, the PlayStation mouse works much better.

Fun Factor



Red Alert's dual forces spread across two CDs offer many hours of strategy and casting. If only there was a better way to go head-to-head...



PRO TIP: Send grunts ahead to scout for enemies. They're disposable and can tip you off to a massive assault.

COMMAND & CONQUER RED ALERT



PRO TIP: Do missions with Tanya, use her as a sharpshooter, but keep the truck nearby to fix her up. If she dies, well it's lost, but she's too good a shooter to keep off the front lines!



A PRO TIP: Don't be afraid to just chill and build your armaments for a while, especially against an A.I. opponent.



PRO TIP: Never send five men into battle when you can spare ten. This game's all about power, and meek attacks won't get you anywhere.



PRO TIP: When your men are held prisoner after gas barrels, let their captives start rescue missions without letting the fuel or they'll all go up in flames.



PRO TIP: Special forces, like soldiers with rocket launchers, can do a lot of damage if you keep them on the back line with grunts to protect them.

Strategy fans know that there isn't a more addictive experience than creating an entire army from a few measly soldiers and setting out to destroy your opposition. With that in mind, this sequel to Command & Conquer stomps the PlayStation in magnificent fashion.

The transition loses nothing from its PC predecessor—providing you have a mouse, a link cable, and a friend that wants a PlayStation. No sweat, right?

Red Alert fights on, though, making the best of its situation. The single-player missions have better A.I. than the PC version, and the sharp gamepad control will become your ally once you get accustomed to it. It's unfortunate, though, that you still can't save in mid-mission.

If you own the PC version of Red Alert, the minor A.I. and graphical improvements aren't worth another investment, particularly with the hardware constraints if you're new to strategy games, however, or if your PC is AWOL. C&C: RA is A-OK. Top-end. **B**



Armored Core

(By Sam)

By Ataric

Dunag



100 MS 2 players
Available now 45 missions
13 versus levels
Action adventure

Characters do nothing for the gameplay, but they sure look cool!

Armored Core

Armored Core's metal-mashing mechanical mayhem blasts you into a far-flung future where mercenaries and their robot soldiers rule. The 'bot fighting is similar to Virtual On's, but Core has mission-based action/adventure as well as two-player split-screen fighting.

The missions offer 45 shoot-'em-up hit jobs where you whack enemy mechs to earn cash for hardware upgrades. The challenges vary from the simple zapping of worker droids run amok to knockdown-dragout robot warfare as you battle through slick indoor and outdoor 3D environments. Between missions, robot mechanics will have a great time shopping through the detailed onscreen catalogs and fine-tuning their killing machines.

The dunks in Core's gameplay armor are flighty controls and clunky action. The slow-turning robots and the sharp-shooting A.I. make it tough to avoid enemy shots, which reduces most battles to toe-to-toe heavy-metal slugfests.

Despite these drawbacks, if you're a hardcore robot fighting fan, you'll like Armored Core's balance of 'bot building and combat. **B**



PHOTO: The robot reveals enemies hiding behind structures, but you'll need a clear shot to hit 'em with homing missiles.

Fun Factor



There's something here for fast-fingered brewers and robot mechanics alike. The missile-based melee and fighting make both offer high-quality games.

Sound



The effects are the stars of the audio show with great blasts and clanking metal holy parts. The techno music tries hard but quickly gets repetitive.

Control



The controls will let us two-year beginners during lessons aside combat, which can require you to press all four B and L buttons. It's especially tough to turn around and draw a head or mobile foot guys attacking from close behind you.

Graphics



The animation works well during combat, and the homing missile effects are especially cool. The mechs feature a nice, high-tech look, and you can customize them by designing your own legs, painting, and camouflage.



PHOTO: You must learn to dodge and shoot. Press R1 or L1, and when you lock on to a target, press □ to fire.



Various mode deals out super-insane head-to-head fighting.



PHOTO: In the early stages, keep the left arm equipped with a Laserblade. It's deadly during close-up combat.

Inventory and expense report	
Income	50000
Reward	10000
Special addition	40000
Expense	-10000
Special deduction	-10000
Balance	-10000
Total credits	-5000

PHOTO: Even if you have negative cash flow, you can still buy and sell weapons.



PHOTO: If you score A.C. parts as payment, like the legs from Morkkams, compare their value at the shop before the next mission. You might want to just cash 'em in.



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STREET FIGHTER COLLECTION



By Scary Larry

It's hard to give a comprehensive score to the whole SF Col-

lection when the only really good element is Street Fighter Alpha 2 Gold. The other two games, Super Street Fighter II and Super Street Fighter II Turbo, are only thrown in for nostalgia's sake. As next-gen fighting games, they couldn't hold a straw to fighters like Tekken 2 or Virtua Fighter 2.

However, SF Alpha 2 Gold, which is actually an improved version of SF Alpha 2, is a very good game in and of itself. Although still stuck in its 2D origins, it's a fast and furious fighter with clean, colorful graphics and great moves.



PROMPT: Corner traps work well in all the SF games. Back an opponent into the corner, then unleash a barrage of super moves, regular punches, and low kicks. They come in with a jumping combo or your opponent will retreat and get out of the corner.



PROMPT: The key to success in SF Alpha 2 Gold is to learn the alpha counters. These will break almost any combo.



PROMPT: In SF Alpha 2 Gold, press Start twice on Ryu to play as Evil Ryu, with moves similar to Akuma's. Press Start once on Akuma to play a revved-up version of him.



PROMPT: In Street Fighter Alpha 2 Gold, choose Ryu, Ken, Gouken, Sagat, Zangief, or Akuma, then press the Start button once, and you'll end up with the old version of that fighter from Street Fighter II Turbo. That means the old cross-up and two-in-one combos are included, but no custom combos or super moves from SFA.

What truly sets it apart is its depth. There are intricate combos and counters that other flashier fighters have yet to incorporate. And although the game marginally suffers in sound (the taunts are silly and the hits still sound like wet slogs) and control (only if you're not familiar with Street Fighter-style brawling), SFA 2 Gold will still draw novices and veterans of the genre to its battlefield.

With 15 characters and modes like Survival, Versus, and Akuma (an incredibly tough challenge for callous SF soldiers), SFA 2 Gold is worth the price of admission. You can show the other two games to your younger brothers and sisters to explain what fighting games were like back when you were a kid. **B**

Street Fighter Collections by Capcom



\$49.99
Available now
Fighting
3 players

Developer: Capcom
Rating: High
ESRB rating: Teen

PLAYSTATION



By Scary Larry

Critical

Depth

turned out to be just what it looked like in the previous versions—in underwear Twisted Metal. You pick a sub-



PROMPT: Sometimes breaching the surface will reveal more power-ups.

ject with a different cap-tain and abilities, then en-gage other subs in a cap-tain-the-flag game, battle a friend in two-player action, or slowly progress through an area by accomplishing certain tasks in the mission mode. CD also sports a number of hidden areas a la Twisted Metal, but you cannot exceed critical depth.

The graphical details are dim and somewhat bland. The problem is that enemies are usually too far away to see, and when



PROMPT: Sneak through the metal grates in the Pacific. There's always at least a hidden area.



PROMPT: Use regular breaching to blast everything (trees, houses, and even structures). Most objects break outside power-ups.



PROMPT: In Battle mode, pick subs that can latch onto other subs (like Lockjaw or Le Grille), and while you have an enemy attached, fire missiles into them for multiple combo damage.

you do gain ground on them, they zip past you.

The sounds could have used some voice overs, giving the ships more personality (some underwear sounds like the cries of dolphins echo from the arena, but for the most part, you're stuck with a blaring, booming pseudo-rock soundtrack).

What sets CD apart from Twisted Metal is the game's slow pace. Even with a sub's turbo kicked on, the game drags as you search out enemies in levels that offer too many hiding places. You also find yourself wearing a lot of missiles, as enemy craft avoid lock-ons at the last minute.

Critical Depth isn't a bad game—it just isn't as fast and as hectic as Twisted Metal. Destruction magics may find the game an underwear blast, but unless you like your metal twisted and wet, you should rest before you die in these waters. **B-**

Critical Depth by GT Interactive



\$49.99
Available now
Action/Adventure
1 player

Developer: GT Interactive
Rating: High
ESRB rating: Teen

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the
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By
Boba Fett

Intelligent Cube

Intelligent Cube is a wildly challenging and exciting game that manages to provide the perfect mix of reward and frustration. You play as a little guy who's going to be crushed or knocked off the world unless you can capture blocks. It's easy to ensnare yourself in the game—especially with its locking clock. Let's see that kind of tension in a Rubik's Cube or even Tetris.

IQ's only fault is its camera, which can be a bit confusing, especially when you don't know how much room you have left. It's adjustable, but there's no perfect setting.



PHOTO: The key to success in Intelligent Cube is proper placement of advantage cubes. They're the only way to raise your IQ!

The pounding soundtrack, however, perfectly complements this game's intense challenge. Puzzle fans rejoice—Intelligent Cube is here to crush you!

Intelligent Cube by Sony



IQ 10	Challenge	Adaptability	IQ 10
Available now	Requires online play	IQ10 rating: 4.5/5	4.5/5
Push	IQ10 rating: 4.5/5	4.5/5	4.5/5
2 player (alternating)	Adults		



PHOTO: Go all the way back toward the top of the puzzle before speeding up the remaining negative cubes, or you'll sacrifice precious retentions.



By
Dr. Zorabie

Bring your passion when you play *Need for Speed V-Rally*. EA takes its popular racing series global on 42 stages in eight locales ranging from Africa to Sweden. Unlike previous editions of *Need for Speed*, *V-Rally* is hardcore rally racing that emphasizes vehicle control so you can deal with the inevitable slides, flips, and rolls on the game's winding courses.

Choose from 11 official cars, then play solo or take on a friend for a smooth split-screen action. Three game modes and a detailed customization menu create an ideal racing experience for all. The new "co-pilot voice-over" feature provides useful warnings of impending berths in the road.

The graphics are exquisite, featuring richly detailed, smooth scrolling environments that effectively convey a sense of depth and distance with only minor occurrences of pop-up. Game control is responsive, but requires pre-



PHOTO: Top the gas to slow down on green arrows. Top the brake on yellow arrows. Pump the handbrake on red arrows.

PLAYSTATION

RAY TRACERS



By
Dr. Zorabie

Ray Tracers tries hard, but ultimately ends up like a Twisted Metal wannabe. Choose among four cars to race on six courses in various locales. The sharp graphics have a smooth, fast frame rate. The adequate sound effects feature a standard hard-rock riff. Controls are responsive to onscreen action, but sometimes the fast-moving cars require finesse.

While it is fundamentally fun to just drive fast and ram into everything on the road, the gameplay quickly becomes monotonous after a couple of rounds. A two-player combat mode would have revived the Fun Factor. For now, just rent *Ray Tracers* for temporary, destructive abuse relief.

Ray Tracers by 3DO



IQ 10	Challenge	Adaptability	IQ 10
Available now	Requires online play	IQ10 rating: 4.5/5	4.5/5
Control/steering	IQ10 rating: 4.5/5	4.5/5	4.5/5
2 player	Adults		



PHOTO: Line up many cars directly in front you before punching Nitro to smash 'em.



PHOTO: Race onto tunnel walls for increased speed to catch up with enemies.

force and precision, so arcade drivers will easily be frustrated. The sound effects are adequate, but the hard-rock music all sounds the same.

Although it may not be the game for speed freaks, rally enthusiasts will immediately appreciate the depth and details of this well-crafted game. It's a worthy addition to the *Need for Speed* lineage.

PHOTO: Slow down while racing at night and stay on the inside of the road as much as possible for guidance.



PHOTO: For your first time around the track, keep your eyes on the center line while using the lead car as a guide.



PHOTO: If your car starts to spin out of control, hit reverse and steer hard in the opposite direction of the way you're spinning.



Need for Speed V-Rally
by Electronic Arts



IQ 10	Challenge	Adaptability	IQ 10
Available now	Requires online play	IQ10 rating: 4.5/5	4.5/5
Twister	IQ10 rating: 4.5/5	4.5/5	4.5/5
2 player	Adults		

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By Peter Falt

You might have thought that Earthworm Jim's flying cows and puppies were the weirdest video game elements ever, but GT Interactive is gunning for the title with this simple concept: bug racing. You know, sitting on a flying insect and crossing the finish line first. But as the game amply proves, weird doesn't always mean good.

BugRiders takes a can of Red to the Parasit Dragon formula by making your role work against you like a spoiled home. Not only does the bug not want to go where you steer, but, of all things, you have to whip it to make it fly faster. Inflict too much pain and it refuses to fly at all. To add insult to frustration, you're on a skill system, so only a small fraction of the steering is yours to control anyway. You think we're kidding? Fear not—this isn't the April Fools issue, any more than BugRiders is. What's the worst?... fun.

In all fairness to the insect kingdom, BugRiders features intense, very fluid visuals on six distinct levels that range from

underground caverns to rain forests to beaches. The sound's a mixed bag with goofy music on some levels and nearly exciting beats on others. While there are some cool weapons to pick up as well as a good variety of bug steeds, because of bad control, praising these aspects is like twirling off the Titanic. BugRiders' most

stop: a reach motel. **B**



PRO TIP: The Brownie's your best weapon for taking out bugs with a single hit. It's limited, though, so wait until you have a rare food.



PRO TIP: In the two-player mode, it's always to your advantage to stay behind your opponent.



PRO TIP: You can only carry one special weapon at a time, so be careful not to enter an opponent's pit if you already have something good.

BugRiders: The Race of Kings By GT Interactive

Ranking	Sound	Control	Package
3.0	2.0	3.0	3.0

300 MS
Available on
PlayStation
2 players
33 characters



PRO TIP: The first hint that someone's behind you is blurry fire. Be sure to keep your finger poised on your shields at all times.

PLAYSTATION



By Shadow Dragon

In Courier Crisis, you take to the streets as a bike messenger in a frantic race to deliver packages and earn the smelly buck. However, the job of a road dandy is not an easy one; the streets are lit-

tered with pesky pedestrians, vicious dogs, and aggressive drivers, all of whom present safety hazards.

CourierCrisis takes place in a completely 3D environment, with levels set in neighborhoods like Civic Center, Chinatown, and Sled Row. The best part of the game is the freedom to explore every part of the city, which enables you to uncover shortcuts that will help you shave time off your assign-

ments. The tight control tools make it easy to maneuver and perform aerial acrobatics, but the hectic city scope is filled with hazards that often appear out of nowhere, leaving almost no time to react.

The graphics cover no new ground, though the levels are large and well-designed. Occasionally, severe precision and draw-in problems crop up, beyond being an eyesore, they can interfere with your negotiating obstacles. The sound is adequate and includes a rousing soundtrack turned by



PRO TIP: After building up your savings, head to the ST Bicycle shop to purchase better equipment like the Rocked Bike.



PRO TIP: Use the heavy-bag maneuver to avoid obstacles like oncoming traffic.

Overall, Courier Crisis offers decent two-paced fun and humor. While "package delivery as gameplay" isn't the most attention-grabbing concept, the game's quasi-Road Rash feel will likely be enough to lure a few curious gamers. But with such average results, we'll allow rental all the way. **B**



PRO TIP: Stay on the move in Sled Row or you'll be easy prey for the poak dogs.

Quarter Glides by GT Interactive

Ranking	Sound	Control	Package
3.0	3.0	3.0	3.0

Play on multiple
1 player
None
None



PRO TIP: Hit the ramps at full speed to get the maximum distance on your jumps.



Get the point? This magazine is loaded with reasons why you need the SA-VA7 speakers—a sound system that can rattle your inner organs. It's 17 inches of the most realistic sound projection you'll ever drool over. But sold separately.



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WHERE FIGHTING THE CROWDS HAS A
SLIGHTLY DIFFERENT MEANING.

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BECAUSE ONE GOOD THROW AND
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Street Fighter Collection

(By Capcom)

By Major Mike



\$49.98 Fighting
2 CDs
Available Now



Street Fighter Alpha 2 Gold features multiple versions of some fighters, including Chun-Li, Ken, Ryu, and Sagat.

PHOTO: To get in a cheap three-Strike Bonus using the Job Punch, first follow it toward your opponent. While he's busy blocking your projectile, you can tap him in the pavement.



PHOTO: In **Street Fighter Alpha 2 Gold**, to play as Akuma from **Street Fighter Alpha**, put the cursor over Akuma and press Start once. SF6 Akuma is more powerful than his SF62 Gold incarnation—especially with his Double-Air Fireball.



PHOTO: In **Super Street Fighter II** and **Super Street Fighter II Turbo**, take advantage of Chun-Li and Cammy's air superiority by using their plethora of air throws and grabs.

Graphics

4.5 Super Street Fighter II and Super Street Fighter II Turbo's graphics are arcade-perfect, but the choppy look-gained saturation and the lack of detail in the fighters date them. Street Fighter Alpha 2 Gold, however, features all the spidery visuals of the arcade version, including the screen-bug Sagar moves.

Sound

4.5 Super Street Fighter II and Super Street Fighter II Turbo's audio tracks are marginal at best because of heavy bass and mixed sound effects. Alpha 2 Gold, on the other hand, remains with rising male and arresting sound effects.

Control

4.5 Alpha 2 Gold's controls are perfect. In the other hand, while most of the special moves in Super SF II and Super SF II Turbo are easy to execute, performing the Supers in Super SF II Turbo are a bit-of-a-mis affair—not to mention taxing on the thumbs.

Fun Factor

4.5 There hasn't been a bad to Super SF II and Super SF II Turbo, which both pale heavily in comparison to Alpha 2 Gold. Those who like old-school Street Fighter gameplay will find Collectors a welcome blast from the past; all three ranked up Alpha will only find Alpha 2 Gold of interest.

Street Fighter Collection's a nostalgic look at some of the most influential fighting games in the history of the genre. However, the overall Collection's a mixed bag with two weak Super Street Fighter titles and one very strong SF Alpha 2 Gold title.

The two Super titles really show their age and will appeal only to staunch SF fans. In Super Street Fighter II and Super Street Fighter II Turbo, two-in-one combos, cross-up attacks, and other limited old-school SF techniques reign supreme. Aside from enabling you to play as old SF characters, these titles have little else to offer.

SF Alpha 2 Gold is what makes the Collection collectable. Gold is essentially Alpha 2 with more characters and options. In addition to the entire SFA2 lineup, you can play as several hidden fighters, including Cammy from X-Men vs. Street Fighter. The most striking new option is the Akuma mode, which pits gamers against a super-tough, computer-controlled Akuma. With all these extras, Alpha 2 Gold is easily the best Alpha title to date.

Overall, SF Collection will be worth gold to die-hard SF fans. However, if you're burned out on Street Fighter (or if you're an Alpha only fan), you'll probably be satisfied by just resting it. ☐

STREET FIGHTER COLLECTION

A Tale of Three Street Fighters



Super Street Fighter II



Super Street Fighter II Turbo



Street Fighter Alpha 2 Gold

**DO YOU HAVE THE BALLS?
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tennis arena

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"Racquet-rocking action!"
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-EGM

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SATURN



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(By the late author)

By Bob Felt

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Croc

LEGEND OF THE GOBBOS



PROMP: On Level 1-3, check behind the rock on the left for a bonus area.



PROMP: The Foolie gets confused after chasing you for too long—when he wobbles, tail-swipe him to take him out.



Sound

The catchy score sets the mood and perfectly complements Croc's kiddie cries.



Graphics

The best-looking game to grace the Saturn is quite some fun. Croc offers a gorgeous 3D environment—it's the first on this system that even compares to Mario 64.



Fun Factor

Croc's a ton of fun—it's the kind of game you want to keep playing just to see what's next. There's challenges galore and plenty of secrets to keep you coming back.



Control

The Night's nailing pad (remember that thing!) works great with this game, but controlling the camera is extremely difficult and often becomes a chore.

Croc, the coolest newcomer of the year, bounds onto the Saturn in magnificent style, bringing all the platform excitement from his PlayStation debut. Croc: Legend of the Gobbos is easily the best 3D platformer on the Saturn yet, and it will finally appease Saturn owners who have suffered from Mario envy.

As Croc, you're subjected to the usual trials and tribulations of the platform genre: You have plenty of things to jump on and grab, a number of cute buddies to rescue, and the occasional boss to belittle. Croc also smartly pays homage to video game geeks, borrowing ideas that range from Lara Croft's backpack to Sonic's adorable pals to Mario's gameplay.

The crisp, cartoony visuals and catchy sound effects fit this title perfectly, but unfortunately, Croc's not all peaches and pears. Unlike the PlayStation analog controller, the Saturn controller doesn't enable you to navigate the in-game camera if you get in a jam. Your character's viewpoint isn't always optimal, either (especially when items are above Croc).

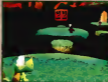
Even though the game may be a little frustrating, those who have patience will find the total package is well worth the challenge. □



PROMP: When you first start the game, there are two platforms directly above you. Slump on the one that's furthest away from you three times to find a bonus area.



PROMP: When Fibby gets tired, tail-swipe him, then slump on his belly or bite his ear.



PROMP: At the start of Level 1-32, slump on the rock to your left to find a bonus area.



PROMP: Rather than attempt this daunting jump on Level 2-2, just walk off the ledge to land on a hidden platform to get another bonus area.



PROMP: Rather than attempt this daunting jump on Level 2-2, just walk off the ledge to land on a hidden platform to get another bonus area.

MASS DESTRUCTION



Don't just sit there...
SHOOT!



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DEATHTRAP
Dungeon

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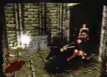
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SPORTS PAGES



Z-Axis Basketball

Nintendo 64

By Johnny Holligan

Anonymous but Deadly



Z-Axis Basketball is not your normal hoops game. Along with the typical season mode, ZAB adds custom tournaments to test gamers' skills. If you want a quick and easy tournament, play "Oh Cinder" to take on Vancouver and Toronto. Or if you want something more challenging, try taking on every team in Texas.

Along with the fun and unique tournaments, ZAB offers custom teams that feature players who played together on the same college team or in the same division (the Blue Grass All-Stars combine the talented former players of Kentucky, Kansas, and Louisville, among others). With a fresh take on the NBA scene, Z-Axis Basketball adds excitement to the hoops arena and jazzes up what has become a copycat court of basketball clones that all have the same features.



Developed by Z-Axis
Publisher not yet announced
Available first quarter '96

80% COMPLETE



The best game to ever feature a basketball player who shoots a basketball into the hoop to get it completely off the court, just best of work a wonder!

Deez Neeets!

Thanks to Z-Axis Basketball's sharp gameplay, every play becomes a battle of skills between offense and defense. The player with the ball can drive to the hoop using a quick first step, but the defender doesn't know whether the dribbler will juke to the right, the middle, or the left. When the offensive player begins to make his move, the defender can attempt to block or steal in any of the directions. If you choose correctly, you'll strip or steal the ball. Choose wrong, and cover your head—you're about to get dunked on.

Other cool gameplay elements include a trash-talk button that the player winning the game can press to nab it in his opponent's face after a basket or a blocked shot, and the ability for the offensive player to take everything from passes to first steps. N64 believers, get ready—Z-Axis Basketball's the truth, and it's (hopefully) headed to stores—as soon as some publisher wakes up and smells the cash they can make by releasing this hot title for the hoops-starved N64 crowd.





NCAA March Madness '98

PlayStation

By The Snake



EA Sports is expanding its PlayStation lineup with the impressive-looking college hoops game, NCAA March Madness '98.



From Rupp Arena to Tobacco Road



Jumping into the hallowed halls of today's college hoops means NCAA March Madness '98. If you were a fan of EA's Coach K College Basketball for the Generals, it's time to get excited as this PlayStation title looks like a worthy successor.

Not only will there be 108 men's Division I teams, but 8 women's Division I teams as well. As far as the action goes, you can look forward to Exhibition, Season, or Tournament modes; beefed-up polygonal players (like those in the NBA Live series); icon passing; and authentic team uniforms, stadium floors, and logos. A sharp Dynasty mode (much like the one in NCAA Football '98) will enable believers to fully manage a team by creating, recruiting, and red-shirting players, as well as building a roster from year to year. Most importantly, EA is striving for the total college atmosphere with animated crowds, pep bands, fight songs, and more.



Looking Like a Diaper Dandy



EA's primary goal with March Madness is to create the most realistic sim possible, and it's certainly headed in the right direction by consulting one of the legendary coaching icons of the collegiate basketball world, Lou Carnesecca. Under the coach's tutelage, EA is looking to tune the game's A.I. to reflect how a real college team would play. Gamers can also look for March Madness to feature classic basketball strategies such as traps, zones, pressing defenses, and post-play offense.

In this early stage, March Madness is shaping up quite nicely. Many of the courts and player logos have yet to be implemented, but the game looked and played very smoothly. Spicing up the intensity of each game, a new Momentum Meter will help swing the balance of a game toward the home team's favor if they get on a hot streak. If all the pieces come together by its release date, March Madness will rule the college courts this winter.

Developed and published
by EA Sports
Available February

30% COMPLETE

NCAA GameBreaker Scores Another Gridiron Victory



NCAA GameBreaker '98

By Jeffrey Rosenberg

PlayStation

Last year's national champion returns to the PlayStation sporting new Heisman-winning graphics, killer controls, and innovative new features like play creation. The only question is whether football fans will want to shell out money for another gridiron game—even a great one—this late in the season.

Florida Fears Frost

GameBreaker's list of features might not be as long as EA's NCAA Football '98's list, but it provides some cool options that NCAA Football doesn't, most notably the ability to design your own plays. Other features include manipulating your computer opponent's intelligence, creating walk-on players to beef up your squad, and playing seasons and tournaments with over 100 authentic collegiate teams like Florida and Nebraska. Unfortunately, options like the Dynasty and Practice mode, which helped earn points for NCAA Football '98, are absent from GameBreaker's lineup.

The exciting gameplay results that of GameDay '98 with some college flavor like Wabbers and Flexbone plays mixed in. Controlling your players is also similar to that in GameDay as you can lateral, spin, hurdle, and stiff-arm away from defenders. The only problem is that the stiff-arm works too well, making tackling especially difficult in two-player games.

Championship Graphics

GameBreaker's graphics score the field with incredible player details like backeye stickers on Ohio State's helmets and crazy one-handed punting catches. Other replay classics include sharp jokes,

players balancing to stay inbounds, and quarterback-crushing wrap-around tackles.

Load crowd chants, fight songs, and the cadence of the quarterback dominate the soundtrack. The crowd's constant cheering (especially when nothing's happening) really gets annoying, though.

Season's End

Although its timing stinks (if you've already purchased Madden, GameDay, and NCAA Football, do you really need another football game?), GameBreaker's superior graphics, fast gameplay, and play-creation option make it one of the better football titles of the year. If you haven't bought a college football game yet, GameBreaker's a great place to start. **B**



PHOTO: Look at each block mark the ball is being snapped from and can sweep to the opposite side of the field. This will give you more room to jink defenders.



PHOTO: Use running plays to draw defenders closer to the line of scrimmage; then call audibles to pass the ball down the field.



PHOTO: In multiplayer games, a great way to mess with your opponent's head is to press R3 before each snap to make him think that you're going to pass.

NCAA GameBreaker '98 by Tony

Quarterback	Running Back	Wide Receiver	Tight End
How tall are they?	Challenge Rating	Replay value	High
Available in:	College football	1 player (with AI)	2 player (with AI)
Available in:	College football	1 player (with AI)	2 player (with AI)



PHOTO: Use defenses to make sure you're in range before you dive after the ball carrier or the receiver will be off for a big gain.



PHOTO: Try to call plays from running and punting plays from the same set of buttons as the defense.

PHOTO: While attempting to pass, don't take too long at the pocket or you'll get sacked. If no one is open, run for as many yards as you can.



PHOTO: If the coverage is tight, it's better to throw the ball away than to pass.

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nhl® all-star hockey '98



NHL All-Star Hockey '98

By The Hooker

Saturn

Hockey is ready to check the Saturn this winter in NHL All-Star Hockey '98. However, if you're familiar with Powerplay '96, you already know this game. Aside from a few minor extras, ASH brings nothing new to the rink.



New Year, Same Sharks

Blue lines can dump the puck in Exhibition, Season, Playoff, and World Tourney modes while skating with all 26 NHL teams, 16 international teams, and 650 players from Jugg to Frustee. You'll also find 18 NHL coaching strategies to help attack the opposition's zone or to execute a successful power play. ASH offers the same rally on-the-fly line-changing capability that was so helpful in Powerplay '96. Other options include trades, fighting, and a create-a-player feature.

As far as the graphics, control, and sound go, this game is no better or worse than Powerplay '96. Though the players are depicted in full 3D splendor and move and shoot in a fluid, lifelike manner, they still appear somewhat fuzzy. Unfortunately, the puck disappears once it's shot on goal or when it's among a group of players. ASH also suffers from a lack of speed—it just doesn't progress at a fast enough clip to make it exciting (and with no turbo-boost function, the game is devoid

of fast NHL-style breakaways). The overall control is solid, but the sound features the same rink-side noises as PP—even the announcer is the same.

Wide of the Net

All in all, All-Star Hockey isn't a bad title, it's just not the best that it could be. If you can't wait for NHL '98, and you're just itching to buy a new hockey game, you might as well give it a shot since the packages on the Saturn pond are going to be slim this year. **C**



PRO TIP: Look for your wingers to pop up next to the net, then hit 'em with a pass for a one-dancer.



PRO TIP: After entering the puck, look to pass to your wingers who may be clearing it on the opponent's blue line.



PRO TIP: Don't be too aggressive when you forecheck; if the puck is cleared out of the zone, you might get stuck in an odd-man rush.

NHL All-Star Hockey '98 By Team			
Goalies	Forwards	Defense	Net Front
44/95	Goalies: Alphonse	44/95	44/95
Available Now	Powerplay: Alphonse	44/95	44/95
Playoff	Goalie: Alphonse	44/95	44/95
Playoff (with adapter)	44/95	44/95	44/95



NBA Action '98

By The Hooker

Saturn

Saturn hoop-heads longing to shake the rain all night long can rejoice—NBA Action '98 delivers with more authority than a Shaq tip-stomp! So lace 'em up and get ready to hit the hardwood.

Mercer for Hire

NBA Action '96 comes correct with Exhibition, Season, Playoff, and Practice modes; arcade and simulation play, and three difficulty settings. Builders will find the rosters stacked with over 340 players, including Sir Charles and Mr. O'Neal, along with this year's rookies. On the Features side, you can build your own dream team through trades or construct your own rim-rocker with the create-a-player option. As for strategy, you'll find 16 offensive and 8 defensive sets, all of which can

be programmed for on-the-fly play calling. New for this year is the Step Modifier feature, which enables you to buck your players into the paint to post up or to help out on defense.

Control and sound for Action are solid, while the 3D graphics have really improved over the original NBA Action. The problems with camera angles and haze that plagued

last year's game have been cleared up, giving '98 a cleaner look. The controls enable you to execute a wide variety of offensive moves, from defense-deking spins and crossovers to calling for an alley-oop. And with the addition of icon pausing, you can get the rock to the right guy every time. The sound provides ample in-game effects, and the play-by-play is called by the Lakers' legendary announcer, Chick Hearn.

Duncan on You

Any fan looking for a super hoops tale for the Saturn will get a total basketball experience out of NBA Action '98. While you may want to wait to see how Live '98 shapes up, this game is still a solid purchase to master what. **B**



PRO TIP: After a rebound, use your postup to push the rock ahead to the man streaking downcourt for an easy deuce.



PRO TIP: Buck up the defense in the paint, then hit Button A while turning in order to drive hard to the hoop for a deuce.



PRO TIP: To perform it sets off an alley-oop, lob your player the ball as you see him cut to the basket.

NBA Action '98 By Steps			
Goalies	Forwards	Defense	Net Front
44/95	Goalies: Alphonse	44/95	44/95
Available Now	Playoff: Alphonse	44/95	44/95
Available	Goalie: Alphonse	44/95	44/95
Playoff (with adapter)	44/95	44/95	44/95

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DIDDY KONG RACING

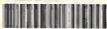


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CART World Series

By Air Handed

PlayStation

America's premiere Indy car league peeks out on the PlayStation with the solid but not-so-stunning CART World Series. While the licenses and graphics are un-



usually cool, the gameplay doesn't pack the punch for a top finish.

Open Wheels, Open Roads

On the features side, CART places strongly with 25 pro drivers (like Paul Tracy), 10 real-life tracks, a look-back button, a create-a-driver feature, a good two-player split-screen game, and season play. Although basic control options like



PRO TIP: On road courses, rely on the numbered signs and take arrows to know when to begin braking.



PRO TIP: It's crucial to brake before you begin a turn, then accelerate through the turn.

rear-view mirrors and racing lines were left out, the effective car strap options and responsive handling keep you on the track.

So how does that all come together in

gameplay? CART's a slick ride—just not as slick as it should be. On the oval courses, it handles with a fun, arcade-style feel (even in Sim mode)

that'll definitely broaden the game's appeal. And while the twisty road courses should present a much steeper challenge, they're often more frustrating than fun, lacking the addictive allure of F1 Championship Edition.

Visually, CART roars ahead with impressive tracks and cars, zippy game speed, and good sight distance. But the sounds spew out with no announcer, forgettable music, and mediocre in-race effects.

PPG Cup?

For sport racing fans, CART really did this season—NASCAR '98 has better balance, while F1 Championship Edition has deeper gameplay. But if you're an Indy car junkie dying to bust out Zanardi's famous pass at Laguna Seca, CART's the ticket. **B**



PRO TIP: If you start to spin out, lay off the gas. Work the wheel until you're pointed straight, then immediately gas it.

CART World Series by Sony

Graphics	Sound	Control	Fun Factor
3.5/5	4.0/5	4.0/5	4.0/5
Multiplayer	Multiplayer	Challenges	Adjustable
Indy car racing	PlayStation	PlayStation	High
2 players	2500	Using	400 to 400
18 tracks			Adults

NASCAR '98

By Air Handed

Saturn

There's really no reason why Saturn games can't equal their PlayStation counterparts, but still NASCAR '98 to the list of Saturn games that fall short of the PSX version. Still, NASCAR '98 overcomes some missing features and a graphics downhill to flash past the line as one of the better Saturn races.

At the Starting Line

NASCAR '98 qualifies well with strong features like 24 pro drivers (Jeff Gordon, Terry Labonte, and company), 11 real-life tracks like Charlotte and Watkins Glen, and 6 fantasy road courses. Gamers can race seasons or single races, and the game delivers a complete set of options for adjusting both the race AI and your car's setup.

But inexplicably, two of the most crucial control options of the PSX version—racing lines and rear-view mirrors—were left out. Another serious disappointment is the absence of a create-a-player option. Once you're past all



PRO TIP: For a go-kart run at Bristol, set tire pressure in the middle, downforce and wedge two notches left of full, and scrubber one notch left of full.

that, the controls handle tightly, making for additive sim-style gameplay that'll engross sport racing fans.

Visually, NASCAR surges ahead with well-detailed, eye-catching cars and courses, then crumples a fender over the serious pop-up problems in the horizon. As for sounds, NASCAR sports a knee-slapper Southern rock soundtrack and a decent announcer, but the in-race effects, like the garbled pit radio, don't pull their weight.

At the Finish

If you have both systems, the PlayStation NASCAR '98 easily tops the Saturn version. But in a season where Saturn titles are few and far between, NASCAR's a solid buy for Sega meeps looking for new tracks to conquer. **B**



PRO TIP: On road courses like Sears Point, sit tight and draft the taller draft meter's a huge help; then pass in turns by outbraking your opponents.



PRO TIP: On oval, bump fenders and catch opponents into the wall to maintain position with little risk of losing control.

NASCAR '98 by SE Sports

Graphics	Sound	Control	Fun Factor
3.5/5	4.0/5	4.0/5	4.0/5
Multiplayer	Multiplayer	Challenges	Adjustable
Racing	PlayStation	PlayStation	High
2 players	2500	Using	400 to 400
17 tracks			Adults

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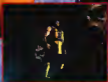
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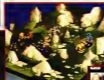
Final Fantasy Tactics

PlayStation

By J. Boogie



Final Fantasy fans who've finished FFXI and are looking for a new war to wage will rejoice over Tactics. It's more a war sim than an RPG, but it combines the strong story line, spells, and strategy that Final Fantasy fans love element in their games.



Changing Jobs

One of the key elements in Final Fantasy Tactics is the frequent changing of your characters' jobs and abilities. Only a limited number of characters can be brought with

you into battle, so by knowing your situation, you can customize your unit with jobs and abilities that will help you win (for example, knights are good for close combat, but archers are better for long range defense).

The different jobs include warriors, mages, monks, and mages, and you'll be able to use their abilities to move in different terrain and to dodge physical attacks.

With plenty of strategic depth and intriguing gameplay, Final Fantasy Tactics looks like it could entrance gamers for many months to come.

Fantasy Warfare

As for its gameplay, Final Fantasy Tactics is more like Tactics Ogre (see "Role-Player's Realm," December 1997) than Final Fantasy VII. You assemble an army, equip them for war, then fight opponents while strategically moving on 3D field maps. What's unique about the gridded maps is that they factor in elements like terrain, weather, and each army's tactical position (if your troops are on top of a hill, it's easier for you to defend your position and shoot arrows down at your opponents than it is for your enemies to shoot up at you). For added strategy, you can rotate the maps and zoom in on a particular area to spot soldiers trying to hide behind objects.



Developed by Squares
Published by Sony
Available January

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Mystery Word Grid

	H									
		E								
	P	I	N	C	H	W				
		R								
	S									

WORD LIST and LETTER CODE chart

PINCH...W PRESS...K BLAST...A WRECK...D
 BREAK...Z PUNCH...S SPRAY...C TURBO...Y
 STOMP...T STAND...R PRESS...E DREAM...O
 CRUSH...J SCORE...H SLANT...L CHASE...P

LETTER WORD CLUE

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Yes!

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A sneak peek at upcoming games for RPG land



Alundra

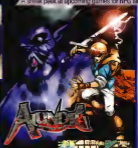
PlayStation

Working Designs' first RPG for the PlayStation takes gamers on a magical quest through the worlds of dream and reality. If the early version we saw is any indication, Alundra could be one of the top RPGs of the new year.

In Alundra, you play as a "dreamwalker," someone with the power to enter people's dreams and save innocent victims from dying in their sleep. As you dream, you see the pain and torment of those awaiting a town whose king has gone crazy, and you set off on your journey to rescue the town and ultimately the world.

Alundra's controls allow you to pick up items, jump, dash, and slash objects with your sword. Along your adventure, you'll need to solve puzzles, find hidden items, fight monsters, and talk to townspeople to unravel the secrets of your mystical quest.

Role-playing fans searching for an action RPG to get addicted to won't have to wait much longer. Alundra is on its way, and so far, it plays like a dream.—*Joelvey Bollgame*



Developed by Working Designs
Published by Working Designs
Available December '97

80% COMPLETE



Magic Knight RayEarth

Saturn

In RayEarth, you play as three schoolgirls who get transported from Tokyo to the fantasy world of Cefiro in order to find their destiny and save the land from the evil that approaches. You can switch between characters at any time, as each girl possesses powers crucial to completing the game. RayEarth also features spoken dialogue and nearly 30 minutes of animation to help move the story along.



While not as action-oriented as Alundra, the anime style is sure to find a niche audience here in the states.—*Robinson Hood*

Developed by Kadokawa
Published by Working Designs
Available December '97

80% COMPLETE

MAKE MINCEMEAT OUT OF

MDK

PlayStation

This ProStrategy Guide walks you through MDK for the PlayStation, giving you step-by-step instructions on how to make your way through all the levels, find all the secret areas, and beat all the bosses.

By Air Hendrix

General Tips

Combat Sniping



When facing stationary targets, shoot continuously while crouching alternately between running forward and away from the target. When you time it correctly, you'll duck underneath the incoming fire.



When facing crowds of mobile enemies, shoot continuously but use the Strafe buttons to circle around them and stay ahead of their fire.

Alien Generators



Always destroy alien generators as quickly as possible—they create new enemies.

Bombing Runs



Keep the cross hairs near the top of the screen so you can read immediately. Concentrate your fire on large, tough-to-destroy targets.

Flying



The parachute is good for more than just Descending. Use it to soar over enemies and attack from above, or if you're in a hurry, just take a hop and start gliding.

Scout First



When entering a new area, always stick to the shadows and use the sniper helmet both to scout ahead and to take out enemies before they spot you.

Saves

Always save at the beginning of a room. Why? If, for example, you save at the end of Level 1-2 (right before you enter Level 1-3), the game will return you to the start of Level 1-2 when you load that saved game. Yuck.

LEVEL 1: LAGUNA BEACH, USA

Descending to the Minecrawler



Don't worry about your health as you make this descent—a 150 percent power-up awaits you at the bottom. Be greedy and grab all the power-ups.

Level 1-1



After you land, turn around and grab the 150 percent power-up. Head out into open space and gun down the aliens. Collect the World's Smallest Nuclear Explosion power-up and use it to open the door.

Level 1-2



Go right to sniper mode and take out the three aliens on the catwalk rooftop. Then snipe the explosives (marked with a skull and crossbones) that parachute in. A grenade will arrive by parachute; use it to blow open the glass barrier. Collect the mortar rounds on top of the pillar, then switch to sniper mode and fire a round through the hole in the top of the building, which blows open the other glass wall.



Once inside, first destroy the alien generator, then snipe the three aliens. Collect the Dumbing Doozy power-up behind the pillars, then jump onto the pillars and head out.

SECRET AREA



After you open the door to Level 1-4, return to your landing point and jump into the red ball of light. Go down 20 floors to access a Twister power-up.

Level 1-3

Grab the *Boies Astalike*, power up to the right of the door and aim it at one of the alien generators in the distance. Stay in sniper mode to target the explosives along the rooftop of the distant building.



Watch out for the running aliens who carry bombs—sometimes you can snipe them down, especially with homing bullets.



After that, it's a nav-y-gan battle across open space to the east, which is in a hole in the floor of the distant building. The tank's your toughest enemy, but battle is a good time to use the *Dumrey Decay* to draw fire while you unload on the tank.

Level 1-4

Head down the subway tunnel, but beware of the bomb-carrying *Kerakaks* alien—peek cautiously around each corner. In the subway station, it's shower' time. Try to snipe the alert drone and the *skook*, but as soon as they spot you, take out the two alien generators.



Watch for the tank that bursts out of the doors at the end—grenades or the *Flower* power-up are a good bet to see here.

Level 1-5

Briefly shoot the metallic control panel just inside the door to summon a plane for a bomber run.



Focus your bombs on the buildings and alien generators that you pass over—if you don't trash them now, getting them later is a real hassle. After landing, get your way across the open space. If necessary, finish taking out the alien generators positioned on the far left, right, and corner. If you don't level the buildings and alien generators, the explosive-carrying bomber at just the right moment so that it drops a bomb on a building. Collect the *ruke* to unlock the door and head out.

Level 1-6

After you enter, you'll be attacked by flying fighters. Gun them down and run right. Weave around and take out the creature that's firing at you.



Once you have some peace, you need to lob a mortar into each of the four tubes sticking out above the gates. Getting the shot right is a matter of fine-tuning your aim and shooting position, so just keep plugging away. You'll need to stand on the platforms to make some shots.



As soon as the building blows up, run forward and parachute into the

gap. Glide into one of the three rooms parlay up the wall, take out the alien, and grab the health. Hop into the other two rooms to do the same, then descend to the next.

Level 1-7

Platform time! First, glide to the bottom and shoot the target, which opens up an upward-sloping fan. If you open your parachute over the fan, you'll get a free lift.



Ride the draft up and hop onto the closest platform. Die alien hops around, taking pellets all the time. Concentrate your fire on him, and snipe the stationary alien. Complete the series of tricky jumps to the top, if you fall, ride the updraft back to the starting point. At the top, collect all the goodies and head for the door, but watch for the head-to-see gap in the floor just before the exit.

Level 1-8



Don't go through the door in front of you, or you'll get whopped. Instead, head left, loudly shoot the alert drone, climb inside it, and return to that room. Since you're disguised, you'll break right past all the robots. At the end, you'll be thrown out of the drone. Grab *The World's Most Interesting Bomb* and use it right away. When the robots all surround the points (that's so interesting), tap \square again to detonate the bomb and take them all out. Use the *ruke* to unlock the door and move on.

Level 1-9



The end boss is waiting for you in the small pod across the huge gap. Go to sniper mode, zoom in, and fire a few rounds to start the fight. He'll return fire; shoot back as much as you can (sniper grenades and homing bullets work nicely). Then dodge to a new sniping perch before you're damaged. Occasionally, he'll send planes carrying aliens to attack you. Dispose of the aliens, collect the sniper grenades you're rewarded with, and fire them off at the boss. Repeat until he's dead.



As you head up through the vortex and out of the level, avoid bumping against the walls. If you're successful, you'll score 150 percent health at the start of Level 2.

LEVEL 2: LINDFIELD, ENGLAND

Level 2-1



Be careful descending this time because there's no health-so waiting for you at the bottom. Once you land, head for the tunnel, but peek cautiously around the corner and try to snipe the alert drone. After

that, keep moving as you battle the robot and some flying fighters. When they're least, use the rule to open the door and head out.

Level 2-2



Next, you'll land in the firing range. Face the guns and sidestep across to dodge the incoming fire. If you need health, jump into the trench first and run to the end to grab the 100 percent power-up.

Level 2-3



Run to the top of the ramp and launch a mortar through the hole in the glass, which drops up the rail. You need to unlock the door in the next room, so don't yeast just inside the door and go sniper to snipe the alien with the cog.



Jump into a corner, gun down the remaining robo-flying aliens, then drop through the hole in the floor.

Level 2-4



Now you're on the flip other side of the firing range. Take out the two aliens lurking between the guns, then jump on the third gun down from the door (the one with the health-up on it). Shoot until you're blown back through the glass, then parachute into the maze below. Before you use the fan to rise up to the platforms, chase down the 150 percent health-up and other goodies. Be sure to take out the alien generator on this level, too.



Then, it's just a matter of being as you dodge incoming cannon fire and weave across the platforms to the exit.



Head to the last corner on the firing range and jump into the ball of light. You'll teleport to a room with three aliens, which you should (naturally) kill. Jump onto the teleporter on the right and you'll appear back in the same room. Repeat this sequence, but this time jump in the left teleporter. Jump in the right teleporter the next two times and you'll end up in a room with some goodies and the way out.

Level 2-5



Pause for a moment before you dive into this room to check things out. Killing the alien that's in constant motion opens the door on the other side, but he hops continually, making it a footrace as much as a battle. Hopping sniper grenades do the trick if you have any. Watch for the swinging pendulum that can launch you off the platform, if you hit, boulders will roll after you as you seek your way to the upstairs vent for a lift back to the platform.



The room's all about sheer, unadorned combat (and, incidentally, rivets is the most eye-catching scene in the game). Flying fighters will immediately attack from overhead, and two large robots lurk between the platforms. Make sure to collect the sizable number of power-ups, then take out the live alien droids that guard the door and use the rule to exit.

Level 2-7



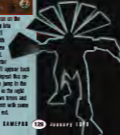
When you enter this room, head straight to the top of the ramp and wait for the flying platform to land. Hop on the platform and take out the two aliens. Then enjoy the view as you ride to the boss room.



When you first enter, the boss will be waiting behind the glass window, slapping a cadaver. Go snip and blast away until he gets irritated and hops in his airplane. The plane will fly into the room and start ording you, blast it with a wreckage until it's destroyed.



Out pops the boss, a screwy little creep with a big head. He'll dart around the room trying to open the windows and let in more aliens. Chase him and take him out as quickly as possible before you're swarmed by the alien hordes. When the boss is dead, you're off to Level 3.



LEVEL 3:

LIVINGSTON, SCOTLAND

Level 3-1

After landing on top of this high perch, go straight to sniper mode and gun for the large robot (aim for the eyes) and accompanying barrels. As soon as the enemy returns fire, hop down and weave between the cubbyholes, taking out the minor aliens as you go. Tuck into the last cubbyhole on the right and go up the ramp; you'll reach a platform that provides a fine sniping position from which to clear out the open space in front of the door.

When you've killed everyone, grab the lead of power-ups at the top of the ramp. Face the exit, jump left, and climb up the ramp. Glide straight across to a Super Chain Gun power-up, then glide across to the other side for a Bones AirStrike.



To exit this area, return to the top of the ramp and snipe the blocks on either side of the door. Watch out for the bomb-carrying kurt-kooz aliens that rush out.

Level 3-2

Snipe the alert drone covering the entrance and the five torrets overhead. There are two aliens on either side of the door, out of sight. After you waste them (Jeepee's best, if you're good enough), a bunch more parachutes into the pool. Once they're all dead, collect the power-ups in every corner. Head down to the room past the diving board, gun down the aliens, and then drop down the hole to the exit. The only way to score The World's Most Intimidating Bomb power-up is to snipe the alien that floats in on the lower platform, then use the platform to rise up—but it's a real tough to pull off.

Level 3-3

Snipe the alien at the end of the transparent tunnel, then run down it and drop into the room. Dogs swarm you, so get them down and rise into the room in the back, where three aliens float suspended at water level.



Shoot all three tanks until they turn green, then head back out into the main room. Jump onto the spinning top-shaped platform, which rises to the exit.

Level 3-4

You arrive in a room with startlingly bright crayon-like color schemes. Snap up the heap of power-ups, then shoot the walls until they collapse. Ahead is one of the game's toughest run-n-gun battles.



A score of aliens and a huge robot stand between you and the door, but to unlock the door you need to shoot the alien generators, which look different than usual (see above). Focus your fire on the generators—use sniper grenades and all the other goodies you have—then worry about the enemies in the room.

TWO SECRET AREAS!

Next to the pool in Level 3-2, you'll see a tank with a saw floating in it (Dino Dave tells us there's a hidden for all things tanks). Rip into the tank to enter a secret area. Aliens are clustered in the middle, but don't shoot them.



Instead, do laps around the room, revealing into the Earthworm Jeepees, which causes cows to drop from the sky and wipe out the aliens for you.



When the counter in the upper right slides down to zero, you're through. Drop the 50 percent and Tornado power-ups, then head for the

weapon. For the other secret area, jump into the seal tank across from the cow tank, and repeat what you did in the cow room. This time, though, the seals charge you aggressively, so it's a good idea to glide between Jees.

Level 3-5

Don't jump into this brightly colored room. It's the alien's "rooms asylum" right away—snipe the two barrels and other visible enemies first.



Focus on taking out the alien generator, which is just barely visible between the blue arch and the green ramp. Glide to the catrotopings on the wall to the right, collect the power-ups, and continue sniping. When you can no longer avoid it, jump to the floor, where you'll face two large aliens who keep running you over and taking huge chunks off your health. If you have the health for a run-n-gun battle, go for

If you're short, sprint for the red-painted hole in the wall on the left and jump in.



Ascend through the vents and you come out on the green ledge where the alien generator sits (or is, if you didn't snipe it).



Climb up to where the arrow points out, and glide across to the narrow yellow ledge high up in the middle of the room. The exit's in the blue box in the upper right of the screen; be sure to snipe the robot (eye shot) before you make the jump.

Level 3-6



Snipe the gun in the doorway, then go sniper and take out the two small turrets and the large turret packed by an alien (sniper grenades and other big guns are not here). Run down to the bottom of the crevice in front of you, pop your chute, and ride the updraft to the top.



Snipe the surrounding aliens, then head back along the ledge you just

landed on toward the entrance. Watch out for flying fighters, turrets, and random aliens.



Snipe the alien on the lower platform with burning bullets, then use his hole to reach the cool power-up that floats tantalizingly above the entrance. Race along the ledge until you're above the entrance, hop onto the steel and highest ledge, and run back to the exit.

Level 3-7

Snipe the glass that covers the entrance, then snipe its many turrets as you can see—you should find a few turrets and aliens.



Jump down and head for the hole in the back right that doesn't have any bars over it.



Jump inside and shoot the propeller until it explodes, which watches open the huge door. Once you're through the door, keep moving as you contend with a wall full of stationary aliens.



When they're done, blast the large rock at the bottom center of that wall, which covers the exit.

Level 3-8

Shoot the alien drone inside the entrance, then take out the alien on the lower platform.



Hop on the platform and it takes you to a rise above the main stairwell, where you're swarmed by flying fighters. After you take them out, you'll head to face the boss, who's located below a spinning glass wall.



Don't bother sniping the boss; instead, deal with the packs of dogs that attack you.



When the dogs die down, the boss's glass wheel stops spinning. Cautiously go sniper and target the four rings inlets around the perimeter of the glass. It'll take a couple rounds to nail them all, but when you do, it's his funeral.



LEVEL 4: KIRKCALDY, SCOTLAND

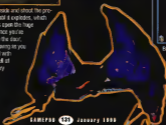
Level 4-1



Leap from the ledge and glide to the bottom.



Break the glass barrier and glide in shooting because a mob of and a pack of aliens will be blasting away at you. You can gun down most of the aliens while slowly descending.





Grab the power-ups and hop on the snowboard to ride to the next room.

Level 4-2



As soon as you land, briefly shoot the control panel to turn on a plane for a bombing run.



Focus your bombs on the large gunnery towers, the turrets, and the alien generator. When you land, shoot the nearby shack to score a Dummy Goopy, then snipe away at any turrets and towers you missed (use sniper grenades). If you missed the alien generator, head straight for that and take it out—you'll face only minor resistance.



If you rolled everything on the bombing run, you should have a quiet journey across the ice to the exit, collecting a plethora of power-ups along the way.

Level 4-3



If you have a good supply of health and Super Chain Gun ammo when you land, go after the two large aliens right away. If you're in bad shape, head for the pile of crates. You can use the crates for cover and jump on them to avoid the aliens' harrowing attacks.



Once the two aliens are dead, a plane drops off a huge tank. Unload your best ammo on it to take it out. Then collect the nuke and head for

the exit at the rear of the submarine. Don't forget to blow open all the crates—most of them contain power-ups.

Level 4-4



Shoot the alien inside the door, then approach the alien in the glass capsule above the updraft vent. It's invulnerable inside the capsule, but if you lob enough grenades into the updraft, they'll float up and blast his eyes. Keep a careful eye out for the exploding mines that he rolls at you during all this. Exit by floating up the draft.

Level 4-5



Four alien generators are in the corners of this room; ignore everything else until you take them out. Next, clear out any remaining aliens on foot, then snipe the alien in the turret above the vent—eye shots work great. Trash all the crates for power-ups, then float up the updraft and head to the exit. Hop onto the snowboard for the run to the next room.

Level 4-6



Head for the alien generator in the middle of the room and trash it. Don't worry too much about your health as you'll get a 150 percent power-up when it's done.



Next, take out the plane overhead that's spawning bombs, which should calm the ops down a lot.



Collect the grenades and you'll face a boss like the alien you took out in Level 4-4. Lob the grenades into the updraft and dodge his bouncing bombs. As soon as you're in the boss with enough grenades, you're off to the next level.



SECRET AREA



the alien as you go. Remember that you can shoot while gliding.

After you blow up the alien in the capsule in Level 4-4, turn around and head back to the entrance, where you'll see a teleporter that leads to a secret area. To score the power-ups in this tiny room, just ride the updraft to the top and gas down

LEVEL 5: SPARROW PIT, ENGLAND

Level 5-1



As soon as you land in this level, go sniper and target the gurney pods on the huge ship floating in the distance. Eventually they'll start shooting back, so dodge around to new sniping positions.



When the incoming fire becomes too intense, head out into the main room and start blowing away at the crowd of aliens and alien drones and the plane overhead. A robot guards the exit, which is to the left of the entrance, so try to use your powerful armor like sniper grenades. Grab the nuke and use it to unlock the door.

Level 5-2



A couple of aliens and an alert drone await you just inside the entrance, so be as sneaky as you can. Once you're inside, it's another epic run-guns battle. Two robots and a huge plane lurk around the corner, but there are plenty of ramps and such to use as cover, so keep moving, sniping any baddy to blast away.

When you finish the plane, and drops a spicy forklift-type vehicle.



Shoot it until you kill the alien driving it.



When the forklift is just an inanimate object, use a steady stream of fire to move it. Position the forklift on the yellow square in front of the shield that blocks the exit. When it's on the yellow square, the shield drops and you can fall through the hole in the floor to the next room.

Level 5-3

Take out the aliens at the top of the ramp you arrive on, then head up and clear out any stragglers in the room where the big ship hangs from the ceiling.



When it's quiet, go sniper and take out the alien who's busy typing away behind the glass.



Killing the alien knocks the ship loose from the crane, and it attacks you. The gurney pods on the

are a real pain, but keep moving until you've knocked them all off.



Snipe the ship's pilot and the ship will crash into the wall and burn, releasing a final torrent of aliens.



A robot appears to guard the exit, so take her out and move on.

Level 5-4



You've arrived at the aliens' main control room. Run down the big-headed alien, they'll fly into the pit beneath the spinning globe.



When they're all dead, shoot the globe until it falls and breaks through the glass in the bottom of the pit.



Decide and fill the first big-headed alien at the control panel full of lead. Drop through the hole in the floor to depart.

Level 5-5

This room's sniper-enthusiast—everyone's asleep, so if you're sneaky, you'll preserve a lot of health. Snipe the alert drone and the two aliens along the wall across from the entrance, then head to that wall and turn right. Snipe the floating robot as the eye.



Snipe the two sleeping aliens and collect the nuke. Snipe them as they sleep if you can, but they're easy to wake if you just run in. Then head back to the room on the left.



Head up the ramp and go after the alert drone at the top right away, then focus your fire on the three alien powertrons (grenades are good here). Snipe the alert drone on the ledge across the gap, then jump over there yourself.



A robot's waiting for you in the hole with the green outline. If you grab the awnings and position yourself just right (with your back against the stone wall that the entrance is in), you can lob awnings into the hole and take it out in complete safety. If you have good health, you can just drop in and pile for it.



Once the robot's dead, head up the ramp at the bottom of the hole, and you'll find another robot. If you have a Dremmy Decay, this is a great time to use it: since lightning robots in close quarters is extremely tough. After you dispose of the second robot, use the safe to unlock the exit and head out.

SECRET AREA



After you help open the exit, you'll see a secret area teleporter to the left. Hop into it to go to an extremely tough secret area where alert droids charge you and explode upon contact. You can only kill them in sniper mode, so stay in it as much as possible and use strategy to navigate. We're rewarded with some nice power-ups at the end.

Level 5-6



No strategy in this half-pipe—just slasher! Target the live alert penetrators right away (and ignore the plants as much as possible because plants consistently drop more). Blast the robot pointing the exit, use the nuke to unlock it, and get out as quickly as possible.

Level 5-7



Slip for as long as you can from the entrance to this room, but you'll quickly find yourself in a snoring gunfight. Take out the alert droids and torii's first, then clear out all the alert.



When everything's dead, push one of the domed torii's up to the first ledge just to the right of the entrance. Use it as a stepping stone to climb the ledge, then leap across to the narrow span stretching overhead. Tuck your way cautiously across to the tall ledge with the ramp atop it, then use that as a perch to hop to the span that circles the entire room. A torii's rolls around the span; shoot it so it drops just below the ledge you need to hop onto to reach the exit.

Level 5-8



Shoot the dog that charges up the ramp, then go sniper and take out the alien in the turret at the distance (if you don't have sniper grenades, a bullet through the gap in the glass and into its head will work). Descend and take out the alien and the other two turrets, then climb back up the ramp.



Slide off the top of the platform to the uplink at the top of the pole on the right. Keep gliding left until you're at the top of the first and 5- and 6- and 7- and 8- and 9- and 10- and 11- and 12- and 13- and 14- and 15- and 16- and 17- and 18- and 19- and 20- and 21- and 22- and 23- and 24- and 25- and 26- and 27- and 28- and 29- and 30- and 31- and 32- and 33- and 34- and 35- and 36- and 37- and 38- and 39- and 40- and 41- and 42- and 43- and 44- and 45- and 46- and 47- and 48- and 49- and 50- and 51- and 52- and 53- and 54- and 55- and 56- and 57- and 58- and 59- and 60- and 61- and 62- and 63- and 64- and 65- and 66- and 67- and 68- and 69- and 70- and 71- and 72- and 73- and 74- and 75- and 76- and 77- and 78- and 79- and 80- and 81- and 82- and 83- and 84- and 85- and 86- and 87- and 88- and 89- and 90- and 91- and 92- and 93- and 94- and 95- and 96- and 97- and 98- and 99- and 100- and 101- and 102- and 103- and 104- and 105- and 106- and 107- and 108- and 109- and 110- and 111- and 112- and 113- and 114- and 115- and 116- and 117- and 118- and 119- and 120- 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Level 6-2



The boss is circling the room with a pack of dogs. Attack immediately, and the dogs will break off and hunt you down. Keep moving and shooting until you kill them all. Then go after the boss.



After taking a little damage, the boss will head for the center of the room and drop through a hole in the floor. Follow him.

Level 6-3



The key to this room is to run as much as possible and fight as little as possible because you'll always be outnumbered. Shoot the alert drone outside the entrance to the left, then head straight across to the slanted platform next to the pillar. Complete the series of tricky jumps along the chain of platforms to the top.



Snipe the turret at the top of the pillar. Then jump into the pillar and descend to the next room.

SECRET AREA



After you shoot the turret at the top of the pillar, descend back to the ledge above the entrance and hop into the teleporter. Two mines are hidden glass tubes in the center of the room. Jump down and collect the grenades, then return to the ledge by the entrance. Frequently jump and throw grenades in either until you kill both the mines in the tubes. When they're dead, oval power-ups and the exit will appear.

Level 6-4



This room's stock-full of power-ups and you'll need 'em. The boss avoids atop the ledge in the center.



Load up on sniper grenades and Dummy Decoys, then lay the bait.

and baited the grenades on the boss. When you've hit him enough, he flees, and another ledge falls, creating a path to the top of his ledge. Climb up and drop down into the lead room.

Level 6-5 BOSS



This tricky room involves no shooting. The boss is perched in the middle of the room on top of a rail. Bones is suspended in midair from three cords that are connected to nuclear locks.



Run to the snack dispenser and step on the trigger plate that's next to it. A seal emerges. Grab it, run up to the boss, and throw it in front of him.



While he's cowering on the seal, grab the rule and run over to the upright. Boost up, and use the rule to unlock one of the cords. Wait until the next rule parachutes in, then repeat until all the cords are unlocked. Bones jumps down, sure over, and disguises himself as a seal snack.



Feed Bones to the boss, and the boss explodes!



Now sit back and watch the sword MTV-style snoring.



MORTAL KOMBAT

GAME-WINNING COMBOS AND STRATEGIES

MORTAL KOMBAT ARCADE REVISION 2

In this strategy guide we give you all the special moves and techniques as well as a healthy dose of finishing moves and combos for Mortal Kombat 4 Revision 2.

By Bruised Lee, Major Mike, and Johnny Ballgame
(Special thanks to Ed Boas and the fine folks at Midway)



General Skills

Weapons

Draw Weapons



The coolest feature in MK4 is the new weapons system. Each fighter has a specialized weapon they can use during a fight (see character profiles). However, if a weapon is dropped during a fight, anyone can pick it up and use it.

Pick Up Weapons



Stand over a weapon, hold \downarrow , and tap **RN** to pick up your opponent's weapon.

Throw Weapons



To throw your weapon, repeat the move you used to draw your weapon. For example, if you're playing as Scorpion, tap \uparrow , (\rightarrow **HK**) to draw his sword, then tap \uparrow , (\rightarrow **HK**) to throw it at your opponent.

Weapon Screen Smash



For a crazy effect where you smash your opponent against the video screen, tap (\rightarrow **LP**) while holding Riden's mallet, Jax's spiked club, or Reiko's spiked club.

Weapon Attacks



Your character can perform several attacks while holding a weapon.

High Slash: Tap **HP**
Low Slash: Tap **LP**
Overhead Slash: Tap (\rightarrow **HP**)
Uppercut Slash: Tap (\rightarrow **LP**)

Other Items to Throw



Some stages have items you can throw at an opponent. To throw these items, stand over them, hold \downarrow , and tap **RN**.

Dodge

The MK series adds a new feature: Fighters can now dodge attacks by moving into the foreground or background.

Dodge into the Foreground



Hold \downarrow , tap **RN**, **RN**

Dodge into the Background



Tap **RN**, **RN**

Throws and Bone Breakers

The following moves are done when in close to an opponent and are universal for each character.

Throws



When in close, tap (\rightarrow **LP**)

Note: Some fighters have throws that can be done in the air.

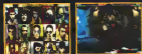
Bone Breakers

The Bone Breaker is another new feature in MK4. You can use this bone-shattering move to briefly stun your opponent.



When in close, tap (\rightarrow **LP**)

Alternate Fighter Colors



Press any of the following at the fighter select screen to choose a fighter's alternate color:

Kat:	Press and hold Start, tap HP (L, LK)
Raiden:	Press and hold Start, tap LP (BL, HK)
Stamok:	Press and hold Start, tap HP (BL, LP)
Lu Kang:	Press and hold Start, tap HK (BL, LK)
Reiko:	Press and hold Start, tap LP (BL, LK)
Scorpion:	Press and hold Start, tap HP (HK, BL)
Jax:	Press and hold Start, tap FN (LP, BL)
Reiko:	Press and hold Start, tap FN (HP, LP)
Johnny Cage:	Press and hold Start, tap FN (LP, LK)
Jarek:	Press and hold Start, tap FN (HP, FN)
Tanya:	Press and hold Start, tap HK (LK, HP)
Fujin:	Press and hold Start, tap LP (HP, HK)
Sub-Zero:	Press and hold Start, tap FN (BL, HP)
Quan Chi:	Press and hold Start, tap HP (FN, HK)
Sonya:	Press and hold Start, tap LK (HP, FN)

Kombat Kodes



Like in MK2 and Ultimate MK3, you can enter Kombat Kodes before a two-player battle. At the VS. screen, right before the match, you'll find a row of six boxes. Of these six boxes, each player can change three. To change the left box, use LP, to change the middle box, use BL, to change the right box, use LK. For example, to enter Kode 123 123 for no power, Player One should tap LP once, BL twice, and LK three times. Player Two should tap LP once, BL twice, and LK three times.

These are all the known Kodes as of press time. Please e-mail or send any new Kodes you find to gamepro@gamepro.com or GamePro Magazine Secret Weapons, P.O. Box 5876, San Mateo, CA 94402.

1. Free Weapon:	115 111	A random weapon falls from the sky.
2. Throwing Disabled:	100 100	No throwing during fights.
3. Armed and Dangerous:	444 444	Start the fight with weapons drawn.
4. Silent Kombat:	666 666	No music during fights.
5. Explosive Kombat:	666 666	Your opponent explodes on your last hit.
6. Random Weapons:	222 222	Start the fight with random weapons.
7. No Power:	123 123	Both fighters start on the first round and with very little energy.
8. Heavy Weapons:	666 666	Every character's weapon is dropped at the start of a fight.
9. Random Kombat:	333 333	Fighters change into other characters at random during a fight.
11. Weapon Kombat:	902 902	Fighters start the fight with weapons drawn and weapons can't be knocked away.
13. Noob Select Model:	012 012	At press time, this Kode was unknown—Ed.
14. Red Rain:	620 620	Mountaintop stage rains blood.

CONTROLLER LEGEND



Note: All button names are described using the convention that your character is facing is straight. L (Left), R (Right), UP, DOWN are all in all-caps.

Stamok

Finishing Moves

Road of Death Fatality



When in close, tap \downarrow , \rightarrow , \rightarrow , \rightarrow , FN

Prison Stage Fatality

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

Special Moves

Impersonations

Reiko

Tap \rightarrow , \rightarrow , (\rightarrow BL)

Scorpion

Tap \rightarrow , (\rightarrow LP)

Sonya

Tap \rightarrow , \downarrow , (\rightarrow HP)

Sub-Zero

Tap \downarrow , (\rightarrow LP)

Tanya

Tap \rightarrow , \downarrow , (\downarrow BL)

Johnny Cage

Tap \downarrow , (\rightarrow HP)

Reiko

Tap \rightarrow , \rightarrow , (\rightarrow BL)

Raiden

Tap \downarrow , \rightarrow , (\rightarrow HP)

Jax

Tap \rightarrow , \downarrow , (\rightarrow HK)

Quan Chi

Tap \rightarrow , \rightarrow , \rightarrow , (\rightarrow LK)

Jarek

Tap \rightarrow , \rightarrow , (\rightarrow LK)

Lu Kang

Tap \rightarrow , \rightarrow , (\rightarrow HK)

Kal

Tap \rightarrow , \rightarrow , (\rightarrow LK)

Fujin

Tap \rightarrow , \rightarrow , (\rightarrow HK)

Weapon: Bladed Staff

Grow Weapon



Tap \rightarrow , (\rightarrow LP)



THE FIGHTER'S EDGE

Weapon: Broadsword

Scorpion

Brew Weapon



Tap \rightarrow , (\uparrow HK)

Special Moves

Spear



Tap \rightarrow , (\uparrow LP)

Flame Spit



Tap \downarrow , (\uparrow LP)

Air Throw



While in the air with an opponent, tap BL

Teleport Punch



Tap \downarrow , (\uparrow HP)
Note: This move can be done in the air

Devastating Combos

Three-Hit Kick-Spear Combo 32% DAMAGE



Jump in deep, tap HK



Tap \rightarrow , (\uparrow LP)



Tap (\downarrow HP)

Four-Hit Teleport-Spear Combo 28% DAMAGE



Jump in deep, tap HK



Tap \downarrow , (\uparrow HP)



Tap \rightarrow , (\uparrow LP)



Tap (\downarrow HP)

Five-Hit Spear-Uppercut Combo 24% DAMAGE



Tap HP



Tap HK



Tap (\downarrow HP)



Tap \rightarrow , (\uparrow LP)



Tap (\uparrow HP)

Six-Hit Weapon-Finish Combo 28% DAMAGE



Tap HP



Tap HK



Tap (\downarrow HP)



Tap \rightarrow , (\uparrow LP)



Tap HP



Tap \rightarrow , (\uparrow HK)

Seven-Hit Teleport Juggle Combo 42% DAMAGE



Jump in deep, tap HK



Tap (\uparrow HK)



Tap \downarrow , (\uparrow HP)



Tap \rightarrow , (\uparrow LP)



Tap HP



Tap HK



Tap (\downarrow HP)

Finishing Moves

Fiery Death Fatality
From outside sweep distance, tap \rightarrow , \rightarrow , \rightarrow , (\uparrow BL)

Prison Stage Fatality
When in close, tap \rightarrow , \rightarrow , \downarrow , \downarrow , LP

Devastating Combos

Two-Hit Basic Combo **23% DAMAGE**Tap \downarrow , (\rightarrow LP)Tap (\downarrow HP)Three-Hit Uppercut Combo **18% DAMAGE**Tap (\downarrow HK)Tap \downarrow , (\rightarrow LP)Tap (\downarrow HP)Five-Hit Icy Wand Combo **27% DAMAGE**

Tap HK



Tap HK

Tap \downarrow , (\rightarrow HK)Tap (\rightarrow LP)Tap (\downarrow HP)Five-Hit Slider Combo **20% DAMAGE**

Tap HP



Tap HK

Tap (\downarrow HP)Hold (FN \rightarrow L),
tap HP

Tap (LP BL LK)

Six-Hit Freezer Combo **34% DAMAGE**

Tap HP



Tap HK

Tap \downarrow , (\rightarrow LP)

Tap HP



Tap HK

Tap (\downarrow HP)Nine-Hit Re-Freezer Combo **41% DAMAGE**Tap \downarrow , (\rightarrow LP)Jump in
deep, tap HPTap \downarrow , (\rightarrow LP)

Tap HP



Tap HK

Tap (\downarrow HP)Hold (FN \rightarrow L),
tap HP

Tap HP

Tap (\rightarrow HK)

Sub-Zero

Special Moves

Ice Claws

Tap \downarrow , (\rightarrow LP)Note: This move can be
used in the air

Freeze

Tap \downarrow , (\rightarrow LP)

Slide



Tap (LP BL LK)

Weapon: Icy Wand

Draw Weapon

Tap \downarrow , (\rightarrow HK)

Club Freeze

Tap (\rightarrow LP)Note: Your weapon must be
drawn to do this move

Finishing Move

Road-Rip Fatality

When in close, tap \rightarrow , \rightarrow , \downarrow ,
(HP BL FN)

Taiko

Finishing Move

BFK Fatality

When in close, tap \rightarrow , \downarrow , \rightarrow
(LP BL HK LK)

Weapon: Spiked Club

Draw Weapon



Tap \downarrow , (\rightarrow HP)

Special Moves

Circular Teleport



Tap \rightarrow , (\rightarrow LK)

Teleport Throw



Tap \downarrow , \uparrow , BL
Note: Tap BL while in close to your opponent during the teleport to throw the opponent. This move can also be done while in the air.

Shurikens



Tap \downarrow , (\rightarrow LP)

Bloody Flip Kick



Tap \rightarrow , \downarrow , (\rightarrow HK)

Devastating Combos

Two-Hit Slammer

Combo **15% DAMAGE**



Jump in deep, top HK
Tap \downarrow , \uparrow , BL

Three-Hit Screen-Smash

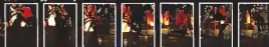
Combo **24% DAMAGE**
Note: Your weapon must be drawn to start this combo.



Jump in deep, top HK
Tap \rightarrow , \downarrow , (\rightarrow HK)
Tap LP

Seven-Hit Juggle Insanity Combo

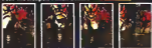
44% DAMAGE



Jump in deep, top HP
Tap HK
Tap (\downarrow HP)
Hold (RN \rightarrow), top HP
Tap \rightarrow , \downarrow , (\rightarrow HK)
Tap (\uparrow HK)
Tap \downarrow , \uparrow , BL

Four-Hit Weapon-Finish Combo

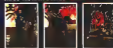
30% DAMAGE



Jump in deep, top HP
Tap HK
Tap HK
Tap \downarrow , (\rightarrow HP)

Three-Hit Kick Combo

25% DAMAGE



Tap HK
Tap HK
Tap \rightarrow , \downarrow , (\rightarrow HK)

Five-Hit Juggle Combo

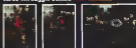
30% DAMAGE



Tap \rightarrow , \downarrow , (\rightarrow HK)
Hold (RN \rightarrow), top HP
Tap HP
Tap (\uparrow HK)
Tap \downarrow , \uparrow , BL

Three-Hit Juggle Combo

25% DAMAGE



Tap \rightarrow , \downarrow , (\rightarrow HK)
Tap HP
Tap \downarrow , (\rightarrow LP)

Special Moves

Shadow Kick



Tap +, (→ LK)

Hot Punch



Tap (SL LP)

Shadow Uppercut



Tap +, ↓, (→ HP)

Low Fireball



Tap ↓, (→ LP)

High Fireball



Tap ↓, (→ HP)

Seven-Hit "Hollywood Special" Combo 44% DAMAGE



Jump in deep, tap HP

Devastating Combos

Three-Hit Shadow-Kick Combo 22% DAMAGE



Tap HK



Tap LK



Tap +, (→ LK)

Three-Hit Low-Blow Combo 23% DAMAGE



Tap HP



Tap HK



Tap (SL LP)

Three-Hit Weapon-Finish Combo 20% DAMAGE



Tap HK



Tap HK



Tap +, ↓, (→ LK)

Four-Hit Shadow-Uppercut Combo 24% DAMAGE



Tap HP



Tap HK



Tap (↓ HP)



Tap +, ↓, (→ HP)

Four-Hit Uppercut-Fireball Combo 24% DAMAGE



Tap HP



Tap HK



Tap (↓ HP)



Tap +, (→ LP)

Seven-Hit "Hollywood Special" Combo 44% DAMAGE



Tap (↓ HP)



Hold (RM →), tap HP



Tap HP



Tap (→ HP)



Tap +, (→ LK)

Three-Hit Kicker Combo 24% DAMAGE



Jump in deep, tap HK



Tap (→ HK)



Tap +, (→ LK)

Weapon: Sword

Draw Weapon



Tap +, ↓, (→ LK)

Two-Hit Kick Combo 18% DAMAGE



Jump in deep, tap HK



Tap +, (→ LK)

Finishing Moves

Torso-Bite Fatality



When in close, tap +, +, ↓, ↓, HK

Prison Stage Fatality

When in close, tap ↓, ↓, +, +, HK

THE FIGHTER'S EDGE

Reptile

Special Moves

Acid Spit



Tap +, (→ HP)

Invisibility



Tap (BL HK)

Dash Punch



Tap +, (→ LP)

Super Crawl



Tap +, (→ LR)

Weapon: Battle-Axe

Draw Weapon



Tap +, (→ LQ)

Axe Spin



Tap (→ HP), hold HP
Note: Your weapon must be drawn to do this move.



Five-Hit Juggle Combo 37% DAMAGE



Jump in deep, top HP



Tap HK



Tap (→ HP)



Hold (RN →), top HP



Tap +, (→ LP)

Three-Hit Axe Fury Combo 21% DAMAGE

Note: Your weapon must be drawn to do this combo



Jump in deep, top HP



Tap HK



Tap +, (→ LQ)

Three-Hit Weapon Combo 25% DAMAGE

Note: Your weapon must be drawn to do this combo



Tap HK



Tap LP



Tap HP

Four-Hit Kick-Crawl Combo 30% DAMAGE



Tap HK



Tap HK



Tap +, (→ LQ)



Tap +, (→ LP)

Six-Hit Crawling Punch Combo 34% DAMAGE



Tap HP



Tap HK



Tap (→ HP)



Hold (RN →), top HP



Tap +, (→ LQ)



Tap +, (→ LP)

Devastating Combos

Two-Hit Dash Combo 18% DAMAGE



Jump in deep, top HK



Tap +, (→ LQ)

Three-Hit Crawl Combo 25% DAMAGE



Tap HK



Tap HK



Tap +, (→ LQ)

Finishing Moves

Face-Struck Fatality



Hold (HP LP HK LQ), move in close, tap ↑

Pileup Stage Fatality

When in close, tap ↓, ↑, (→ LP)

THE FIGHTER'S EDGE

Weapon: Kali Dagger

Queen Chii

Special Moves

Skull Throw



Tap \rightarrow , (\rightarrow LP)

Tap Dance



Tap \rightarrow , (\rightarrow LK)

Draw Weapon



Tap \downarrow , (\rightarrow HK)

Steel Weapon



Tap \rightarrow , (\rightarrow HF)

Note: This move can be done only when an opponent has their weapon down.

Slide



Tap \rightarrow , (\rightarrow HK)

Air Throw



While in the air with an opponent, tap BL

Finishing Move

Prison Stage Featibility
When in close, tap \rightarrow , \rightarrow , (\rightarrow HP)

Devastating Combo

Two-Hit Combo #1 **18% DAMAGE**



Jump in deep, tap HK



Tap \rightarrow , (\rightarrow HK)

Four-Hit Weapon-Finish Combo **20% DAMAGE**



Jump in deep, tap HP



Tap HK



Tap HK



Tap \downarrow , (\rightarrow HK)

Four-Hit Slide Combo **28% DAMAGE**



Tap HP



Tap HK



Tap (\downarrow HP)



Tap \rightarrow , (\rightarrow HK)

Five-Hit Tap Dance Combo **35% DAMAGE**



Tap HP



Tap HK



Tap (\downarrow HP)



Hold (RN \rightarrow), tap HP



Tap \rightarrow , (\downarrow LK)

Three-Hit Skull Combo **34% DAMAGE**



Tap HK



Tap HK



Tap \rightarrow , (\rightarrow LP)

Six-Hit Slam Combo **30% DAMAGE**



Tap HP



Tap HK



Tap (\downarrow HP)



Hold (RN \rightarrow), tap HP



Tap (\rightarrow HK)



Tap BL

Two-Hit Easy Combo **18% DAMAGE**



Tap (\downarrow HK)



Tap \rightarrow , (\rightarrow LP)

Six-Hit Juggle Dance Combo **43% DAMAGE**



Jump in deep, tap HP



Tap HK



Tap (\downarrow HP)



Hold (RN \rightarrow), tap HP



Tap HP



Tap \rightarrow , (\downarrow LK)

Two-Hit Combo #2 **28% DAMAGE**



Jump in deep, tap HK



Tap \rightarrow , BL

SAMURAI

Weapon: Blade Wheel

Draw Weapon



Tap \downarrow , (\rightarrow LK)

Special Moves

Fireball



Tap \downarrow , (\rightarrow LP)

Upward Bicycle Kick



Tap \uparrow , \uparrow , (\downarrow HK)

Square Wave Punch



Tap \rightarrow , (\rightarrow HP)

Leg Throw



Hold \downarrow , tap (LP BL)

Cartwheel



Tap \uparrow , \downarrow , (\rightarrow LK)

Air Throw



While in the air with an opponent, tap BL

Devastating Combos

Four-Hit Weapon-Finish Combo 29% DAMAGE



Tap \uparrow , HP



Tap HK



Tap HK



Tap \rightarrow , (\rightarrow LK)

Three-Hit Leg-Grab Combo 17% DAMAGE



Tap \uparrow , \downarrow , (\rightarrow LK) for two hits



Hold \downarrow , tap (BL LP)

Five-Hit Square Wave Punch Combo 31% DAMAGE



Tap HK



Tap HK



Tap \uparrow , \downarrow , (\rightarrow LK) for two hits



Tap \rightarrow , (\rightarrow HP)

Seven-Hit Juggle Fury Combo 43% DAMAGE



Tap HP



Tap HK



Tap (\downarrow HP)



Hold (RN \rightarrow), tap HP



Tap HP



Tap \uparrow , \downarrow , (\rightarrow LK) for two hits



Tap (\rightarrow HK)

Three-Hit Fireball Combo 25% DAMAGE



Tap HK



Tap HK



Tap \downarrow , (\rightarrow LP)

Six-Hit Cartwheel-Kick Combo 32% DAMAGE



Tap HP



Tap HK



Tap HK



Tap \uparrow , \downarrow , (\rightarrow LK) for two hits



Hold \downarrow , tap (BL LP)

Finishing Moves

Slicing Kiss Fatality

From outside meter distance, hold BL, tap \downarrow , \downarrow , (\rightarrow BK)

Prison Stage Fatality

When in close, tap \downarrow , \downarrow , \uparrow , \uparrow , HK

Special Moves

Fireball



Tap \downarrow , (\rightarrow HP)

Spinning Kick



Tap \rightarrow , (\rightarrow LK)

Split Kick



Tap \rightarrow , \downarrow , (\rightarrow LK)

Downward Fireball



While in the air, tap \downarrow , (\rightarrow LP)

Weapon: Boomerang

Draw Weapon



Tap \rightarrow , (\rightarrow HK)

Note: Your weapon must be drawn to do the following moves.

Throw Boomerang (Long)

Tap (\rightarrow LP)

Throw Boomerang (Short)

Tap (\rightarrow LP)



Devastating Combos

Two-Hit Weapon

Combo **25% DAMAGE**

Note: Your weapon must be drawn to do this combo.



Jump in deep, tap HK

Tap LP

Four-Hit Fireball Combo **34% DAMAGE**



Tap HP

Tap HK

Tap HK

Tap \downarrow , (\rightarrow HP)

Three-Hit Kick Combo **29% DAMAGE**

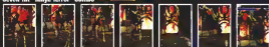


Tap HK

Tap HK

Tap \rightarrow , (\rightarrow LK)

Seven-Hit "Lemmy Terror" Combo **42% DAMAGE**



Jump in deep, tap HP

Tap HK

Tap (\downarrow HP)

Hold (BW \rightarrow), tap HP

Tap \rightarrow , (\rightarrow LK)

Hold (RH \rightarrow), tap HP

Tap (\rightarrow HK)

Five-Hit Uppercut Combo **26% DAMAGE**



Tap HP

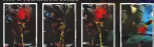
Tap HK

Tap (\downarrow HP)

Hold (BW \rightarrow), tap HP

Tap \downarrow , (\rightarrow HP)

Five-Hit Corkscrew Combo **27% DAMAGE**



Tap HP

Tap HK

Tap HK

Tap \rightarrow , \downarrow , (\rightarrow LK) for two hits

Two-Hit Spin-Kick Combo **18% DAMAGE**



Jump in deep, tap HK

Tap \rightarrow , (\rightarrow LK)

Finishing Move

Kiss Fatality



When in close, tap \downarrow , \downarrow , (\downarrow HP SL)

Raiden

Weapon: Mighty Mallet

Draw Weapon



Tap \uparrow , (\uparrow LP)

Finishing Move

Prison Stage Fatality



When in close, tap \downarrow , \uparrow , B.

THE FIGHTER'S EDGE

Special Moves

Lightning Bolt



Tap \downarrow , (\uparrow LP)

Teleport



Tap \downarrow , T

Torpedo Attack



Tap \uparrow , (\uparrow LK)

Note: This move can be done in the air.

Devastating Combos

Two-Hit Kick Combo 20% DAMAGE
Jump in deep, tap HK, \uparrow , (\uparrow LK)

Two-Hit Torpedo Combo 10% DAMAGE
Tap (\downarrow HK), \uparrow , (\uparrow LK)

Four-Hit Lightning Combo 25% DAMAGE
Tap HP, HK, (\downarrow HP), \downarrow , (\uparrow LP)

Three-Hit Mallet Combo 37% DAMAGE
Note: Your weapon must be drawn to perform this combo.
Tap (\uparrow LP), (\uparrow HK), \uparrow , (\uparrow LK)

Two-Hit Weapon Combo 25% DAMAGE
Note: Your weapon must be drawn to perform this combo.
Tap (\uparrow LP), \uparrow , (\uparrow HP)

Five-Hit Uppercut Combo 30% DAMAGE
Tap HP, HK, HK, (\downarrow HP), \uparrow , (\uparrow LK)

Seven-Hit Torpedo Combo 40% DAMAGE
Jump in deep, tap HP, HK, (\downarrow HP), (RN \uparrow), HP, HP, (\uparrow HK), \uparrow , (\uparrow LK)

Devastating Combos

Two-Hit Kick Combo 20% DAMAGE
Jump in deep, tap HK, \uparrow , (\uparrow HK)

Two-Hit Juggle Combo 20% DAMAGE
Note: This combo can be done in the air.
Jump in deep, tap HK, \uparrow , (\uparrow HP)

Three-Hit Kick Combo 49% DAMAGE
Note: Your weapon must be drawn to do this combo.
Tap LP, HP, \uparrow , (\uparrow HK)

Four-Hit Juggle Combo 25% DAMAGE
Tap HP, HK, (\downarrow HP), \uparrow , (\uparrow HK)

Four-Hit Fireball Combo 30% DAMAGE
Jump in deep, tap HP, HK, HK, \uparrow , (\uparrow LP)

Five-Hit Bicycle-Kick Combo 31% DAMAGE
Charge LK, tap HP, HK, (\downarrow HP), hold (RN \uparrow), tap HP, release, tap LK

Seven-Hit Bicycle Juggle Combo 42% DAMAGE
Jump in deep, tap HP, HK, (\downarrow HP), hold (RN \uparrow), tap HP, HP, HK, \uparrow , (\uparrow HP)

Wu Kang

Weapon: Flamberg Sword

Draw Weapon



Tap \uparrow , (\uparrow LK)

Fast Slice

Rapidly tap HP

Note: Your weapon must be drawn to do this move.

Special Moves

Low Fireball



Tap \uparrow , (\uparrow LP)

Flying Kick



Tap \uparrow , (\uparrow HK)

Fireball



Tap \uparrow , (\uparrow HP)

Note: This move can be done in the air.

Bicycle Kick



Charge LK five seconds, release LK.

Finishing Moves

Prison Stage Fatality

When in close, tap \uparrow , \uparrow , \uparrow , LP

Dragon Fatality

From outside sweep distance, tap \uparrow , \uparrow , \uparrow , (\downarrow LK, LK)

THE FIGHTER'S EDGE

Weapon: Spiked Club



Special Moves

Ground Wave



Tap \rightarrow , \rightarrow , (\downarrow LK)

Missile Attack



Tap \downarrow , (\rightarrow LP)

Dashing Punch



Tap \downarrow , (\rightarrow LP)

Backbreaker



While in the air with an opponent, tap BL

Draw Weapon



Tap \downarrow , (\rightarrow HP)

Finishing Move

Prison Stage Fatality

When in close, tap \rightarrow , \rightarrow , (\rightarrow LK)

Devastating Combos

Two-Hit Quick Punch Combo 20% DAMAGE

Jump in deep, tap HK, \downarrow , (\rightarrow LP)

Four-Hit Punch Combo 20% DAMAGE

Tap HP, HK, (\downarrow HP), \downarrow , (\rightarrow LP)

Four-Hit Club Combo 20% DAMAGE

Tap HP, HK, HK, \downarrow , (\rightarrow HP)

Four-Hit Missile Combo 20% DAMAGE

Tap HP, HK, HK, \downarrow , (\rightarrow LP)

Five-Hit Missile Combo 20% DAMAGE

Tap HP, HK, (\downarrow HP), hold (RN \rightarrow), tap HP, \downarrow , (\rightarrow LP)

Six-Hit Juggle Combo 20% DAMAGE

Jump in deep, tap HP, HK, (\downarrow HP), hold (RN \rightarrow), tap HP, tap (\rightarrow HK), \downarrow , (\rightarrow LP)

Weapon: Crossbow



Draw Weapon



Tap \rightarrow , (\rightarrow LP)

Note: Your opponent must be within 10 to do the following moves.

Horizontal Shot

Tap LP

Vertical Ricochet

Tap HP

Ground Ricochet

Tap (\rightarrow LP)

Whirlwind



Tap \downarrow , (\downarrow LP)

Levitate Opponent



Tap \rightarrow , \downarrow , (\rightarrow HP)

Dive Kick



While in the air, tap (\downarrow LK)

Devastating Combos

Three-Hit Levitate-Kick Combo 10% DAMAGE

Jump in deep, tap HK, \rightarrow , \downarrow , (\rightarrow HP)

Three-Hit Levitate-Slam Combo 24% DAMAGE

Tap \rightarrow , \downarrow , (\rightarrow HP), \rightarrow , \downarrow LK, (\downarrow HP)

Three-Hit Flying-Knee Kick Combo 25% DAMAGE

Tap HK, HK, \downarrow , (\rightarrow HK)

Three-Hit Crossbow-Shot Combo 21% DAMAGE

Note: Your weapon must be drawn to do this combo.

Tap HK, HK, LP

Three-Hit Corner-Trap Kick Combo 28% DAMAGE

Note: Your opponent must be in the corner to do this combo.

While in the air, tap (\downarrow LK), (\downarrow LK), (\downarrow HP)

Four-Hit Diving-Kick Combo 25% DAMAGE

Tap HP, HK, (\downarrow HK), (\downarrow HP)

Five-Hit Flying-Knee Juggle Combo 25% DAMAGE

Jump in deep, tap HK, \rightarrow , \downarrow , (\rightarrow HP), \rightarrow , \downarrow , (\downarrow LK), HP, \downarrow , (\rightarrow HK)

Five-Hit Uppercut Juggle Combo 41% DAMAGE

Jump in deep, tap HP, HK, (\downarrow HP), HK, \downarrow , (\rightarrow HK)

Special Moves

Slam Opponent



After Levitate Opponent, tap \rightarrow , \rightarrow , (\downarrow LP)

Flying Knee



Tap \downarrow , (\rightarrow HK)

Finishing Moves

Whirlwind Fatality



From outside sweep distance, tap (RN DL), (RN BL), (RN UL), (RN EL)

Prison Stage Fatality



When in close, tap \downarrow , \downarrow , (\downarrow HK)



THE FIGHTER'S EDGE

Special Moves

Finishing Move

Prison Stage Fatality
When in close, tap \rightarrow , \leftarrow , (\rightarrow SL)

Weapon: Bladed Staff

Draw Weapon



Tap \downarrow , (\rightarrow LP)



Hands Walk



Tap (SL LK)
Note: Tap SL to stand up again.

Hand Spin



During the Hands Walk, hold LP

Low Fireball



While in the air, tap \rightarrow , (\rightarrow LP)

Leg Kick



During the Hands Walk, tap HK or LK

Air Punch



Tap \downarrow , (\rightarrow HP)

High Fireball



Tap \rightarrow , (\rightarrow HP)

Devastating Combos

Two-Hit Uppercut

Combo **10% DAMAGE**
Tap \rightarrow , (\rightarrow LP), (\rightarrow HP)

Four-Hit Weapon

Combo **30% DAMAGE**
Tap HP, HK, HK, \downarrow , (\rightarrow LP)

Three-Hit Fireball

Combo **5% DAMAGE**
Tap \rightarrow , (\rightarrow LP), HP, (\rightarrow HK)

Seven-Hit Air Punch

Combo **38% DAMAGE**
Tap HP, HK, (\downarrow HP), hold (\rightarrow RB), tap HP, HP, (\rightarrow HK), \downarrow , (\rightarrow HP)

Three-Hit Weapon

Combo **23% DAMAGE**
Jump in deep, tap HP, HK, \downarrow , (\rightarrow LP)

Eight-Hit Juggle

Combo **44% DAMAGE**
Tap HP, HK, (\downarrow HP), \rightarrow , (\rightarrow LP), hold (\rightarrow RB), tap HP, HP, (\rightarrow HK), \downarrow , (\rightarrow HP)

Special Moves



Weapon: Scimitar

Cannonball



Tap \rightarrow , (\rightarrow LK)

Body Slam



Tap \rightarrow , \downarrow , (\rightarrow HK)

Triblade



Tap \downarrow , (\rightarrow LP)

Upward Cannonball



Tap \rightarrow , \downarrow , (\rightarrow HP)

Draw Weapon



Tap \rightarrow , (\rightarrow HP)

Finishing Move

Heart-Rip Fatality



When in close, tap \rightarrow , \leftarrow , \rightarrow , (\rightarrow LK)



Devastating Combos

Two-Hit Cannonball

Combo **38% DAMAGE**
Tap HK, \rightarrow , (\rightarrow LK)

Four-Hit Weapon

Combo **33% DAMAGE**
Note: Your weapon must be drawn to do this combo.
Tap HK, HP, LP, \leftarrow , (\rightarrow LK)

Six-Hit Juggle

Combo **33% DAMAGE**
Tap HP, HK, (\downarrow HP), hold (RH \rightarrow), tap HP, HP, \leftarrow , (\rightarrow LK)

Two-Hit Slam

Combo **20% DAMAGE**
Jump in deep, tap HK, \rightarrow , \downarrow , (\rightarrow HK)

Four-Hit Triblade

Combo **23% DAMAGE**
Tap HP, HK, HK, \downarrow , (\rightarrow LP)

Six-Hit Body-Slam

Combo **40% DAMAGE**
Jump in deep, tap HP, HK, (\downarrow HP), hold (RH \rightarrow), tap HP, HP, (\rightarrow LK), \rightarrow , \downarrow , (\rightarrow HK)

Three-Hit Kick

Combo **23% DAMAGE**
Tap HK, HK, \leftarrow , (\rightarrow LK)

Four-Hit Cannonball

Combo **33% DAMAGE**
Tap HP, HK, (\downarrow HP), \rightarrow , \downarrow , (\rightarrow HP)

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

PlayStation

Street Fighter EX Plus

Hidden Fighters and Play with Cracker Jack's Aluminum Bat



Hidden Fighters: Highlight Practice mode in the Options menu and press Select. Up, Right, Down, Right, and Select. If you entered the cheat correctly, the words "Here Comes a New Challenger" will appear at the bottom of the screen. Now you can play as Evil Ryu, Evil Hokuto, Cycloid Beta, and Cycloid Gamma in any game mode.

Play with Cracker Jack's Aluminum Bat: Select Cracker Jack, then immediately simultaneously press and hold Up, □, ○, R1, and R2 until the fight starts. When the match begins, Cracker Jack fights with an aluminum bat.

PlayStation

Nuclear Strike

Passwords



Level 2—Islands: **Cuttthroats**

Level 3—Peace: **Countdown**

Level 3—Peace (after nuclear blast): **Plutonium**

Level 4—DMZ: **Puzzle**

Level 5—Fortress: **Armageddon**

PlayStation

Resident Evil: Director's Cut

Start the Game with the Colt Python Pistol or the Rocket Launcher and Have Unlimited Ammo



Start the Game with the Colt Python Pistol and Unlimited Ammo: Finish the game as either Chris or Jill and save their STARS colleagues. In Chris's scenario, save Rebecca and Jill; in Jill's scenario, save Barry and Chris. Watch the ending, then save the data to a memory card. Start a new game using the saved data, and when you check the character inventory, you'll find a Colt Python with unlimited ammo.



Start the Game with the Rocket Launcher and Unlimited Ammo: Finish the game as Chris in under three hours, then save the data to a memory card. Start a new game using the saved data, then check Chris's inventory. You'll find a rocket launcher with unlimited ammo.

PlayStation

MDK*

Level Select



At the title screen, press Left, ○, △, Up, □ to make a level-select option appear.

*These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.

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Hey, can you take a few minutes to answer some questions for us? Please fill out the following survey and fax, e-mail, or snail mail it (or a copy) back to GamePro by **January 31, 1998**. You'll be entered into a contest to win the prizes listed.

Name _____ Age _____
Address _____
City _____ State _____
Zip _____ Phone (____) _____

1. Please indicate whether you read and/or how useful you found each of the following articles from this issue of GamePro: Circle "A" if you read the entire article, "Some" if you read part of the article, and "None" if you did not read the article. If you read any part of the article, please let us know how useful it was by circling "A" for "very useful" to "D" for "not at all useful."

The Cover	All / Some / None	A B C D F
Headlines: Letter from the GamePro's	All / Some / None	A B C D F
The Mail	All / Some / None	A B C D F
Buyers Beware	All / Some / None	A B C D F
Profiles	All / Some / None	A B C D F
NetPro	All / Some / None	A B C D F
Interview with the Template Maker	All / Some / None	A B C D F
1997: The Year of Gaming Dangerously	All / Some / None	A B C D F
Spotlight on World Book 20	All / Some / None	A B C D F
Dresses Projects	All / Some / None	A B C D F
Snack Previews	All / Some / None	A B C D F
PC GamePro	All / Some / None	A B C D F
Hot of the Arcades	All / Some / None	A B C D F
Windows 94 Profiles	All / Some / None	A B C D F
PlayStation Profiles	All / Some / None	A B C D F
Saturn Profiles	All / Some / None	A B C D F
The 14-Bit Gamer's Survival Guide	All / Some / None	A B C D F
Sports Pages	All / Some / None	A B C D F
Role-Player's Reader	All / Some / None	A B C D F
N64 ProStrategy Guide	All / Some / None	A B C D F
The Fighter's Edge: Martial Combat 4	All / Some / None	A B C D F
SNKPro	All / Some / None	A B C D F

2. What game systems do you currently own?

- Game Boy PC PlayStation
 Genesis Windows 95 Saturn
 Nintendo computer Windows 3.1 Super NES
 Nintendo 64 CD-ROM Super NES

3. Please indicate which of the following publications you purchase or read at least 4 times per year:

- The Hard Game Fun GamePro Toys & Tricks
 Electronic Gaming Monthly Next Generation Video Game Player
 Electronic Gaming Weekly Nintendo Power P51
 Electronic Gaming Monthly 2 PlayStation Mag PS Extreme

4. Have you ever visited the GamePro Online Web site? (<http://www.gamepro.com>)

- Yes No

If yes, how useful was it? Circle "A" for "very useful" to "D" for "not at all useful"

5. On average, how much time in a week do you spend playing interactive games at home or elsewhere?

	Console Games	PC Games	Online Games	Arcade Games
Less than 1 hr	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
1-5 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
5-10 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
10-15 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
15-20 hrs	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
20 hrs or more	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>

6. Would you like to see more editorial on

- Console games Yes No
 PC games Yes No
 Online games Yes No
 Arcade games Yes No

7. How did you get this copy of GamePro?

- Subscribed
 Purchased at the newsstand
 Other _____

Tell us what you THINK!

HOW TO ENTER:

To be eligible to win, please e-mail, e-mail, or fax your completed survey (or a copy) to:

Mail
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San Mateo, CA 94402

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(Please write "Console Survey" in the subject line.)

Fax: 415/349-7482

Or enter online

Online: www.gamepro.com

Playstation

Oddworld: Abe's Oddysee

Level Select, Movie Player, Green Fart, and Voice Cheat



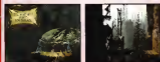
Level Select: At the title screen where Abe says "hello," press and hold R1, and press Down, Right, Left, Right, □, ○, □, △, ○, □, Right, Left. If you entered the cheat correctly, Abe will say "okay" and a level-select option will appear.



Movie Player: At the title screen where Abe says "hello," press and hold R1, and press Up, Left, Right, □, ○, △, □, Right, Left, Up, Right. If you did the cheat correctly, Abe will say "okay" and a movie player will appear.



Green Fart: Press and hold R1, and press Up, Left, Right, □, ○, × any time during gameplay. After you enter the code, Abe farts a green air mine each time he farts.



Voice Cheat: Press and hold R1, and press △, Up, ○, Left, ×, Down, □, Right any time during gameplay. After you enter the code, Abe can solve voice puzzles with any single sound.

Playstation

Madden NFL '96

Hidden Teams and Stadiums



Hidden Teams: At the Create Player screen, enter the following names to gain access to cool hidden teams:

EA Sports Team: ORR HEROES

Tiburon Team: LOIN CLOTH

All-Time Leaders: LEADERS

All-Time All Madden: COACH

All '80s Team: PAC ATTACK

All '70s Team: STEELCONTAIN

All '90s Team: GOLD RUSH

NFC Pro Bowl: ALORA

AFC Pro Bowl: LUMD



Hidden Stadiums: At the Create Player screen, enter the following names to access hidden stadiums. After entering the code, go to the Stadium Select screen and scroll down until you find the stadium.

Astrodome: JETSONS

Cleveland Municipal Stadium: DANGEROUS

Oakland Coliseum: ANAKK

Tampa Bay Stadium: 110 80888880

Orange Bowl: DANGEROUS

RFK Stadium: 00.DOC

Tiburon Stadium: SHARKSPIN

Old West: G0007 70NS

Ramon E. Cheluth, N.S.

Whtvry, NE

PlayStation

Mortal Kombat Mythologies: Sub-Zero

Passwords



Mission 2: **W0M0R**

Mission 3: **C0S0D0**

Mission 4: **2V0K0M**

Mission 5: **0T0R0D**



Mission 6: **00T0K0**

Mission 7: **0P0L0R**

Mission 8: **0L0K0V**

Saturn

Street Fighter Collection*

Play as Gammy in Street Fighter Alpha 2 Gold and Play as Akuma in Super Street Fighter II Turbo



Play as Gammy in Street Fighter Alpha 2 Gold. Finish the game in Arcade mode as M. Bison on Level 4 difficulty or higher and with the highest score. Enter the initials **00M** at the high-score screen and save the data. Load the saved data, then at the Play or Select screen, put the cursor over M. Bison and press Start twice. Now you can play as Gammy from X-Men vs. Street Fighter.

Note: You can only play as Gammy in the Vs and Training modes.



Play as Akuma in Super Street Fighter II Turbo. At the Player Select screen, put the cursor over Ryu, then simultaneously press L and R to make Akuma appear.

PlayStation

CART World Series

Password Cheats



Enter the following passwords for these cheats at the Create Driver screen:

$\frac{1}{2}$ Gravity: **0E0000**

Half Gravity on Tracks: **F00000**

More Gravity on Tracks: **000000**

No Collision on Cars: **000000**

Cars Have Only Wheels: **000000**

Cars Have Fat Tires: **000000**

Win Season: **000000**

Invincible in Sim Mode: **000000**

Race Two Laps in Season Mode: **0000**

Sunset Tracks: **000000**

Night Tracks: **000000**

Space Tracks: **000000**

PlayStation

Steel Harbinger

All Weapons, Full Ammo, and Full Health



Enter the following cheats while the game is paused.

Note: You can do these cheats a limited number of times.

All Weapons: Press \times , Δ , R2, Δ , \times , L2, R2, Down, L2, \square , Right.

Full Ammo: Press Left, Left, L1, R2, \square , R1, Right, Right.

Full Health: Press L2, L2, R2, R2, Up, L1, Up, R1.

*These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.

PlayStation

Treasures of the Deep

Banana Bombs, Overhead View, and More



Enter the following cheats while the game is paused:

Banana Bombs: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, x, Up, Δ, Down.

No Currents: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R1, L1, L2, R2, x.

Overhead Camera View: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Δ, □, x, □.

Reveal the Entire Map: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, □, x, O, □.

Sharks Are Harder to Destroy: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, L2, L2, R1, R1, R1, R2, L1.

Speed Up the Deep Power: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, R1, R2, R1, R2, R1, R2.

Turn Off All Cross Hairs: Press Down, x, Left, □, Up, Up, Δ, Δ, Right, Right, O, O, Δ, x, Up, Down.

Justin Moonjar
Oyster Bay, NY

PlayStation

Marvel Super Heroes

Play as Thanos



To play as Thanos, finish the game in any skill level (as long as many continues as it takes), then save the data. At the Player Select screen, quickly press Up. Then press and hold Up, and press and hold L1, Δ, and □ in this order. Thanos's face should appear in the character window.

Note: The Short Cut mask must be off for this cheat to work.

CHOOSE YOUR WEAPONS.

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Saturn

Saturn Bomberman

Extra Lives, Various Cheats, and Extra Characters



Extra Lives: Set the Saturn clock to 10:30 a.m. to start the game with six lives.

Various Cheats

Enter the following codes at the title screen.

All Weapons: Simultaneously press and hold **L, R, A, and Up-Left** on the control pad. A beep will sound if you entered the code correctly.

Skip to Stage 2: Simultaneously press and hold **L, R, B, and Up-Left** on the control pad.

Skip to Stage 3: Simultaneously press and hold **L, R, C, and Up-Right** on the control pad.

Skip to Stage 4: Simultaneously press and hold **L, R, X, and Up-Right** on the control pad.

Skip to Stage 5: Simultaneously press and hold **L, R, Y, and Up-Left** on the control pad.

Watch the Ending: At the title screen, simultaneously press and hold **L, R, Z, and Down**.



Extra Characters: Highlight the word "Match" in the Battle Game option, and simultaneously press and hold **L and R**. After you hear a beep, enter the Character Select screen to find different characters.

PlayStation

Machine Hunter

Cheats



Enter the following passwords for these cheats:

Cheat Menu: **??7H0ST???**

Exit Is Always Open: **NO MISSION**

Invincibility: **INVINCIBLE**

One Shot Kills Any Enemy: **GRINDREAPER**

Player Has All Items Within a Mission: **LASTPLAYER**

Player Has Unlimited Continues: ****UNLIMIT****

Show Game Credits: **SHOWCREDIT**

Watch the Final Credits: ****SAVOR****

Watch the Old Opening Cinema: **SHOWOLDSD**

Weapon Upgrades Never Expires: **210LIMITED**

PlayStation

Street Fighter Collection*

Play as Akuma in Street Fighter II Turbo



At the Player Select screen, put the cursor over Ryu, then simultaneously press **L1 and R1** to make Akuma appear. Now you can play as Akuma.

Do You Have a Secret Weapon?

If so, send it to SWAT and, if we publish it, we'll send you a free GamePro T-shirt! Send your best tips and secrets to

GamePro Magazine

Secret Weapons
P.O. Box 582B
San Mateo, CA 94402

*These cheats were tested on a preliminary or Japanese version of the game and may be different in the final version.

E-mail us your tips and tricks through America Online at **Keyword: GamePro** or at this Internet address: swat.gamepro@gamepro.com

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